

USER MANUAL 1.2

Comic Draw



plasq

Welcome to Comic Draw



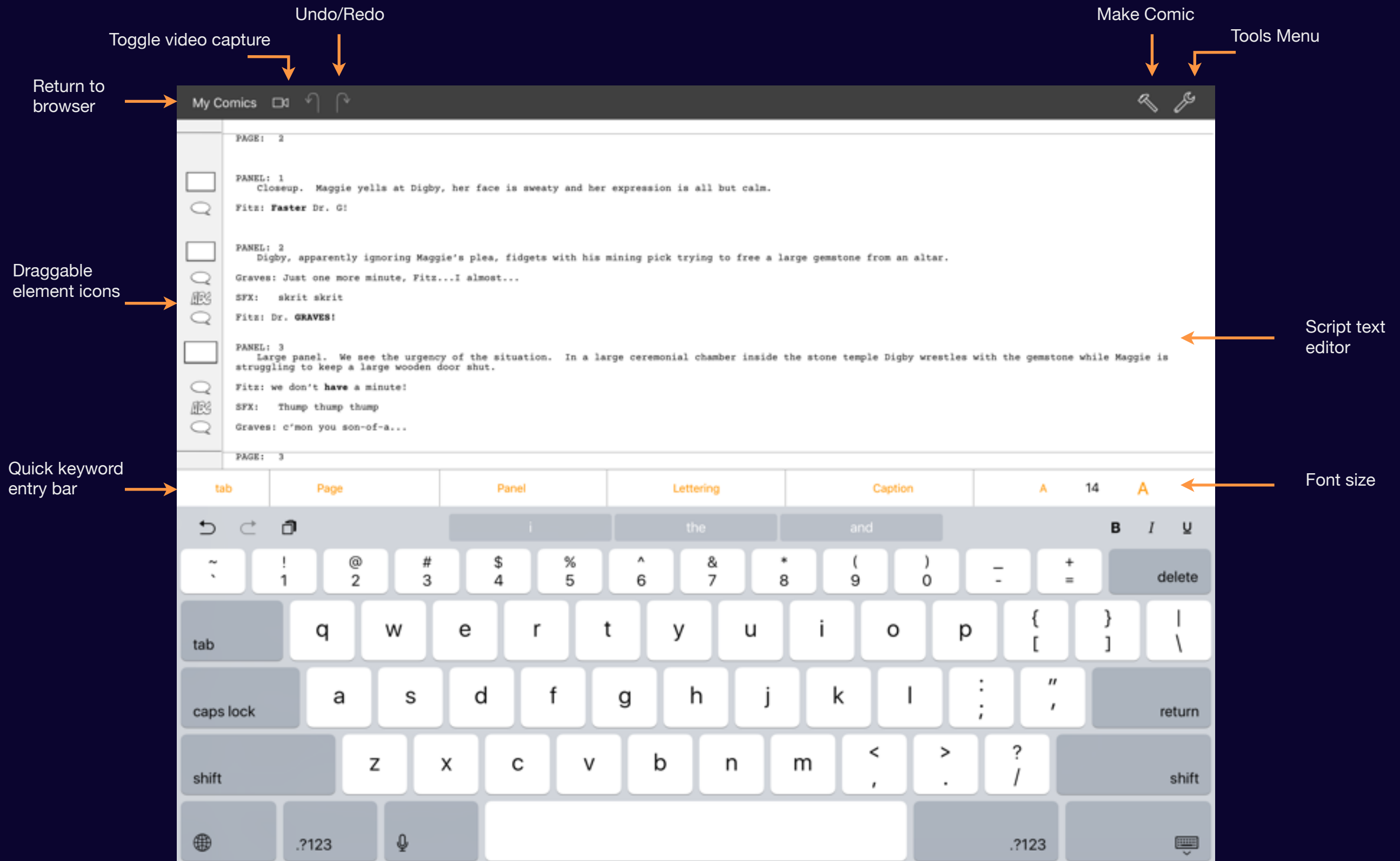
Comic Draw

The easiest way to create and publish digital
comics on your iPad.

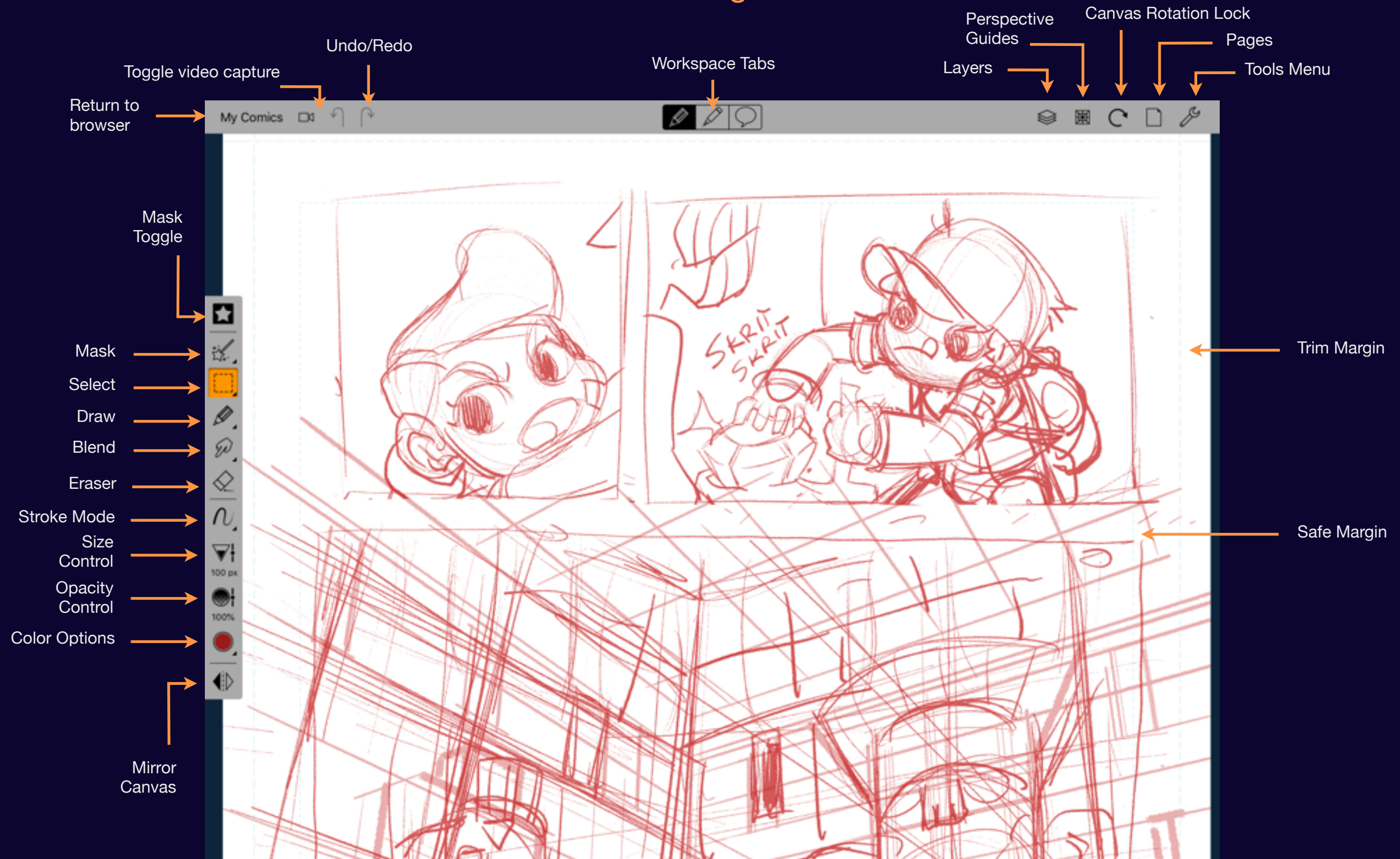
A Complete Studio

Comic Draw includes all the tools you need to create your comics: a script editor, a sketch pad, ink pens, coloring brushes and full lettering support. A quick tour of these four workspaces follows.

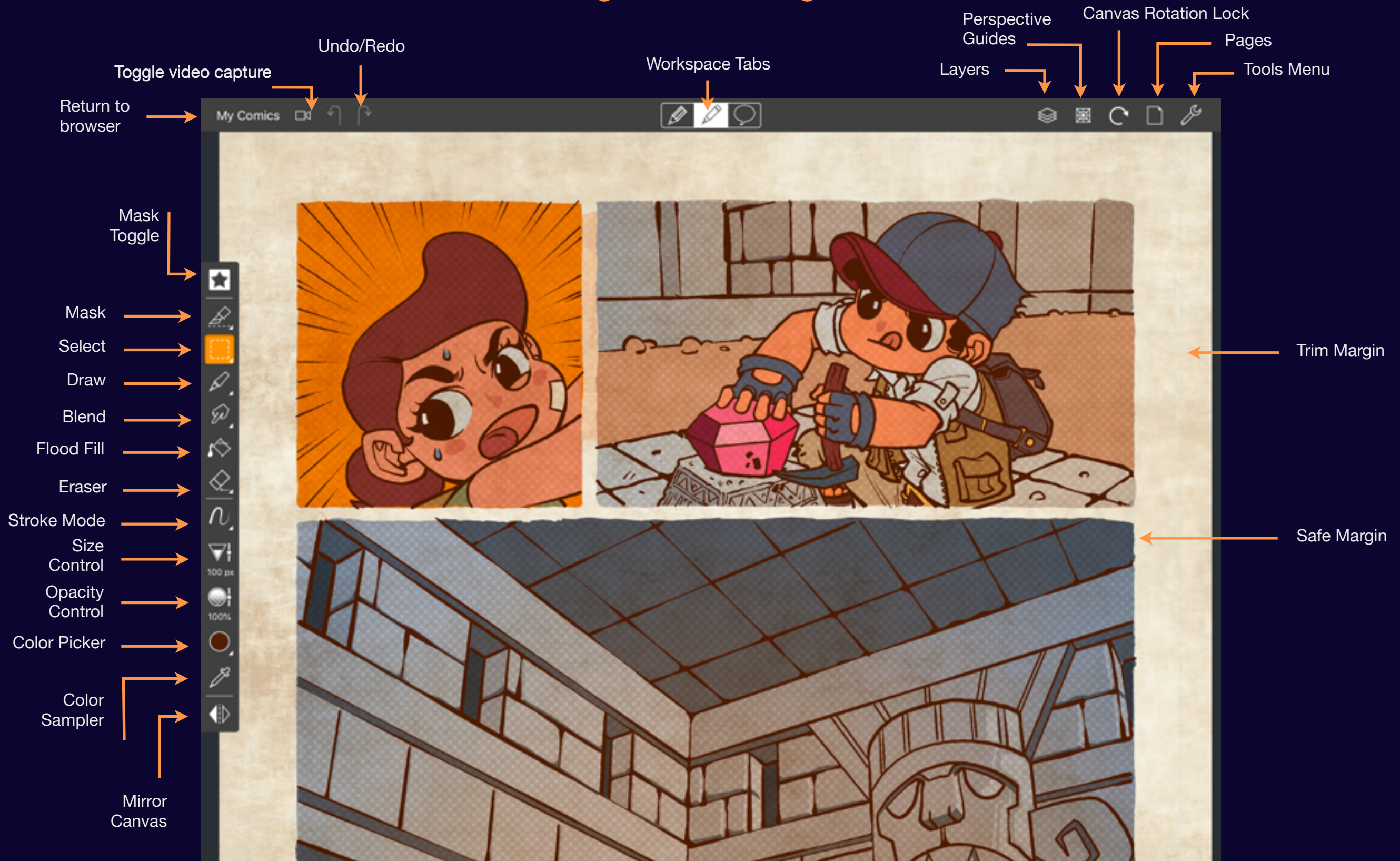
The Scripting Interface



The Pencilling Interface



The Inking and Coloring Interface



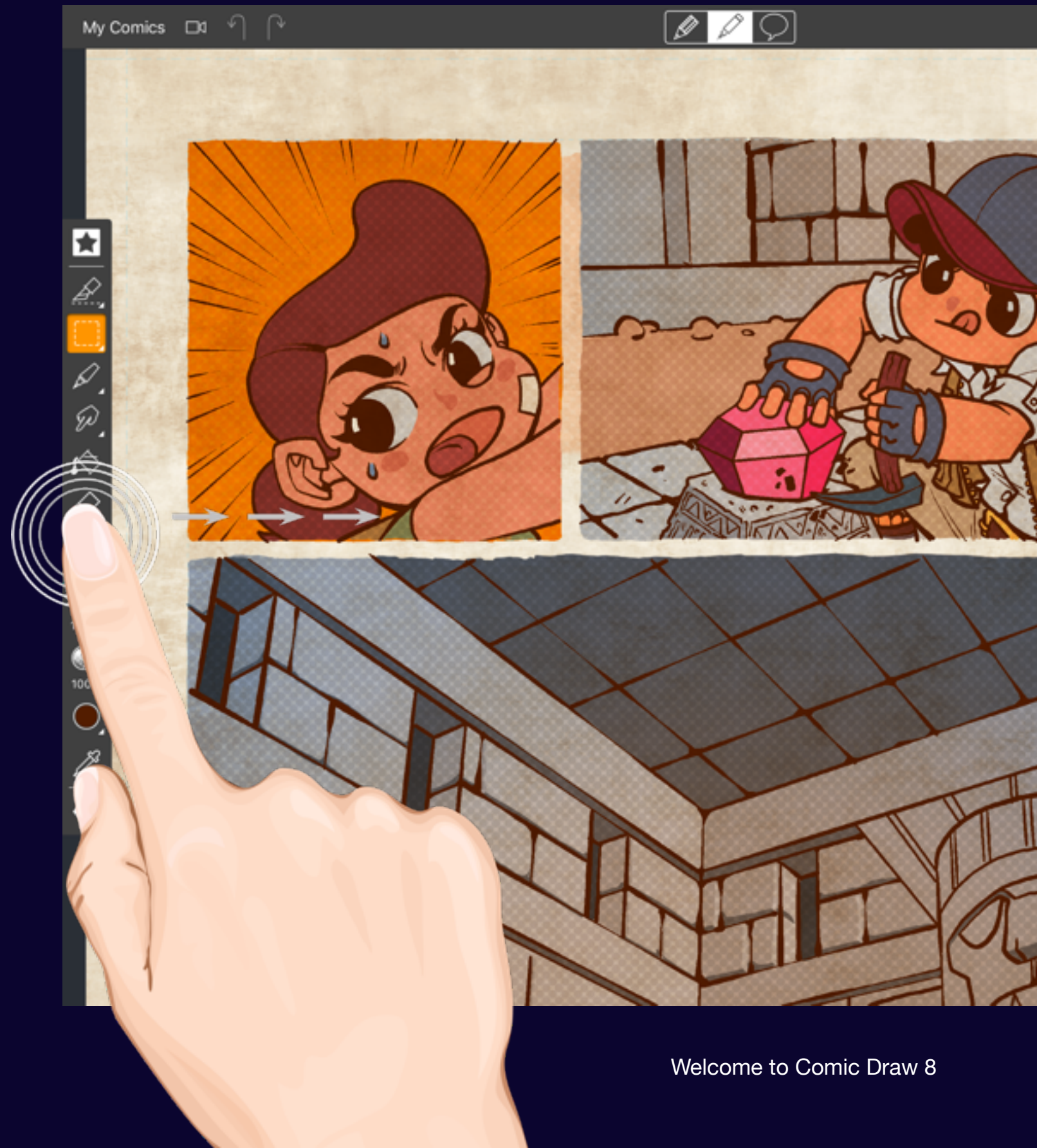
The Lettering Interface



Position the sidebar

You can place the sidebar on either side of the screen with a flick.

No matter if you're left-handed or right-handed you'll be able to put the sidebar controls in a convenient location for your other hand.



What's new in 1.2

Lots of new things to make creating your comics even easier!

Advanced Panel Layout Tools

Quickly create a dynamic panel layout by slicing up a page of panels.

Clipping Layers

Full clipping layer support. Simply swipe right on a layer to have its contents clipped by the layer below. Shading your flats suddenly became simple!

Refresh Comic Connect Pages

You can now update the pages on a Comic Connect upload, allowing you to publish multiple revisions without creating multiple comic uploads.

Group Selection

Now you can move and resize a group of layers as a single unit. Great for rearranging your complex compositions.

New Isometric Guide

Add an isometric guide to get perfect 2.5D drawings!

Other Improvements

- ★ Sketching mode now allows a configurable eraser.
- ★ New Layer Mask option.
- ★ Cleaner layer blending mode presentation
- ★ New Image Effect options for quick, preset, speedlines and textures.

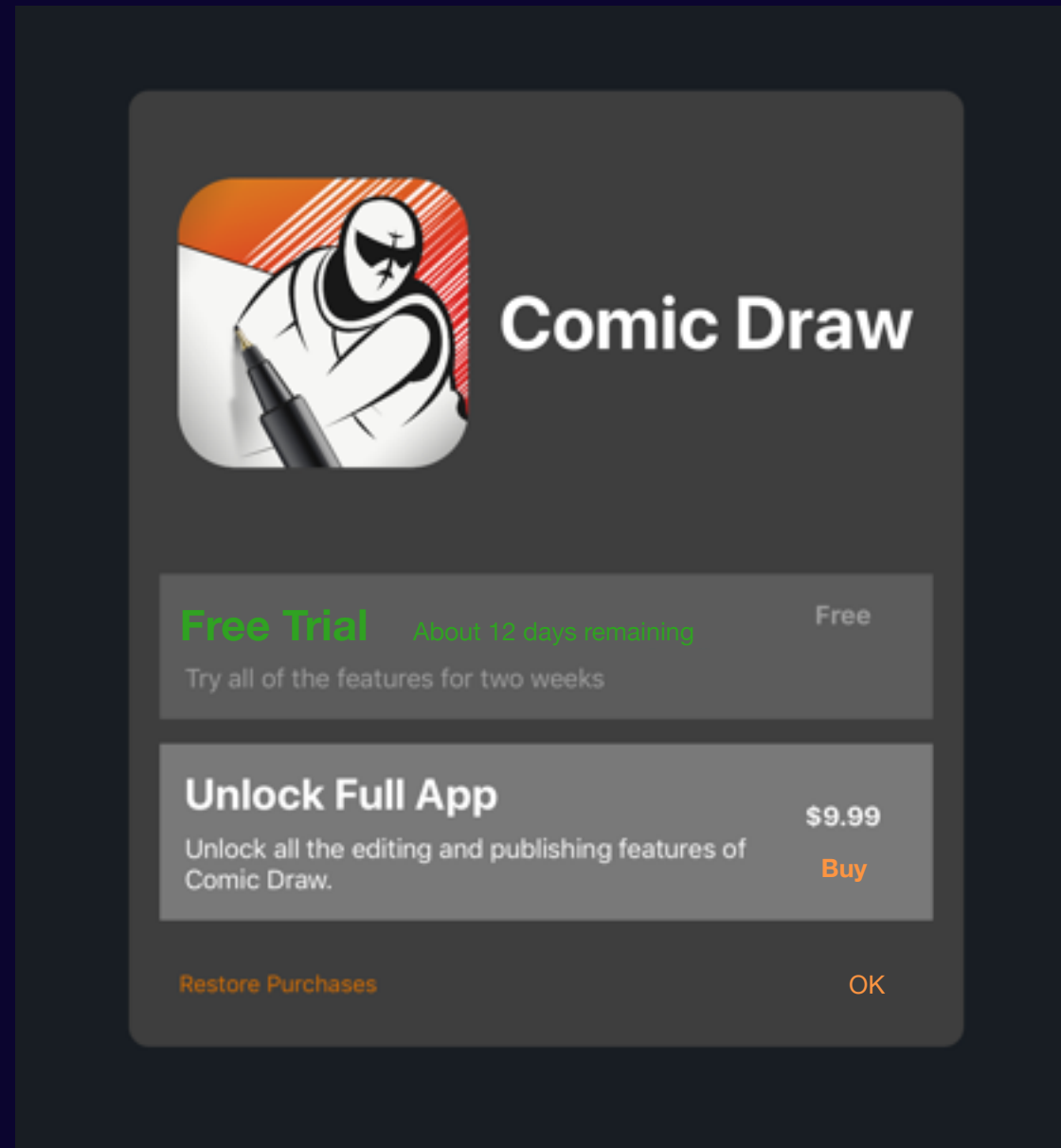
What you'll find inside

In this book you'll find all the information you need to fully utilize Comic Draw for iPad. You'll learn how to:

- ✦ Create a new comic and organize your Browser with Collections.
- ✦ Adjust brush settings to suit your style.
- ✦ Choose colors and create color palettes.
- ✦ Use the blend tool to combine colors.
- ✦ Erase lines and use undo/redo
- ✦ Layer artwork, isolate, blend and merge layers.
- ✦ Work with Perspective Guides to create perfect 3D drawings
- ✦ Create scripts and add lettering to let your stories speak.
- ✦ Export to PDF, JPG or ePub to your camera roll or send to social networks.
- ✦ Upload to Comic Connect for fast and fast and easy sharing with comic fans around the world.

Free Trial Period

Try before you buy! Comic Draw comes with a 2 week free trial period.



Browser

Section 1

Create a new comic

Learn how to create a new comic and import comics into your iPad.

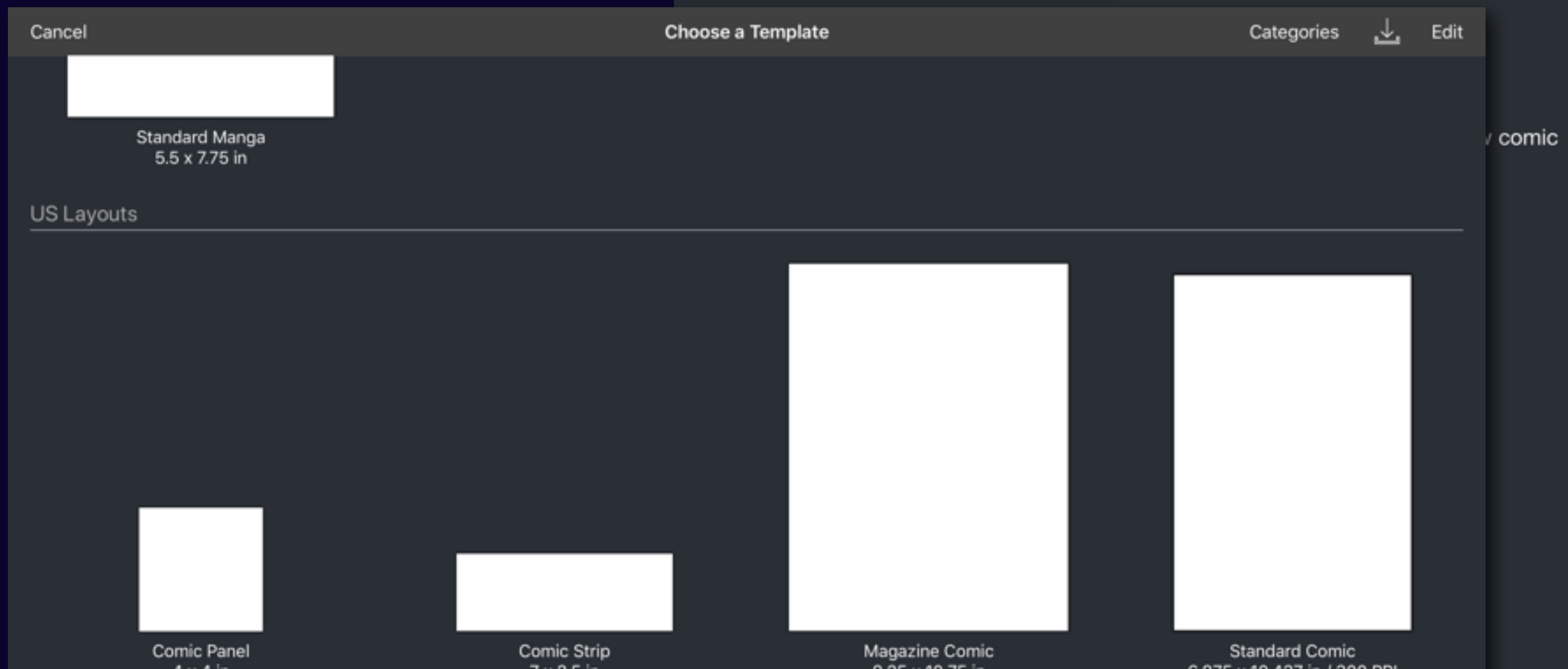
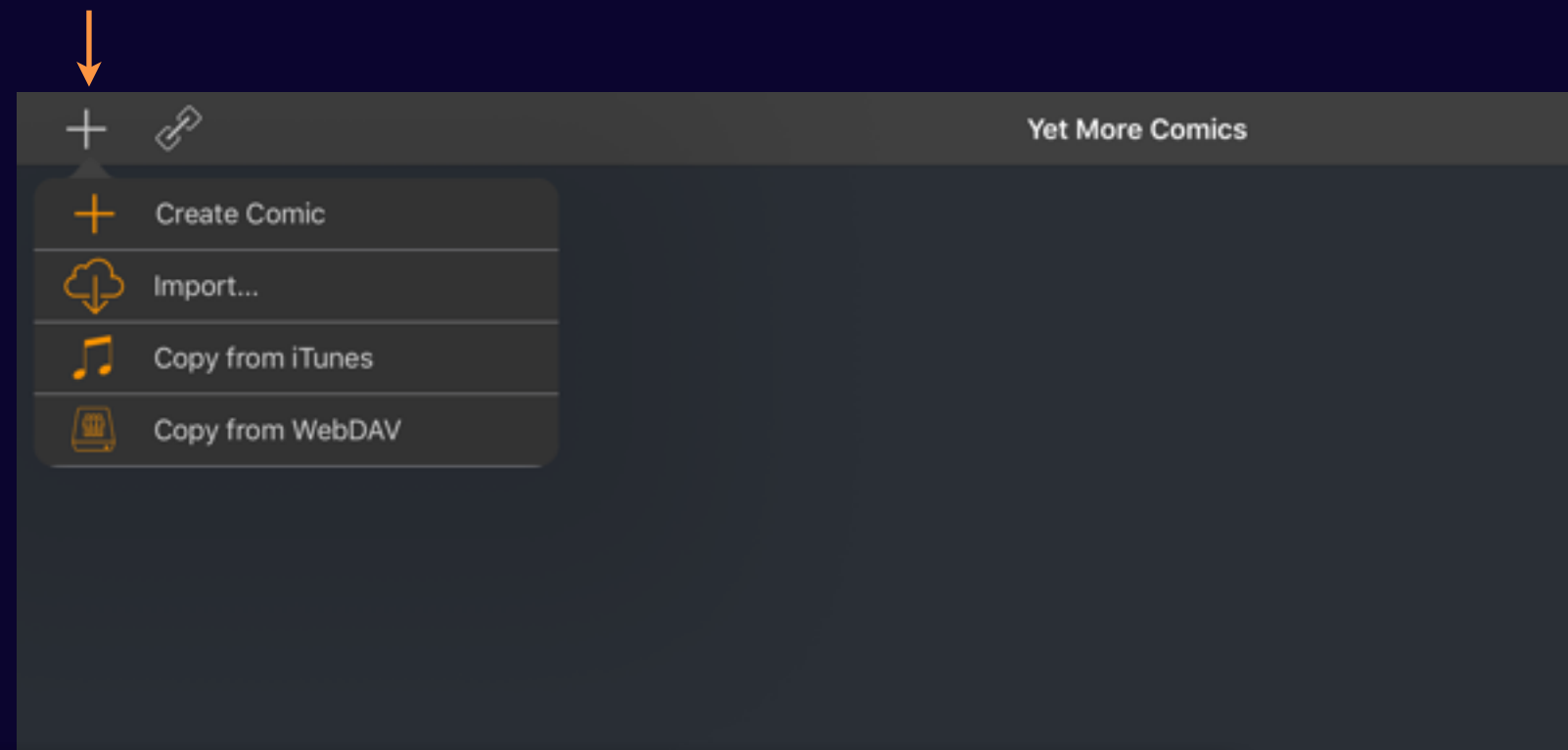
Choose a template

