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Sketchable
JOURNAL SELECTION MODE

Active Journal Name

Sketchable

JOURNAL GESTURES

Open Journal
Tap the desired journal to open or pinch to zoom to open the center journal.

Pan Journal
One finger horizontal scrub pans through the journal.

Share Journal
Export Journal
Import Journal
Delete Journal
Journal Information
Add Journal
Add Journal
Creates a custom journal with a unique name, cover design, and resolution.
see page 7-8

Journal Information
Displays facts about the journal including name, cover design, default paper texture, and stats.
see page 9

Delete a Journal
Permanently deletes the currently selected journal.

Import Journal
Reads Sketchable’s custom journal files. (.sja)

Export Journal
Writes out a custom journal archive files (.sja). It preserves all the layers, colors, and textures used on each page.

Share Journal
Shares the currently selected journal with any compatible modern application.

Open Journal
Tap the desired journal to open or pinch to zoom to open the center journal.

Pan Journal
One finger horizontal scrub pans through the journal.
JOURNAL SELECTION MODE
ADD JOURNAL

Journal 2

New Journal

Name
Journal 4

Cover
Brown Leather

Size
Auto
- 148mm x 100mm
- A6 300 DPI
- A5 300 DPI
- A4 300 DPI
- A3 300 DPI
- 8.5x11 300 DPI
- 1200 x 800
- 1366 x 768
- 1920 x 1080
- 2048 x 1536
- 2560 x 1440
- 3840 x 2160
Journal Name
Creates a journal name up to 24 characters in length. If no name is created the journal will be added sequentially using “Journal #”. A maximum of 50 journals can be created or until disk space is full.

<table>
<thead>
<tr>
<th>Covers</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Brown Leather</td>
<td>Auto current screen size.</td>
</tr>
<tr>
<td>Black Leather</td>
<td>148mm x 100mm measures or 5.8inches x 4.1inches (Standard A6)</td>
</tr>
<tr>
<td>Tan Binding</td>
<td>A6-300 DPI measures 10.5cm x 14.8cm or 4.1” x 5.8”</td>
</tr>
<tr>
<td>Distressed</td>
<td>A5-300 DPI measures 14.8cm x 21cm or 5.8” x 8.3” (Standard US Postcard)</td>
</tr>
<tr>
<td>Distressed Leather</td>
<td>A4-300 DPI measures 21cm x 29.7cm or 11.7” x 8.3”</td>
</tr>
<tr>
<td>Golden Oldie</td>
<td>A3-300 DPI measures 29.7cm x 42cm or 11.7” x 16.5”</td>
</tr>
<tr>
<td>Centered Fern</td>
<td>8.5x11-300 DPI measures 21.5cm x 29.7cm or 8.5” x 11” (Standard US Letter)</td>
</tr>
<tr>
<td>Centered Fern Tip</td>
<td>1280 x 800 WXGA (16:10) A wide version of the XGA format. This display aspect ratio was common in wide-screen notebook computers until ca. 2010.</td>
</tr>
<tr>
<td>Purple Fiber</td>
<td>1366 x 768 HD (16:9) This display aspect ratio is among the most common in recent notebook computers and desktop monitors.</td>
</tr>
<tr>
<td>Basketball Grain</td>
<td>1920 x 1080 FHD (16:9) This display aspect ratio was popular on high-end 15” and 17” wide-screen notebook computers, as well as on many 23–27” wide-screen LCD monitors, until ca. 2010.</td>
</tr>
<tr>
<td>Turquoise Fiber</td>
<td>2048 x 1536 QXGA (4:3) This is the highest resolution that generally can be displayed on analog computer monitors (most CRTs).</td>
</tr>
<tr>
<td>Football Grain</td>
<td>2560 x 1440 WHQD (16:9) The native resolution for many higher end 27” wide-screen IPS panels.</td>
</tr>
<tr>
<td>Black Speckled</td>
<td>3840 x 2160 4K UHD (16:9) Four times the resolution of 1080p.</td>
</tr>
</tbody>
</table>
**Name**
Allows for changes in the journal name up to 24 characters in length.

**Cover**
Allows for changes in the cover selection after its creation. See page 8

**Default Paper**
The default paper is “Concrete”. This section allows the user to change the current paper from a list of 40 pre-installed textures.

**Resolution**
The number of pixels on the horizontal and vertical axis.

**DPI**
Dots Per Inch. 72 is standard for monitors and 300 for printing.

**Created**
Date and time the Journal was first created.

**Last Modified**
Date and time the Journal was last altered.
PAGE SELECTION MODE
PAGE SELECTION MODE

Add Page
Inserts a blank page at the end of a journal. There is a maximum of 50 pages per journal or until disk space is full.

Page Information
Displays facts about the currently selected page including name, date created, last modified, and general stats. see page 13

Delete Page
Permanently delete the currently selected page.

Import Page
Creates a new page by reading in one of the following file formats. (.png, .jpg, .tif, .bmp)

Export Page
Write out the following file formats. (.png, .jpg, .tif, .bmp, .psd)

Share Page
Share the currently selected page with any compatible modern application.

Camera
Launches the camera window.

Close Journal
Transitions to Journal Selection mode.

