



Instruction Manual v3.2

Few things in life satisfy like creating with your hands. Concepts is the power tool you use for both quick-and-dirty, and accurate, intricate design jobs. It's portable and powerful, and it helps you get things done. This is your instruction manual.

The Gallery

The first time you open Concepts, you'll start in the Gallery. All of your drawings live here, in collections called Stacks.





HOW TO USE IT

To **create a new drawing**, tap the *New* button.

To **create a new stack**, tap-and-hold the *New* button.

To return to the Gallery from a drawing, use the very first (top-left) button in the drawing toolbar. This is covered more [here](#).

To **scroll through the different stacks**, swipe left to right.

To **page through the drawings in a stack**, swipe up and down.

To **move a drawing to a different stack**, tap-and-hold it to pick it up, then move it towards the edges of the screen, or swipe with another finger to page through. You can drop it in between stacks to create a new stack, or on top of an existing stack.

To **move an entire stack**, tap-and-hold with two fingers, then drag it where you want it and let go.

DRAWING META

Each drawing has its own set of information attached. These come in handy for organization and keeping things straight in your head.

To **rename a drawing**, tap the existing name; likely “Untitled”. Enter a name, then tap the Done key or the screen to solidify it.

You can **set a location** for the drawing, which is handy for remembering where a project site is, or where you came up with your brilliant idea. You can set it by tapping the location button, which starts out as “Unknown”. You'll see a blank line that can hold whatever location you like, or you can opt to set the location automatically. Tap the crosshairs to enable it — you'll see a prompt that asks if it's ok for us to use your current location. [We respect your privacy](#). If, for some reason, you hit “Don't Allow”, you can re-enable it in the Settings App → Privacy → Location Services → Concepts. It's worth noting that enabling automatic location recording will start tagging every new drawing you make with your current location. Of course, you can turn it off in the Settings App or override it whenever you like.

Dates show when you created the drawing, and when it was last modified. Tap the date to switch between them.

Setting the author for a drawing is much the same. We'll assume you drew everything, but you can override that with a simple tap on the author field. Enter a name, then tap the screen or Done to apply it.



THE “ME” BUTTON

This isn't really an account. There's no password and we don't store it on our servers. It is a place you can personalize your experience a bit, see some interesting stats, and stay in touch with us. We love hearing from you, and we love sharing what we're working on, too.

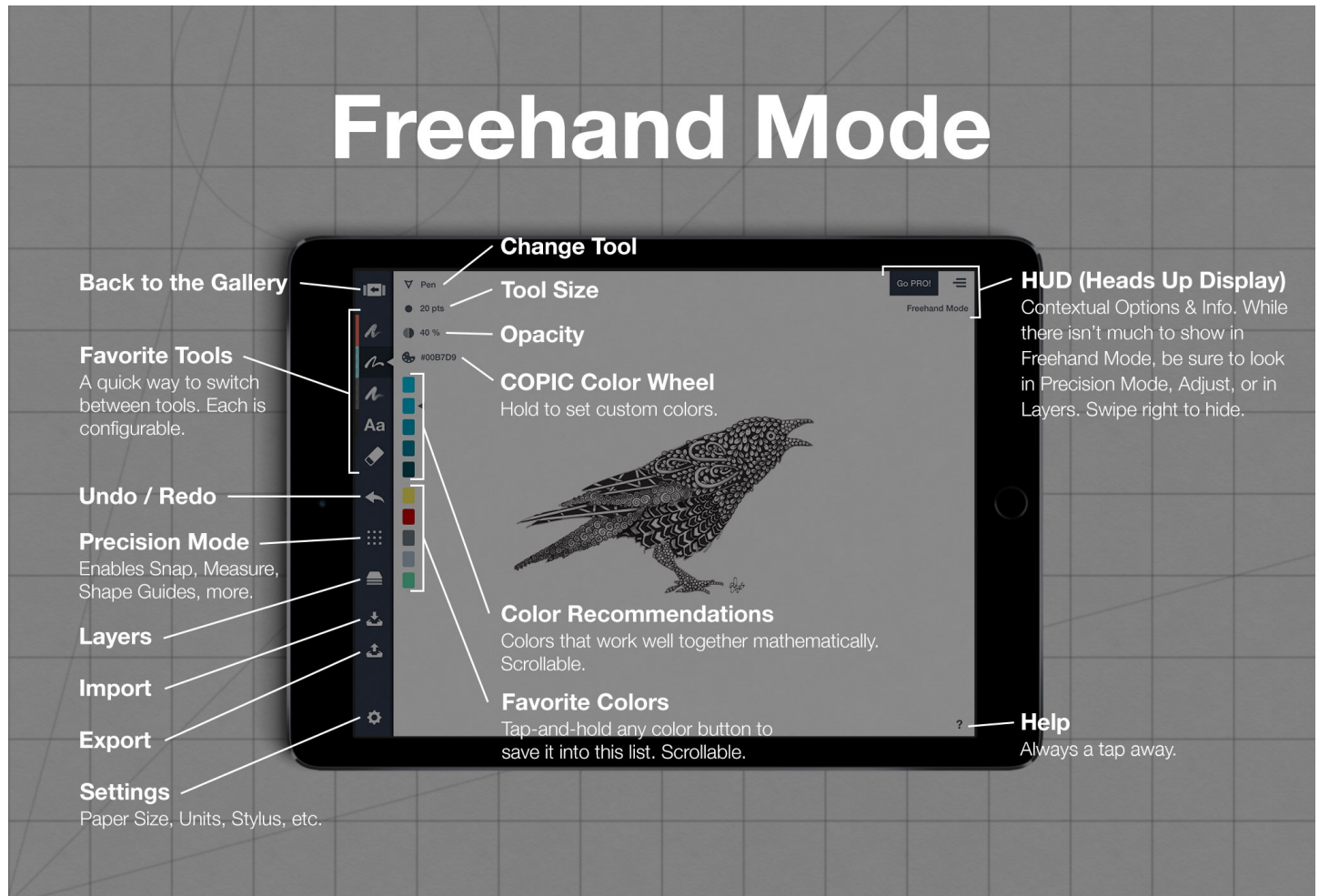
THE CONCEPTS LOGO

More than just a vanity plate, tapping on our logo gives you important information about us, where to reach us, and to whom we owe gratitude. You might find it interesting.



