JOURNAL SELECTION MODE
JOURNAL CONTROLS

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.

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

Journal Information
Displays facts about the journal including name, cover design, default paper texture, and stats (see pg 9)

Delete a Journal
Permanently deletes the currently selected journal. (THIS ACTION IS IRREVERSIBLE)

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.

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.
ADD JOURNAL

Sketchable

Hover with a stylus above the Journal name to rewrite the name of the Journal.
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.

Cover Types

- Brown Leather
- Black Leather
- Tan Binding
- Distressed
- Distressed Leather
- Golden Oldie
- Centered Fern
- Football Grain
- Basketball Grain
- Turquoise Fiber
- Purple Fiber
- Black Speckled

Sizes
- Auto (current screen size)
- 1024 x 768px 96 DPI
- 1280 x 720px 96 DPI
- 1280 x 800px 96 DPI
- 1366 x 768px 135 DPI

- Web Banner
  - 1536 x 700px 96 DPI
  - 1920 x 1080px 96 DPI
  - 2048 x 1536px 264 DPI

- Instagram
  - 2048 x 2048px 96 DPI
  - 2160 x 1440px 216 DPI
  - 2560 x 1440px 96 DPI
  - 2736 x 1824px 267 DPI
  - 3000 x 2000px 267 DPI

- UHD TV 4K (16:9)
  - 3840 x 2160px 96 DPI
  - 4096 x 2160px 96 DPI

- DCI 4K
  - 4096 x 2160px 96 DPI
  - 4096 x 2304px 96 DPI

- Napkin
  - 6" x 6" 300 DPI
  - A6 148 x 105mm 300 DPI
  - A6 105 x 148mm 300 DPI
  - A5 210 x 148mm 300 DPI
  - A5 148 x 210mm 300 DPI
  - A4 297 x 210mm 300 DPI
  - A4 210 x 297mm 300 DPI
  - B6 176 x 125mm 300 DPI
  - B6 125 x 176mm 300 DPI
  - B5 250 x 176mm 300 DPI
  - B5 176 x 250mm 300 DPI
  - B4 353 x 250mm 300 DPI
  - B4 250 x 353mm 300 DPI
  - 11" x 8.5" 150 DPI
  - 8.5" x 11" 150 DPI

- Poster
  - 24" x 18" 150 DPI
  - 18" x 24" 150 DPI
  - 148mm x 100mm 300 DPI
  - 2048 x 1536px 96 DPI
  - 1928 x 1332px 96 DPI
  - 2048 x 1556px 96 DPI
  - 2048 x 1714px 96 DPI
  - 3996 x 2160px 96 DPI
  - 4096 x 2160px 96 DPI
  - 3656 x 2664px 96 DPI
  - 4096 x 3112px 96 DPI
Name
Allows for changes in the journal name up to 24 characters.

Cover
Allows for changes in the cover selection after its creation (see pg 8).

Default Paper
The default paper is “Concrete.” This section allows the user to change the current paper from a list of 40 preinstalled 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
Warthog

2 of 6
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 pg 13)

Delete Page
Permanently delete the currently selected page. (THIS IS IRREVERSIBLE)

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

Export Page
Write out in one of five 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. (see pgs 4–9)

Editing Mode
Transitions to Editing Mode. (see pgs 15–53)

Previous and/or 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 pg 14)

PAGE SELECTION GESTURES

Select Page
Tap the desired page to enter editing mode.

Flip Pages
Scrub horizontally to flip pages.

Close Journal
Pinch to return to journal selection mode.
PAGE INFORMATION MODE

Warthog

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 specific tool use over the life of the page.
Page Navigation

The Page Navigation icon is located in the upper right corner in Page Selection mode (see pg II). It allows for faster page selection and rearrangement. *Simply tap the tile to select a page then drag and drop into the desired location.*
Click the currently selected tool to launch the stroke preview.