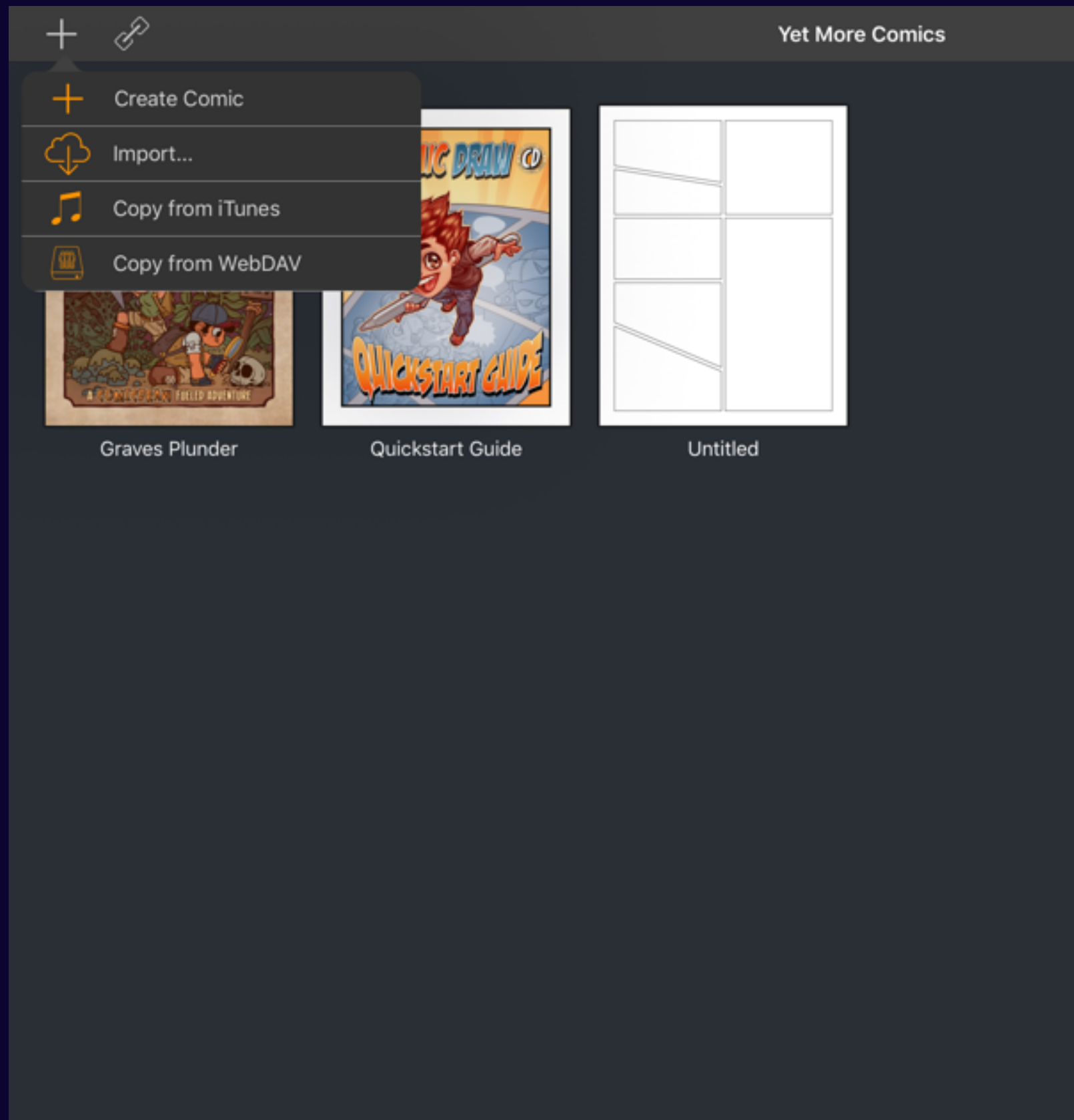
Comic Draw provides a wide selection of standard comic page formats.

If you're ready to start sketching then you can start with a comic page template. If you prefer to write some ideas down first then start with a script template. To choose a template simply tap on it to load it into the editor.

The Create menu also provides options for importing comics from external sources.

Tap to reveal menu





Import

Retrieve a comic from a colleague by importing it.

Import...

Connect to your files stored on Apple's cloud storage system or Dropbox, for example.

You can add preferred cloud storage services to your menu via this interface.

Copy from iTunes

If you've added files to Comic Draw via the iTunes application your desktop you can import those files here.

Copy from WebDAV

WebDAV is a popular institutional remote file storage service.

Section 2

Managing your comics

Find out how to read, edit, copy, delete and rename your comics.

Comic Options

Tapping on a comic within the browser reveals a number of options.

From left to right the options are:

Read

Opens the comic in the built-in reader.

Upload to Comic Connect

Presents the upload configuration interface.

Share

Provides a menu of sharing options

Duplicate

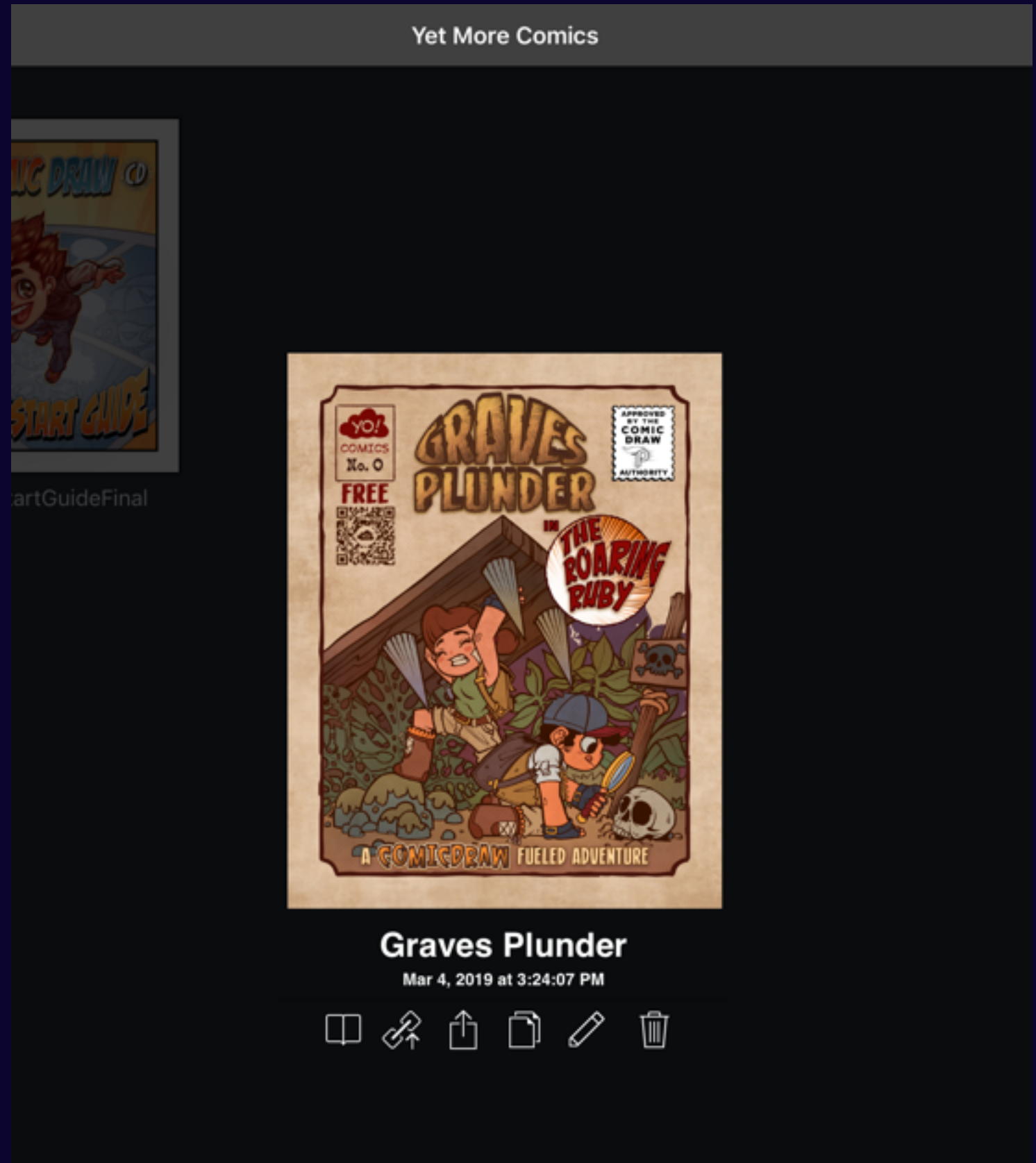
Let's you duplicate a comic (or create a new one)

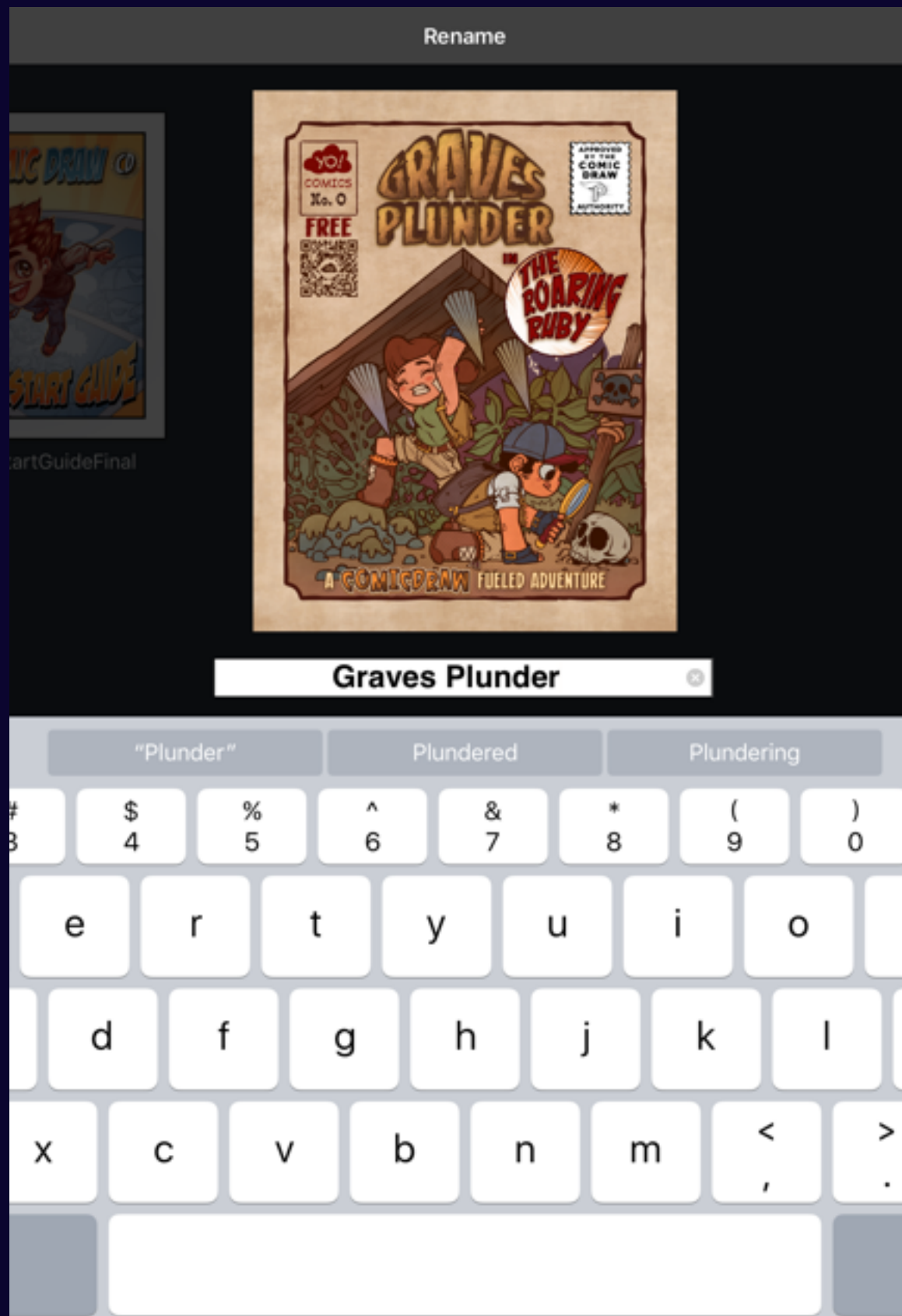
Edit

Opens the comic in the editor.

Delete

After a confirmation alert, this removes the comic from your iPad.





Renaming a comic

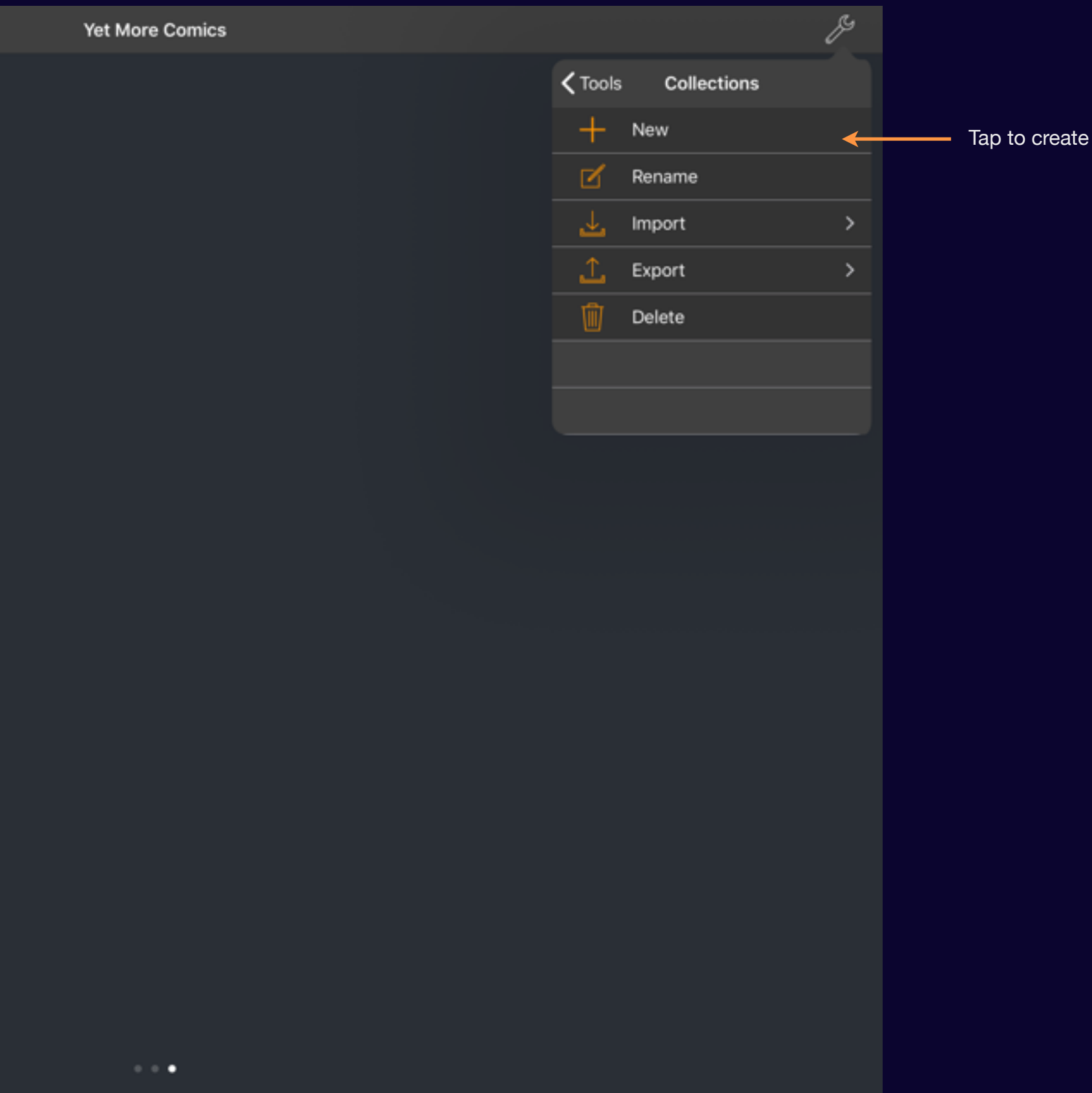
Untitled is not the best name!

To rename a comic simply tap on its label after it has been brought forward. Until you edit a comic's title it will be "Untitled". Tap on the background or the "Done" button that appears in the navigation bar to commit your changes.

Section 3

Working with collections

Collections provide an easy way for you to organize your comics, letting you keep sketches away from final projects.

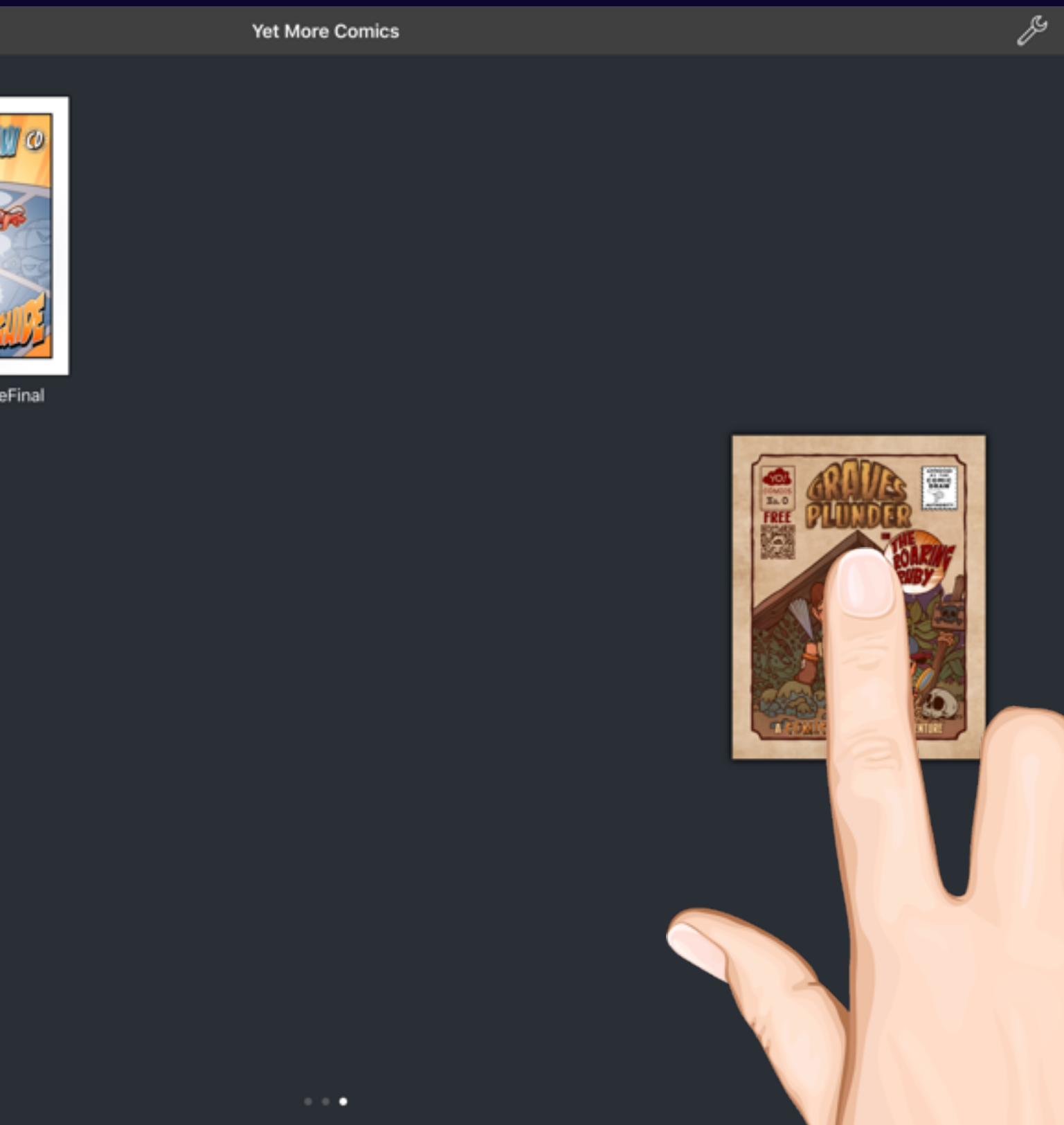


Creating a new collection

Collections let you organize your comics

When you create a new collection you're prompted to provide a name. The new collection is then added to the right of the current collection. The "My Comics" collection is provided by default.

When you tap "OK" you're taken directly to the new collection.



Moving a comic to a new collection

Drag comics between collections

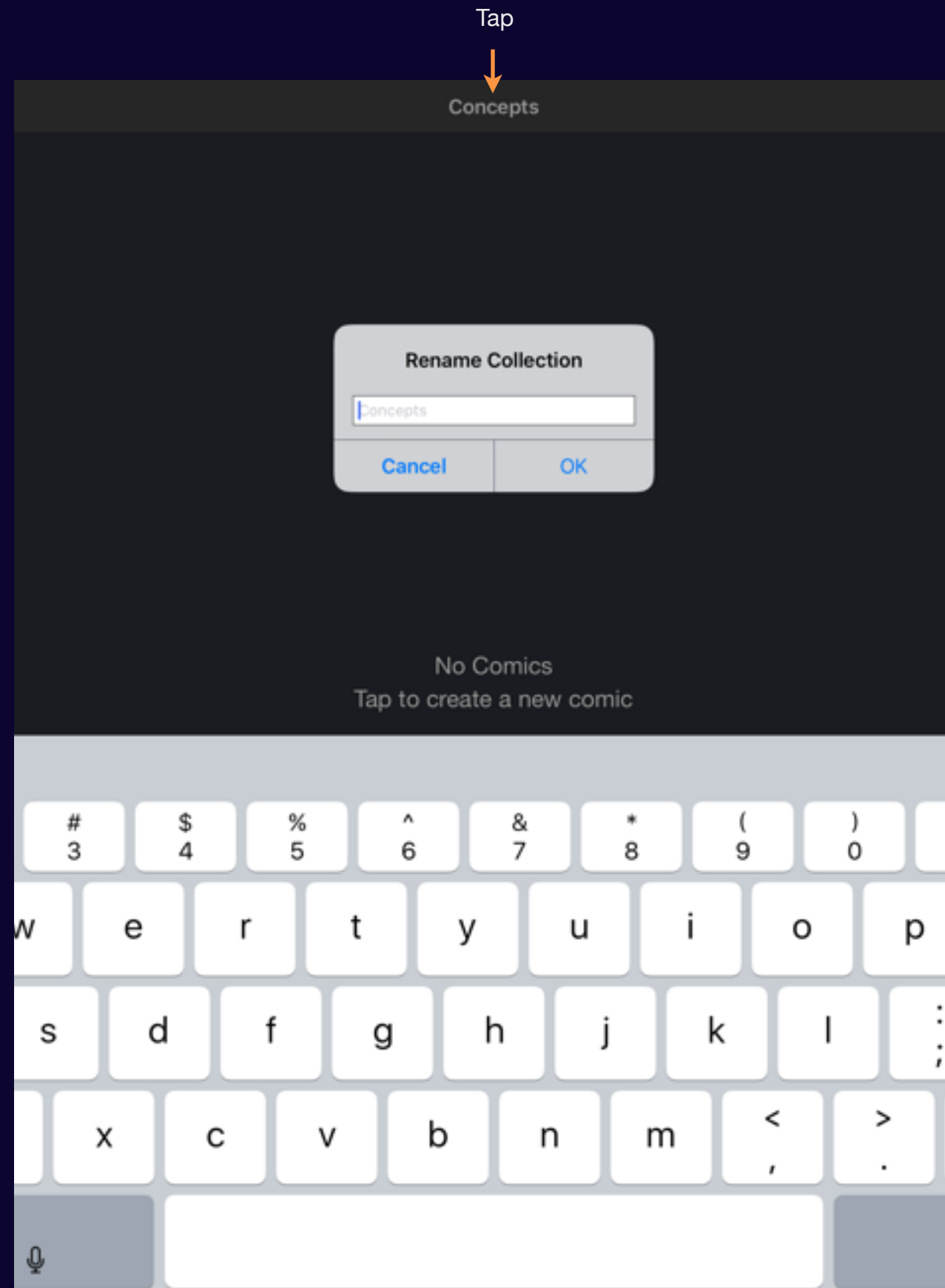
To move a comic to another collection, tap and hold on the icon until it “lifts” from the browser and starts to pulse. Now drag to the edge of the screen (in the direction of the collection you want to put it in). The browser will automatically scroll to the next collection and so on until you land at the one you’re looking for. Release your touch to drop the comic in the new collection.