The Interface

Let's begin with freehand sketching; the most familiar way to capture smooth, flowing strokes. Ink flows naturally from your finger, and is beautifully responsive.



You'll draw with one finger, and zoom and pan the infinite canvas with two fingers.

USING A STYLUS

Of course, you can use any standard capacitive stylus. There are many good ones, but we like the [Wacom Bamboo](#) stylus for its solid weighting and unassuming pocket clip, or the [same one with a built-in pen](#).

We also support the most popular Bluetooth styli, which bring greater control over line weight through surface pressure and some configurable buttons. We do not yet support Palm Rejection



(until recently it's been a trade-off between zoom and palm rejection), but will in the very near future. Here are the models we support, and Amazon partner links to them:

- [Adonit Jot Touch](#) and [Script](#), all models.
- [Adobe Ink](#) (Slide isn't flexible enough to support our Shape Guides, so not supported.)
- Wacom Intuos Creative Stylus, [first](#) and [second](#) generation.
- [HEX3 JaJa](#)
- [Pogo Connect](#), first and second generation.
- [Pencil by 53](#) (highly requested and coming soon!)

The shortcut buttons on the stylus can be configured through the Settings panel once the pen has been connected. You'll see two new menu options appear: Button One and Button Two. There are several options available: No Action, Undo, Redo, Toggle Precision Mode, Adjust Last Stroke, Eraser (momentary), Toggle Tool Wheel, Toggle Color Wheel, and Toggle Interface (which hides/shows the toolbar and HUD).

INFINITE CANVAS

Concepts is equipped with an infinite canvas, which is our way of saying you can extend your paper in any direction you need it. You can pan using two fingers, or one finger while using a special [View Only Mode](#).

Use two fingers to zoom. Lines stay sharp no matter how far you go. You'll notice there are "zoom steps" at common increments which help you find standard sizes by feel.

If you move far away from your drawing, you'll see some pointers appear on the outside edges of the screen. Tap one to quickly navigate to the closest off-screen stroke.

VIEW ONLY MODE

If you want to move around the canvas without making any accidental marks (useful if you hand your device to someone else), turn the active tool off by tapping it. Then you can use one finger to pan around safely.



HEADS UP DISPLAY (HUD)

Used by fighter pilots and Iron Man, the HUD shows you options and information that are useful to the state of your drawing. If in Precision Mode, for instance, the HUD gives you one-tap options for turning Snap and Measure on/off. If you're Adjusting something, you can change selection options or measurements through the HUD directly.

You can collapse the HUD by swiping to the right on top of it. Either tap the resulting button or swipe it left to unhide.

There is also a Stylus button shortcut for “Toggle Interface” that will show/hide the HUD and Toolbar with one touch.

Tools

There are five spots on the toolbar for configurable favorites. Each one can be set to any tool, size, color, and opacity. When you start a new drawing, the tools and settings you used in your last open drawing carry over to the new one.

To **set a new tool**, tap the Tool button (the first in the menu next to the toolbar — it probably says “Pen” or “Pencil”, etc). Then spin the wheel until you find the tool you want. Each pen is a live preview of the color you've selected so you can see what it looks like on-canvas.

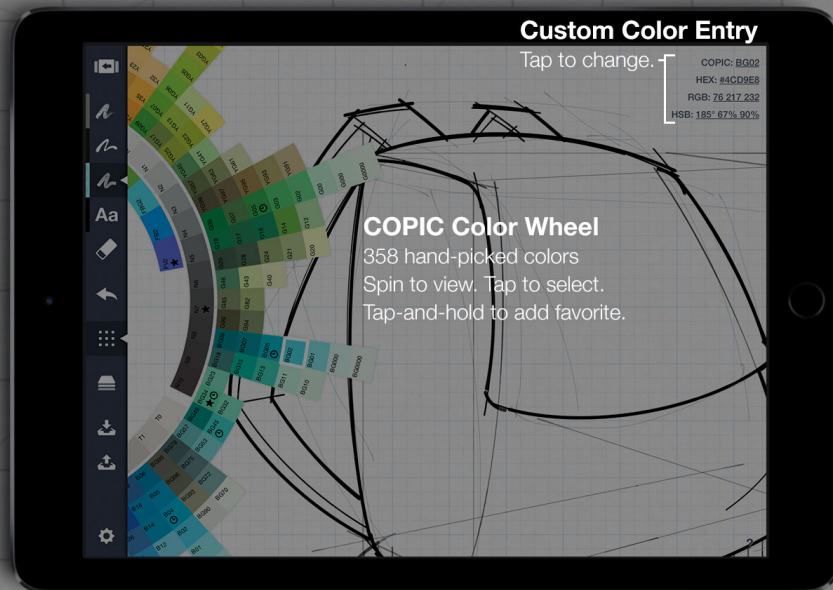
The **size and opacity** buttons are actually sliders. Tap once to see the slider and change it, or just start dragging (kind of quickly) over the button as a shortcut. You can set a specific size with a tap-and-hold of the size button.

COPIC COLOR

Your base palette is 358 beautiful hand-selected colors, compliments of the wonderful people at COPIC Marker. Learn about COPIC and their products for professionals at <http://copiccolor.com>.