Editing Mode
Transitions to Editing Mode. see page 15-40

Previous and Next Page
Turns the page in the direction of the arrows. If no page is available the plus (+) sign will append a blank page to the end of the journal.

Page Navigation
Allows for fast page selection and rearranging of the page order. see page 14
Name
Allow for changing of the journal name up to 24 characters in length.

Created
Date and time the Journal was first created.

Last Modified
Date and time the Journal was last altered.

Stats
Keeps a running count of the number of times a specifically tool is used over the life of the page.

<table>
<thead>
<tr>
<th>Tool</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undo</td>
<td>0</td>
</tr>
<tr>
<td>Redo</td>
<td>0</td>
</tr>
<tr>
<td>Eraser</td>
<td>0</td>
</tr>
<tr>
<td>Brush</td>
<td>0</td>
</tr>
<tr>
<td>Blender</td>
<td></td>
</tr>
<tr>
<td>Paint Bucket</td>
<td></td>
</tr>
<tr>
<td>Dropper</td>
<td></td>
</tr>
<tr>
<td>Fill</td>
<td></td>
</tr>
<tr>
<td>Transform</td>
<td></td>
</tr>
<tr>
<td>Import</td>
<td></td>
</tr>
<tr>
<td>Airbrush</td>
<td></td>
</tr>
<tr>
<td>Pencil</td>
<td></td>
</tr>
<tr>
<td>Pen</td>
<td></td>
</tr>
<tr>
<td>Marker</td>
<td></td>
</tr>
<tr>
<td>Inking Nib</td>
<td></td>
</tr>
<tr>
<td>Chalk</td>
<td></td>
</tr>
</tbody>
</table>
Page Navigation
The Page Navigation icon is located in the upper right corner in Page Selection mode. It allows for fast page selection and rearrangement. Simply tap the tile to select a page or drag and drop it into its desired location.
### EDITING MODE

#### BRUSH TOOLS

<table>
<thead>
<tr>
<th>Tool</th>
<th>Description</th>
<th>Keyboard Shortcut</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Eraser</strong></td>
<td>The Eraser gradually removes color until the layer is translucent.</td>
<td><strong>E</strong></td>
</tr>
<tr>
<td><strong>Paintbrush</strong></td>
<td>The Paintbrush has soft anti-aliased edges that build toward the current selected color.</td>
<td><strong>B</strong></td>
</tr>
<tr>
<td><strong>Airbrush</strong></td>
<td>The Airbrush gradually build up color to develop subtly beautiful details.</td>
<td><strong>A</strong></td>
</tr>
<tr>
<td><strong>Technical Pen</strong></td>
<td>The Pen draws fine soft edge strokes that build toward the selected color.</td>
<td><strong>T</strong></td>
</tr>
<tr>
<td><strong>Inking Nib</strong></td>
<td>The Inking Nib produces fluid textured strokes that darken as detail is added.</td>
<td><strong>N</strong></td>
</tr>
<tr>
<td><strong>Chalk</strong></td>
<td>The Chalk tool adds fluid textured strokes while building towards the selected color.</td>
<td><strong>C</strong></td>
</tr>
<tr>
<td><strong>Smudge/Blender</strong></td>
<td>The Tortillon tool blends the affected pixels by smearing and softening colors.</td>
<td><strong>F</strong></td>
</tr>
<tr>
<td><strong>Marker</strong></td>
<td>The Marker has smooth anti-aliased lines that produce a subtle darkening of the stroke.</td>
<td><strong>M</strong></td>
</tr>
<tr>
<td><strong>Pencil</strong></td>
<td>The Pencil tool simulates real artistic pencils while interacting with canvas texture to build toward black.</td>
<td><strong>P</strong></td>
</tr>
</tbody>
</table>
**Variations affects Size**
When turned off it disables changes in brush size due to variations. (i.e. pressure, diameter and speed)

**Variations affects Opacity**
When turned off it disables changes in brush opacity due to variations.

**Lock Preset**
Protects the current preset from any and all edits.

**Revert Preset**
Restores preset to original settings.

**Duplicate Preset**
Creates a clone of the current preset.

**Delete Preset**
Permanently delete the currently selected preset.

**Advance Brush Settings**
Access the fine detail of each brush including image tip, texture, and fine details. see page 19,48-51

**Opacity and Brush Size Slider**

**Brush Presets**

**Position Stroke Preview Window**

**Dismisses Stroke Preview Window**
**ADVANCE BRUSH SETTINGS**

**Name**
Journal name up to 24 characters in length.

**Texture***
- Texture [ ]
- Invert [ ]
- Contrast 0 - 400
- Brightness 0 - 100
- Scale 25 - 400
- Angle 0 - 360
- Jitter 0 - 100

**Blend Modes**
- Normal
- Darken
- Density Darken

**Stroke Background**
- Auto
- White
- Gray
- Contrast

**Preset**
- Add Brush [ ]
- Import Brush Preset [ ]
- Export Brush Preset [ ]
- Delete Brush Preset [ ]

**Shape**
- Linear Profile
- Point Profile
- Dull Profile

**Profile**
- Linear Profile - Maximum density at the center with even weight fall-off on the edges.
- Point Profile - Maximum density at the center with maximum weight fall-off on the edges.
- Point Profile - Maximum density at the center with rapid weight fall-off on the edges.
- Dull Profile - Maximum density at the center with a high density weight on the edges.