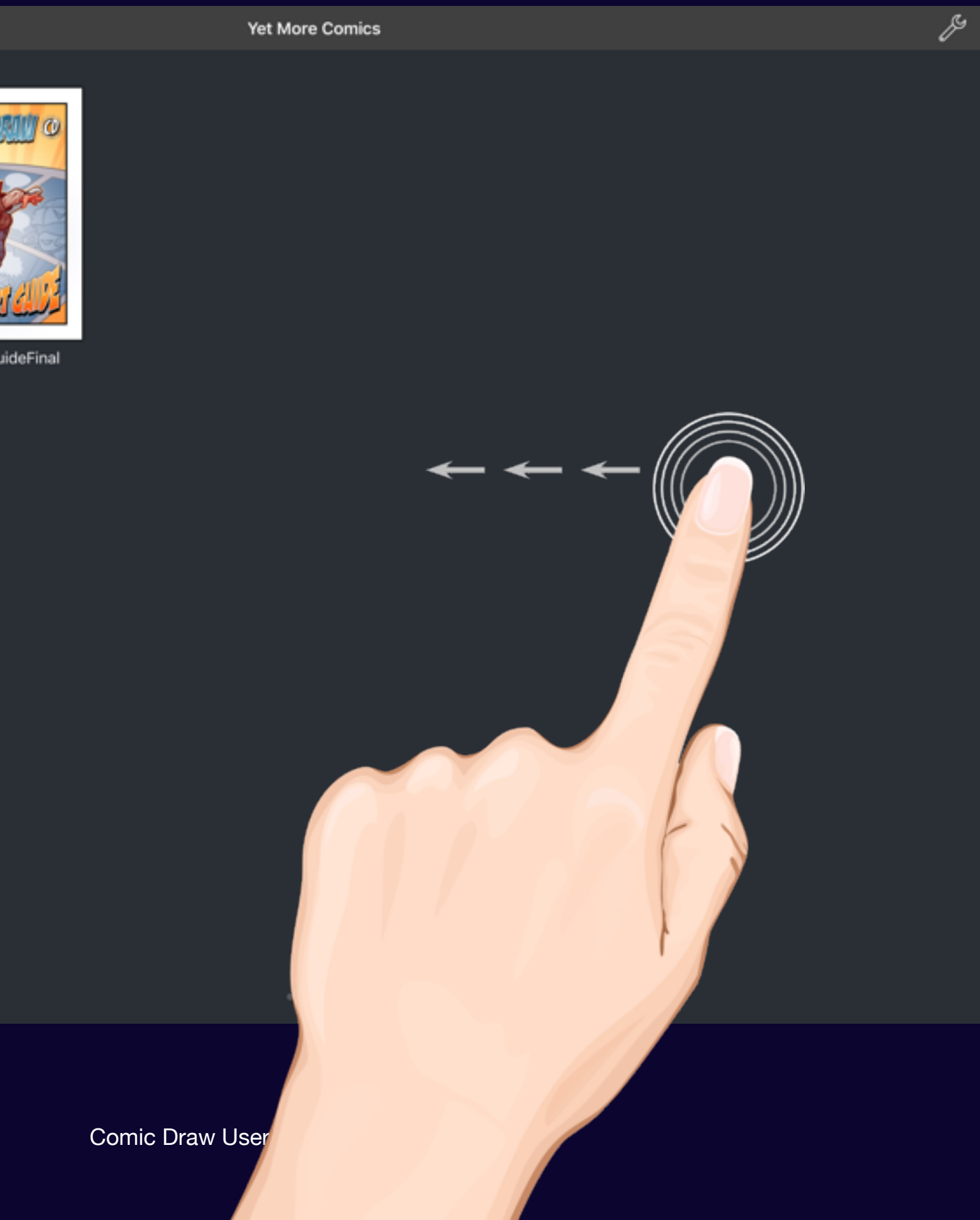
Reverse the procedure to move a comic back to its original collection.

Renaming a collection

While you give a collection an initial name, it's purpose can change.

Tap the collection title in the navigation bar to quickly access the rename feature. Enter your new name and tap “OK”.





Navigating between collections

Swipe left or swipe right to quickly shift your focus from one collection to another.

Section 4

Working with Templates

Find out how to create your own templates and how to share them with other users.

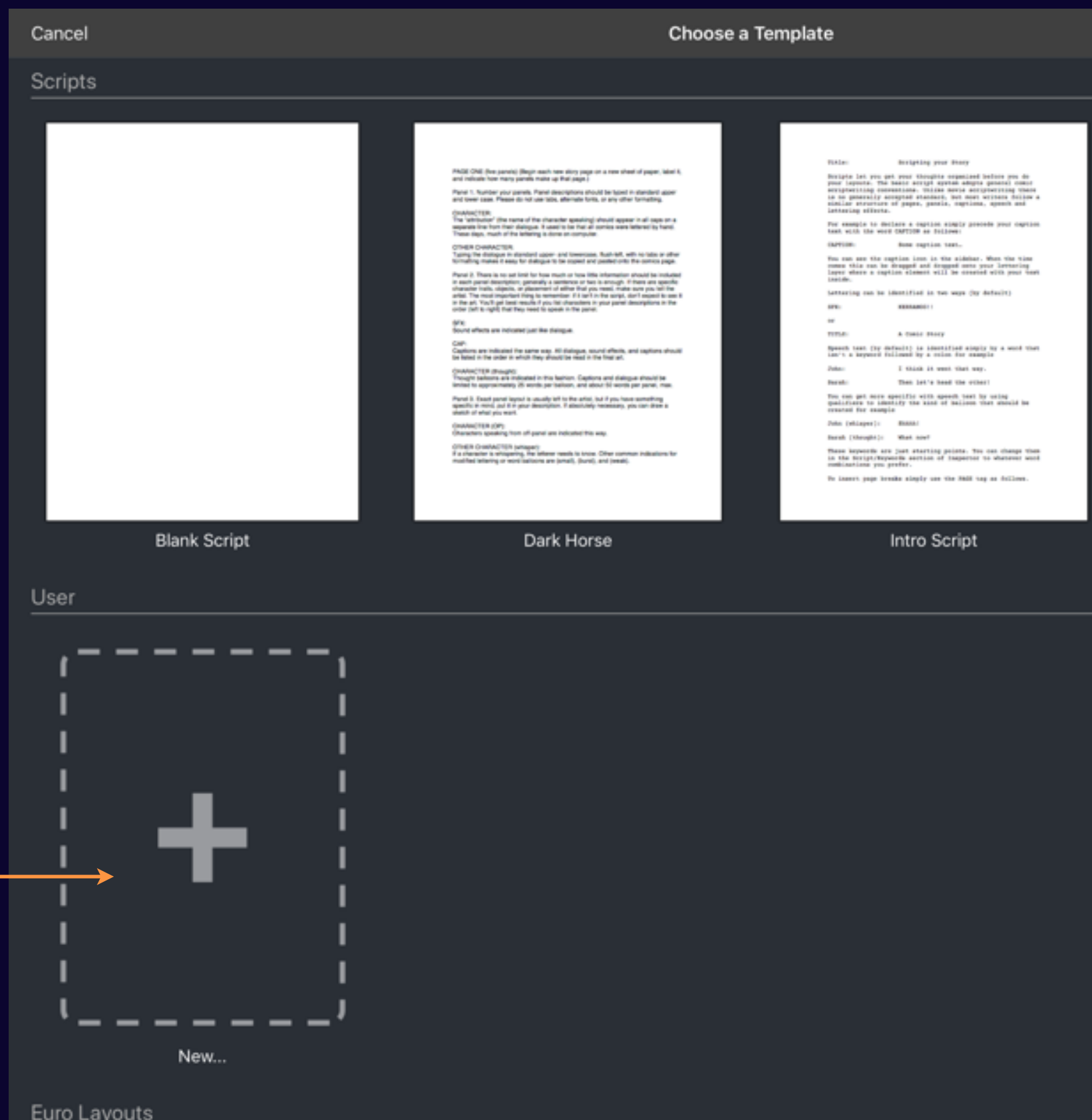
Creating a new template

Get the perfect canvas for your project

Whilst Comic Draw comes with a number of standard templates from which to choose, there are many more that could be useful. Creating your own custom template lets you make canvas for whatever need you have.

Tap on the “New Template” icon to reveal the canvas configuration dialog.

Tap



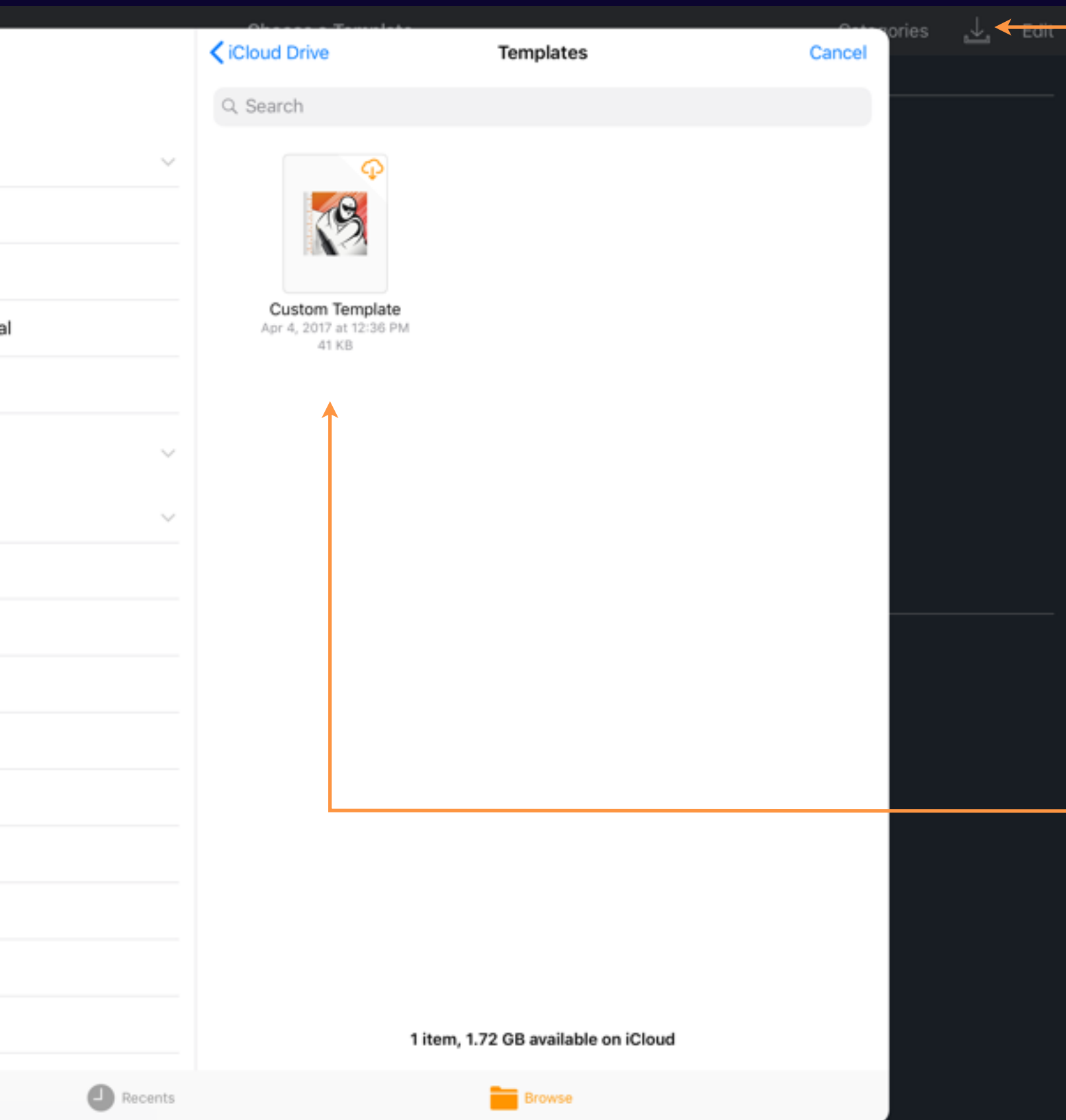
New Template

When you create a new template you have options on the name, canvas dimensions and resolution.

The screenshot shows the 'New Template' dialog box with the following fields and annotations:

- Cancel**: Tap to dismiss the dialog
- Template**: Dialog title
- Done**: Tap to create the new template. It will appear in the User section of the template chooser.
- Units**: A row of four buttons: **pt**, **in** (selected), **cm**, and **mm**.
- Name**: A text field containing 'New Template'. Annotation: Specify the template name
- Page Size**: Two input fields showing '8.500' and '11.000' with a unit of 'in'. Annotation: This is the size of the canvas
- Trim Size**: Two input fields showing '8.500' and '11.000' with a unit of 'in'. Annotation: This is the final page size
- Safe Margins**: A section with four input fields, all showing '0.000'. Annotation: Interior margins for text and panel borders
- PPI**: An input field showing '300' with a 'Max : 600' label. Annotation: Pixel resolution of the page
- Number of layers**: A label showing '38'. Annotation: Number of layers available per group based on the page size and the resolution

Note: the bigger the page and the higher the resolution the fewer layers will be available.



Tap to reveal the import sources

Importing Templates

You can import templates from other users

Tap on the Import icon to reveal the iCloud browser. Tap on a template to import it,

Tap on Locations in the dialog titlebar to select other sources such as Dropbox.

A template available for import

Managing Templates

Duplicate, share and delete your templates

Tapping on the Edit button in the navigation bar switches the Chooser into a user template management workspace.

Tap on Share to send your template to another user.

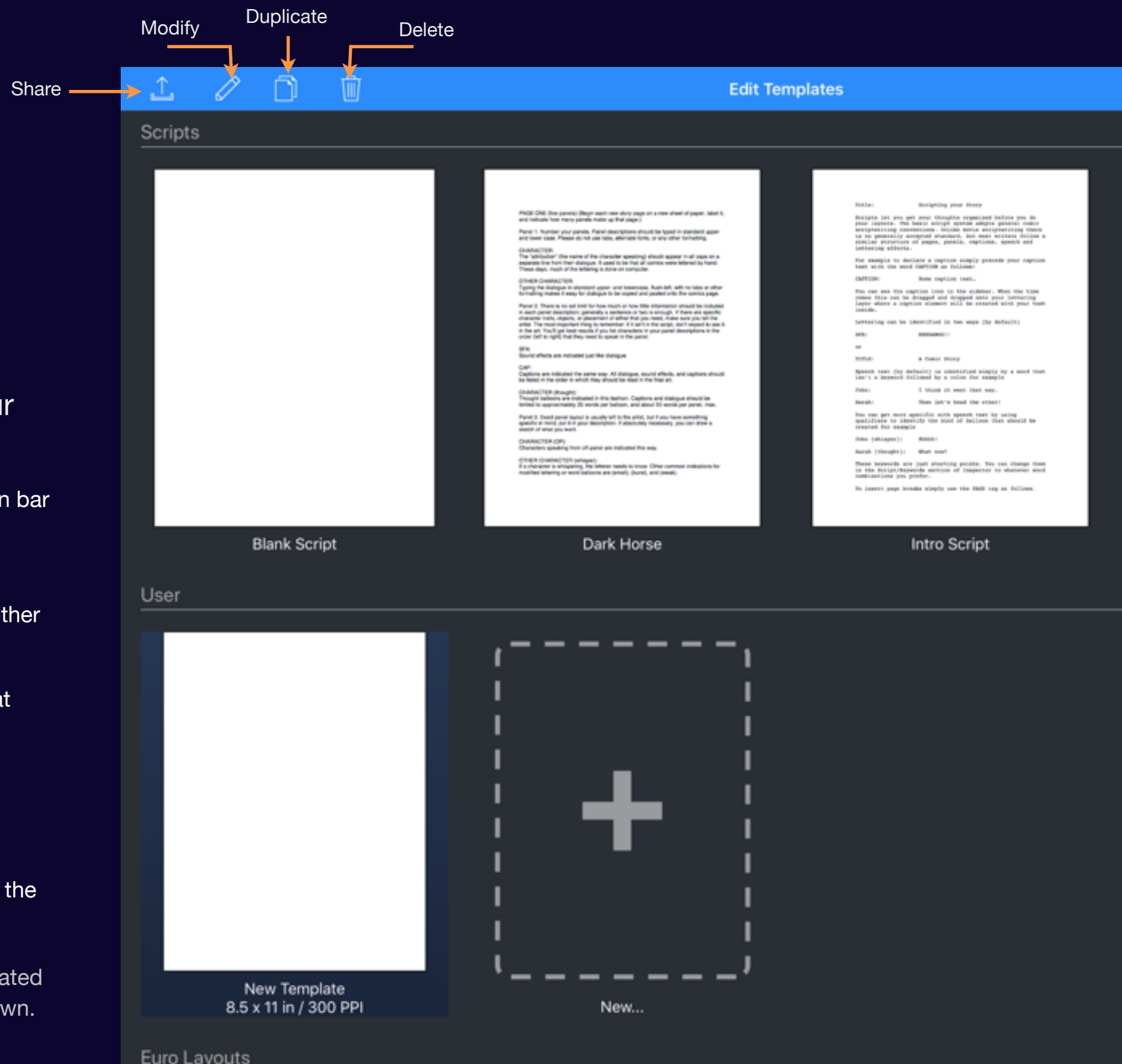
Tap on Modify to adjust the settings for that particular template.

Tap on Duplicate to make a copy.

Tap on Delete to remove it.

Tap on the Done button on the right to exit the management mode.

Note: built-in templates can only be duplicated whereupon you can use it as one of your own.



Gestures

Paint, Blend and Erase

Drag your finger or stylus on the canvas to paint, erase or blend



Undo a painting action

A two finger tap on the screen will undo the most recent painting



Redo a painting action

Use a 3 finger tap to redo an undone action. Sometimes you can go a step too far!



Zoom in or out

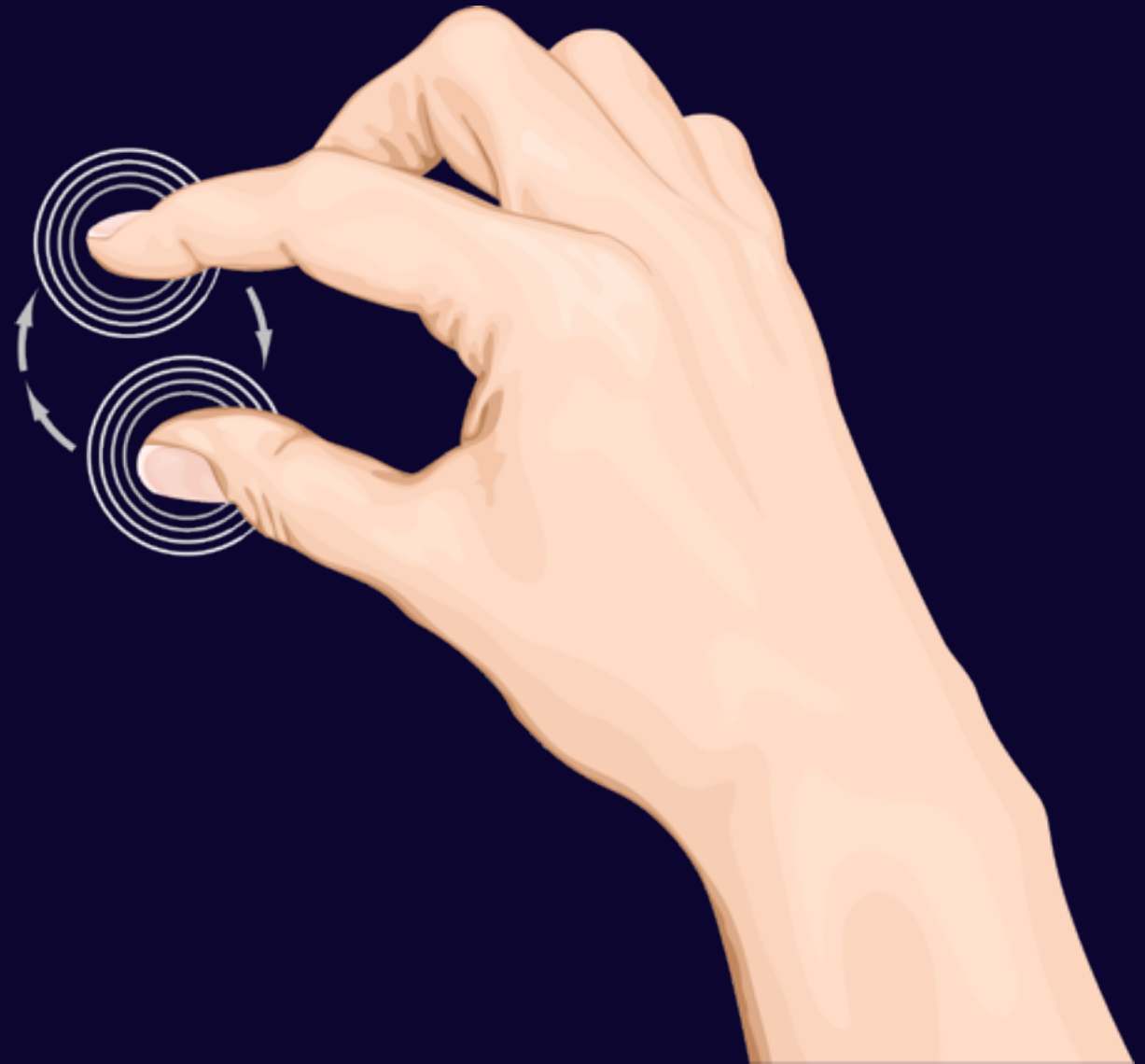
Use the pinch and spread gestures to zoom in and out on your artwork.

Note: A fast 2 finger pinch or a normal 3 finger pinch will reset the canvas transform so that the canvas fits on the screen and is unrotated.



Rotate your canvas

Use the rotate gesture to turn your canvas around to get a better angle of attack.

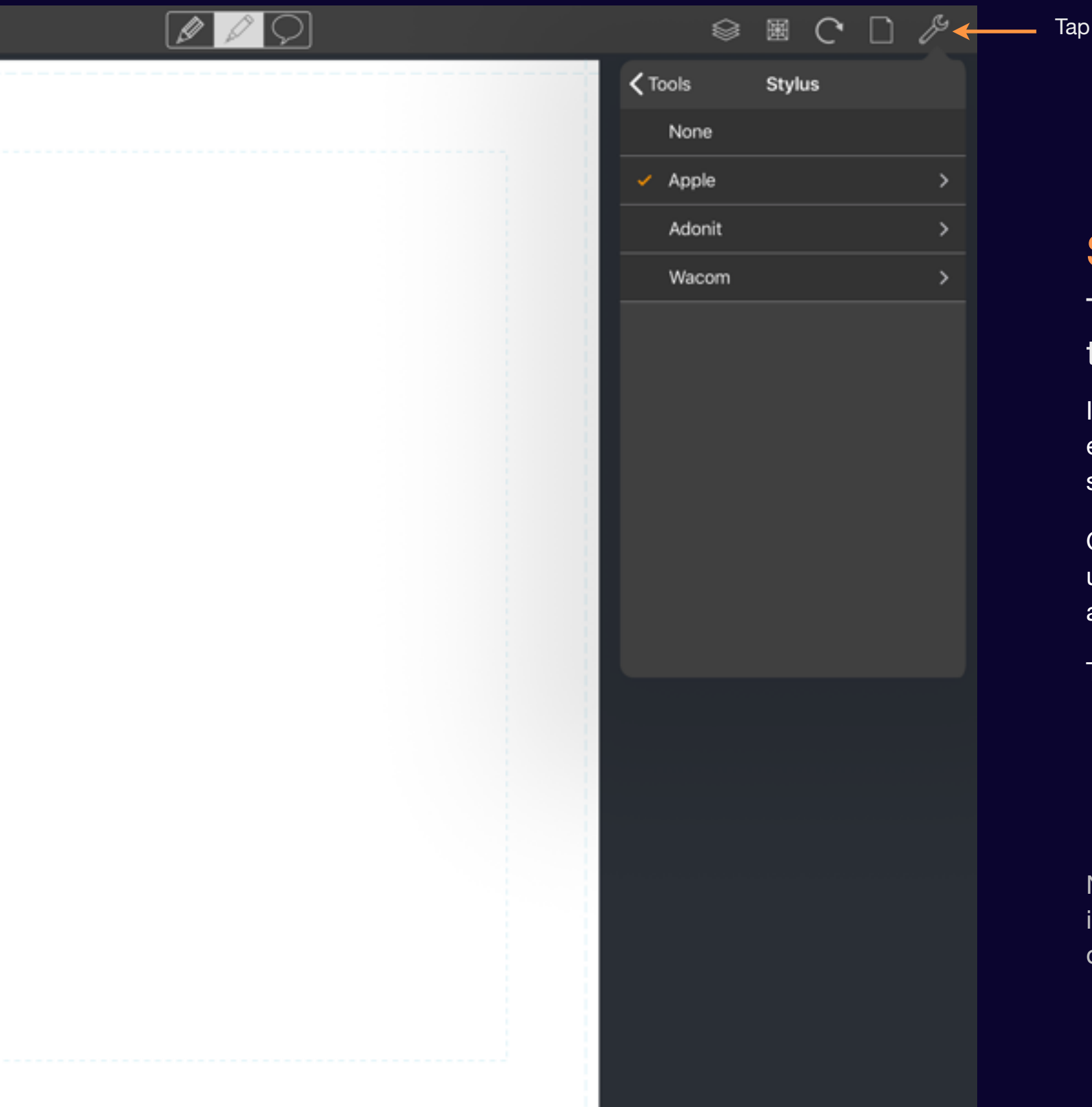


Stylus

Section 1

Connecting a stylus

Drawing with a finger is OK, but drawing with a proper stylus is better. Learn how to connect yours.