COPIC Colors



In the top right corner of the screen (the HUD), you can also see color information for the current color. You can tap any of those text-based colors to enter a configuration screen, complete with the favorites list that also exists on the main canvas. Here you can manage those favorites with a tap-and-hold, or just enter a new custom color in the provided fields. Tap anywhere to exit that screen.

We also provide helpful color recommendations based on pure color math, right on the canvas. There are Shades, Analogous, Monochromatic, Complementary, and Triadic colors based on the current color. Scroll through them vertically to change palettes.

TEXT

Text labels are an easy, clean way to add annotations to your drawing. You can manipulate text the same easy way you manipulate other strokes and images - with gestures.

First, you'll need to set the active tool to Text using the tool picker. It might already be on your



toolbar.

Tap anywhere on screen to add a new label. The keyboard will appear; type or paste text, then dismiss the keyboard to solidify the label.

You can select it with a long press the same way you'd adjust any other stroke or image; with a tap-and-hold.

Snap affects not only placement but also rotation at 15 degree angles. Just activate Precision Mode on the toolbar while your text is selected to enable it.

To delete a label, select it, then tap the delete button on the toolbar. Copy, Lock, Flip, and Opacity options are also available.

Currently, there is only a single font available, but expansion is on our list.

ADAPTIVE ERASER

If you're comfortable with tools like Adobe Photoshop or Autodesk Sketchbook Pro, it may be easier to think of the eraser as a masking tool. Since every stroke is adjustable, the eraser tool visually removes anything underneath it, but the data isn't actually gone. You can still retrieve old strokes later, or adjust your mask as your drawings progress.

If you want to remove strokes completely, try selecting them with a tap-and-hold and then use "delete". This is covered more in [Adjust](#).

Shortcut! Double tap the eraser button to clear your canvas and start fresh.

The eraser stays the same size regardless of your zoom level. That means the further in you zoom, the smaller its effects will be -- very useful for working with details. You can also change the size of the eraser using the Size slider, and its effects will scale the same way.



Eraser at zoom level:



25%



50%



100%



200%



400% etc.

UNDO/REDO

Mistakes can be wonderful, but sometimes they're not. Concepts has an undo button (and a redo button), but you may end up using it less than you think. If you've purchased the Pro Pack, you can just select and fix the offending line, or delete it completely, anytime. It's a way of going back in time and selectively removing or altering, rather than a brute force undo that loses all your latest work. We think you'll prefer it.

Selecting for Adjust

Adjust Mode is for fixing things. Or for playing in your creative sandbox. It's for people that can draw, and people that can't.

You can move, stretch and rotate lines, create objects, change the tool it was drawn with, delete it, make copies, flip it, even lock it down to the page. Combined with Precision Mode, you can snap it to other important points or set the line length just by typing a number. It's really powerful, and really fun to use.

HOW TO USE IT

Adjust is based on a selection, meaning you'll need to select something to adjust it. There are a few ways to do that.