**Diameter 0.10 - 1000**
- Vary to Minimum 0.10 - 100
- Jitter 0.10 - 300
- Mouse Varies
- Finger Varies
- Stylus Varies

**Roundness 0.10 - 1000**
- Vary to 0.10 - 100
- Jitter 0.10 - 100
- Mouse Varies
- Finger Varies
- Stylus Varies

**Feather 0.10 - 100**
- Vary to 0 - 1000
- Jitter 0.10 - 300
- Mouse Varies
- Finger Varies
- Stylus Varies

**Angle 0° - 360°**
- Jitter 0 - 360°
- Varies with

**Spacing 0.25 - 3200**
- Minimum in Pixels 0.25 - 20

**Scatter 0 - 1000**
- Both Axes

**Tip Opacity 0 - 100**
- Vary to Minimum 0 - 100
- Jitter 0.10 - 100
- Mouse Varies
- Finger Varies
- Stylus Varies

**Flow 0 - 100**
- Vary to Minimum 0 - 100
- Jitter 0.10 - 100
- Mouse Varies
- Finger Varies
- Stylus Varies

**Stroke Opacity 0 - 100**

**Bleed**

**Resaturation**

**Penetration**

**Color Jitter**
- Hue 0 - 100
- Saturation 0 - 100
- Brightness 0 - 100
- Purity (-100) - (100)

**Mouse**
- Velocity Strength 0 - 100

**Finger**
- Velocity Strength 0 - 100

**Stylus**
- Pressure Strength 0 - 100
- Velocity Strength 0 - 100

- Variation at speed.
- Variation Slower at speed.
- Variation with Tilt Angle of the stylus.
- Variation with Direction of the stylus.
- Turns off settings.

***These features are not accessible on all brushes.
EDITING MODE
COLOR & TEXTURE TOOLS

- **Undo**: Cancels the previous affect.
- **Redo**: Reverts the previously canceled affect.
- **Preset Tool Texture Well**: Represents the texture assigned to the currently selected brush preset.
- **Canvas Texture Well (2)**: Represents the texture assigned to the currently selected canvas.
- **Active Color Well**: Displays the currently selected color.
- **Color Picker**: Show or hide the color picker. See page 48.
- **Eye Dropper**: Detects color values from the canvas & sets them to the color well.
- **Show/Hide User Interface**: Allows user to display or conceal the user interface.

**Brush Tools**
See pages 16-17.

**Canvas Texture Well (2)**

**Preset Tool Texture Well**

**Eye Dropper**

**Color Picker**

**Active Color Well**

**Color Pots**

**Show/Hide User Interface**
### EDITING MODE

#### TEXTURE TOOLS

**Contrast**
The higher the contrast the greater the perceived “grade” of the paper grain.

**Brightness**
The higher the brightness the greater the perceived “depth” of the paper grain.

**Scale**
Changes the size of the paper texture.

**Rotation**
Changes the direction of the paper texture from 0-360°

---

<table>
<thead>
<tr>
<th>Preset Texture Well</th>
<th>This preset texture is preserved specifically for a brush preset.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Canvas Texture Well (2)</td>
<td>These texture wells allow the user to easily toggle between textures associated with the canvas.</td>
</tr>
</tbody>
</table>
EDITING MODE
EDITING TOOLS OVERVIEW

Layer Transform
Scales, rotates, skews, and resizes the current layer.
see pages 25-27

Viewing Transform
Select between pan, zoom or canvas rotate.
see pages 28

View Filters
These are non-destructive view filters, which allows a user to make changes to an image without overwriting the original image.
see pages 29

Flood Fill
Colors an entire area of connected pixels with similar color and opacity.
see pages 30
Flood Fill Settings
Tolerance .00 - 1.00  Anti Aliasing
Opacity .00 - 1.00  Sample All Layers

Friskets
Select between Symmetry, Mask and Stencil tool.
see pages 31-40

Symmetry
Mirrors strokes across one or two axes.
see pages 32-33

Mask
Mark off a section of the canvas from edit.
see pages 34-37

Stencils
Paint strokes will snap to a geometric shape.
see pages 39-40

Layer Information
Allows users to make quick edits to the currently selected layer including blend modes and opacity.
Opacity .00 - 1.00
Blend Modes
Layer Palette - see pages 42

Layers Palette
Create, rearrange, and manipulate layers.
Layer Palette - see pages 43-45
Paint with “Stylus and Touch” or “Stylus”

Brush Cursor Visible
Shows a round cursor the size of your brush tip.

Show Tool Tips
Toggles on and off tool tips.

Stroke Proximity Hides UI
Hides the User Interface (UI) if the stroke moves to close to the tool bar.

Pixelate while Zoomed
Allow for viewing of individual pixels when zoomed in.

RGB 0-255
Displays color values of red, green & blue.

Right Click Eyedropper
Right click with the mouse or active pen will bring up the eyedropper.

Canvas Background Color
Sets the color of the canvas background from black to white.

Controls Overlay Color
Sets the color of the tool bars.

