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What’s New

We’ve added the following features and made the following improvements to Autodesk SketchBook® Mobile 2.7.5:

- Duo Sketch – connect to someone, draw together on one canvas, and exchange messages
- Copic markers – obtain the appearance of a natural marker. The more lines you make, the stronger the color becomes.
- Improved performance
Welcome to the SketchBook® Mobile! Enjoy the same SketchBook® desktop experience on your iPhone with a professional-grade stroke engine, and produce stunning quality results.

What is a marking menu?
A marking menu is a hidden menu containing tools. To access it:

![Tap, then tap a brush or tool.](image)

**What is the marking menu puck**

Tap 📚 to access this puck 🔄 and resize a brush or change its opacity. A display appears with the brush size and opacity. The puck provides cursor feedback to see the size of the brush.

- Tap-drag ➡️ to *increase* brush size.
- Tap-drag ⬅️ to *decrease* brush size.
- Tap-drag ⬆️ for a *more opaque* stroke.
- Tap-drag ⬇️ for a *more transparent* one.
What is a gesture?

A gesture is a shortcut motion that uses one or more fingers to access a tool, change image orientation, zoom in, and more. Here is a list of standard gestures used in SketchBook Mobile:

- **Clear layer** - Double-tap the top left corner.
- **Fit to view** - Double-tap the top right corner.
- **Undo** - Double-tap the bottom left corner.
- **Redo** - Double-tap the bottom right corner.

**Zoom** - Pinch the screen to scale down the size of the canvas. Then, expand the pinch to scale up the size of the canvas.

**Color Picker** - Tap-hold to get 🎨. Drag your finger so the bull’s-eye is over the color you want.

Courtesy: ©Luis Peso
**What are menu gestures?**

The tools in the marking menu can be accessed without opening it. To do this, you use *menu gestures*, which provide a quick method for selecting a series of tools without opening the marking menu. To turn these off, see [Disabling gestures](#).

![Diagram of menu gestures](image)

**Note** This requires you to remember the position of the tools.

**Specs**

The type of device you have dictates the canvas size, number of undo and redo operations, and number of layers. You get dynamic feedback on the number of layers available.
Using the Color Editor

Tap to access the Color Editor. It contains a color wheel for creating custom colors. Enter RGB or HSB values or mix a color of your

![Color Editor](image)

- Tap-drag to change saturation.
- Tap-drag to change hue.
- Tap-drag to change RGB values.

To move the sliders precisely, do either of the following:

- **Slider names and numeric values** - Tap a slider name to reduce it by a set value. Tap its numeric value to increase it by the same set value.

- **Tap-hold and drag above or below** - Tap-hold a slider, then drag your finger above to increase its value or below to decrease it. The further away from the slider, the more precise your control.

![Color Editor](image)

Shows the last and current color.

![Color Editor](image)

- Tap-drag to change saturation.
- Tap-drag to change hue.
- Tap-drag to change RGB values. Tap RGB to switch to HSB.
Tap to flip to the color swatches. Choose from an assortment of default color chips or create your own and quickly access these colors.

**CREATE A SWATCH**

Create a color using the color wheel or capture one with the Color Picker. Then, flip to the color swatches and tap-drag the color band anywhere within the swatches to create a new swatch. Keep in mind, this overwrites the previous swatch in that location.

Tap to flip back to the color wheel.

**CAPTURE A COLOR**

Tap-hold to get the Color Picker. Move over a color. Lift your finger to capture it.

Courtesy: ©Luis Peso

**Random Color Controls**

Quickly lay down varying colored strokes using the same brush. Set a hue, saturation, and/or brightness range for the active color.

1. Drag the H slider to set the hue range of the stroke.
2. Drag the S slider to set the saturation range of the stroke.
3. Drag the B slider to set the brightness range of the stroke.
4. Tap to switch between HSB and RGB.
5. Tap to turn randomize color on/off.
The **Copic Color Library** contains a variety of colors. To access it, tap 🎨 then 📦.

- To access different color palettes, tap-drag the slider.
- To select the complementary color, tap a color chip to load its complementary color. Tap the **Complementary** color to select it.

**Note**  Not every color will have an assigned complementary color. For those without, a selection of colors similar to its complementary or nothing will appear.
Using the Brush Editor

Tap 🎨 to access the **Brush Editor**. It contains a **brush palette** with a combination of preset brushes. Tap a brush to select it. Double-tap a brush to return to your sketch.

**Tip** Use 🎨 to swap between brushes without opening the **Brush Editor**.

Tap 🎨 to flip to the **brush properties**. Change brush size, opacity, spacing, rotation, squish, and tip type. Any changes made are stored with the brush.

Set the tip type used.