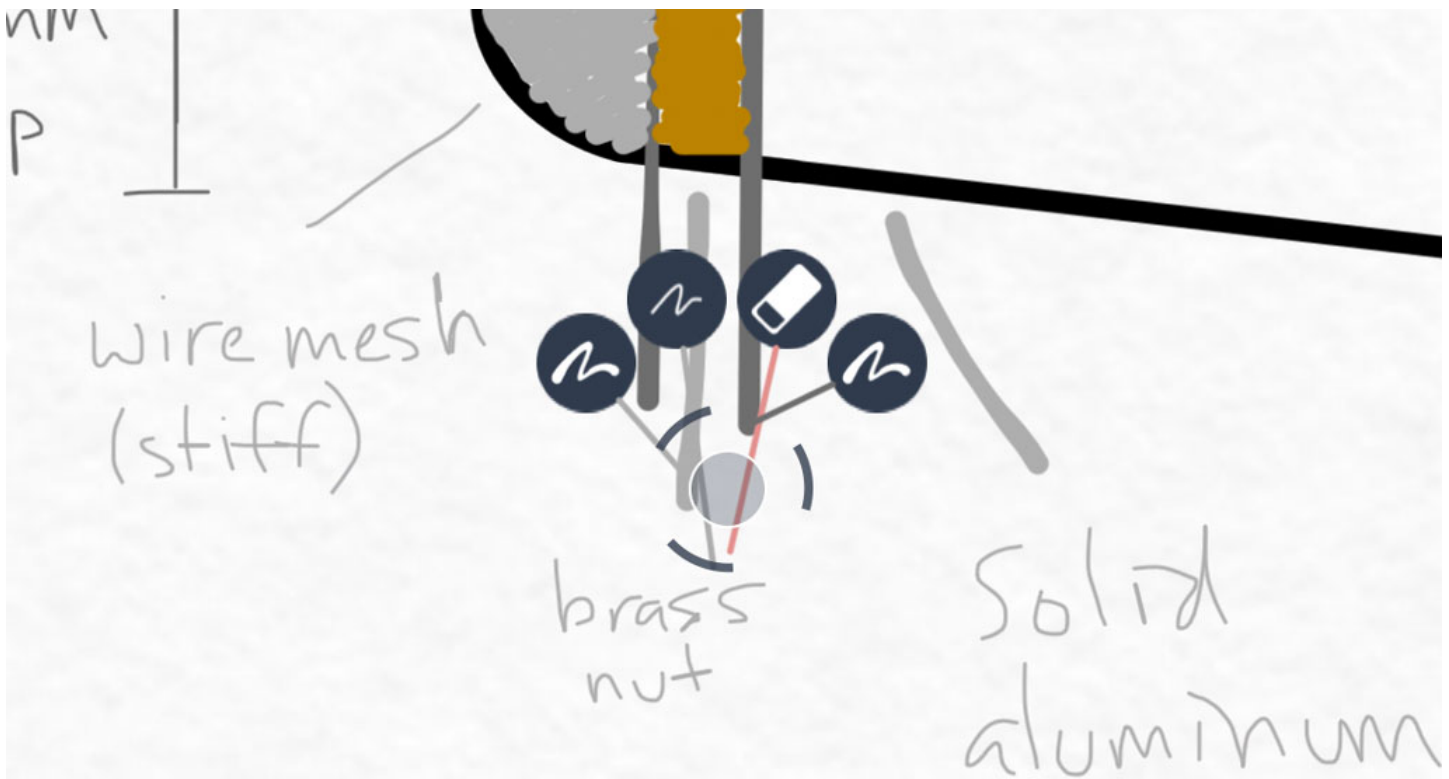


- **Tap-and-hold any point on the screen.** This is a *point select* that will search a small radius around your finger, and may or may not return some options. This is detailed below.
- **Tap-hold-drag from any point on the screen for a lasso.** This lets you select a whole bunch of things all at once. More info below.
- **Set one of your favorite tools to the Selection tool.** This removes the need for a long-press, which might be helpful if you find the sensitivity is too high, or you like the old-fashioned (desktop) way. Tap anything to point select, or drag to lasso.

There are a few cases where selection isn't available. Specifically, when a Shape Guide is on screen, you won't be able to long-press. Using the Selection tool will automatically disable an active Shape Guide. Also, selection is not available in View Only Mode.

POINT SELECT

Because your finger is thicker than a mouse pointer, we search the surrounding area for strokes, images, text, and even eraser marks. Here's what you'd see if you tap-and-hold the screen (quite steady — it's sensitive) WITHOUT being directly on top of something.



Each button has the tool type it was drawn with and a line pointing to it that indicates the color of the target item.



Tap any button to select it, OR keep dragging to start a lasso and select multiple things.

LASSO

You can select more than one thing at a time with a simple tap-hold-drag. Or just a drag using the Selection tool in the Pen menu.

Related: [Grouping](#)

SELECTION FILTERING & DISPLAY

In general, selection works across layers. Sometimes, you might want to only select a group of strokes in a single layer (ie. grab only the marker strokes). To do this, make a selection, then look in the HUD under “Looking in Active Layer / Looking in Selected Layer”. You'll want “Active Layer” for this example.

Similarly, you may want to grab only the strokes that are completely inside the selection lasso. Look for “Partial Strokes Included / Partial Strokes Excluded”, and make sure you use “Excluded”.

These options are also included in the Settings menu in the toolbar.



Adjust Mode: Make Changes!

Now that you have a selection, we can make changes to it. Let's go down the list.



MOVE A SELECTION

Use one finger to drag a selection without changing any other property. You can also move with two fingers, but it may Stretch or Rotate unless those actions are turned off in the HUD.

STRETCH

Moving two fingers in a pinch / spread motion will lengthen and shorten the selection without changing the line weight. This is useful if you make one side of a box a bit shorter than the rest, or if you're making two concentric circles for a ring.



You can disable Stretch in the HUD under “Stretch is On”.

ROTATE

Moving two fingers in a rotating motion (clockwise or counterclockwise) will rotate the selection. The HUD will show the relative rotation angle to the last time you rotated.

You might find that disabling Stretch (above) helps you rotate your selection without altering the size.

Using Precision Mode, you can rotate an object to a custom angle.

You can disable Rotate in the HUD under “Rotate is On”.

LOCK

Sometimes you may want to keep an object where it is, like a background image for tracing. Once selected, tap the **Lock** button in the toolbar to lock it down. Tap again to unlock.

FLIP HORIZONTAL / VERTICAL

Having mirror images of something can give your design consistency and even make it more visually appealing. Once selected, tap the **Horizontal** or **Vertical Flip** buttons on the toolbar to flip your selection.

GROUP

You can create temporary objects using the **Group** icon in the toolbar. Next time you want to grab that selection, just use a regular tap-and-hold and everything will pick back up at once. This is useful when you're layering objects but want to maintain edit-ability.

TOOL

Changing tools with an active selection will re-draw the selection using a new tool type. For example, you can go from Pencil to Pen, Pen to Airbrush, or Airbrush to Eraser. This may be useful if you drew the perfect curve in pencil and you want to keep the same line when you start working on darker outlines.



SIZE

A selection can be updated live with different line weights, too. Drag the slider to see the change reflected in real-time. This is useful for creating thicker lines around the outside of an object (like a building) that should draw more attention.

COLOR

Similarly, you can change the color of any drawn stroke, after the fact. This is useful if a client wants to see a single chair in multiple colors or shades, for example. Tap any color while a selection is active to apply it.

OPACITY

You can fade an object, such as an image for tracing or a color layer that needs to blend in, by dragging the opacity slider while a selection is active.

SMOOTHING

If you want the perfect line and you draw it quite slowly, you'll get extra waviness thanks to Concepts' sensitivity. You can straighten these out after-the-fact using the smoothing slider, which works in orders of magnitude. Small waves will disappear first, then progressively larger waves, all the way to a completely straight line.

Another fun use for smoothing is to “encode” handwriting into a series of tiny, short strokes (smoothing: 100%). If you pass it to a friend, they can “decode” the message by selecting it, then dropping the smoothing to 0% where it's readable again. Your teacher will think they're just random chicken-scratches. :)

Precision Mode & Accuracy

What if you want the perfect line to begin with? Use Precision Mode -- a switch that enables precision and accuracy using smart “drawing aids”, while still allowing freehand sketching. It's lightweight CAD designed for touch. Here are the features that enable it.

SNAP-TO SKETCHING (AUTO-COMPLETE)

Like auto-complete for your strokes, Snap-to Sketching automatically connects your line start and end points to nearby strokes, making your drawing flow faster and more accurately than ever. To



use it, just turn on Precision Mode and start sketching.