Stylus Selection

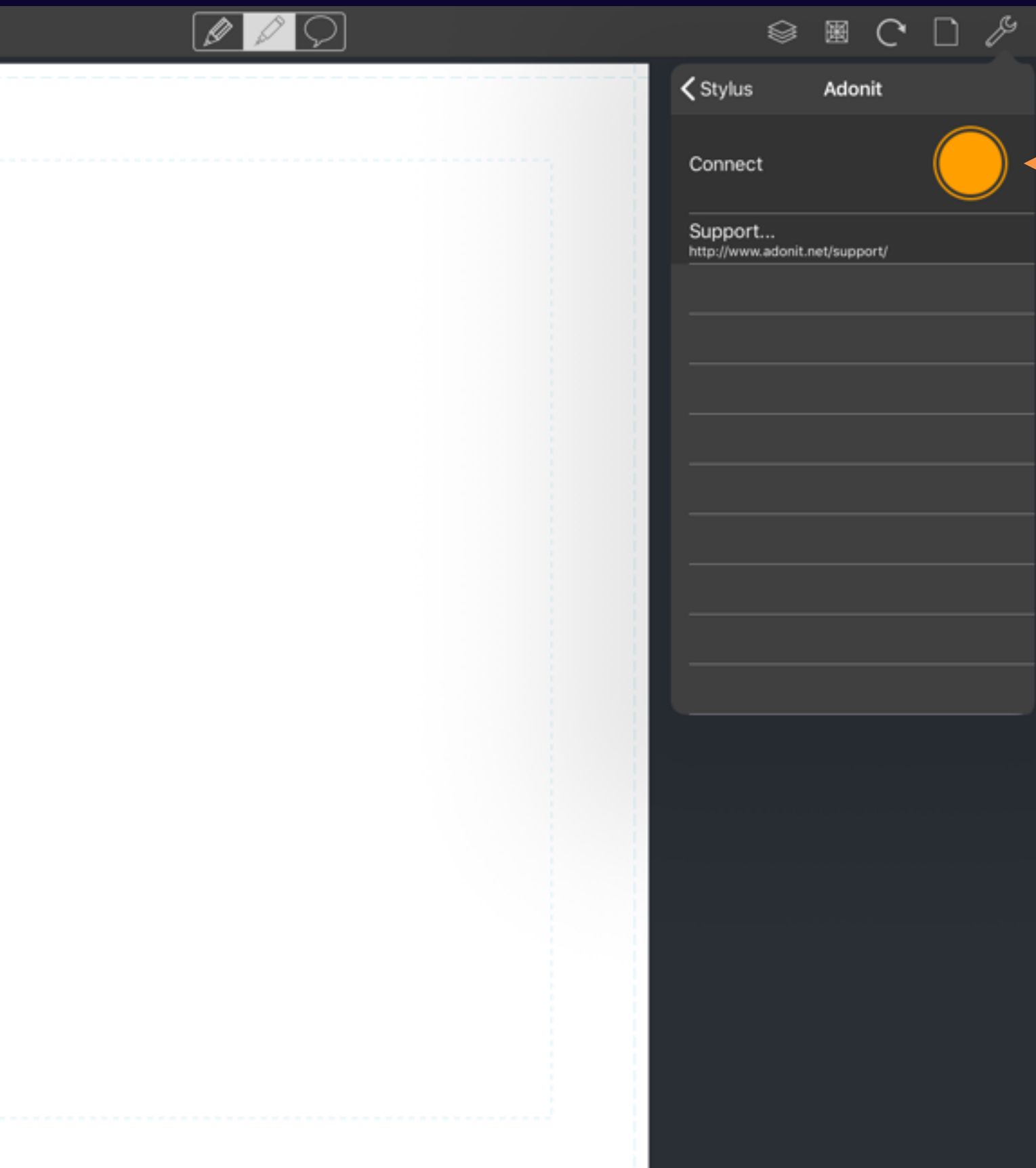
Tap on the Tools icon and then the Stylus menu item

If you're on an iPad Pro you'll see an Apple entry for the Pencil (and it will probably be selected if you've been using your Pencil).

Otherwise you'll see entries for None (i.e. you're using your finger or a "dumb" stylus), Adonit and Wacom.

Tap on either one to connect your stylus.

Note: Ensure your stylus is compatible with your iPad before attempting to connect! Comic Draw does not yet support Pencil by FiftyThree.



Tap and hold

Connecting a stylus

Tap and hold your stylus on the connect icon

While an Apple Pencil will connect when it is paired via connecting to the Lightning port, a 3rd party stylus requires you to tap and hold on the connect icon. When the iPad detects the stylus the connect icon will start pulsing as the connection is established.

Hold your stylus to the screen until the connection is made.

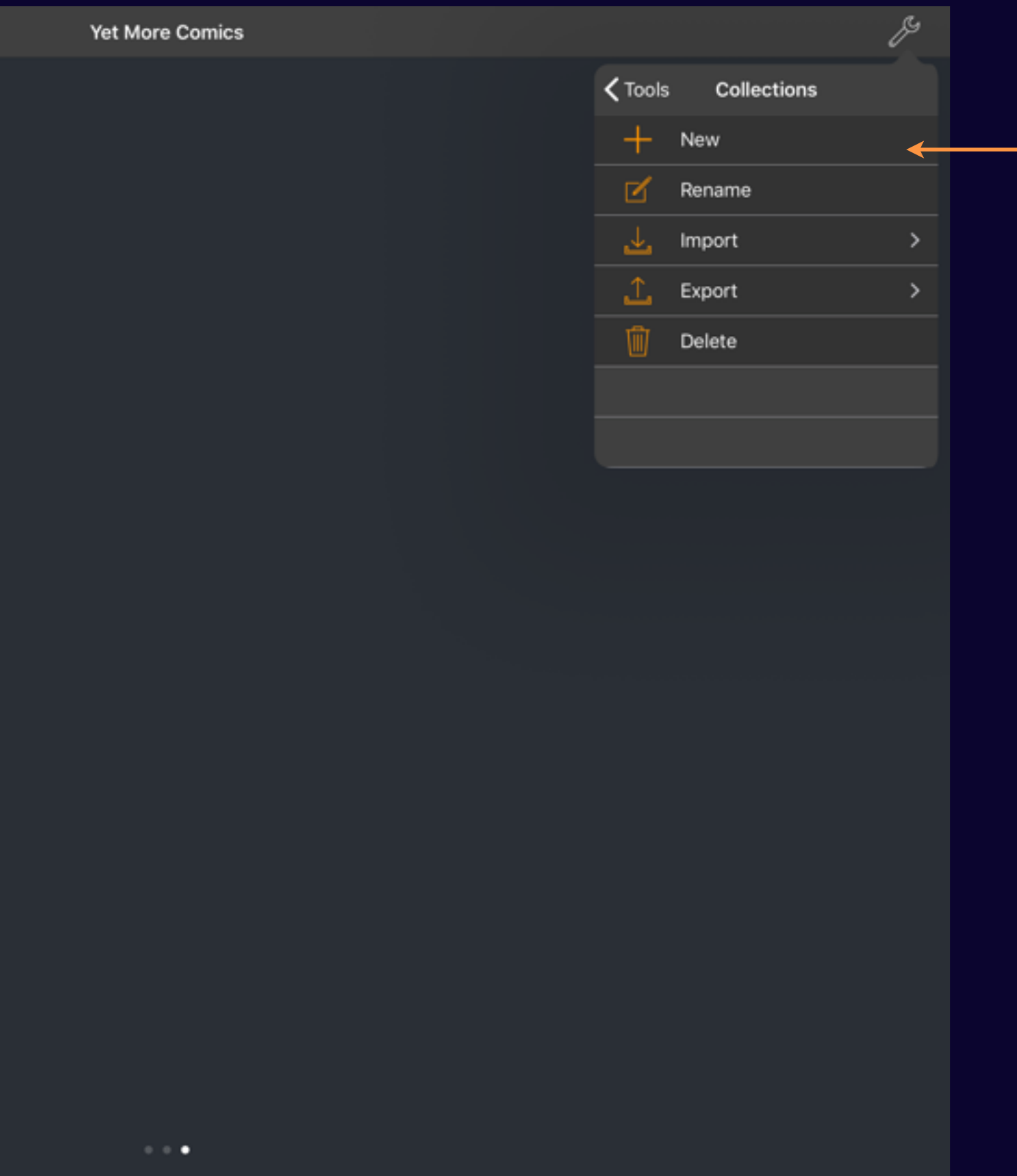
Once connected you will be shown info on your Stylus.

Ensure your stylus is charged up and transmitting before attempting a connection. Also ensure Bluetooth is enabled on your iPad.

Section 2

Configuring stylus options

Some styluses are not only pressure sensitive but also come with configurable buttons. Read on the learn how to configure your stylus.

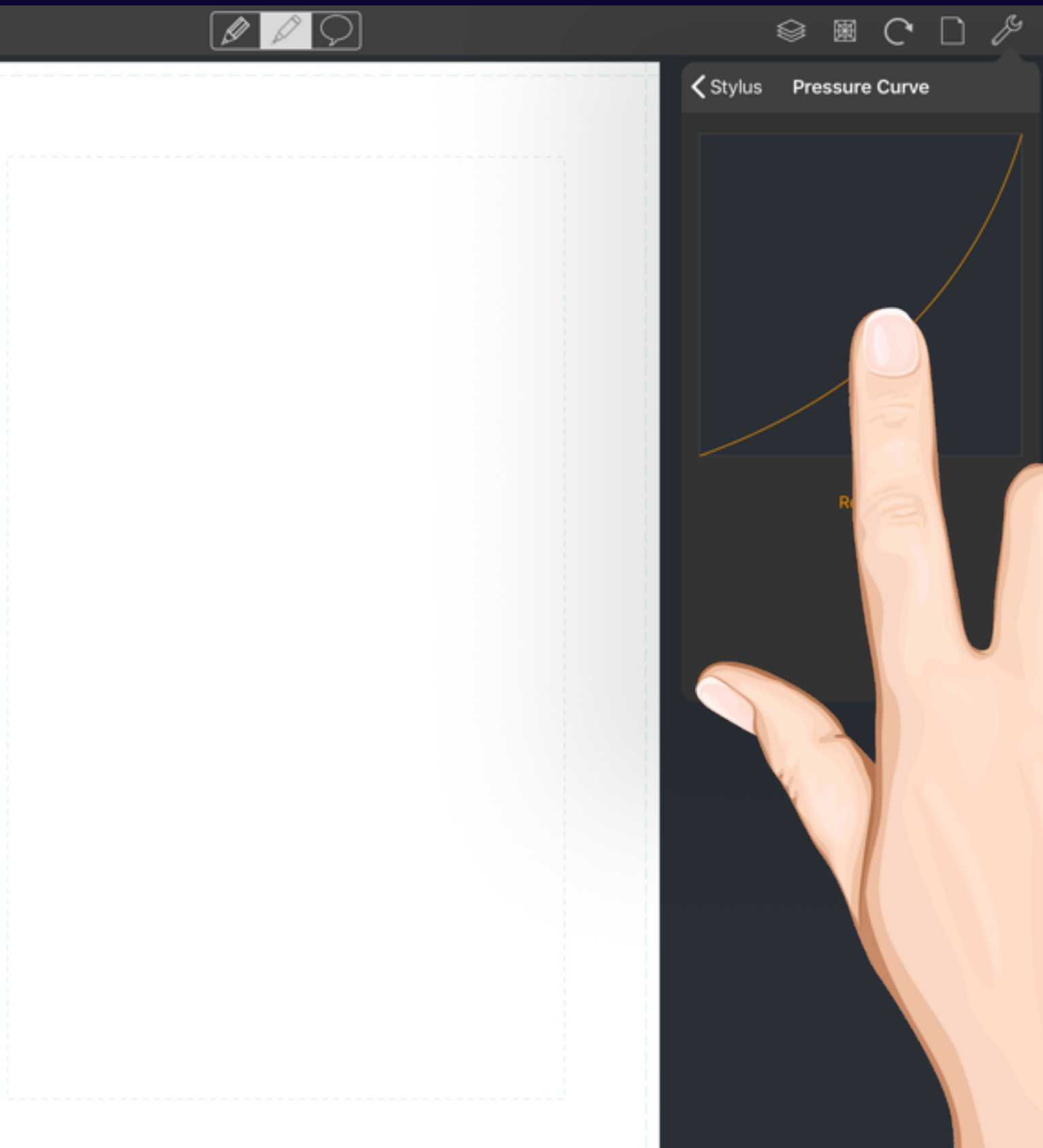


Creating a new collection

Collections let you organize your comics

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Stylus Pressure Curve

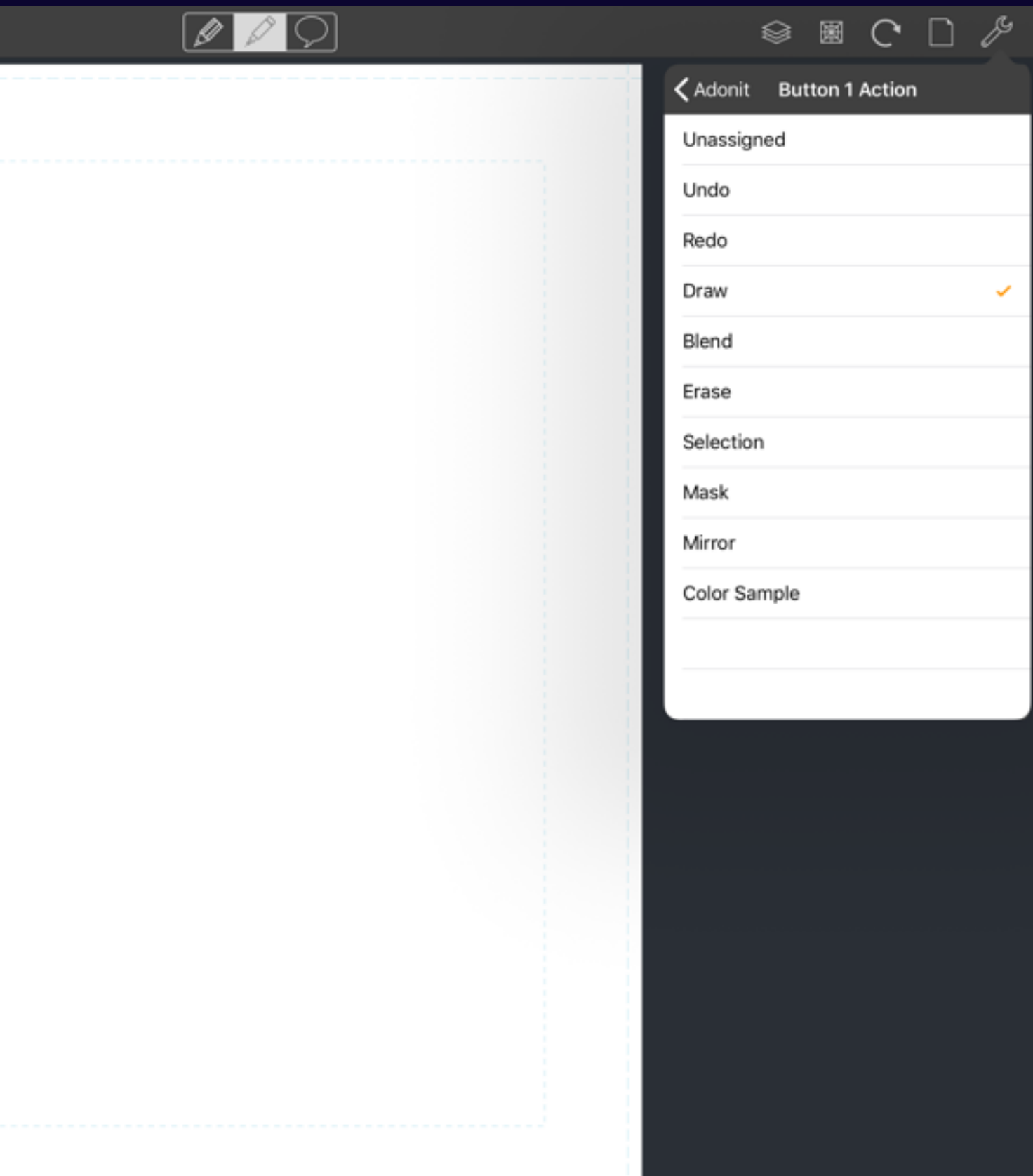
Get the stylus pressure to react the way you like

Tap and drag the curve to adjust the pressure response to suit your particular need.

Dragging it down and to the right (as shown) means that the stylus will require more pressure to make lines darker or thicker (depending on your brush).

Dragging up and to the left will make the stylus require less pressure to make lines darker.

Tap on Reset to get back to the default.



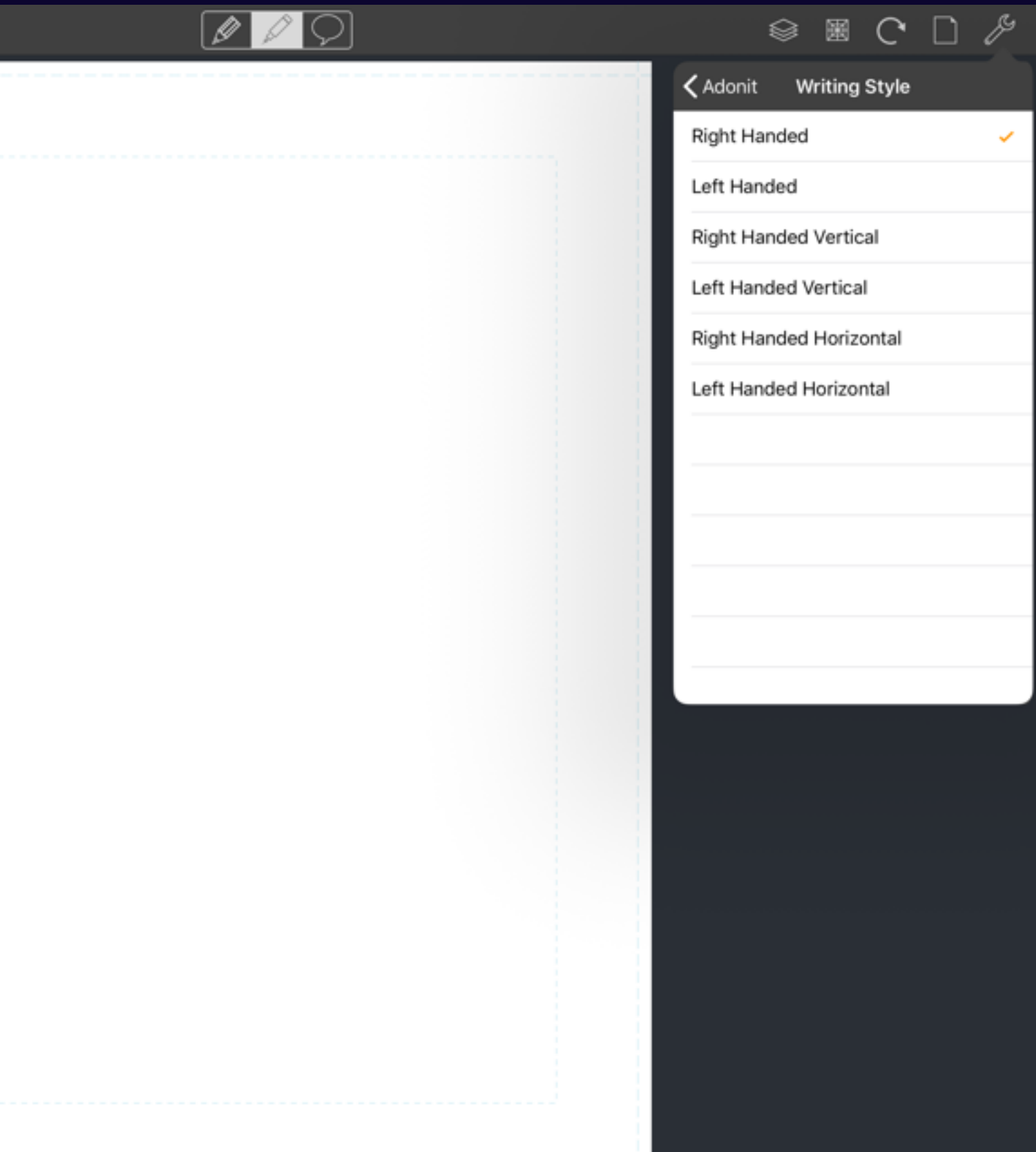
Stylus Button Actions

Access common Comic Draw functions from your stylus

Configuring button actions to your stylus is a great way to quick switch between tools or modes.

If your stylus has buttons tap on the button you want to configure and choose an app action to associate with that button.

Now when you click the button that action is triggered.



Set your writing style

Left or right it's all the same

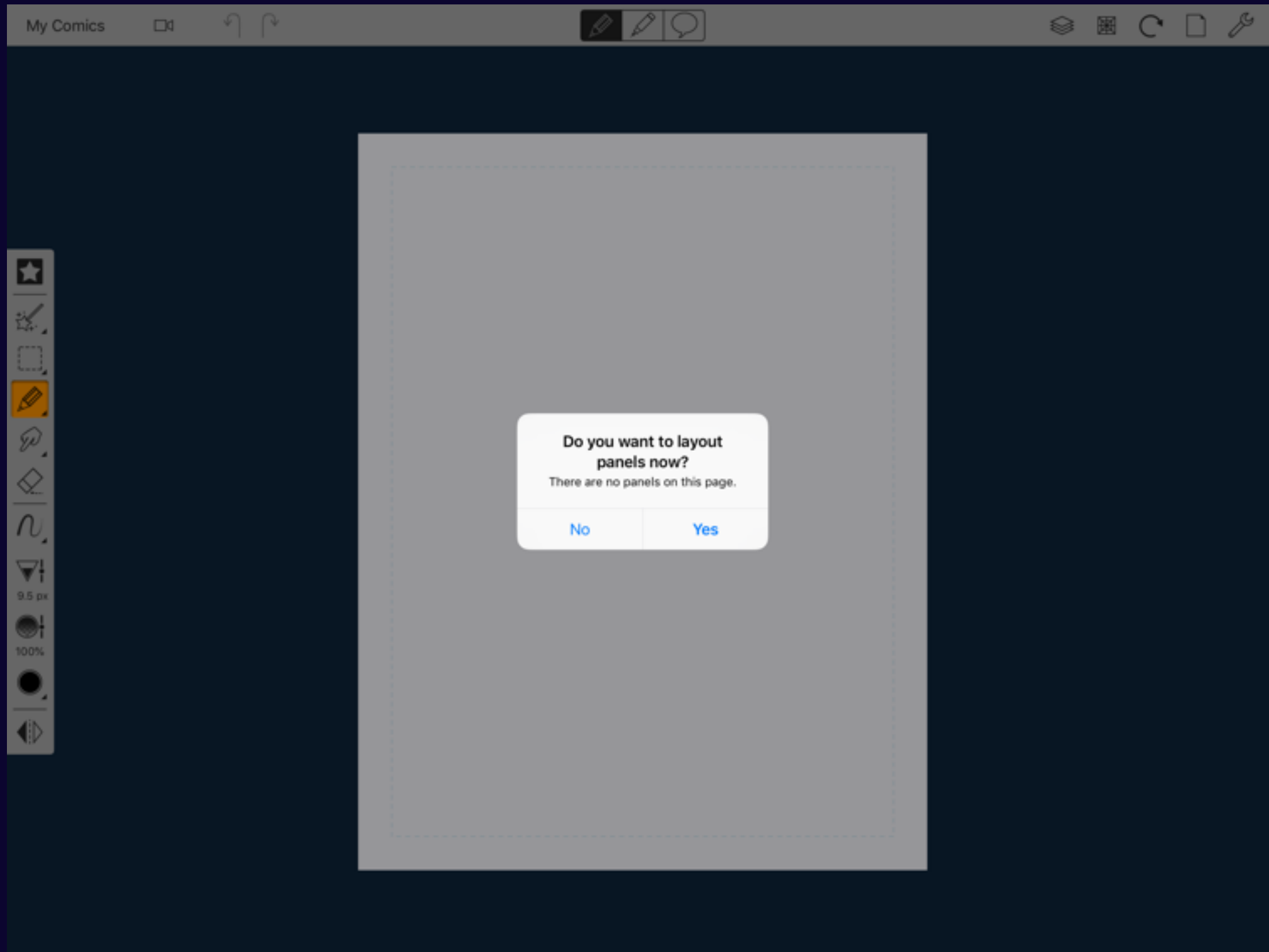
Styluses do various tricks to accurately locate the tip on an iPad screen (that was designed for human fingers).