Tap-drag a slider to change values.

**Note** To precisely move sliders, tap-hold a slider, then drag up to increase its value or down to decrease it. The further you move away from the slider, the more precise your control.

Play with **Spacing** to dramatically change a stroke by spreading out or condensing the brush stamps.

Tap 🎨 to flip back to the **brush palette**.

Courtesy of Starr Allen Shaw
What is simulated pressure sensitivity?

It is a property that makes lines thinner and more transparent at the beginning and end of a stroke.

For example, the stroke of a default pencil fades at the tip. The speed of your stroke affects how long the faded portion is.

In the Brush Editor, the Min and Max values for Size and Opacity drive this.

If Min is 2 pixels and Max is 8, the synthetic pressure applies this range to the ends of strokes, based on the speed/intensity of your strokes, creating what we call “simulated pressure sensitivity”.

How does Fill work?

The Fill tool is found in the Brush Editor and floods a closed area with paint. Tap in the area you want to fill.

Fill floods the entire layer with paint if the layer is empty. Therefore, though you may see regions created on other layers, if you are on an empty layer, paint will completely flood the empty layer and ignore any pixels on other layers.
1 **GALLERY**

All devices display these Gallery options.

- ![Plus](image) Creates a new sketch.
- ![Plus Plus](image) Makes a duplicate of the sketch.
  - **NOTE** For iOS5 users, the duplicate is saved in the same location as the original sketch.
- ![Import](image) Imports an image. Tap a sketch and then ![Import](image) to locate an image to import.
- ![Export Options](image) Exports an image to:
  - iTunes (as a .psd)
  - Flickr
  - Facebook
  - Dropbox (as a .psd or flattened image)
  - Email (as a .psd or flattened image)
  - Twitter (you must have a Twitter account, Twitter enabled in your settings, and be running iOS5)
  - A Wi-Fi printer to print a copy of the image (tap Printer to select different printer).
  - Photo Library

When exporting, you can merge all layers into a flat .jpg file or preserve all layers and export as a .psd file. Some of the export options require an internet connection.

**Note** You must have an email account set up on your iPod to access Email. To access Flickr®, Facebook, and Dropbox, you must have an account.

Tap a sketch, then ![Export Options](image) to select an export destination, and ![Send](image).

- ![Trash](image) Deletes a sketch. Tap a sketch and then ![Trash](image).

**Only iOS5 devices** that an iCloud account display these additional features:
Saves a sketch to iCloud.

Uploads a sketch to your device so it can be edited.

**iCloud Gallery thumbnail icons**

All iCloud thumbnails are downloaded to the Gallery the first time you visit it. Gallery thumbnails may display the following iCloud icons:

- **Cloud** (Temporary state) iCloud is trying to push a canvas thumbnail to your iPhone.

- **Cloud with down arrow** The canvas is ONLY on iCloud and is ready for downloading. Tap to download to your iPhone. The icon pulses while downloading. **Cloud** appears when it’s finished.

- **Cloud with down arrow and checkmark** The canvas is saved to iCloud. It has been downloaded to your iPhone and is editable.

**Opening a sketch**

Double-tap the thumbnail of a sketch to load it onto your canvas.

**Note** If you have many sketches, flip through the additional pages to locate them.
2 New

Create a new sketch. To create a sketch, tap +. Choose a canvas size from the list. The maximum number of layers is displayed next to it.

For a custom canvas, tap arrow of the last entry. Enter a length and width. The file size and maximum number of layers is displayed. Tap ✓. Tap the last entry again to create the canvas.

3 Line and Shape tools

Tap ∧ to cycle through the following line and shape tools: /, □, ◐, and ∧.

To return to freestyle sketching, cycle back to ∧.

4 Symmetry

Create symmetrical content. Tap ☠ to turn symmetry off.
5 Text

Add text to your sketches.

Use the tools in the other toolbars to position the text. Tap **Done** when finished.

1. Enter your text, select a font, and tap **Back**.

   ![Font selection](image)

2. Set the text size.

3. Set the text transparency.

4. Set the text color.

6 Layer Transform

Move, rotate, and scale a layer.

**Note** Layer transforms are dependent upon the number of pixels on a canvas. As pixels are added, performance slows.
1  **Cancel**  
Tap to ignore any changes and return to the canvas.

2  **Free Transform**  
Use two fingers to rotate, scale, and move the layer.

3  **Move**  
With a finger, tap-drag in any direction to **move** the layer.

4  **Rotate**  
With a finger, pivot to **rotate** the layer left or right.

5  **Scale**  
With a finger, tap-drag up, down, left, or right to **scale** the layer.

6  **Done**  
Exit **Layer Transform** mode.