If there is more than one good option nearby, you'll see some small blue snap bubbles pop up. Tap one to connect if it's useful, or ignore if it's not.

SNAP

Snap automatically connects important points when they are close to each other. Snap is used in conjunction with Adjust and Shape Guides.

With **single stroke selections**, snap points are the beginning and endpoints of any given line. With **multi-stroke selections**, snap applies to the four corners and the center point.

When used **with Shape Guides**, snap applies to the handles and the center point.

While the Snap option in the HUD is a quick way to turn snap on / off, you can fine tune your settings in the Settings panel. There are options for enabling / disabling Snap-to Sketching, Snap to Grid, Snap to Layout (significant points on the canvas or layout guides), and an option to Snap only to the Active Layer.

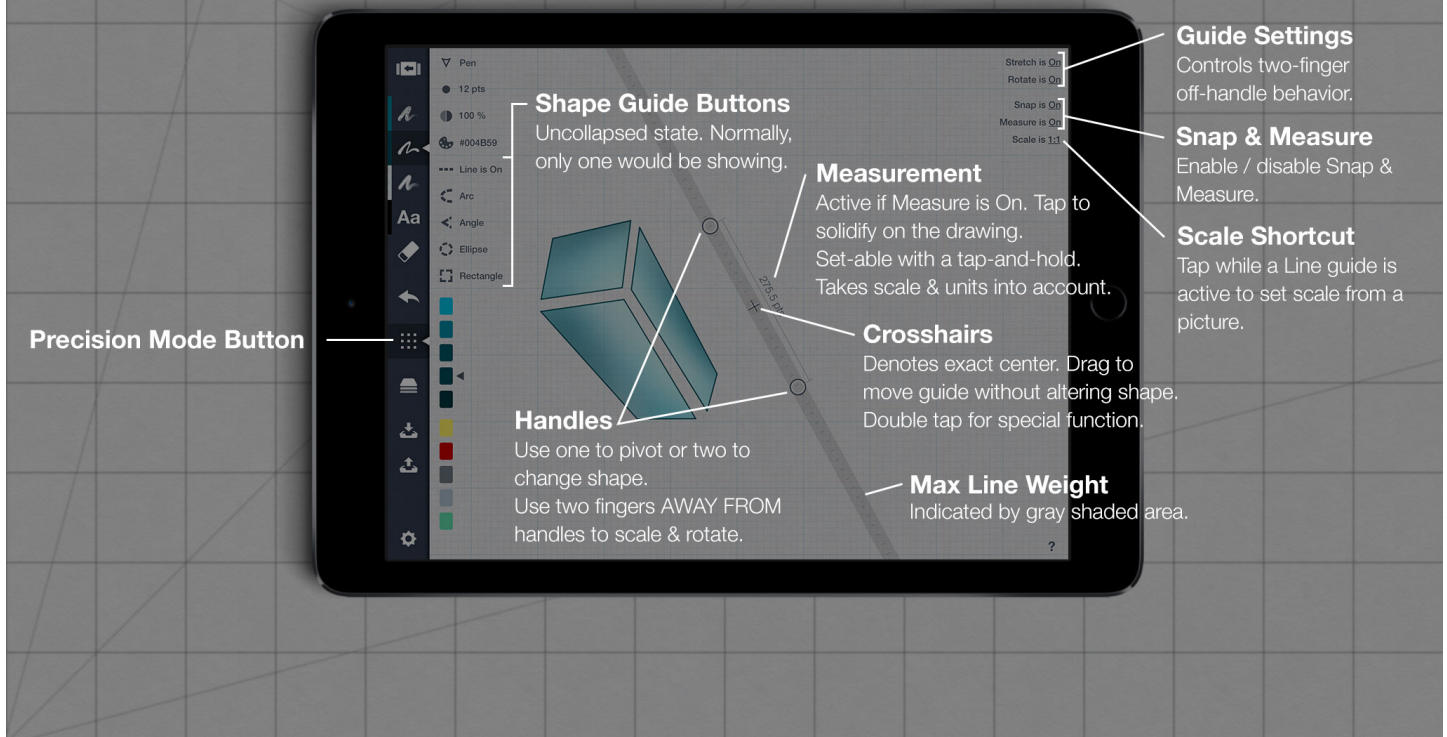
Shape Guides

Shape Guides are the quickest way to get perfect geometry, like a virtual straight-edge or compass. Our inspirations came from real-world objects (like a flexible index card for arc and an elastic band for ellipse) so using them should feel completely natural and will speed up your workflow well beyond their physical counterparts.

Shape Guides are designed to give you finite control over your lines, rather than acting like stamps or patterns which could be easily made by drawing something (optionally complex) once, then duplicated using [Adjust](#), [Grouping](#), or [Layers](#).



Precision Mode



The maximum line width for the tool you are using is shown as a light gray shaded area along the guide path. If Measure is On, the dotted line becomes true to scale and functions like a real ruler or compass.

HOW TO USE IT

First, **enable Precision Mode** using the Grid button on the main toolbar. The shape guide button will appear on screen underneath the color palette button, above the color recommendations.

Tap the guide button to enable it. The list of shapes will drop down so you can select one. There's also a gesture for quickly enabling / disabling shape guides; tap the screen anywhere with two fingers.

We'll try to recall your last position, if you haven't moved the canvas too far away. Start by moving the handles, one or two at a time. Using **one handle** will pivot around the opposite one, while moving **two handles** closer together or further away will alter the shape itself (except for the straight line guide). It won't take long to get the hang of it.



Letting go of the handles brings more options. Use two fingers *away from* the handles to **scale and rotate** the shape guide without affecting the shape itself. You can lock the guide against scaling/rotation using the HUD options labeled "Scale is On" and "Rotate is On".

You can **drag the center crosshairs** to move the shape without altering it.