Depending on how you hold your stylus this location may or may not line up with the stylus tip position. Choosing an appropriate setting here can help to keep the tip and stroke together (and preserve your sanity!)

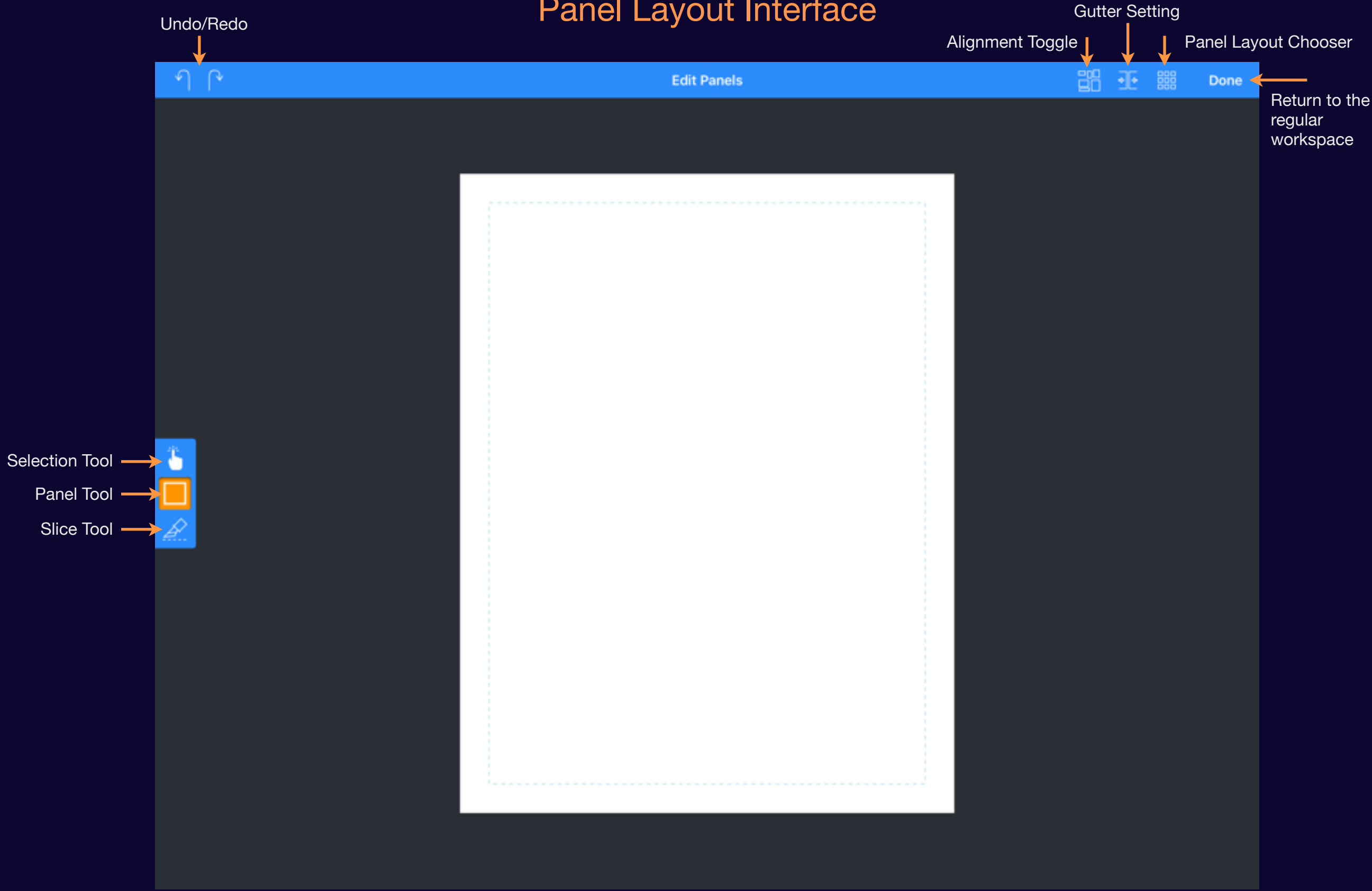
Panel Layout

Panel Layout

Whenever Comic Draw detects that a page has no panels it offers the opportunity to layout panels.



Panel Layout Interface

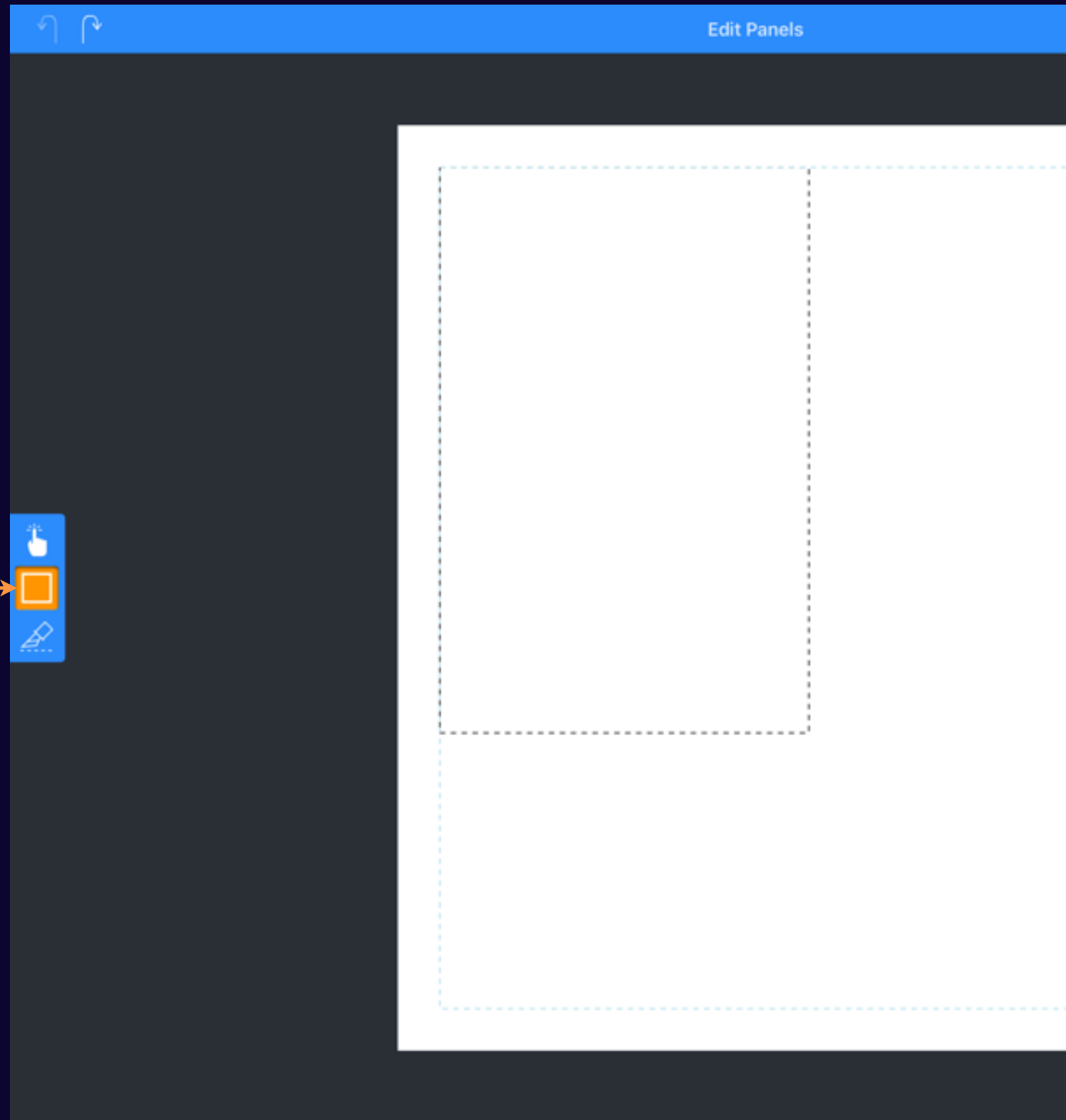
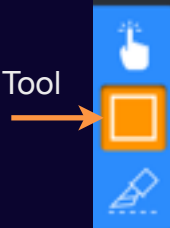


Adding Panels

Drag on the page to add panels

If the Alignment Toggle is active as you draw the panels will snap to the margins and to align with other panels already on the page.

Panel Tool



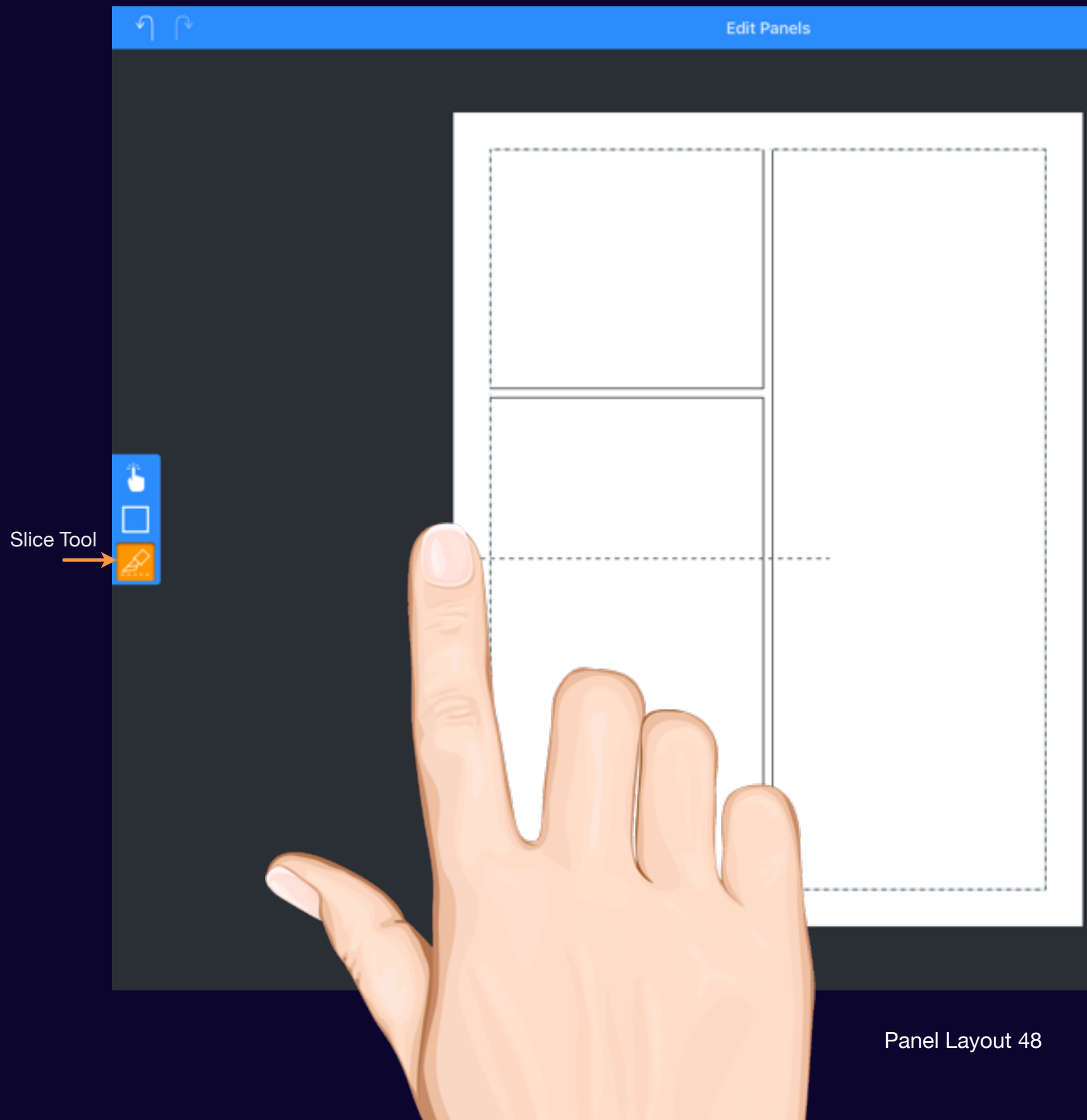
Slicing panels

Once you have a panel, or two, you can slice them into your desired layout.

With the slice tool selected, dragging over panels will split them (leaving a gutter established by the Gutter Setting).

If alignment snap is enabled the dividing line is snapped to the nearest $\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{2}$ offset within the panel being sliced, making it easy to quickly create standard layouts.

You can also slice diagonally.



Making adjustments

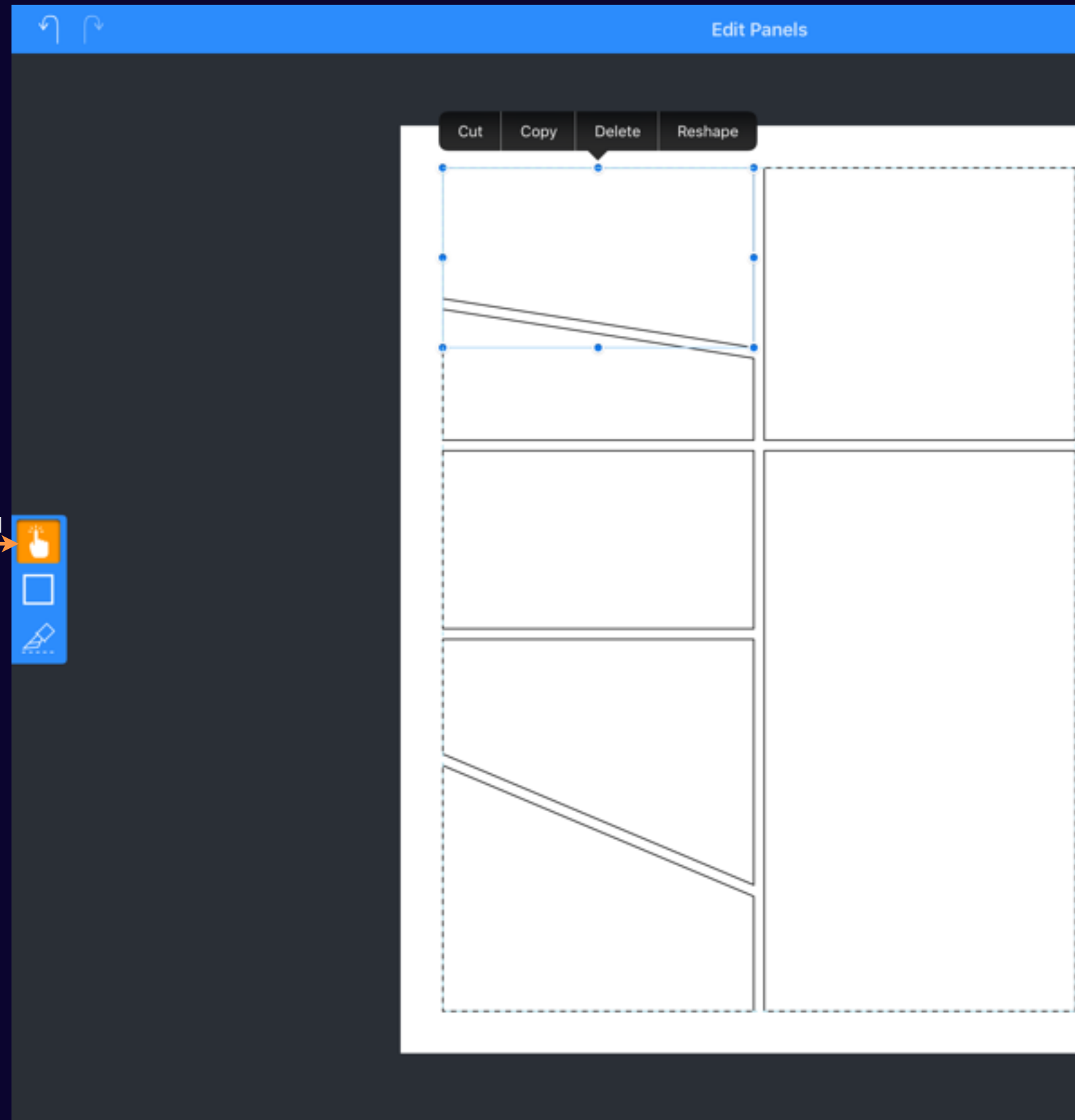
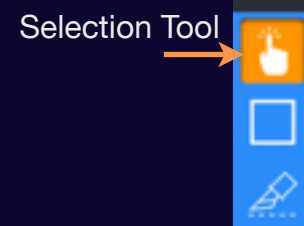
Refine your layout

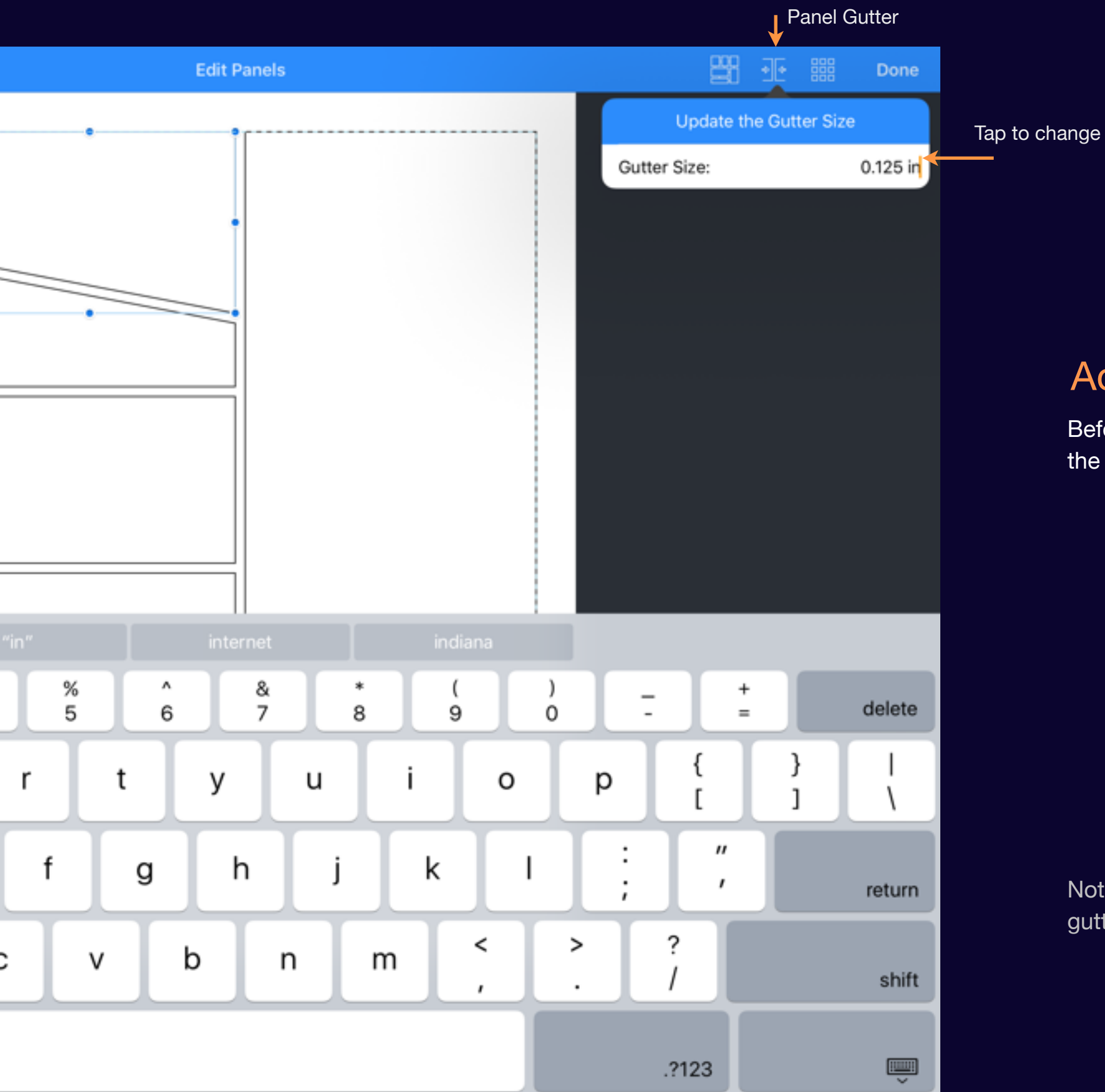
Once you have a layout, you can refine the panel position, size and shape with the selection tool.

Tap on a panel to select it. Resize handles appear that show it is selected and now you can drag it around the page and resize it.

Tap a second time on a selected panel to reveal the panel menu where you can reshape the panel along with standard options to cut, copy, (paste) and delete.

See [Manipulating Elements](#) for more information.

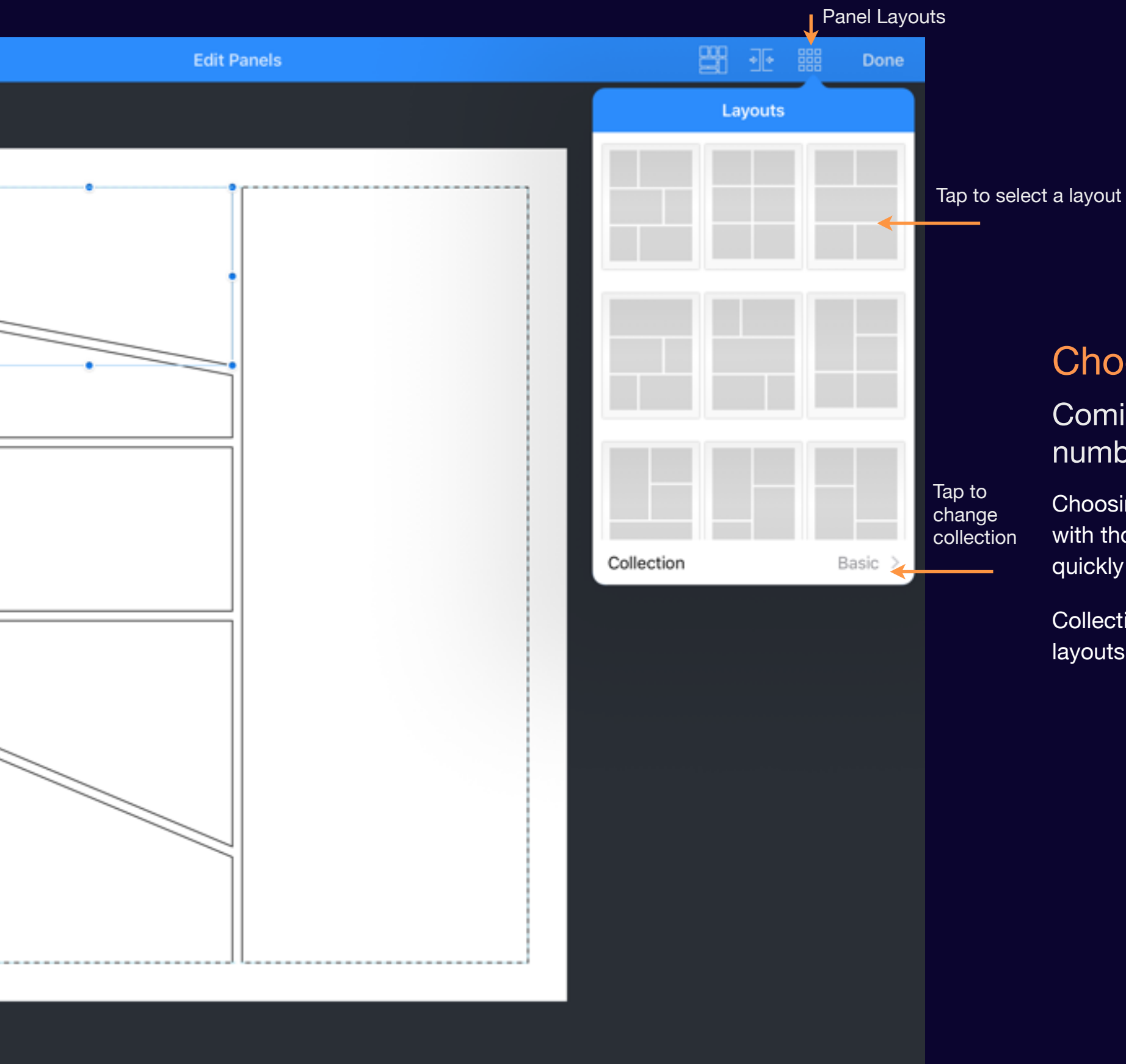




Adjusting the gutter

Before you start slicing panels you can adjust the gutter size.

Note: This size is only used for new slices. Existing gutters are not affected.