Selected UI Color
Controls the color of a selected button.

Touch Button Scale
Sets the icon size from .7 - 2.0 when touch input is being used.

Mouse Button Scale
Sets the icon size from .7 - 2.0 when touch input is being used.
Commit Actions
Finalizes layer transform.

Scale
Toggles on and off scaling of the currently selected layer.

Rotate
Toggles on and off rotation of the currently selected layer.

Vertical Flip
Flips the layer along the vertical axis.

Horizontal Flip
Flips the layer along the horizontal axis.

Counter Clockwise 90° Rotate
Rotates the currently selected layer left 90°

Clockwise 90° Rotate
Rotates the currently selected layer right 90°

Link Height/Width
Preserves the aspect ratio when resizing a layer.

Transform Settings
Allows for precise manipulation of vertical scale, horizontal scale, (0-32x) and rotation. (0-360°).
see page 27

Dismiss Actions
Cancels the layer transform.
EDITING MODE
LAYER TRANSFORM SETTINGS

TRANSFORM SETTINGS

Horizontal Scale
Scales a layer along the x-axis.
(0-32x)

Vertical Scale
Scales a layer along the y-axis.
(0-32x)

Rotation
Rotates a layer. (0-360°)
EDITING MODE
VIEWING TRANSFORM SETTINGS

Hand Tool
Allows for repositioning of the canvas without affecting the canvas scale or rotation.

Magnifying Glass
Allows for zooming of the canvas without affecting the canvas position or rotation.

Canvas Rotate
Allows for canvas rotation without affecting the canvas scale or x-y positioning.
**EDITING MODE**

**VIEW FILTERS**

**Mirror**
Allows for a nondestructive flip of the entire image across the vertical axis.

**X-Ray Specs**
Gives an unobstructed view of the currently selected layer allowing users to see through multiple layers onto currently selected layer.

**Tone Filter**
Non-destructive filter that allows the user to view the tonal balance values.
**FLOOD FILL**

- **Tolerance**: Defines how similar in color a pixel must be before it's selected for painting. (0-1%) The higher the tolerance, the more shades of a color will be filled.

- **Opacity**: Measures the transparency of the fill color. (0-1%)

- **Opacity & Tolerance**: Combines both Opacity and Tolerance filters to the flood fill. (0-1%)

- **Anti Aliasing**: Allows for a softer less jaggy edges.

- **Sample All Layers**: Look at all layers but only affects the currently selected layer for fill.
Friskets
Pre-designed geometric shapes that snap paint strokes to their closest edge. This allows for easy creation of basic spaces.

Symmetry
Mirrors strokes across one or two axes. This will create a formal balance and makes for “good” shape relationships.

Stencils
Pre-designed geometric shapes that snap paint strokes to their closest edge. This allows for easy creation of basic spaces.

Mask
Mark off a section inside or outside of a shape allowing only area selected to be editable.
EDITING MODE

SYMMETRY TOOL

Commit Actions
Vertical Flip
Horizontal Flip
Scissors
Visibility
Lock Transform
Symmetry Setting
Dismiss Actions
Commit Actions
Symmetry remains active. Dismisses symmetry controls and returns input to the canvas.

Visibility
Toggle on and off the visibility of the symmetry of the overlay.

Vertical Flip
Toggles vertical axis of symmetry.

Lock Symmetry
Locks the line of symmetry.

Horizontal Flip
Toggles horizontal axis of symmetry.

Symmetry Settings
Allows for precise manipulation of rotation (0-360°), x-axis position, and y-axis position.

Clipping
Painting is isolated to the initial region.

Dismiss Actions
Symmetry is dismissed.
EDITING MODE
SYMMETRY SETTINGS

**Rotation**
Rotates the line of symmetry about its center. (0-360°)

**X Position**
Moves the line of symmetry along the x-axis. (based on the width of the canvas)

**Y Position**
Moves the line of symmetry along the y-axis. (based on the height of the canvas)

**Center**
Puts the line of symmetry in the center of the document.
EDITING MODE
MASK TOOL

Commit Actions
Mask remains active. Dismisses mask controls and returns input to the canvas.

Shape Selection
Selects geometric shape of mask.

Mask Inversion
Allows for masking inside or outside of the selected shape.

Lock Mask
Locks the mask position.

Mask Settings
Allows for precise manipulation of feather (0-300), rotation (0-360°), X-axis position, y-axis position, and radius (0-960).

Visibility
Toggle on and off the visibility of the mask overlay.

Symmetry
If symmetry is active, it toggles on and off symmetrical masks.

Dismiss Actions
Mask is dismissed.
MASK SETTINGS

Shapes Selection

Mask
Allows for masking inside or outside of the selected shape.

Feather
Softens the boarder of the mask. (0-960)

Rotation
Rotates the mask about its center. (0-360°)

X Position
Moves the mask along the x-axis. (based on the width of the canvas)

Y Position
Moves the mask along the y-axis. (based on the width of the canvas)

Radius
Adjusts the radius of the selected shape.

Length
Adjusts the length of a line.

Infinite
The infinite check-box changes the line tool to an infinite line.

Center
Puts the mask in the center of the document.
Commit Actions
Stencil remains active. Dismisses stencil controls and returns input to the canvas.