7  **Preferences**

**Offsetting the Cursor**

**Use Offset Painting** sets the cursor to appear a short distance away from your finger to easily see where a stroke will appear.
**Disabling gestures**

Use **Menu Gestures** to turn off menu gesturing and select tools only through accessing the marking menu.

**Rotating an imported image**

Left-handed artist, use **Import Landscape (Left)** to rotate a landscaped image 180 degrees, making it easier to access clutch keys.

**Resetting defaults**

Use **Reset Color Swatches** to restore swatches to their factory default settings.

Use **Reset Brush Settings** to restore brushes back to their factory default settings.

**Changing your save location**

Use **Save New Canvas to iCloud** to set the default save location to iCloud. To save to your device, toggle it off.

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**SketchBook® Mobile communities**

Tap "i" then "News" to visit [http://www.sketchbooknews.com/](http://www.sketchbooknews.com/) and provide feedback and access Help docs, event information, reviews, tips & tricks, new technology and featured artist information, and the latest updates for the SketchBook family of products.
Using layers

Tap 🎨 to access the **Layer Editor**. Use layers to combine images, control the editing process, and show/hide image components. The number of layers available depends on the type of device.

**WORKING WITH LAYERS**

+ Creates a layer.

++ Duplicates the selected layer.

** Imports an image from the **Photo Library** to the selected layer.

⬇️ Merges layers together. Select the upper layer of the merge group, then tap ⬇️.

≡ Allows you to rearrange layers. Tap ≡ and drag the layer into position.

📖 Turns layer visibility on and off.

🔗 Turns **Preserve Layer Transparency** on and off.

☒ Deletes a layer. Tap ☒, then tap Delete.

**WORKING WITH LAYERS**

0.6 Changes layer transparency. Tap a layer, then tap-drag the **Opacity** slider. Each layer displays its opacity percentage.

You can also do the following:

- To change layers, tap the layer you want.
- To clear a layer, double-tap the top left corner of the screen.
- To return to your sketch, double-tap a layer.
**Cut, copy, paste with layers**

In the **Layer Editor**, tap-hold a layer, then tap **Cut** or **Copy**. Tap another layer or create a layer for the content. Tap-hold the layer, then tap **Cut, Copy** or **Paste**.

You can paste the content elsewhere, outside the app. If the content contains an alpha channel, it is respected.

**Paste outside content**

Copy or cut content from elsewhere, then tap-hold a layer and tap **Paste**.
Saving

Tap Gallery and Save to store a sketch in the Gallery and preserves its layers.

**Saving Variations**

Save iterations of a sketch. Use Save A Copy to create variations and branch off.

**NOTE**  
For iOS5 users, this variation is saved in the same location as the original sketch. For example, if the original sketch is from iCloud, the copy (variation) will be saved to iCloud.

**Saving to iCloud and iPhone**

Upon startup, set where new canvases will be saved.

- Tap Device to save to your iPhone. We recommend this setting for sensitive documents.
- Tap iCloud to save to your iCloud account.

**Note**  
To change these settings after startup in Preferences.

Duo Sketch

*(For iPhone 4S and iPhone/iPod 5 users only)* With Bluetooth, connect with another person and share a canvas and send messages through SketchBook. When connected, you'll work on the same layer (384 x 682 px) and can add strokes at the same time.

1. Tap ☑️, then ☀️, and select 💡 Duo Sketch.
2. To use Duo Sketch, tap OK to turn Bluetooth on and search for another device.
3. Tap the device you want.

What you can do

📞 When disconnected, use this to replace the other person’s canvas with the work you did while disconnected.

حفظ نسخة من الملف المحلي إلى جهازك.

💬 Chat with the other person. Type a message. It briefly appears at the top of the other person's screen.
Connected.

Disconnected. You can reconnect and continue working together. If someone continued sketching during this period, they should use 📱 to update both screens.

Exit. Stops the sharing and closes the session.

Best Practices
For optimal performance and/or to free up memory, follow these tips.

• For faster layer transforms, reduce the number of pixels on the canvas.
• For older devices, exit SketchBook® Mobile about every 30 min.
• For 3GS and 3rd Gen iPod Touch, exit SketchBook® Mobile about every hour.
• Limit the number of apps running in the background.
• Set Push to OFF. *(Settings > Mail, Contacts, Calendars > Fetch New Data > Push)*
• For iPhone users, change your settings to Wi-Fi to avoid the potential of losing your sketch.
• For longer battery life, go to Settings > General and set Location Services OFF. This turns off the location of your phone, which your camera and other apps use.
  
  **Important** Turn this back on when finished to locate your phone if lost or stolen.

• Use Save A Copy to have iterative copies of a sketch.