Choose a preset layout

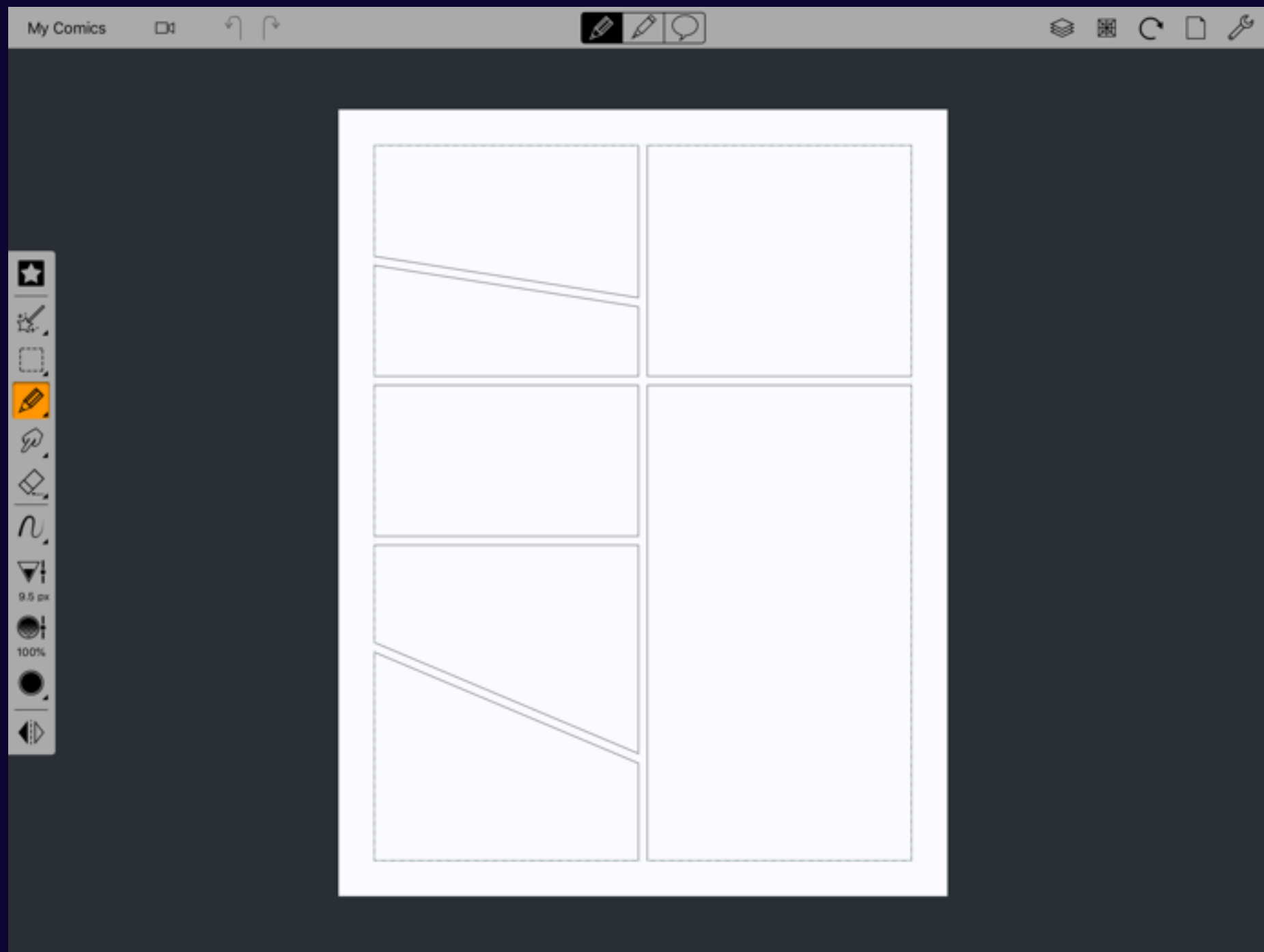
Comic Draw includes a large number of preset layouts

Choosing a layout replaces any existing panels with those from the preset (allowing you to quickly audition different layouts).

Collections include US, European and Manga layouts as well as some other creative options.

Panels and Drawing

The panels created in this way are actually the Lettering layer and thus are independent from the drawing canvas.



The panels are fully stylable and adjustable. Adjusting the size of the panels will not resize the drawing. To return to the Panel Layout editor select "Panel Layout" from the Tools menu.

Pencilling

Section 1

Your sketchpad awaits

Most art starts with a sketch and Comic Draw includes a separate sketching interface that lets you quickly get your ideas down before committing to a particular panel layout and final artwork.

Sketching Mode

A separate UI for streamlined sketching

When you're in sketch mode you don't want to be bothered with a bunch of stuff you don't need. Comic Draw provides a simplified UI (with a distinct color scheme) to let you focus on sketching. The brushes are restricted to the pencil group. No fancy eraser options and just three colors to choose from.

Get sketching!

You can continue to work with your sketch layer(s) in inking and coloring mode if you want.



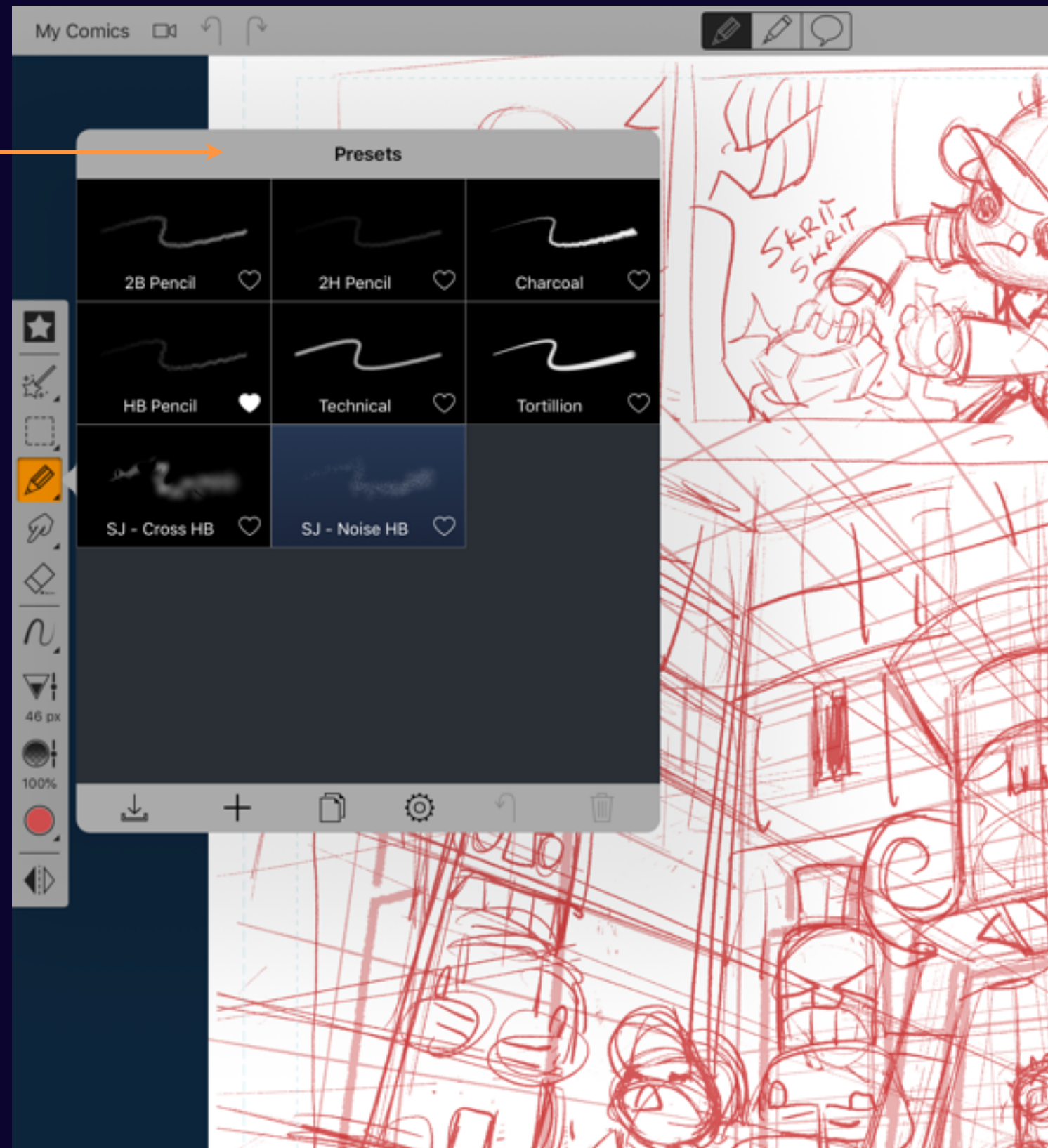
Pencil Presets

Choose from your pencil collection

Your pencils are always at your fingertips. Selections made in Sketch mode stay with sketch mode so you can switch back to your sketch pad anytime and instantly pick up with your preferred pencil in hand.

And when you switch back to Inking and Coloring the tools will switch back with you.

Pencil Presets



Pencil Colors

Sketching doesn't need a heavy color picker!

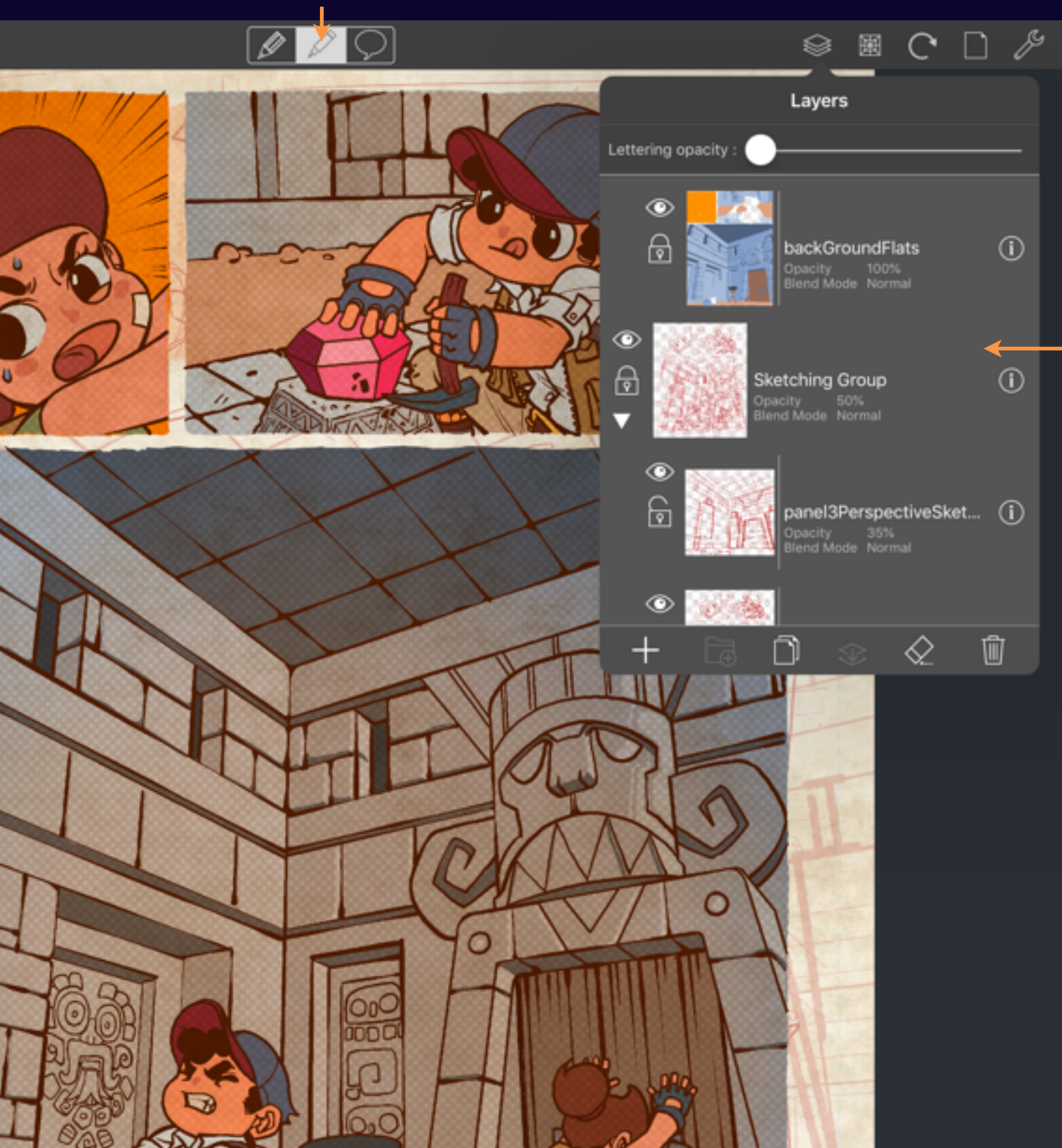
When you're sketching you want to work quickly. Comic Draw pencil color picker is designed to give you the basics so you can easily separate your preliminary sketches from your final pencils.

Choose from Black, Red or Photocopy Blue.

Color Picker



Inking and Coloring Mode



Sketching Group

Tracing Mode

Your pencils are safe and faint when inking and coloring

When you switch to Inking and Coloring mode you'll notice that your sketch fades a bit. Comic Draw automatically configures your sketch layer group to 50% opacity so that you can trace your pencils.

The layer group is also locked automatically so that you don't accidentally draw on your pencil layers.

Section 2

Basic Drawing

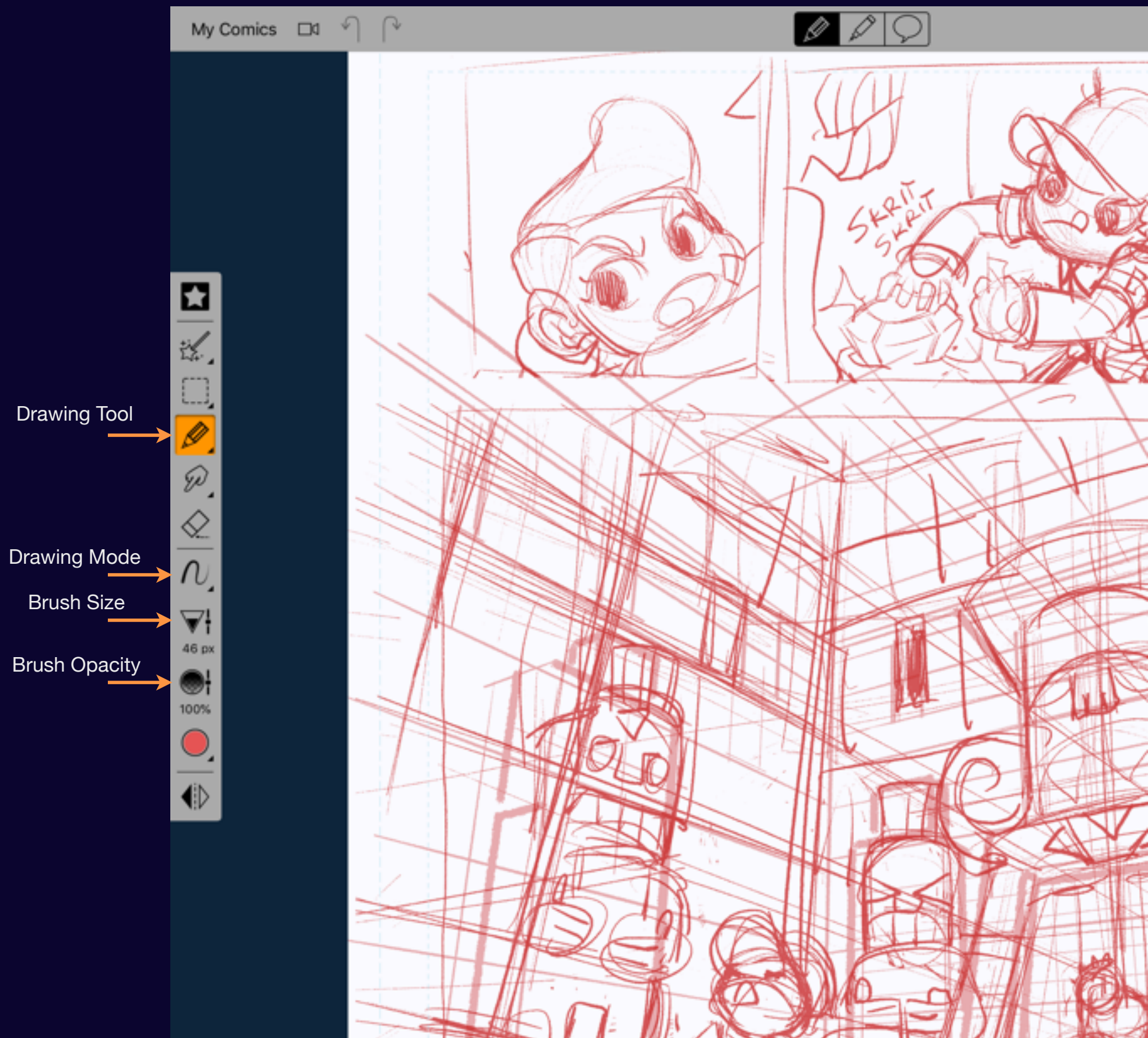
As well as adjusting the size and opacity of your brush you can also use different drawing modes to quickly create shapes and panel outlines along with freehand strokes.

Drawing Tool

Use the drawing tool to make marks on your canvas.

The drawing tool is configurable with a variety of brushes. See [Using Brushes](#) for more information.

Note: The Sketching mode is restricted to just presenting the “Pencil” collection of brushes. This is to keep the interface light and focused on sketching.



Drawing Mode

You can choose from a variety of shapes for convenience

See [Shape Drawing](#) for more information

Drawing Mode →



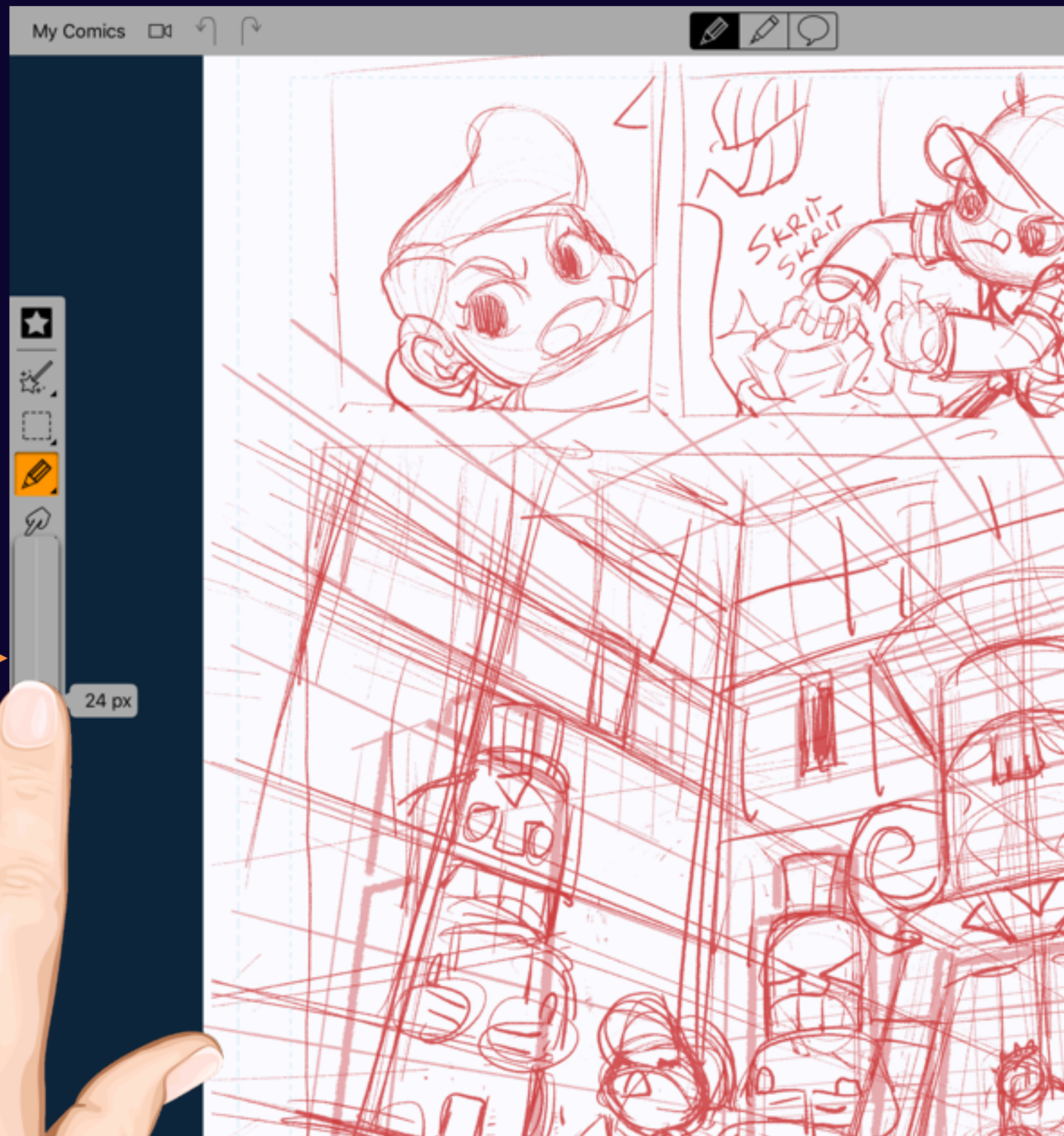
Brush Size

Quickly adjust the brush size by dragging up or down

To change the brush size tap on the brush size icon and drag up or down. The selected brush size is indicated by the value shown beside the slider knob that appears.

New in 1.1: As you move your touch away from the slider the control becomes finer allowing you to make slight adjustments. This change has been applied to all the sidebar and brush editing sliders. Try it and see!

Size Slider →

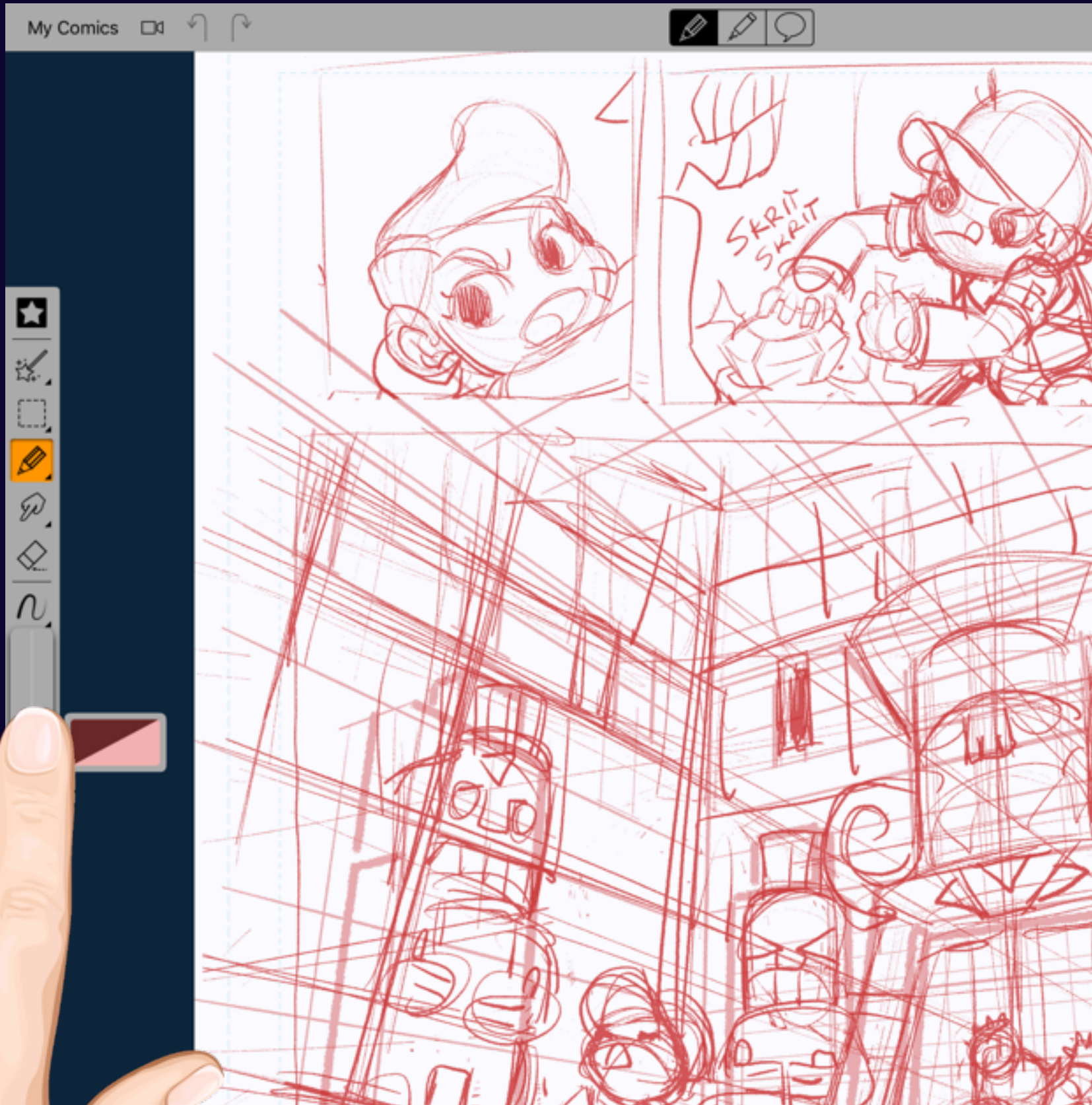


Brush Opacity

Adjusting brush opacity by dragging up and down

Tap on the opacity icon and drag up or down to adjust the overall opacity of the selected brush. A comparison popup shows you how the brush would cover white and black.

Opacity Slider



Section 3

Shape Drawing

Beyond simple freehand strokes you can also draw lines, rectangles, ovals and panels.