Shape Selection
Selects geometric shape.

Link with Mask
Combines both the active mask and stencils.

Stencil Settings
Allows for precise manipulation of rotation (0-360°), x-axis position, y-axis position, length or radius (0-960).

Locks Stencil
Locks the stencil position.

Dismiss Actions
Stencil is dismissed.

Visibility
Toggle on and off the visibility of the stencil.
STENCIL SETTINGS

Shapes Selection

Rotation
Rotates the stencil about its center. (0-360°)

X Position
Moves the stencil along the X-axis. (based on the width of the canvas)

Y Position
Moves the stencil along the Y-axis. (based on the width of the canvas)

Radius
Adjusts the radius of the selected shape.

Length
Adjusts the length of a line.

Infinite
The infinite check-box changes the line tool to an infinite line.

Center
Puts the shape in the center of the document shape.
EXTRAS
LAYERS PALETTE, COLOR PICKER and STROKE PREVIEW

RGB
HSB
EXTRAS
LAYERS PALETTE

Opacity 0-100
Measures the transparency of the currently selected layer.

Lock Transparency
Lock transparency of the current selected layer.

Fill
Completely covers the active layer with the color chosen from the color pot.

Blend Modes see page 45
Normal
Density
Density Normal
Multiply Normal
Darken
Multiply
Color Burn
Linear Burn
Darken Color
Minimum Color
Lighten
Screen
Color Dodge
Linear Dodge
Lighter Color
Maximum Color
Density Lighten
Overlay
Soft Light
Hard Light
Vivid Light
Linear Light
Pin Light
Hard Mix
Glow
Difference
Exclusion
Subtract
Divide
Hue
Saturation
Color
Luminosity
### Add Layer
Creates a new layer. A maximum of 32 layers for devices with 8 GB of RAM or more; otherwise a maximum of 8 layers.

### Duplicate Layer
Creates an identical layer below the currently selected layer.

### Merge Down
Combines the current layer with the layer below.

### Merge All Visible
Combines all visible layers into one single layer.

### Delete Layer
Deletes the currently selected layer and/or layers. This action can be undone.

### Visibility
Toggles on and off layers visibility.

### Layer Settings
Launches a dialog that allows for editing opacity and blend mode of layers.

- **Opacity** 0.00 - 1.00
- **Blend Modes**
  - Normal
  - Density Normal
  - Multiply Normal
  - Darken
  - Multiply
  - Color Burn
  - Linear Burn
  - Darken Color
  - Minimum Color
  - Density Darken
  - Lighten
  - Screen
  - Color Dodge
  - Linear Dodge
  - Lighter Color
  - Maximum Color
  - Density Lighten
  - Overlay
  - Soft Light
  - Hard Light
  - Vivid Light
  - Linear Light
  - Pin Light
  - Hard Mix
  - Glow
  - Difference
  - Exclusion
  - Subtract
  - Divide
  - Hue
  - Saturation
  - Color
  - Luminosity

### Activate Layers Palette
Launches the layers dialog used to create, edit, and manipulate the layers.
Normal - This is the standard blend mode which linearly blends the foreground over the background.

Density - Converts the foreground and background into density space then blends them to achieve a nonlinear normal mode.

Density Normal - Blends between Normal and Density result of the foreground and background pixels.

Multiply Normal - Blends between Normal and Multiplied result of the foreground and background pixels.

Darken - Creates a pixel that retains the smallest components of the foreground and background pixels.

Multiply - Multiplies the numbers for each pixel of the foreground with the corresponding pixel for the background. The result is a darker picture.

Color Burn - Divides the inverted background by the foreground, and then inverts the result.

Linear Burn - Sums the value in the two layers and subtracts 1.

Darken Color - Takes the entire foreground or background color depending on which one has the lower brightness.

Minimum Color - Takes the entire foreground or background color depending on which one has the lowest sum of color components.

Maximum Color - Takes the entire foreground or background color depending on which one has the highest sum of color components.

Density Darken - Converts the foreground and background into density space then adds them to achieve a darker result.

Lighten - Selects the maximum of each component from the foreground and background pixels.

Screen - With Screen blend mode the values of the pixels in the two layers are inverted, multiplied, and then inverted again. The result is a brighter picture.

Color Dodge - Divides the background by the inverted foreground. This lightens the background depending on the value of the foreground: the brighter the foreground, the more its color affects the background.

Linear Dodge - Sums the values in the two layers

Lighten Color - Takes the entire foreground or background color depending on which one has the higher brightness.

Density Lighten - Converts the foreground and background into density space then subtracts them to achieve a brighter result.

Overlay - A combination of Screen and Multiply. For lighter colors, this acts like inset Screen. For darker colors, this acts like Multiply.

Soft Light - This is a softer version of Hard Light. Applying pure black or white does not result in pure black or white

Hard Light - Combines Multiply and Screen blend modes. Equivalent to Overlay, but with the bottom and top images swapped.

Vivid Light - Combines Color Dodge and Color Burn. Dodge applies when values in the foreground are lighter than 50% gray, and burn to darker values. When color is lighter than 50% gray, this effectively moves the white point of the background down by twice the difference; when it is darker, the black point is moved up by twice the difference. (The perceived contrast increases.)