Log press with your finger will assign tool to touch, allowing multiple tools to be selected depending on input type.
**Eraser**
The Eraser gradually removes color until the layer is translucent.

*Textured tool*
*Keyboard Shortcut: E*

**Brush**
The Paintbrush has soft anti-aliased edges that build toward the current selected color.

*Keyboard Shortcut: B*

**Airbrush**
The Airbrush gradually builds up color to develop subtly beautiful details.

*Keyboard Shortcut: A*

**Pencil**
The Pencil tool simulates real artistic pencils while interacting with canvas texture to build toward black.

*Textured tool*
*Keyboard Shortcut: P*

**Nib**
The Inking Nib produces fluid textured strokes that darken as detail is added.

*Textured tool*
*Keyboard Shortcut: N*

**Chalk**
The Chalk tool adds fluid textured strokes while building towards the selected color.

*Textured tool*
*Keyboard Shortcut: C*

**Tortillon**
The Tortillon tool blends the affected pixels by smearing and softening colors.

*Textured tool*
*Keyboard Shortcut: F*
**EDITING MODE**

**STROKE PREVIEW**

- **Stroke Stabilization (Smoothing)**
  Access Smoothing Settings including Smoothing Type, Dampening, Speed Sensitivity, and Pressure. (See pg 19)

- **Variations affects Size**
  When active it enables changes in brush size due to variations (i.e. pressure, diameter and speed).

- **Variations affects Opacity**
  When active it enables changes in brush opacity due to variations (i.e. pressure, diameter and speed).

- **Tilt Input**
  When active it enables changes in brush angle due to variation (i.e. tilt).

- **Lock Preset**
  Protects the current preset from 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.

- **Brush Settings**
  Access the fine detail of each brush including image tip, texture, and fine details (see pgs 20-21)
SMOOTHING SETTINGS

- **Toggle Smoothing Settings**
  - Turn on/off

- **Choose Smoothing Type**
  - Basic, Leash, Smoothest

- **Adjust Dampening**
  - Intensity of Smoothing

- **Adjust Speed Sensitivity**
  - Lower dampening at speed

- **Toggle Pressure**
  - Turn on/off
Advanced Brush Settings

**Blend Mode**
A mathematical calculation on how two or more layers are rendered together. (see pgs 45-48)

**Name**
Title of the brush preset up to 24 characters.

**Brush Shape**
A custom shape used in a repeating stamp. (png)

**Stroke Background**
Choose between Auto, White, Gray, and Contrast.

**Profile**
The shape of the brush. Choose between Linear, Gaussian, Medium, Pointy and Dull.

- **Linear Profile** - Maximum density at the center with even weight fall-off on the edges
- **Pointy Profile** - Maximum density at the center with maximum weight fall-off on the edges.
- **Gaussian 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.
- **Medium Profile** - Average density at the center with balanced density weight on the edges.

**Brush Extras**
see pg 21

**Mouse**
Adjust mouse sensitivity.

**Finger**
Adjust finger sensitivity.

**Stylus**
Adjust stylus interaction with layers: pressure strength, velocity strength, starting angle, and range.
### Extra Brush Settings

#### Blend Modes
- **Blend Modes**
  - Blend modes are used to determine how two layers are blended into each other.
  - Same blend modes as Layers (see pgs 45-48)

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

#### Diameter
- **Diameter**
  - Sets the overall brush size.

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

#### Feather
- **Feather**
  - Blurs the edges of the brush.

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

#### Spacing
- **Spacing**
  - Determines how often the brush is applied.

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

#### Tip Accumulation
- **Tip Accumulation**
  - Sets the translucency of a brush tip.

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

#### Stroke Opacity
- **Stroke Opacity**
  - Sets the translucency of the stroke.

#### Bleed
- **Bleed**
  - Simulates realistic painting by smearing colors in varying degrees.

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

#### Penetration
- **Penetration**
  - Sets the amount of texture affecting the brush stroke.

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

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

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

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

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

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*Sketchable Manual 2020*
COLOR TOOLS