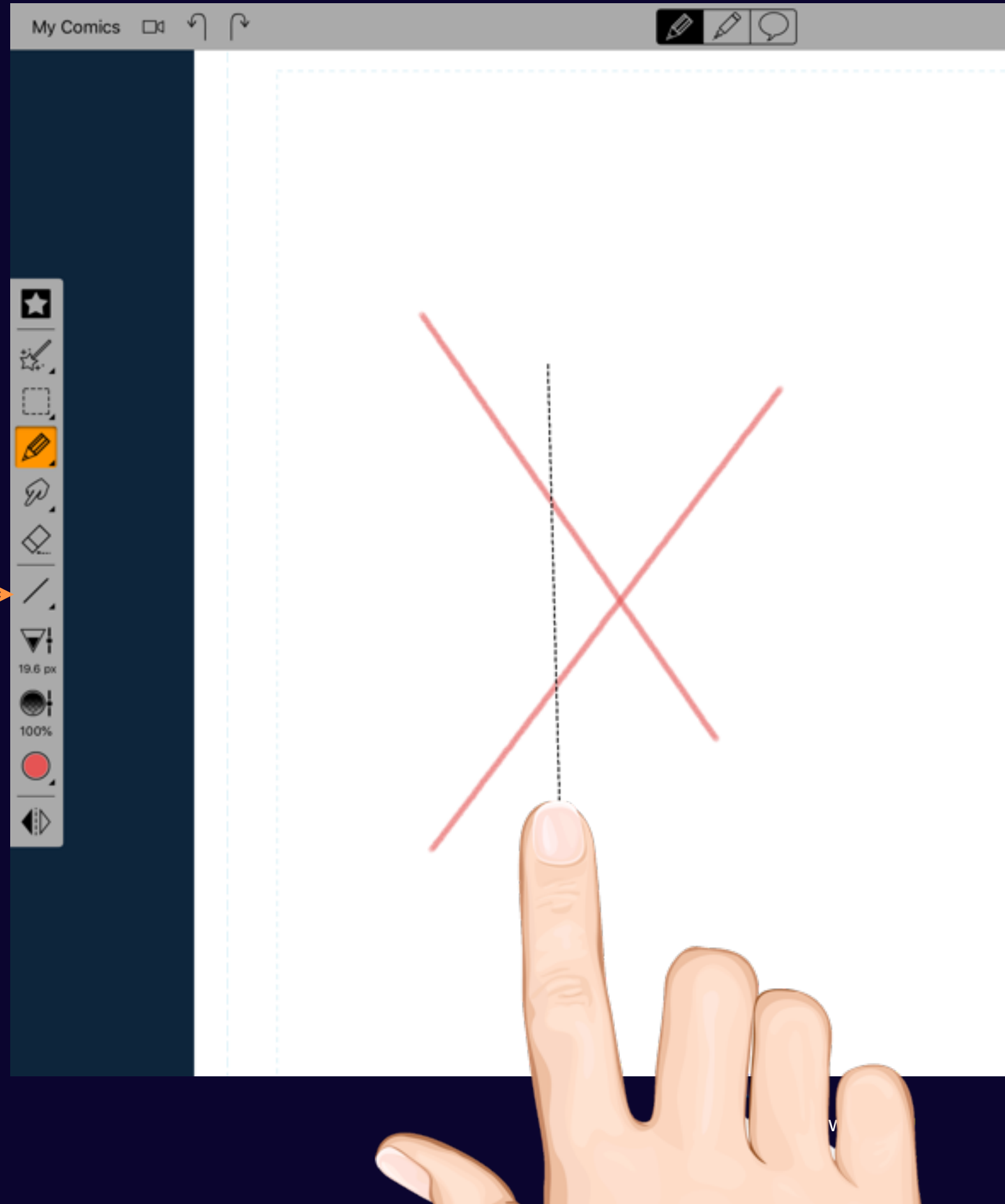
Drawing Lines

Use the Line Tool to draw straight lines

To choose the line mode tap on the drawing mode icon and tap on the Line mode icon.

Now when you drag on the canvas a dotted line appears indicating where the line will appear. Release your touch to draw a straight line with the selected brush and drawing options.

Line Tool



Drawing Rectangles

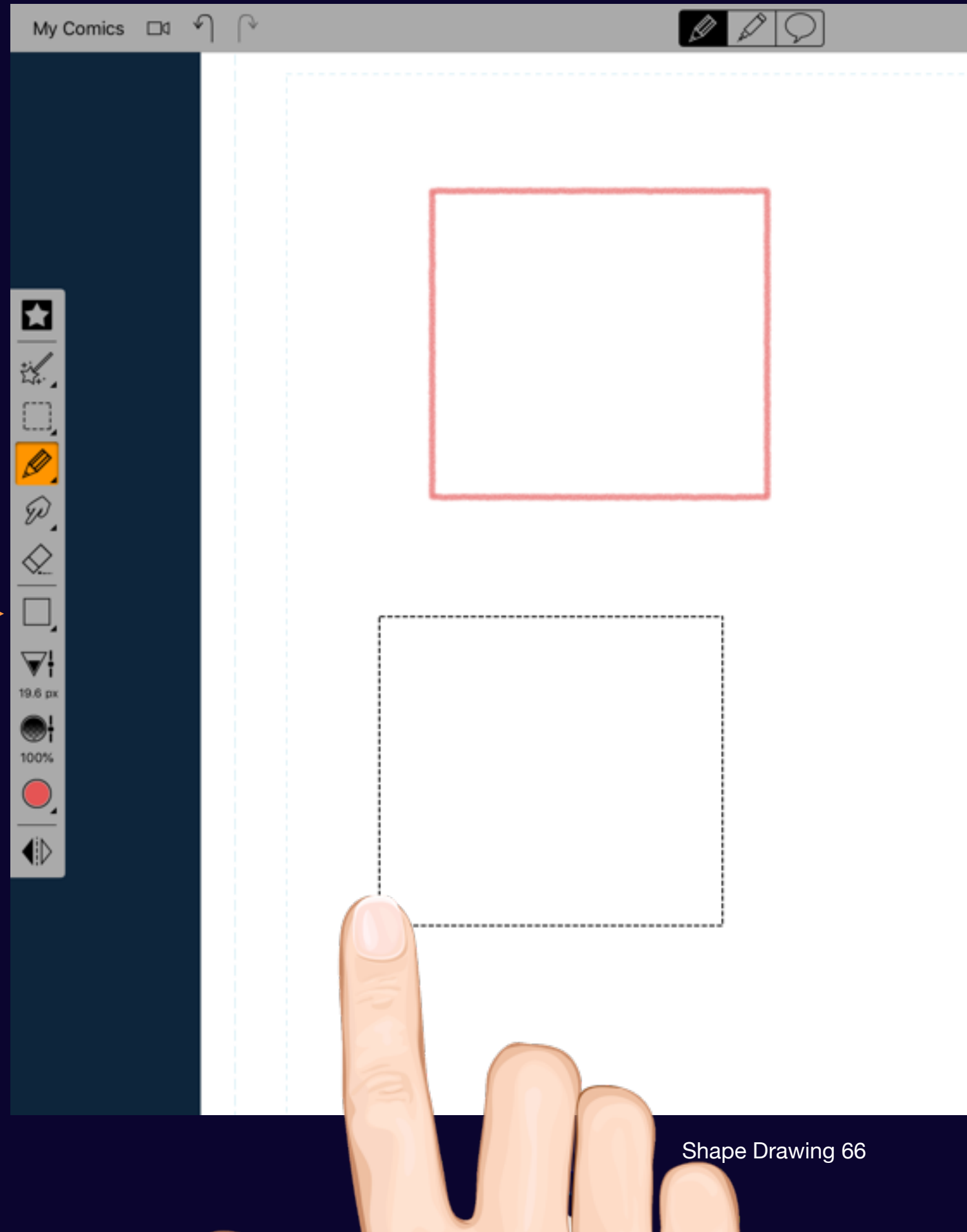
Easily draw rectangles on your page

To choose the rectangle mode tap on the drawing mode icon and tap on the Rectangle mode icon.

Now when you drag on the canvas a dotted line appears indicating where the outline of the rectangle. Release your touch to draw the rectangle on the canvas with the selected brush and drawing options.

Note: Rectangles are aligned with the canvas.

Rectangle Tool



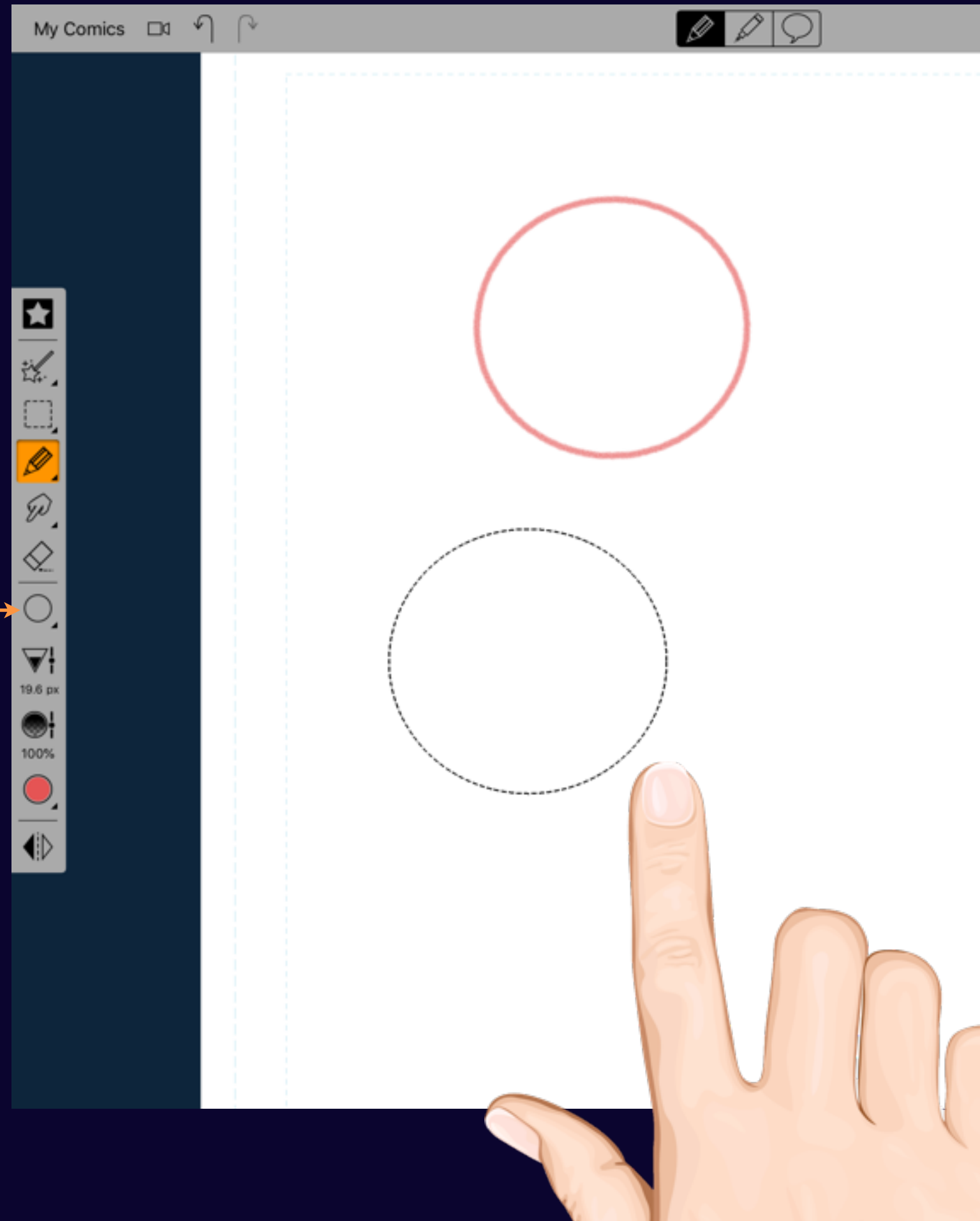
Drawing Ovals

Quickly draw ovals on your page

To choose the oval mode tap on the drawing mode icon and tap on the Oval mode icon.

Now when you drag on the canvas a dotted line appears indicating where the outline of the oval. Release your touch to draw the oval on the canvas with the selected brush and drawing options.

Oval Tool



Drawing Panels

A key aspect of making comics.
Laying out your panels!

Comic Draw makes it easy to layout your panels with the special panel drawing mode.

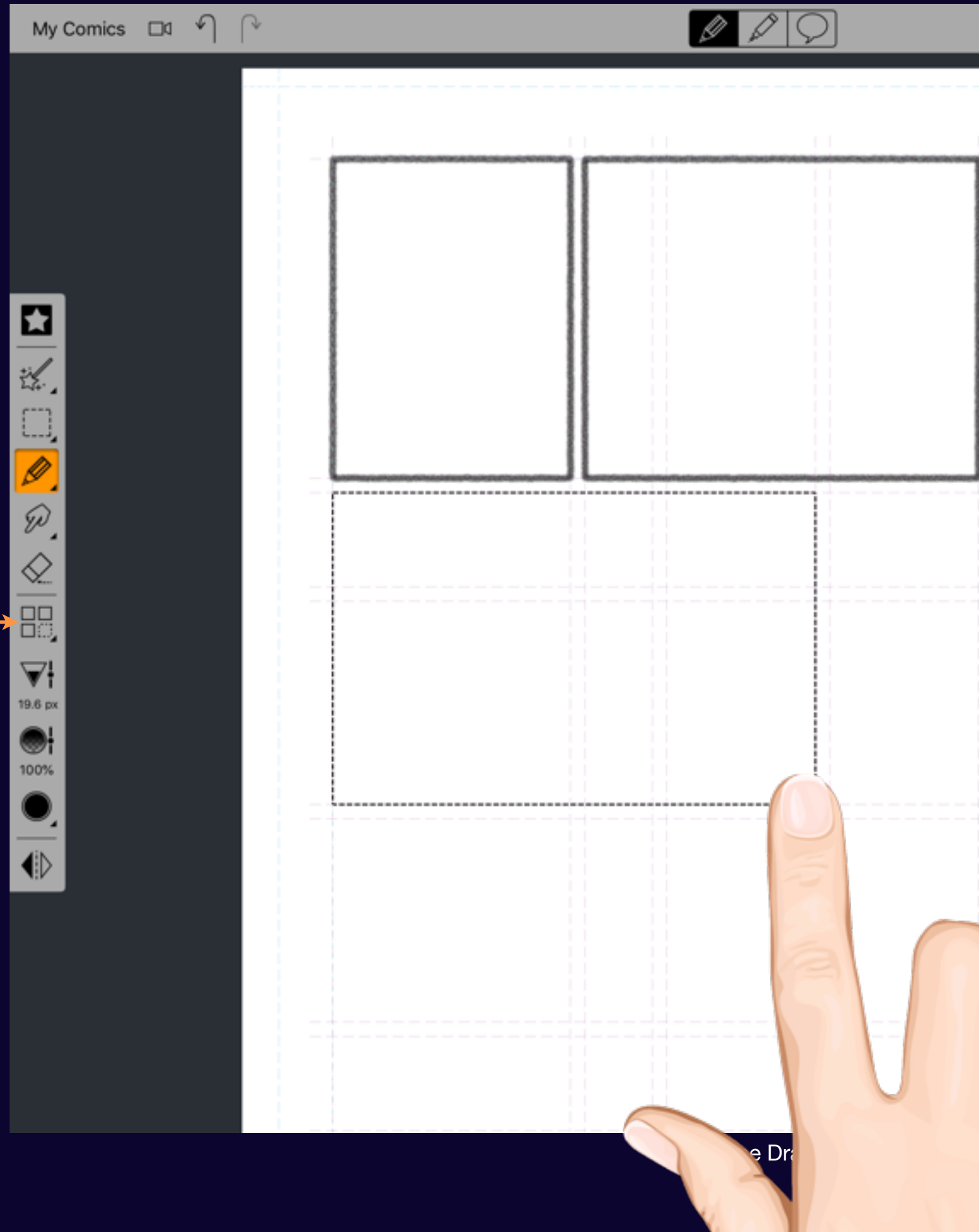
To enable the panel drawing mode tap on the drawing mode icon and tap on the Panel mode icon.

A grid appears revealing the standard panel divisions on a comic page: $\frac{1}{4}$, $\frac{1}{3}$ and $\frac{1}{2}$ width separated by a gutter.

Now when you drag on the canvas a dotted line appears indicating the outline of the panel. It snaps to the grid lines. Release your touch to draw the panel on the canvas with the selected brush and drawing options.

Note: You can set the gutter width in the tool menu.

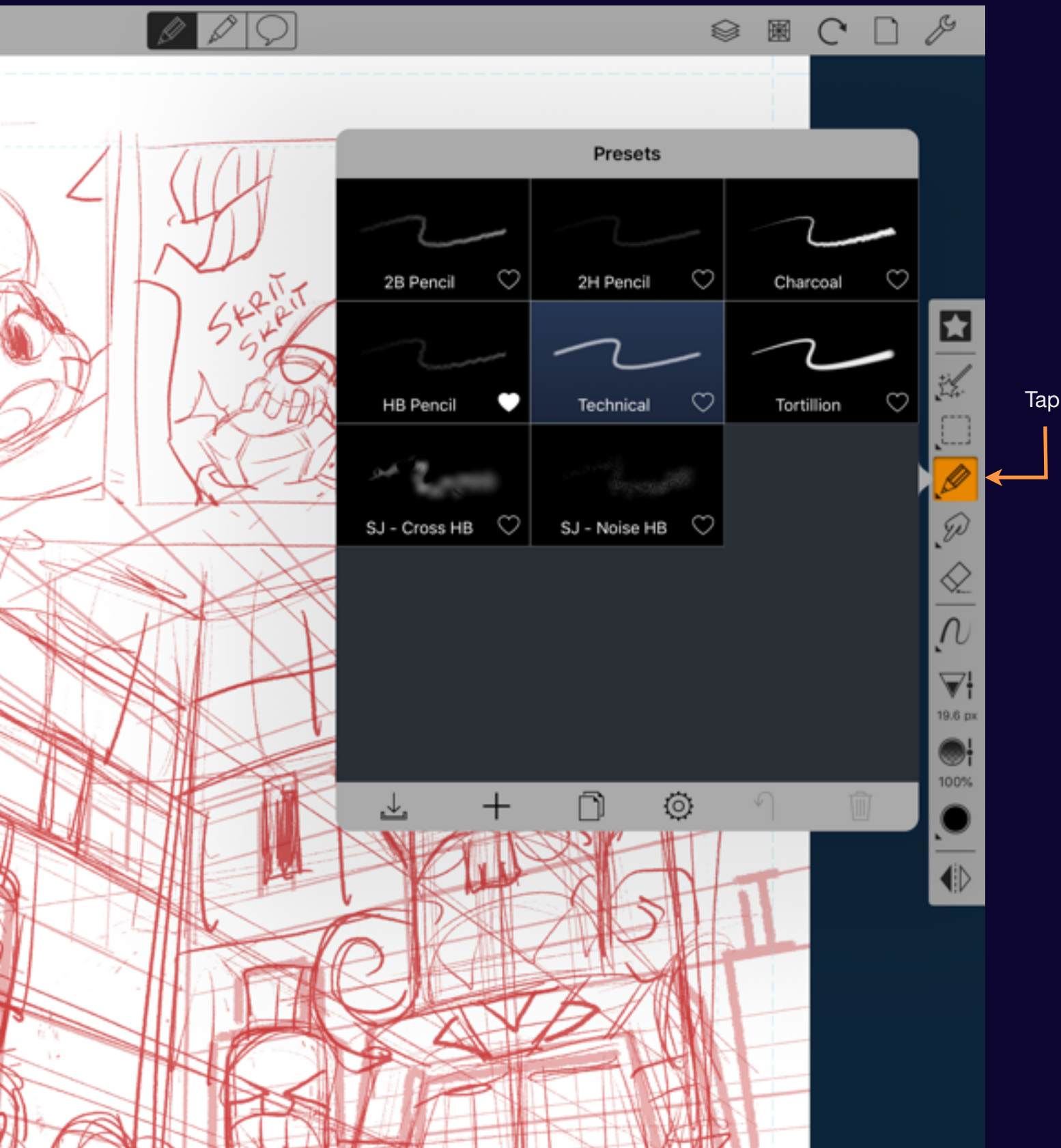
Panel Tool



Section 4

Using Brushes

Find out how to use, organize and share your brushes.



Accessing the Brush Chooser

Tap on the pen tool to select it. A second tap reveals the chooser.

Comic Draw collects brushes into categories so you can keep your drawing tools logically organized.

In the Sketching workspace, however, only the Pencil preset collection is presented in order to simplify the interface and let you focus on the sketching process.

To select a different brush preset, simply tap on its preset.



Rearranging your brushes

Drag brushes into your preferred order.

You can change the order in which your brushes are organized by dragging brushes into position.

To move a brush tap and hold on the preset and then drag it into its new position. Other presets will move to make room.

Release your touch to drop the brush preset into position.

Brush Preset Actions

Select a brush to access many of the preset actions.

Import

Add presets created by other users to your collection.

New

Create a new basic brush preset.

Duplicate

Copy the selected preset to a new preset.

Configure

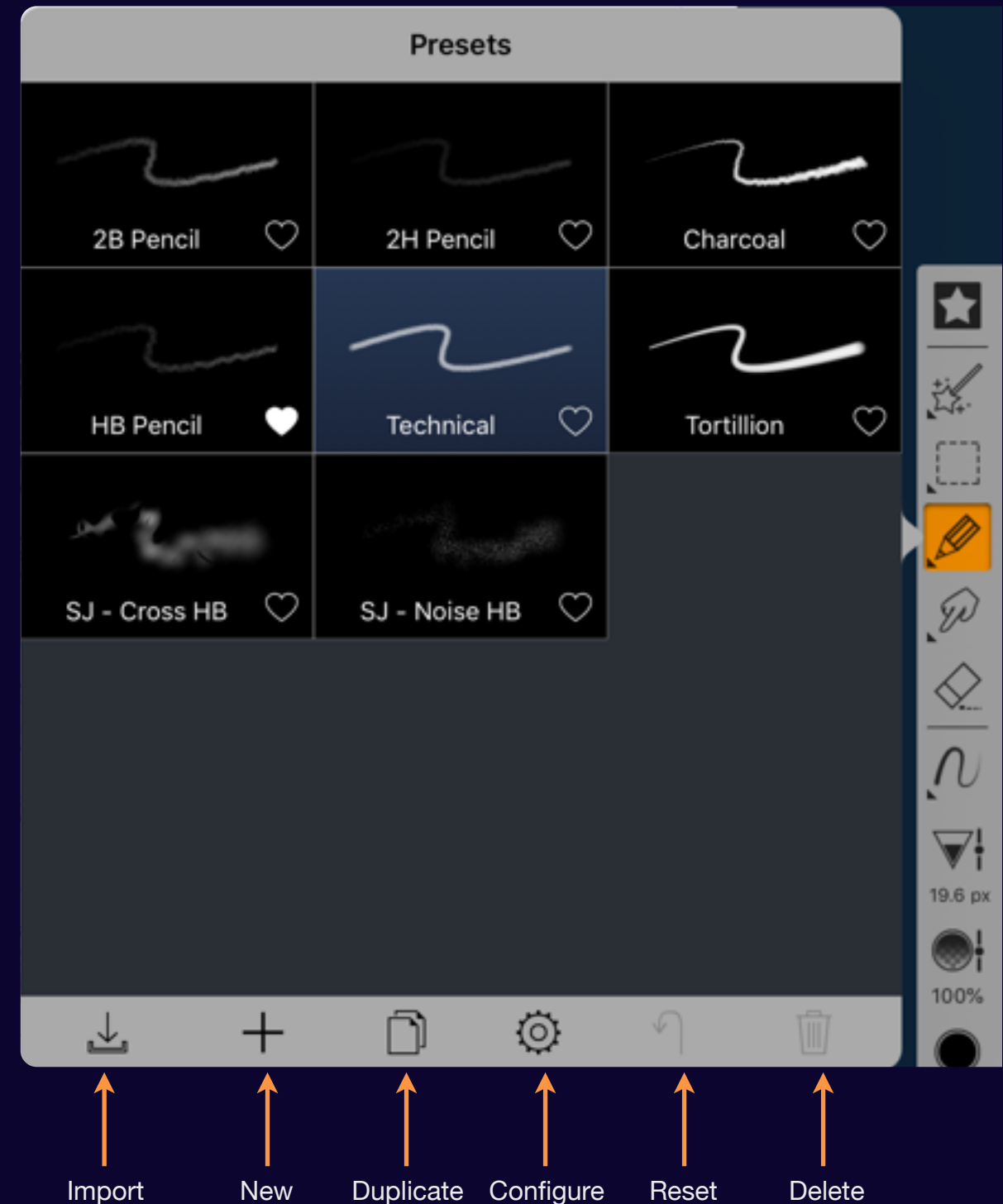
Reveal the configuration options for the selected brush. Alternatively, tap again on a selected brush. See “Customizing Brushes” for more information.

Reset

If the preset was supplied with the app you can reset it to its default configuration.

Delete

Delete the selected preset. Note: factory presets cannot be deleted.



Section 5

Blending

Smudge your artwork to create shading effects.