Linear Light - Combines Linear Dodge and Linear Burn. Dodge applies to values of foreground lighter than middle gray, and burn to darker values. The calculation simplifies to the sum of background and twice the foreground, subtract 1. The contrast decreases.

Pin Light - Replaces the colors on the background if they are lighter than the blend color.

Hard Mix - Adds the RGB values of the blend color to the RGB values of the base color. With a maximum of 255 and minimum of 0.

Glow – Increases the brightness in the blend layer.

Difference - Subtracts the background from the foreground or the other way round, to always get a positive value.

Exclusion – Similar to Difference, but with less contrast.

Subtraction - Subtracts pixel values of one layer with the other

Divide - Divides pixel values of one layer with the other

Hue - Preserves the luma (Brightness) and chroma (Saturation) of the background, while adopting the hue of the foreground.

Saturation - Preserves the luma (Brightness) and hue of the background, while adopting the chroma (Saturation) of the foreground.

Color - Preserves the luma (Brightness) of the background, while adopting the hue and chroma (Saturation) of the foreground.

Luminosity - Preserves the hue and chroma (Saturation) of the background, while adopting the luma (Brightness) of the foreground.
COLOR PALETTES

Position Tab
Allows for repositioning of color picker.

HSB Picker
Toggles on HSB color picker.

RGB Picker
Toggles on RGB color picker.

Triangular Picker
Toggles on triangular color picker.

Spherical Picker
Toggles on spherical color picker.

Palm Rejection
Turns off all touch input on the canvas. This prevents any unintended paint strokes while resting a palm on the canvas.

Finger
Toggles on and off touch painting. This is recommended to be turned off while using an active pen.

**Eye Dropper
Detects color values from the canvas & sets them to the color well.

**Activate Layers Palette
Launches the layers dialog used to create, edit, and manipulate the layers. see page 43-44

**Layer Transform
Scales, rotates, skews, and resizes the current layer. see page 25-27

**Stroke Preview
Launches the stroke preview window. see page 47

**These options are only visible when the active UI is hidden or on large screen devices.
**Variations affects Size**
When turned off it disables changes in brush size due to variations. (i.e. pressure, diameter and speed)

**Variations affects Opacity**
When turned off it disables changes in brush opacity due to variations.

**Lock Preset**
Protects the current preset from any and all edits.

**Revert Preset**
Restores preset to original settings.

**Duplicate Preset**
Creates a clone of the current preset.

**Delete Preset**
Permanently delete the currently selected preset.

**Advance Brush Settings**
Access the fine detail of each brush including image tip, texture, and fine details. see page 19, 48-51

**Opacity and Brush Size Slider**

**Brush Presets**

**Position Stroke Preview Window**

**Dismisses Stroke Preview Window**
ADVANCE BRUSH SETTINGS

- Name
- Texture*
- Blend Mode
- Stroke Background
- Preset
  - Add Brush
  - Import Brush Preset
  - Export Brush Preset
  - Delete Brush Preset
- Shape
  - Profile**
  - Diameter
  - Roundness
  - Feather
  - Angle
  - Spacing
  - Scatter
  - Tip Opacity
  - Flow
  - Stroke Opacity
  - Bleed**
  - Resaturation**
  - Penetration**
  - Color Jitter
  - Finger
  - Stylus

*Tools with texture will have texture information appended to the bottom of the brush settings.

**These features are not accessible on all brushes.

- Varies Faster with speed.
- Varies Slower with speed.
- Varies with First Angle of the stylus.
- Varies with Tilt Angle of the stylus.
- Varies with stylus Pressure.
- Varies with stylus Twist.
- Varies with Direction of the stylus.
- Turns off settings.
ADVANCE BRUSH SETTINGS

**Name**: Journal name up to 24 characters in length.

**Texture***
- Texture: □ Invert
- Contrast: 0 - 400
- Brightness: 0 - 100
- Scale: 25 - 400
- Angle: 0 - 360
- Jitter: 0 - 100

**Blend Modes**
- Normal
- Darken
- Density Darken

**Stroke Background**
- Auto
- White
- Gray
- Contrast

**Preset**
- Add Brush
- Import Brush Preset
- Export Brush Preset
- Delete Brush Preset

**Shape**
- Flip Vertical
- Flip Horizontal

**Profile***
- Linear Profile: Maximum density at the center with even weight fall-off on the edges.
- Point Profile: Maximum density at the center with maximum weight fall-off on the edges.
- Point Profile: Maximum density at the center with rapid weight fall-off on the edges.
- Dull Profile: Maximum density at the center with a high density weight on the edges.