**Color Picker**
Show or hide the color picker.

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

**Color Swatches**
Show or hide the color swatch menu.

**Pots vs Swatch**
Color Pots are dynamic and destructive. Color Swatches are static and non-destructive.

**Import Swatches**
File type .aco

- **Long press Color Swatch to delete the Swatch.**
- **Long press Color Pots to fill the Layer.**

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Preferences on the color picker differ with screen size or when peripheral UI is hidden.
COLOR PICKER

**Position**
Allows for reposition of the 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.

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

**Touch Rejection**
Ignores all touch input on the canvas.

**Paint with Touch**
Allows for painting with fingers. If disabled single finger gestures pan the canvas.

**Lock Rotation for Canvas Gestures**
Locks the current canvas rotation angle.

**Stroke Preview**
Launches the stroke preview window. (see pg 18)

**Activate Layers Palette**
Launches the layers dialog used to create, edit, and manipulate the layers. (see pg 26-27, 49-52)

**Layer Transform**
Scales, rotates, skews, and resizes the current layer. (see pgs 28-30)

**Redo**
Reverts the previously canceled affect.

**Undo**
 Cancels the previous affect.
TEXTURE TOOLS

- **Preset Texture Well**
  Preserved specifically for a brush preset.

- **Canvas Texture Well (2)**
  Allow the user to easily toggle between textures associated with the canvas.

- **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°.

- **Invert**
  Changes textures to their negative lineament.

Tap the currently selected Texture. Tap while selected to launch settings.
EDITING TOOLS OVERVIEW

- Advanced Menu Settings
- Toggle Full-screen
- Page Selection Mode
- Voice Recognition
- Transform Tool
- Selection Tool
- Viewing Transform
- View Filters
- Paint Bucket
- Magic Eraser
- Symmetry
- Mask
- Stencil
- Grid
- Layer Settings
- Layer Palette
**EDITING TOOLS OVERVIEW**

**Transform Tool**
Scales, rotates, skewes, and resizes the current layer. (see pgs 28-30)

**Symmetry**
Mirrors strokes across one or two axes. (see pg 37-38)

**Selection Tools**
Selects areas of current layer. (see pgs 31-32)

**Mask**
Mark off a section of the canvas from edit. (see pg 39-40)

**Viewing Transform**
Select between pan, zoom or canvas rotate. (see pg 33)

**Stencils**
Paint strokes will snap to a geometric shape. (see pg 41-42)

**View Filters**
These are non-destructive view filters, which allows a user to make changes to an image without overwriting the original image. (see pg 34)

**Grid**
Overlays grid onto workspace. (see pg 43)

**Layer Information**
Allows users to make quick edits to the currently selected layer including blend modes and opacity. (see pg 44-48)

**Paint Bucket**
Colors an entire area of connected pixels with similar color and opacity. (see pg 35)

**Layers Palette**
Create, rearrange, and manipulate layers. (see pgs 49-52)

**Magic Eraser**
Selects areas of a similar colors to be erased. (see pg 36)
**Layer Transform Tool**

**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°).

**Dismiss Actions**
 Cancels the layer transform.
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°).

**Interpolation Filter**
- Pixelate
- Bilinear
- Catmull-Rom
- Michell-Netravali
- Cubic
(see pg 54)
SELECTION TOOLS

Marquee Tool
Rectangular layer selection tool.

Elliptical Marquee Tool
Elliptical layer selection tool.

Lasso
Free form selection tool.

Magic Wand
Selects areas with similar tone and color.
SELECTION TOOLS

New
Start new selection session.

Add
Add types of selection to current session.

Remove
Remove last enabled selection type.

Intersection
Selects areas inside the previous selections.

Outside
Selects areas exterior to the previous selections.

Xor
Selects areas inverse to the original selections.

Invert
Inverts current selections.