Double tap the center crosshairs for a **special function**.

- The Line tool will limit your strokes to between the handles.
- The Arc tool will become a perfect half-circle.
- The Angle tool will snap to 90 degrees.
- The Ellipse tool will become a perfect circle.
- The Rectangle tool will become a perfect square.

To **solidify the line**, just draw over it, or next to it (away from the handles). If you have Snap-to Sketching enabled and you're close to a handle, your line will automatically start/stop at the handle.

To **disable the guide**, tap anywhere with two fingers, or tap the guide button on the toolbar.

Measure

One shining argument for digital creation is the built-in capacity for calculation. Concepts leverages this with the ability to pick up and move pen strokes, use shape guides that are more flexible than their physical counterparts, and lots more, but it also lends itself perfectly to measurement calculations that take units, scale and even screen resolution into account.

Every stroke is measured, and we expose that information in a way you can easily access, save, alter, or ignore. You can even create floating measurements that aren't attached to a stroke or group for more general use like adding a scale indicator on the drawing.

SETUP

To turn Measure on, Precision Mode needs to be enabled. Tap the Grid button, then look in the HUD for "Measure is Off". If it's already on, you're all set.

The other important piece is setting your preferred Units & Scale. Units are the base measurement system: Metric, Imperial, or Screen (point or pixel). Scale is a multiplier that defines how big an object is in real life as compared to its size on screen. Popular scales for model airplanes (for



example) are 1:24 or 1:72, which indicates that the drawing is 1/72nd of the real size. You can set both of these in the Settings panel.

There's also a handy shortcut for setting Scale based on a known object in a picture. Lets say you're a forensic scientist and have a picture of a footprint with a dollar bill next to it. You know the dollar bill is 6.14 inches long and you want to measure the size of the footprint, but the picture isn't actual size and you don't want to do the math. Let Concepts do it for you!

1. Import the photo using the Import button on the toolbar.
2. Turn on Precision Mode and Measure.
3. Turn on the Line guide and match the handles up to the long edge of the dollar bill.
4. Tap "Scale is 1:1" in the HUD. You'll notice the first blanks have been filled in with the current length of the line guide.
5. Enter 6.14 inches in the second set of boxes (under Scaled) and tap anywhere to close the overlay. Now when you move the Line guide handles to encompass the length of the footprint, you'll see the real-world value of that footprint. Mystery solved!

TWO TYPES OF MEASUREMENTS

There are two types of measurements in this world; those that are attached to a stroke or object, and those that are not.

- Attached measurements tell you the length of something specific. Editing these affects whatever they're attached to.
- Detached measurements can define a random width or offset. Editing these has no effect on anything else.

SAVING AND REMOVING MEASUREMENTS

Anytime you see a measurement pop up, it's fair game for saving. Tap any measurement to save it to the canvas.

Removing a measurement is only slightly more complicated, because of the two types of measurements stated above. For both types, tap-and-hold to select the measurement.

If the measurement is attached to something (like a leader pointing directly to a line, or a width surrounding a bounding box), just tap it to de-solidify.

If it's a Detached measurement, tap the Delete button in the toolbar.



EDITING A MEASUREMENT

Sometimes you want to change the length of something to a specific value. Here's how:

For **individual strokes**, select the stroke with a tap-and-hold, then either tap-and-hold the measurement, or tap the “L: 100” in the HUD.

For **Shape Guide measurements**, activate the shape guide (and Measure if not already on), then tap-and-hold the appropriate measurement.

For an **angle drawn with the angle tool**, tap-and-hold the stroke (or guide), then tap-and-hold the angle measurement.

For the **bounds of an image**, tap-and-hold the image to expose the bounds, then tap-and-hold the appropriate measurement on screen or in the HUD.

For an **offset**, select the object-to-be-moved, start dragging it with one finger in the intended direction, then tap-and-hold the offset measurement that appears at the center of the object's outgoing edge.

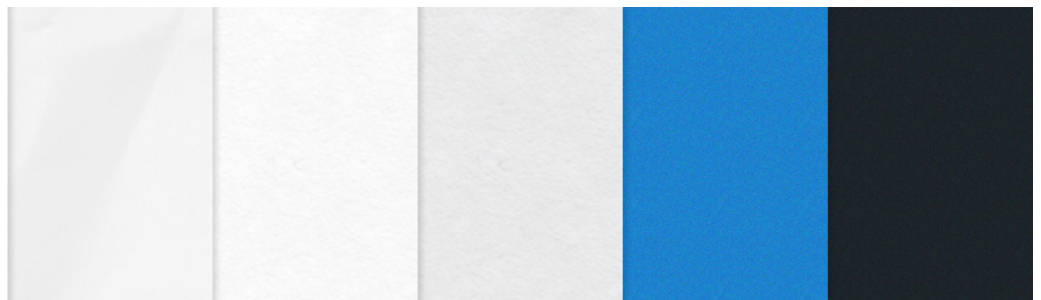
For **detached measurements**, tap-and-hold the measurement to select it, then tap-and-hold again to modify it.

Configuring the Canvas

Concepts adapts very nicely to your individual workflow. We're always working on ways to make it more flexible, so stay tuned for updates.

PAPER TYPE / BACKGROUND COLOR

Your creative space needs to be comfortable so your ideas can be wild and crazy. Concepts includes a number of familiar working backgrounds, from paper to transparency. We've included everything we've had requests for. Select your favorite from the Settings menu, and we'll apply it until you say otherwise.





PAPER SIZE

Drawing in Concepts is like drawing on a real piece of paper. We've included most of the standard sizes for working on architectural plans, app mockups, film industry storyboards, even business and index cards. Or, go infinite.

To change the configured size, open the Settings menu, and select from the "Paper Size" list.