**Diameter**: 0.10 - 1000
- Vary to Minimum: 0.10 - 100
- Jitter: 0.10 - 300
- Mouse Varies: □ □
- Finger Varies: □ □
- Stylus Varies: □ □

**Roundness**: 0.10 - 1000
- Vary to: 0.10 - 100
- Jitter: 0.10 - 100
- Mouse Varies: □ □
- Finger Varies: □ □
- Stylus Varies: □ □

**Feather**: 0.10 - 100
- Vary to: 0 - 1000
- Jitter: 0.10 - 300
- Mouse Varies: □ □
- Finger Varies: □ □
- Stylus Varies: □ □

**Angle**: 0 - 360°
- Jitter: 0 - 360°
- Varies with: □ □ □

**Spacing**: 0.25 - 3200
- Minimum in Pixels: 0.25 - 20

**Scatter**: 0 - 1000
- Both Axes

**Tip Opacity**: 0 - 100
- Vary to Minimum: 0 - 100
- Jitter: 0.10 - 100
- Mouse Varies: □ □
- Finger Varies: □ □
- Stylus Varies: □ □

**Flow**: 0 - 100
- Vary to Minimum: 0 - 100
- Jitter: 0.10 - 100
- Mouse Varies: □ □
- Finger Varies: □ □
- Stylus Varies: □ □

**Stroke Opacity**: 0 - 100
- Vary to Minimum: 0 - 100
- Jitter: 0.10 - 300
- Mouse Varies: □ □
- Finger Varies: □ □
- Stylus Varies: □ □

**Resaturation***
- Vary to Minimum: 0.10 - 100
- Jitter: 0.10 - 100
- Mouse Varies: □ □
- Finger Varies: □ □
- Stylus Varies: □ □

**Penetration***
- Vary to Minimum: 0 - 100
- Jitter: 0.10 - 100
- Mouse Varies: □ □
- Finger Varies: □ □
- Stylus Varies: □ □

**Color Jitter**
- Hue: 0 - 100
- Saturation: 0 - 100
- Brightness: 0 - 100
- Purity: (-100) - (100)

**Mouse**
- Velocity Strength: 0 - 100

**Finger**
- Velocity Strength: 0 - 100

**Stylus**
- Pressure Strength: 0 - 100
- Velocity Strength: 0 - 100
- Pressure Strength: 0 - 100
- Velocity Strength: 0 - 100

- Varies Faster with speed.
- Varies Slower with speed.
- Varies with First Angle of the stylus.
- Varies with Tilt Angle of the stylus.
- Varies with stylus Pressure.
- Varies with stylus Twist.
- Varies with Direction of the stylus.
- Turns off settings.

**Profile**
- **Resaturation***
- **Penetration***
- **Color Jitter**
- **Mouse**
- **Finger**
- **Stylus**

**Profile**
- Linear Profile: Maximum density at the center with even weight fall-off on the edges.
- Point Profile: Maximum density at the center with maximum weight fall-off on the edges.
- Point Profile: Maximum density at the center with rapid weight fall-off on the edges.
- Dull Profile: Maximum density at the center with a high density weight on the edges.

**Profile**
- Resaturation: 0 - 100
- Penetration: 0 - 100
- Color Jitter: Hue 0 - 100
- Mouse Velocity Strength 0 - 100
- Finger Velocity Strength 0 - 100
- Stylus Pressure Strength 0 - 100
- Velocity Strength 0 - 100

**Table**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Range</th>
<th>Varies with</th>
<th>Mouse</th>
<th>Finger</th>
<th>Stylus</th>
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</tbody>
</table>

**Notes**
- **These features are not accessible on all brushes.**
Texture
Texture controls whether or not the stroke interacts with the paper texture.

Blend Modes
Blend modes are used to determine how two layers are blended into each other. See page 45

Shape and Profile Stroke
Defines the shape of the tip with a circle shape or a captured image.

Diameter
Sets the overall brush size.

Roundness
Specifies the ratio between the short and long axes of the brush.

Feather
Blurs the edges of the brush.

Angle
Sets the direction of the brush tip from 0-360° degrees.

Spacing
Determines how often the brush is applied.

Scatter
Sets the distance for how many pixels off the origin the sample is allowed to travel.

Tip Opacity
Sets the translucency of a brush tip.

Flow
Sets the amount of paint applied to a brush as it moves.

Stroke Opacity
Sets the translucency of the stroke.

Bleed
Simulates realistic painting by smearing colors in varying degrees.

Resaturation
Replenishing the brush tip with the current color after bleeding with the canvas.

Penetration
Sets the amount of texture affecting the brush stroke.

Color Jitter - Hue
Cycles between the twelve most purest colors on the color wheel: red, to blue, to green.

Color Jitter - Saturation
Cycles between the intensity of a color.

Color Jitter - Brightness
Increases the darkness value of the color by adding varying degrees of black.

Color Jitter - Purity +100
Sets a percentage for how far off the original color the sample is allowed to travel.

Color Jitter - Purity -100
Sets a percentage for how far off the original color the sample is allowed to travel.
# KEYBOARD SHORT CUTS

## User Interface Navigation

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<td>▼</td>
<td>Down</td>
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<td>▼</td>
<td>Previous</td>
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<td>Left</td>
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<td>▼</td>
<td>Right</td>
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<td>esc</td>
<td>Journal Selection</td>
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<tr>
<td>tab</td>
<td>Hide all Panels</td>
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</table>

## Tools

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<th>KEYS</th>
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<tr>
<td>B</td>
<td>Brush</td>
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<td>Airbrush</td>
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<td>Pencil</td>
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<td>Marker</td>
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<td>G</td>
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<tr>
<td>Space bar</td>
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## Color Picker