Deselect
Removes previous selections.
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.
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.
**BUCKET / FILL SETTINGS**

**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.
**MAGIC ERASER**

**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%)

**Sample All Layers**
Look at all layers but only affects the currently selected layer for fill.
FRISKETS - SYMMETRY

Commit Actions
Vertical Flip
Horizontal Flip
Mirror Two Axis
Snowflake Symmetry
Rotational Symmetry
Clipping
Visibility
Lock Transformation
Dismiss Actions
Symmetry Settings

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)
FRISKETS - SYMMETRY

Commit Actions
Symmetry remains active. Dismisses symmetry controls and returns input to the canvas.

Mirror Vertical
Toggles vertical axis of symmetry.

Mirror Horizontal
Toggles horizontal axis of symmetry.

Mirror Two Axis
Toggles horizontal and vertical axis of symmetry.

Snowflake Symmetry
Mirrored within the quadrants and rotated around the origin. (2-5 sectors)

Rotational Symmetry
Each quadrant is identical rotated around the origin. (2-10 sectors)

Clipping
Painting is isolated to the initial region.

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

Lock Symmetry
Locks the line of symmetry.

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

Dismiss Actions
Symmetry is dismissed.
FRISKETS - MASK

Commit Actions
Shape Selection
Mask Inversion
Visibility
Symmetry
Lock Transformation
Symmetry Settings
Dismiss Actions

Feather
Softens the border 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.

Center
Puts the mask in the center of the document.
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.

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

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

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).

Dismiss Actions
Mask is dismissed.
FRISKETS - STENCIL

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

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

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

Length
Adjusts the length of a line.

Infinite
Changes line tool to an infinite line.

Center
Puts the shape in the center of the document shape.

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

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

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

Length
Adjusts the length of a line.

Infinite
Changes line tool to an infinite line.

Center
Puts the shape in the center of the document shape.
FRISKETS - STENCIL

Commit Actions
Stencil remains active. Dismisses stencil controls and returns input to the canvas.

Visibility
Toggle on and off the visibility of the stencil.

Shape Selection
Selects geometric shape.

Locks Stencil
Locks the stencil position.

Link Stencil to Frisket
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).

Snapping Behavior
Snap to Frisket or Snap Parallel to Frisket

Dismiss Actions
Stencil is dismissed.
USER GRID TOOL

**Gridline Every**
Adjusts grid size using pixels, millimeters, inches, or percent.

**Color**
Changes grid color.

**Subdivisions**
Adjusts grid divisions.

**Color**
Changes division color.
LAYER SETTINGS

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

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

Lock Transparency
Lock transparency of the current selected layer.

BLEND MODES
Normal
Density
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
Reflect
Difference
Exclusion
Subtraction
Divide
Hue
Saturation
Color
Luminosity
LAYERS - BLEND MODES

**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.

**Natural** - Blends in a more natural color space.

**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.
LAYERS - BLEND MODES

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

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

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

Density Lighten - Converts the foreground and background into density space then subtracts them for 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.
LAYERS - BLEND MODES

**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.

**Reflect** - Darkens the base color to reflect the blend color by increasing the contrast.

**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.
LAYERS - COMPACT MODE

Add Layer
Creates new layer. 32 layers for devices with 8 GB of Ram or more; otherwise 8 layers max.

Delete Layer
Deletes the currently selected layer and/or layers. This action can be undone.
LAYERS - VERBOSE MODE

- **Hold thumbnail till layers dim then drag and drop in place.**

- **Layer Visibility**
  - If icon is solid the layer is visible; if icon is empty layer is invisible.

- **Layer Blend Mode**
  - (see pgs 44-48)

- **Layer Options**

- **Edit Layer Name**
  - Label layers for easier identification.

- **Delete Layer**

- **Duplicate Layer**

- **Merge Layer**

- **Add Layer**
**LAYER OPTIONS**

- **Add Layer**
  - Creates new layer. 32 layers for devices with 8 GB of Ram or more; otherwise 8 layers max.