You can reposition the paper boundary on screen with a simple touch-and-hold and a drag on the blue border of your drawing. Refer to "Guides" for more information.

While exporting, look for the "Configured Size" option, which cuts anything outside the bounds of the paper from the resulting image.

GRID TYPE & DISPLAY

Grids provide great reference while drawing accurate shapes. You can configure your favorite grid to always display on screen, only during precision mode, or not at all, over any paper type. All of the grids scale while you zoom to maintain your reference points.



LAYOUT GUIDES

Layout Guides are freeform grid lines that provide reference for layouts and increase your accuracy, especially when combined with [Snap](#). Guides run horizontally and vertically across the top of the canvas, and will be pinned to the canvas when you pan around.

To **create a guide**, tap-and-hold your finger on the very edges of the screen. An orange line will appear below your finger, which you can then drag into place.

To **move a guide**, tap-and-hold it until it turns orange, then drag it into place. You may notice that guide lines snap when they reach the middle of the screen, or when they're directly between two other guides. This helps with accurate segmenting.

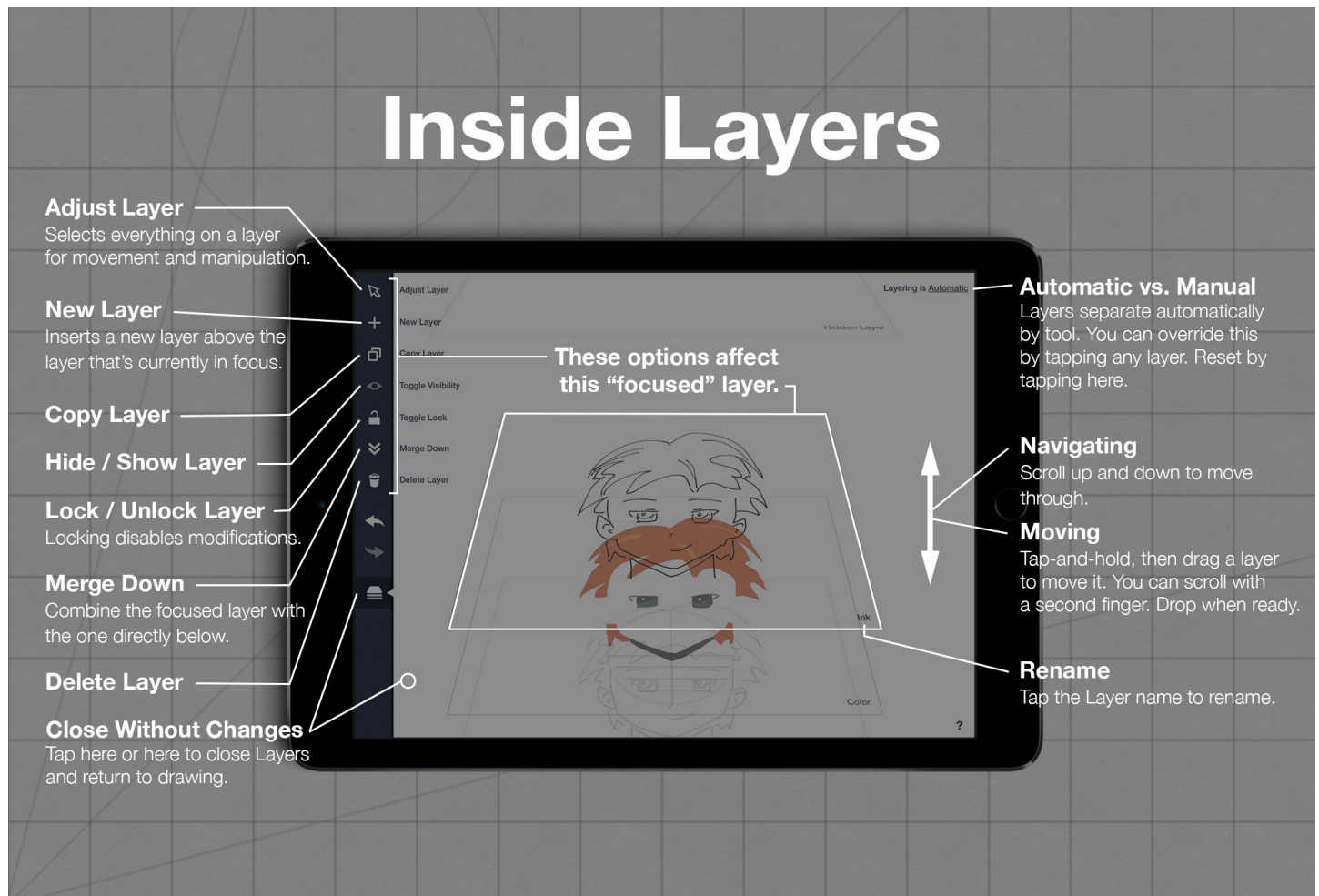


To **delete a guide**, move it to the bottom right corner of the screen, where a red X will appear, then let go.

To **delete all guides**, double-tap the Eraser button and choose Clear All Guides.

Layers

Layering is an easy way to organize and separate pieces of a drawing (like an object), and makes erasing/masking easier across different stroke types. It's like using a stack of trace paper or transparencies.



Layers in Concepts works like any other layer system with a few exceptions.



- They're unlimited. You can create as many as you like.
- There are two modes: Automatic and Manual

Automatic mode is the default, and will automatically separate your drawing by tool so you don't have to think about it. Your pencil goes in one layer, marker in another, and pen still another. Every time you change tools, the active layer will change automatically. We'll order them in the most common drawing order (listed top to bottom): Measurements, Text, Pens, Airbrush, Marker, Pencil, Grid, Paper.

Manual mode lets you decide where to put things. To activate, tap the Layers button, scroll to the layer you'd like to work with, and tap it. While in Manual mode, everything you add (drawing, eraser, text, images, etc) will be limited to that layer. To switch back to Automatic Mode, tap "Layering is Manual" in the HUD.