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<tbody>
<tr>
<td>Ctrl + Bksp</td>
<td>Show / Hide</td>
</tr>
<tr>
<td>F5 + Shift</td>
<td>Clear</td>
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<tr>
<td></td>
<td>Fill</td>
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</tbody>
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## Layers Panel

<table>
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</thead>
<tbody>
<tr>
<td>F7</td>
<td>Show / Hide</td>
</tr>
<tr>
<td>Ctrl + Shift + N</td>
<td>New Layer</td>
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<tr>
<td>Backspace</td>
<td>Delete Layer</td>
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<tr>
<td>Alt + ]</td>
<td>Select Next Layer Up</td>
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<tr>
<td>or [</td>
<td>or Next Layer Down</td>
</tr>
<tr>
<td>Shift + (+)</td>
<td>Move Up / Down</td>
</tr>
<tr>
<td>or (-)</td>
<td>or Blend Modes</td>
</tr>
<tr>
<td>Ctrl + Shift + E</td>
<td>Merge all Visible</td>
</tr>
<tr>
<td>0.....9*</td>
<td>Layer Opacity</td>
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## Blend Modes

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<tbody>
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<td>Shift + Alt + N</td>
<td>Normal</td>
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<tr>
<td>Shift + Alt + K</td>
<td>Darken</td>
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<tr>
<td>Shift + Alt + M</td>
<td>Multiply</td>
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<tr>
<td>Shift + Alt + B</td>
<td>Color Burn</td>
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<tr>
<td>Shift + Alt + A</td>
<td>Linear Burn</td>
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<tr>
<td>Shift + Alt + G</td>
<td>Lighten</td>
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<tr>
<td>Shift + Alt + S</td>
<td>Screen</td>
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<tr>
<td>Shift + Alt + D</td>
<td>Color Dodge</td>
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<td>Shift + Alt + F</td>
<td>Soft Light</td>
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<td>Shift + Alt + H</td>
<td>Hard Light</td>
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<tr>
<td>Shift + Alt + V</td>
<td>Vivid Light</td>
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<tr>
<td>Shift + Alt + J</td>
<td>Linear Light</td>
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<tr>
<td>Shift + Alt + Z</td>
<td>Pin Light</td>
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<tr>
<td>Shift + Alt + L</td>
<td>Hard Mix</td>
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<tr>
<td>Shift + Alt + E</td>
<td>Difference</td>
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<tr>
<td>Shift + Alt + X</td>
<td>Exclusion</td>
</tr>
<tr>
<td>Shift + Alt + U</td>
<td>Hue</td>
</tr>
<tr>
<td>Shift + Alt + T</td>
<td>Saturation</td>
</tr>
<tr>
<td>Shift + Alt + C</td>
<td>Color</td>
</tr>
<tr>
<td>Shift + Alt + Y</td>
<td>Luminosity</td>
</tr>
</tbody>
</table>

## Other

<table>
<thead>
<tr>
<th>KEYS</th>
<th>ACTION</th>
</tr>
</thead>
<tbody>
<tr>
<td>F1</td>
<td>Help</td>
</tr>
<tr>
<td>Ctrl + Z or (Shift + Z)</td>
<td>Undo or Redo</td>
</tr>
<tr>
<td>Ctrl + S</td>
<td>Save</td>
</tr>
<tr>
<td>Ctrl or (Alt) + Space + Click</td>
<td>Zoom In or Zoom Out</td>
</tr>
<tr>
<td>Ctrl or (+ Alt) + 0</td>
<td>Fit Scrn or Actual Pixels</td>
</tr>
</tbody>
</table>
FREQUENTLY ASKED QUESTIONS

Are the premium features a one time purchase?
Yes, purchasing the premium features will unlock all of Sketchable's current functionality. New features in future releases may have an additional cost however maintenance or improvements to existing app will be free.

What is included in the Premium Features?
Layers, image import, masks, stencils, symmetry, brush resizing, advanced brush settings, transform, and paint bucket.

What is included in the free version?
A single brush preset for each tool, color picker, and image export.

Where does Sketchable save my files?
All journal file information is stored inside the application's folders, managed by the operating system. Uninstalling Sketchable or resetting your PC will erase all data inside the application's folders.

What is journal archiving? (.sja)
This will saves layers and color pallete information. It does not preserve undo/redos, brush presets, textures, or image tips. This is a custom Sketchable file and can only be read back into Sketchable. see page 7-8

Can I Import an image?
Yes. However, images are imported as unique layers, so the premium features are required. see page 11-12

How can I Export my work?
>Journals files (.sja) will save all layers, color pallet information, and canvas textures for each page. (These files (.sja) can only be read back into Sketchable)
>.psd preserves layer information. (Sketchable does not read in .psd files)
>.png, .jpg, .tif, and .dmp (exports flat images) see page 11-12

How can I back up my brush presets?
Yes, you can save an individual brush preset, all brush presets associated with a single tool, and all brush presets for all your tools. see page 48-49 Preset>Export

What type of files can I Import?
>.png, .jpg, .tif, and .bmp see page 11-12
>We do not import .psd files however we do export .psd files

Where can I share my artwork and brush presets?
Visit out our forums at http://siliconbenders.com/community

For more information about Sketchable visit our website at http://siliconbenders.com