- **Duplicate Layer**
  - Creates an identical layer below the currently selected layer.

- **Merge Up**
  - Combines the current layer with the layer above.

- **Merge Down**
  - Combines the current layer with the layer below.

- **Merge All Visible**
  - Combines all visible layers into one layer.

- **Delete Layer**
  - Deletes the currently selected layer and/or layers. (THIS ACTION IS IRREVERSIBLE)
The SHAPE of SKETCHABLE and Other STUFF
**APP SETTINGS**

**Paint with**
"Stylus and Touch" or "Stylus"

**Language**
Toggle between ten languages.

**Speech Input**
Enables/disables mic.

**Zoom Filter**
Pixelate, Bilinear, Catmull-Rom, Micheal Mitchell-Netravali, Cubic

**Show Tool Tips**
Enables/disables suggestions.

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

**Right Click Eyedropper**
Right click with the mouse or active pen activates eyedropper.

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

**Brush Cursor**
Adjust cursor visibility.

**Zoom Filter Scale**

- Soft Edges
- Cubic
- Mitchell-Netravali
- Catmull-Rom
- Bilinear
- Pixelate
- Hard Edges
APP SETTINGS

Rotation Snap at 90°
Rotation Gravity
The strength of Rotation Snap.
Scale Gravity
The strength of Scale Snap.
Single Finger Pan
When "touch can paint" is disabled, this will set single finger input to the pan (hand) tool.

UI Settings

Size
Grow or shrink UI.
Window Background
Change canvas background from black to white.
Controls Overlay
Sets the color of the tool bars.
Selected UI
Controls the color of selected button.
Themes
Switch theme between Dark and Light.
Dial
Adjusts Dial settings and toggles full screen when Dial is utilized.
Reset to Defaults
Sets Color-wells and Tool Presets to default.
MISCELLANEOUS TOOLS

- **Undo**
  CANCELS THE PREVIOUS EFFECT.

- **Redo**
  REVERTS THE PREVIOUSLY CANCELED EFFECT.

- **Show/Hide User Interface**
  Allows user to display or conceal the user interface.
The default origin is in the center of the document. If there are no pointers down or hovering and there is no anchor point positioned, it will rotate or scale about the center of the document.

1. The point of origin always respects the two-finger gesture.

2. The position of a pressed input device (mouse, touch, or pen).

3. The position of a hovering pen.

4. A custom point of origin positioned by the user to override the default document center or the center of the document.
Use touch or mouse to position a custom canvas transform point of origin.

Displayed if Active
- Scale or Rotate around Pen or Mouse
- Center Origin

Displayed if Disabled
- Scale or Rotate around Placed Origin

Long press or right click the canvas transform button to display the anchor-point fly-out menu.
The titles of each category can be used as specifiers to augment and improve voice input accuracy. Specifiers can be used before or after their correlated command.

e.g. Instead of saying “Pen” you can say “Pen Tool”

### EXTRAS
#### KEYBOARD / VOICE SHORTCUTS

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<td>Increase Feather</td>
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<tr>
<td>Decrease Feather</td>
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<td>Alt + ]</td>
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<td>Select Top</td>
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<td>Select Bottom</td>
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<td>Flip Horizontal</td>
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<td>Rotate Right</td>
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<tr>
<td>Rotate Left</td>
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<td>(Shift +) up</td>
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<td>Move Right</td>
<td>(Shift +) right</td>
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<td>Alt + 1</td>
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<td>Triangle</td>
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<td>Linear Burn</td>
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<td>Lighten</td>
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<td>Screen</td>
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<td>Color Dodge</td>
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<td>Exclusion</td>
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<td>Stop Listening</td>
<td>N/A</td>
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<tr>
<td>Shortcuts</td>
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**SURFACE DIAL INTERACTION**

**SPEED DIAL OVERVIEW**

The Surface Dial is a Microsoft accessory that can be used both on and offscreen. Currently, the on-screen experience is exclusive to the Surface Studio. The off-screen experience is available for all devices running Windows 10 Anniversary update and supports Bluetooth.