You can **re-order layers** with a tap-hold-drag. Grab the layer with one finger, scroll through the list with another finger, then drop it into place.

You can **select the contents** of an entire layer with the "Select Layer" button on the toolbar. Tap it, then drag and manipulate like any other selection, and deselect with a tap.

Of course, you can add new layers, delete layers, merge layers, etc via the toolbar. The layer-to-be-affected is the one in focus (which may or may not be the "selected" layer, so scroll to the layer you want to affect).

Importing Images

Most designs start with some form of visual inspiration. We recommend putting those pieces of inspiration somewhere close by - perhaps on your canvas - when you're starting out. Use them for tracing, collections, visual reference, etc.

There are two ways to import an image into Concepts:

- Use the Import menu on the toolbar. There you'll find options for importing from your iPad's photo library, taking a picture directly with your built-in camera, pasting from the clipboard, and importing from your Adobe Creative Cloud account.
- Some apps like Dropbox and Google Drive support the "Open In" option that allows transferring files directly from one app to another. Find your image file in those apps, tap Open In, then find Concepts in the list. If you're in the gallery, we'll prompt you to start a new image, or if you're already in a drawing, you can bring in there, too.



MANIPULATING

Once imported, you can fully manipulate the image's position, size, and rotation using standard two finger pinch/spread gestures. When the image is just right, tap anywhere on screen to return to drawing. Remember: Snap can help position things just right - just enable Precision Mode on the toolbar.

To copy, delete, reposition, lock, flip, or adjust opacity of an image, just tap-and-hold the image.

Images automatically go into a separate layer by default, but you can extract them into their own layers in Adjust mode, then freeform mask them with the eraser tool.

Exporting

What good is work you can't use or share? Concepts supports high-res, standard-res, vector (SVG), CAD (DXF), and layered PSD image exporting options, with region and background options to just about anywhere.

The free version supports standard web-ready 72dpi JPG exports of your drawings. The Pro Pack steps it up with 300dpi+ High Resolution PNGs that support transparency and are publish-worthy. Pro also includes SVG, DXF, and PSD.

Tap the Export button on the toolbar to get started. Then select your favorite format, region, and background options.

Notes on PNG (High-Res): Depending on the size of your drawing and the configuration you've selected, your iPad may not have the memory to export one single image. In this case, we'll need to export your drawing in "tiles", which you can stitch together using your favorite photo-editing app. You may prefer the "Entire Drawing" option, which will export everything scaled to fit on a single image.

Notes on SVG: While SVG is a generally well-supported, not every application supports every feature. You may find that your drawing differs in appearance between apps like Adobe Illustrator, Inkscape, and Firefox, or your strokes may not be initially visible. Your data is intact, however - just "select all", and you'll see every single (beautiful) stroke path.

Notes on DXF: Talk about useful - you can now hand-sketch a CAD drawing, then send it to your laser or 2D mill. In the Settings menu under "Exporting", there's an option for "DXF Wireframe Only" in case your CAD program doesn't support line widths and more recent options.



SHARING & PRIVACY

The "Web Share" and "Pinterest" options send your drawing to our public servers. Your drawing will be visible to anyone with your link. We will automatically delete posted images within seven (7) days, or you can delete them manually through the Exporting section in the Settings menu. Please do not post inappropriate or defamatory images; we reserve the right to monitor and remove images at our discretion. See the rest of our [Privacy Policy](#) for more information.

AirPlay

The iPad is incredibly useful for presentations, and our Infinite Canvas is perfectly suited for use as a digital whiteboard.

We've included a special "Presentation Mode" where Concepts will detect any connected screens. While connected, your touches will be visible by the same blue markers used throughout these instructions so your audience can follow along.

To enable AirPlay, swipe upwards from the bottom edge of the screen and bring up the quick configuration menu. Tap "AirPlay" (which only exists if you're on WiFi and an Apple TV / other device is also connected to the same network), select the device, and turn on "Mirroring".

If you want to mirror to your laptop for recording / etc, we recommend an inexpensive app called [Reflector](#).

The Pro Shop

You can do incredible things without paying a dime. In fact, most of the features others charge for are free - multiple pens, full color control, many paper and grid options, and an infinite canvas. Even the Arc tool is free, unlocking your iPad's potential for accurate, intricate designs.

The Pro Pack pushes the boundaries far beyond your standard sketching app.

- Instantly export your drawings in high-definition (300dpi+) PNG, open source Vector standard SVG, AutoCAD's DXF format, and Adobe Photoshop layered PSDs.
- Four more brilliant multi-touch Shape Guides - the Straight Line, Angle, Ellipse, and Rectangle.
- Select and Adjust every single stroke after it's drawn, anytime.
- Full control of Layers, so you can re-order them, manually select one to draw into, etc.
- Import images for tracing or reference.
- Add text blocks that clearly annotate your designs.



These are professional features at a student price. It won't be like this forever -- the features just keep getting better!

Other Support Options

We're visual people, and we learn best visually. We're starting to put together some videos that highlight specific features and workflows. Catch them on [YouTube](#) (subscribe to get updates), and [tell us](#) what you'd like to see next.

We're also on [Twitter](#), [Facebook](#), and [Pinterest](#).

You can find our FAQ [here](#).

About TopHatch

We're a small, international team, and we're building the future of design. Come learn more about us at <http://tophatch.com>

TopHatch is dedicated to quality. If you experience any problems with this release or have suggestions for improvement, please [contact us](#) directly so we can quickly address them!

Thanks for using Concepts: Smarter Sketching!

If you haven't already, check out the Pro Shop and unlock your potential!

All the best,

Ben, David, Akseli, and Erica
The Concepts Team @ TopHatch