The Surface Dial allows for ease of access to variables though its click and rotation actions. A “press and hold” on the dial will launch the System Dial Menu (see illustration a). Sketchable presents a custom integrated dial menus referred to as the “Sketchable Speed Dial”. (see illustration b). When the dial is placed on-screen, Sketchable puts the user in an immersive full-screen mode.

- **System Dial Menu**
  
  A long press on the Surface Dial will invoke the System Dial Menu (ill. A)
  
  This menu is populated by the dial integration of the app that has focus
  
  Sketchable has **HSB**, **RGB**, **Brush Editing**, **Canvas Transform**, and **Undo / Redo**
  
  Rotate and then click to select a dial mode, in Sketchable, this will launch the Sketchable Speed Dial (ill. b)

- **Sketchable Speed Dial**
  
  The Sketchable Speed Dial (ill. B) is the custom control built into Sketchable for its Surface Dial integration. All Speed Dial modes can be navigated to by tapping on the icons in the outer edge. There is no need to invoke the system menu again.
  
  In modes that have multiple settings, a click will cycle through each setting represented by rings. ex. Canvas Transform (see ill. B) has scale and rotation. Clicking the Surface Dial will cycle between the two. With the desired mode and setting selected, rotating the dial right and left will adjust that variable.
**HSB**
Settings – Hue, Saturation, and Brightness
Can be adjusted in real time, without needing to lift the pen.

**RGB**
Settings – Red, Green, Blue
Can be adjusted in real time, without needing to lift the pen.

**Brush Editing**
Only settings that are pertinent to the currently selected preset will appear on the Speed Dial. Except diameter, all these settings can be added or removed from the Speed Dial in the app settings.
Hovering with the pen, will provide dynamic feedback through the cursor.
Can be adjusted in real time while painting, without needing to lift the pen.
If used while painting, the degree of change is dampened in order to produce smooth results.

**Canvas Transform**
Settings – Scale & Rotation
By default, hovering with the pen or using a mouse, will set an anchor point that the doc is scaled or rotated around. Right clicking the icon will invoke a menu that will allow the anchor point to be controlled and repositioned.

**Undo / Redo**
Provides visual feedback for your position in the Undo / Redo stack.
Rotating counter clockwise performs undo and clockwise redo.
To display the Brush Speed Dial List, choose the Hamburger icon in the uppermost left hand corner. Then click the "Brush Speed Dial" button at the bottom of the pop-up.
How Do I Back-up My Data

1. Click Journal Export Icon

When backing up your work, redundancy is critical. This includes both file types and number of locations. Sketchable is a modern application, similar to an iOS or Android application. The data is stored within the app. So regularly exporting your work to the desktop or better yet, an external hard drive, protects you in case of unforeseen data loss or corruption.

2. Verify Journal Archive (.sja)
3. Click Save Button

Backing up journals as .sja files is a great way to secure large portions of your work quickly, but it is also important to export individual pages for an extra level of protection.

Uninstalling Sketchable or resetting your PC will erase all data inside the application’s folders.
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.

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 file format saves layers data and color palette information. It does not preserve undo/redo, brush presets, textures, or image tips. This is a custom Sketchable file and can only be read back into Sketchable.

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

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 .bmp (exports flat images) see page II-12

How can I back up my brush presets?
You can save an individual brush preset, all brush presets associated with a single tool, and all brush presets for all your tools.

What type of image files can I Import?
.png, .jpg, .tif, and .bmp (We do not import .psd files however we do export .psd files)

How do I set the interface for a left-handed user?
Sketchable respects the system settings. To set the handedness go to Windows Settings>Devices>Pen & Windows Ink>Choose which hand to write with>Left Hand.

For more information about Sketchable visit our website at http://siliconbenders.com.
In Memory of O’Brien, a Good Boy.