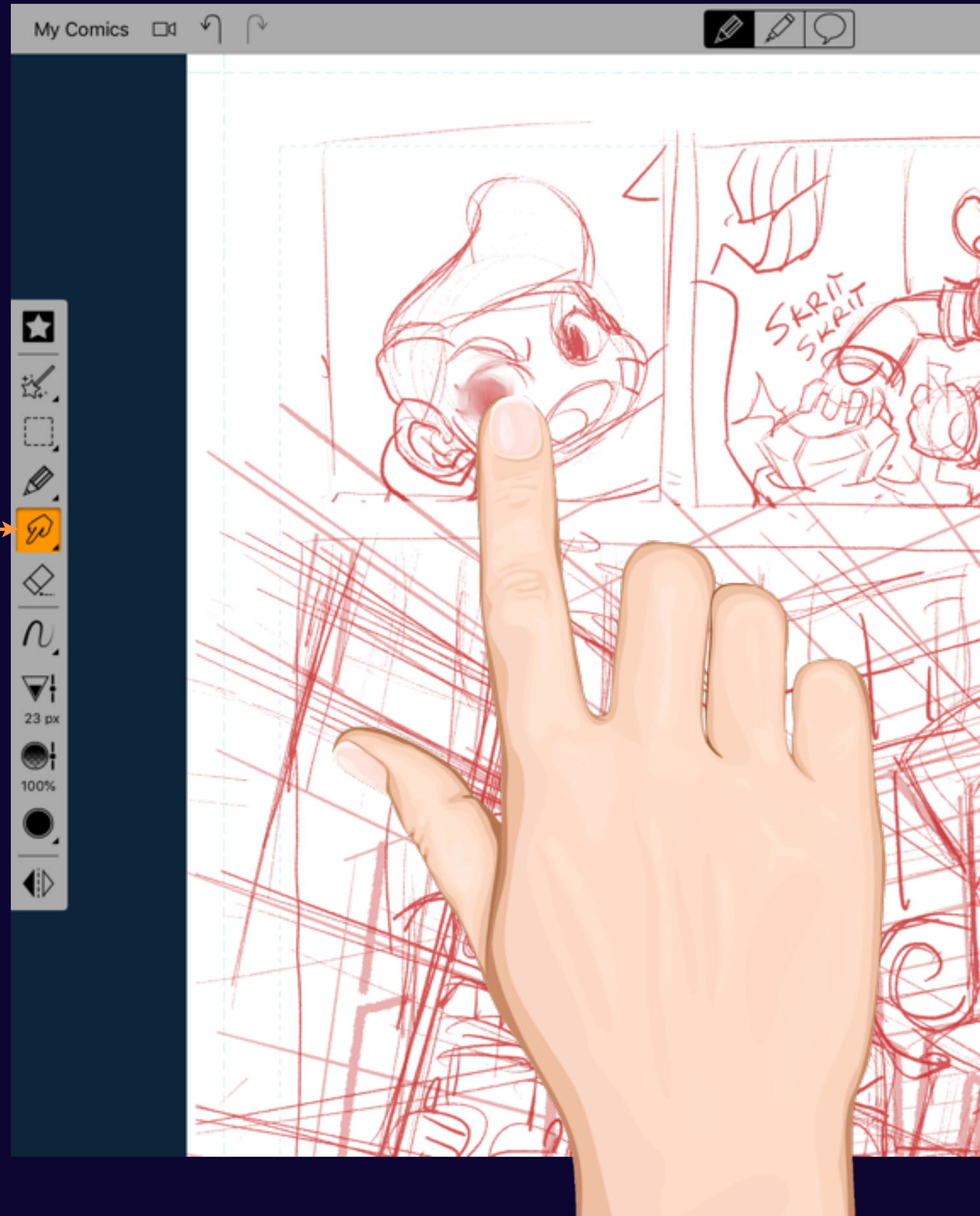
Using the Blending Tool

Mix the colors on your canvas to get subtle shading or bold blends.

The blend tool uses the selected brush to mix the colors on the selected layer. The tortillion, for example, is a great way to subtly blend pencil strokes together for a smooth transition. Other brushes give more dramatic effects. The opacity setting of the blending tool impacts how aggressively the tool picks up color.

Note: the Inking and Coloring workspace offers many more blending options in the Paint brush collection.

Blend Tool



Section 6

Erasing

Eliminating mistakes and cleaning up your drawing.

Erasing lines

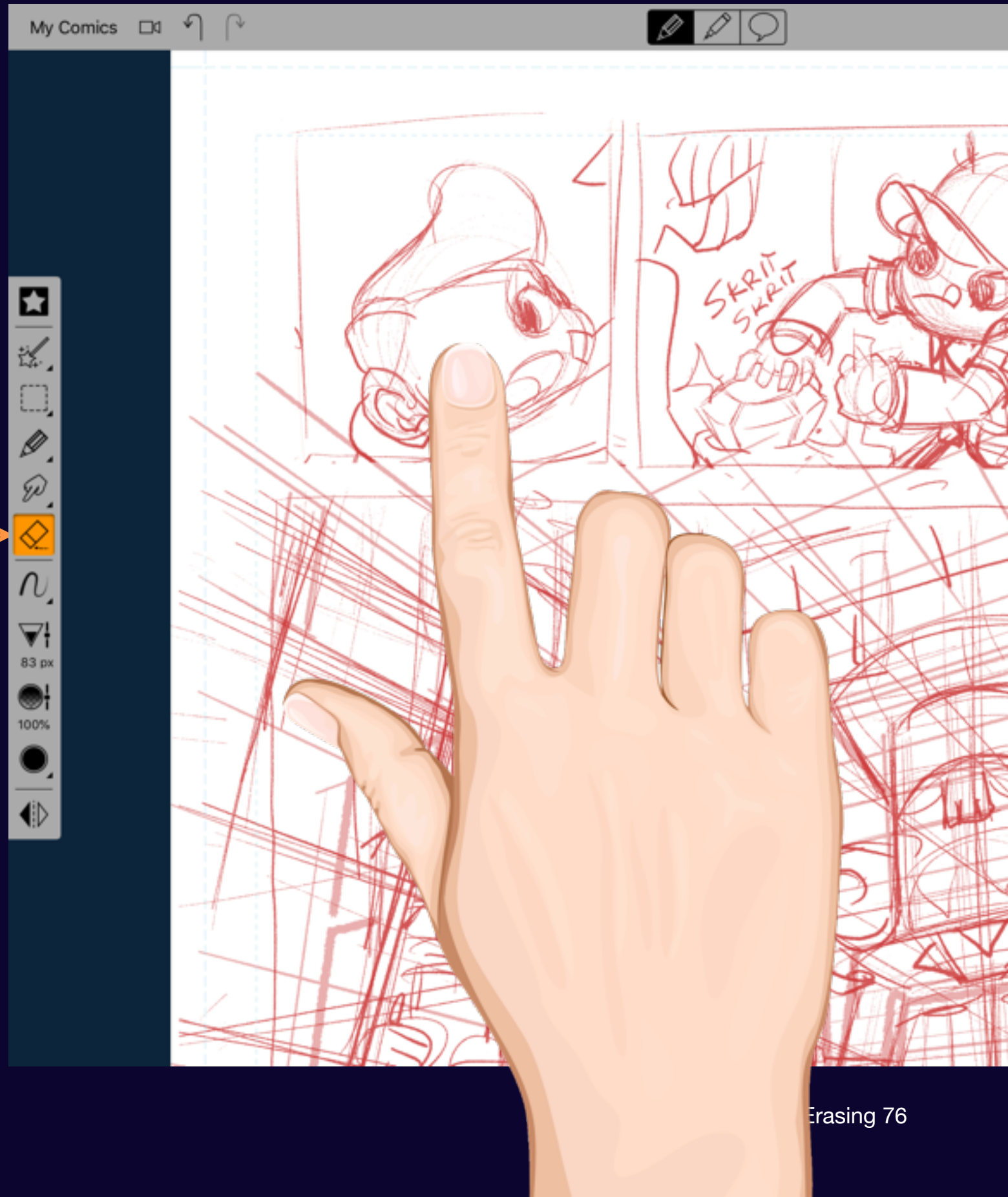
There's no fear of smudging your digital artwork.

The sketchpad comes with a hard-edged eraser to quickly clean up your lines. And any brush is available as an eraser when inking and coloring allowing you access to all kinds of special effects.

Hard edged erasers are great for carving away mistakes while softer or more gritty erasers are best for making subtle creative adjustments.

You can also use erasers to cut away parts of a layer to reveal content hidden below.

Eraser Tool



Erasing the canvas

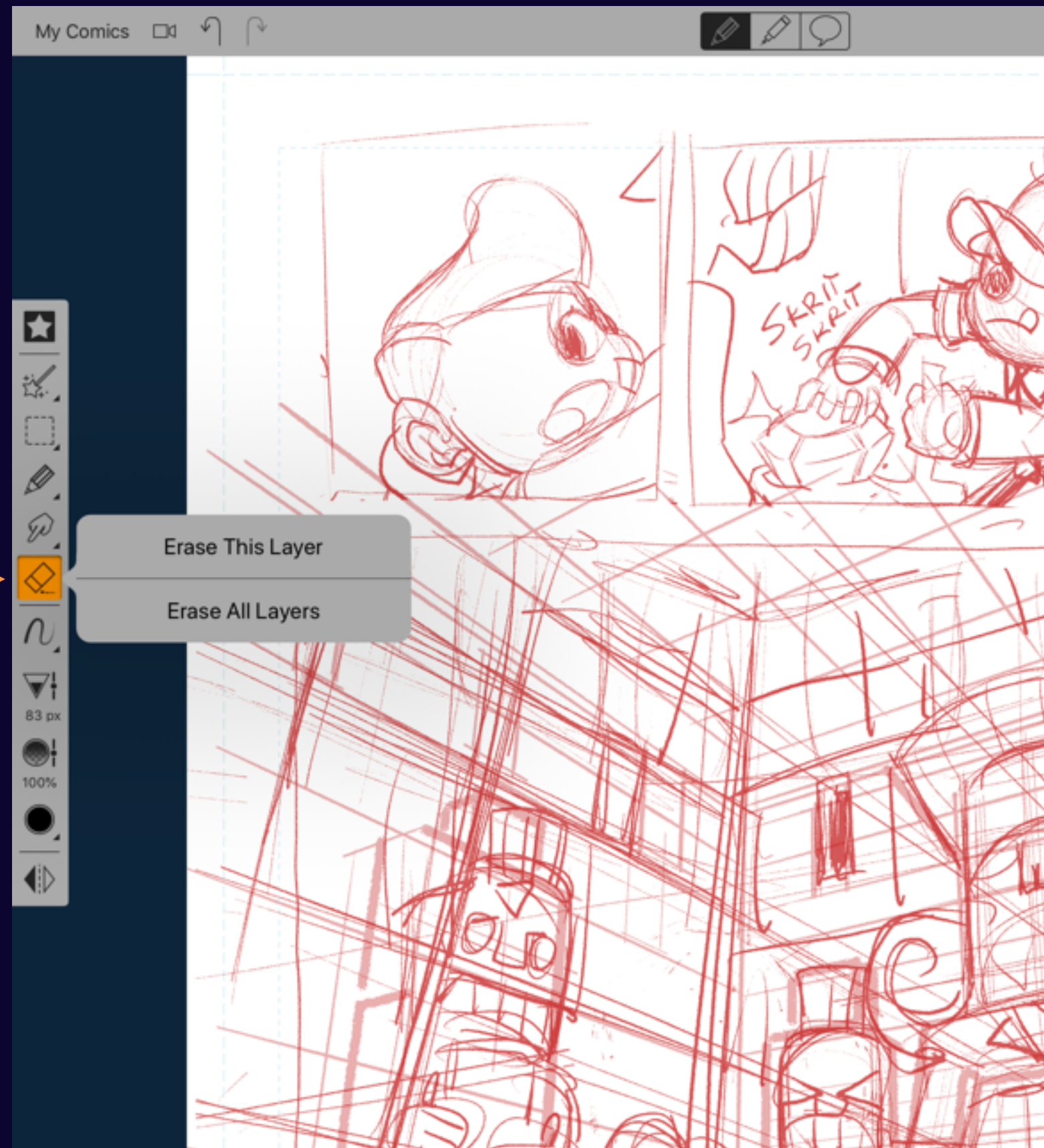
Sometimes you have a better idea...

To erase the active layer touch and hold on the eraser tool until the secondary menu appears.

Tap on “Erase This Layer” to clear the active layer. Tap on “Erase All Layers” to clear all the layers on this page, allowing you to start with a blank slate.

You can also clear the selected layer in the layer management popover. See Chapter 8 for more information.

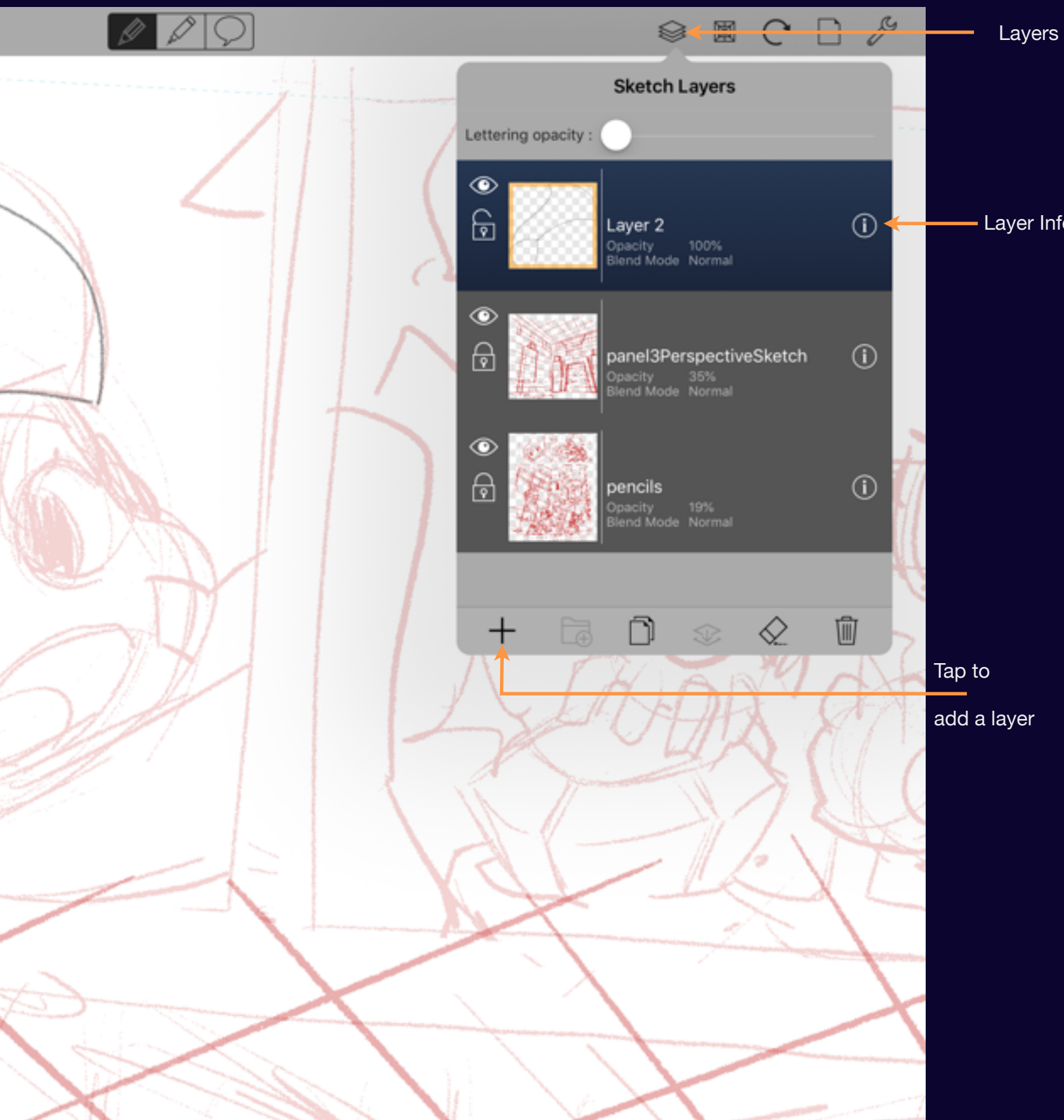
Long press



Section 7

Final Pencils

Once you're happy with your sketch you'll want to tidy up the line work by cleanly tracing over it.



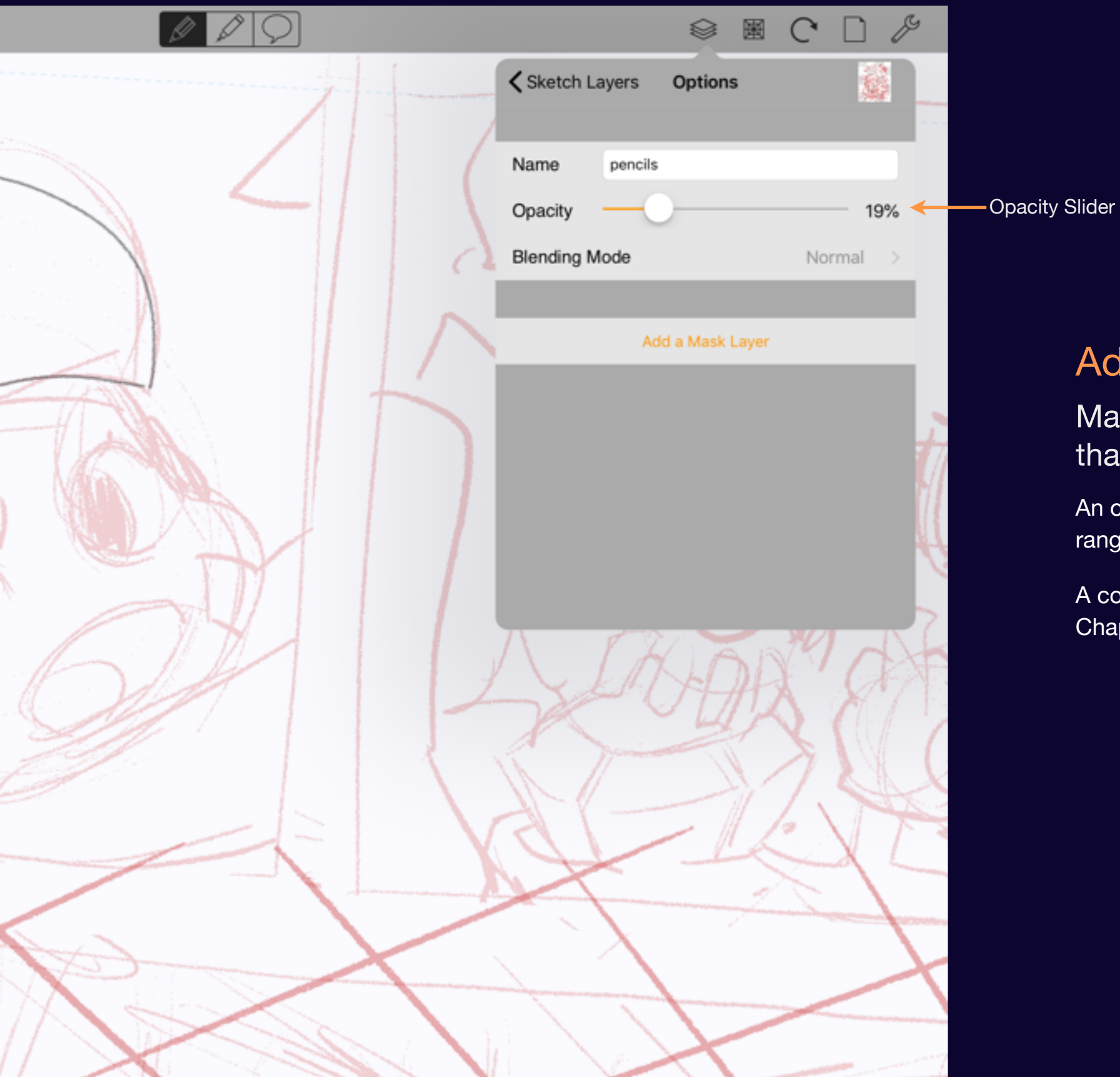
Adding a layer

Layers let you safely trace over your work

Reveal the Layers popover and tap on the “+” icon to add a layer above the current layer.

You can lock the underlying layers to prevent accidental drawing on the wrong layer.

Tapping on the Info icon lets you adjust the opacity of the underlying layers.



Adjusting layer opacity

Make a layer more transparent so that it's easier to trace.

An opacity of between 20 and 30 % is a good range to emulate the effect of tracing paper.

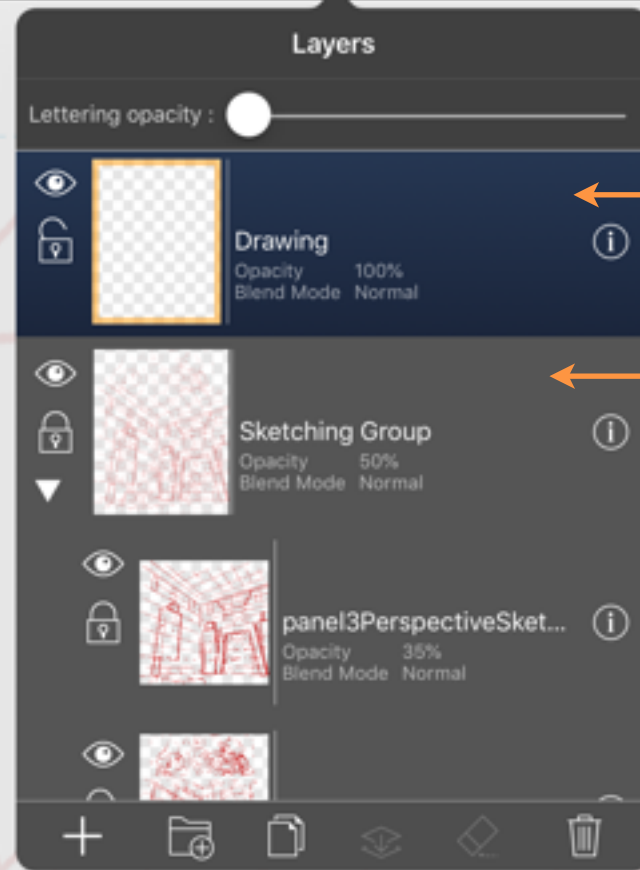
A complete guide to Layers can be found in Chapter 9.

Inking & Coloring

Section 1

Inking

When your pencils are complete it's time to ink your page. Comic Draw provides a number of a inking and halftoning options to give a professional polish.



New Drawing Layer

Locked
Pencilling
Group

Drawing Layer

A separate area for finishing your page.

When you switch to the Inking & Coloring Workspace you'll find that your Pencilling layers are still visible but fainter than in the Pencilling workspace. Tapping on the Layers icon reveals what has changed. A new Drawing layer is selected by default and your Pencilling layers have been automatically grouped, locked and set to 50% opacity.

Switching back to the Pencilling Workspace will hide the drawing layers and unlock the Pencilling layers.

Ink Brushes

Choose your style

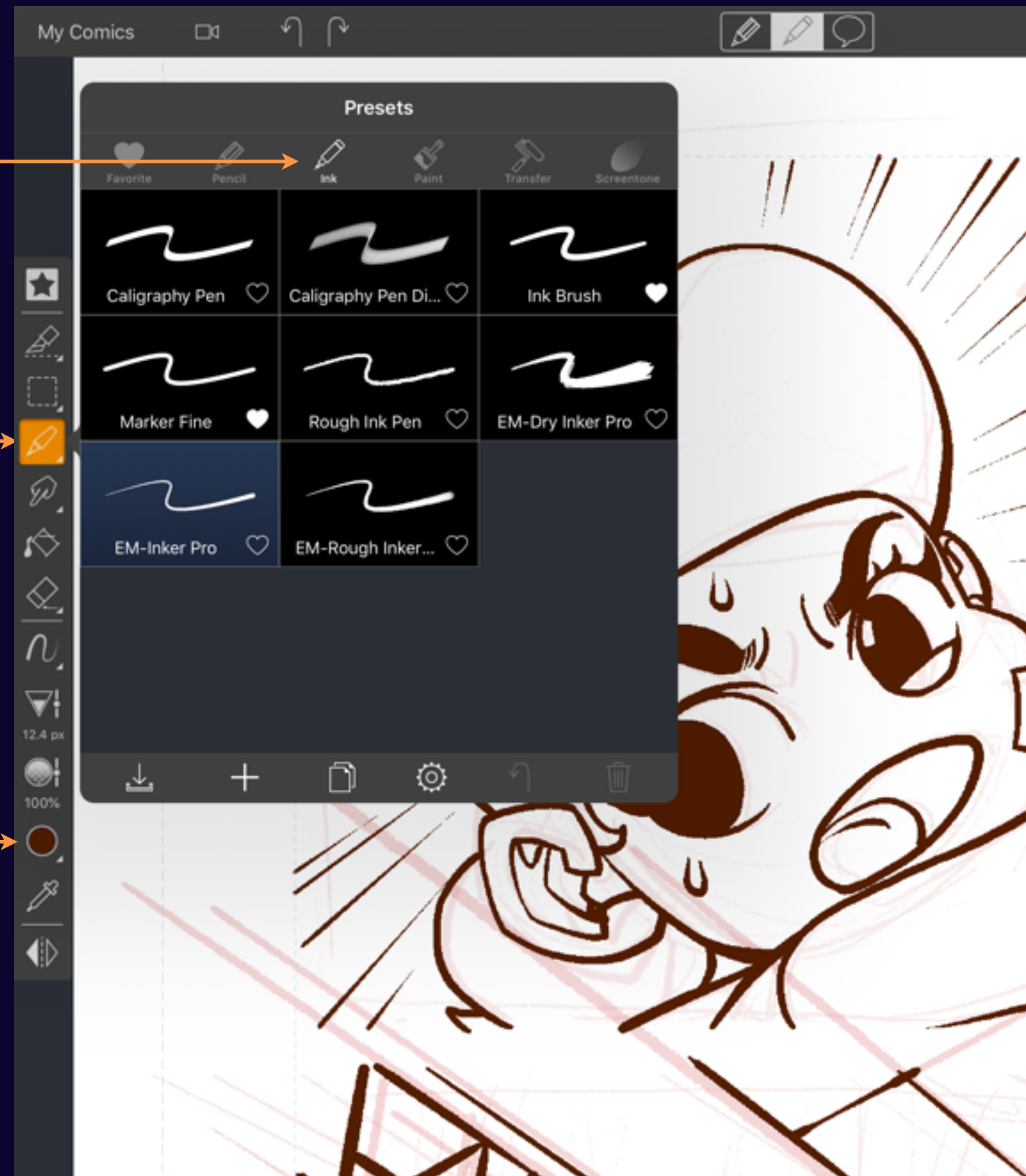
You'll find a variety of ink brushes under the Ink collection in the Brush Picker.

You can also set the color of your ink brush. Here the artist has chosen a deep brown India Ink color.

Ink Brush
Collection

Drawing
Brush

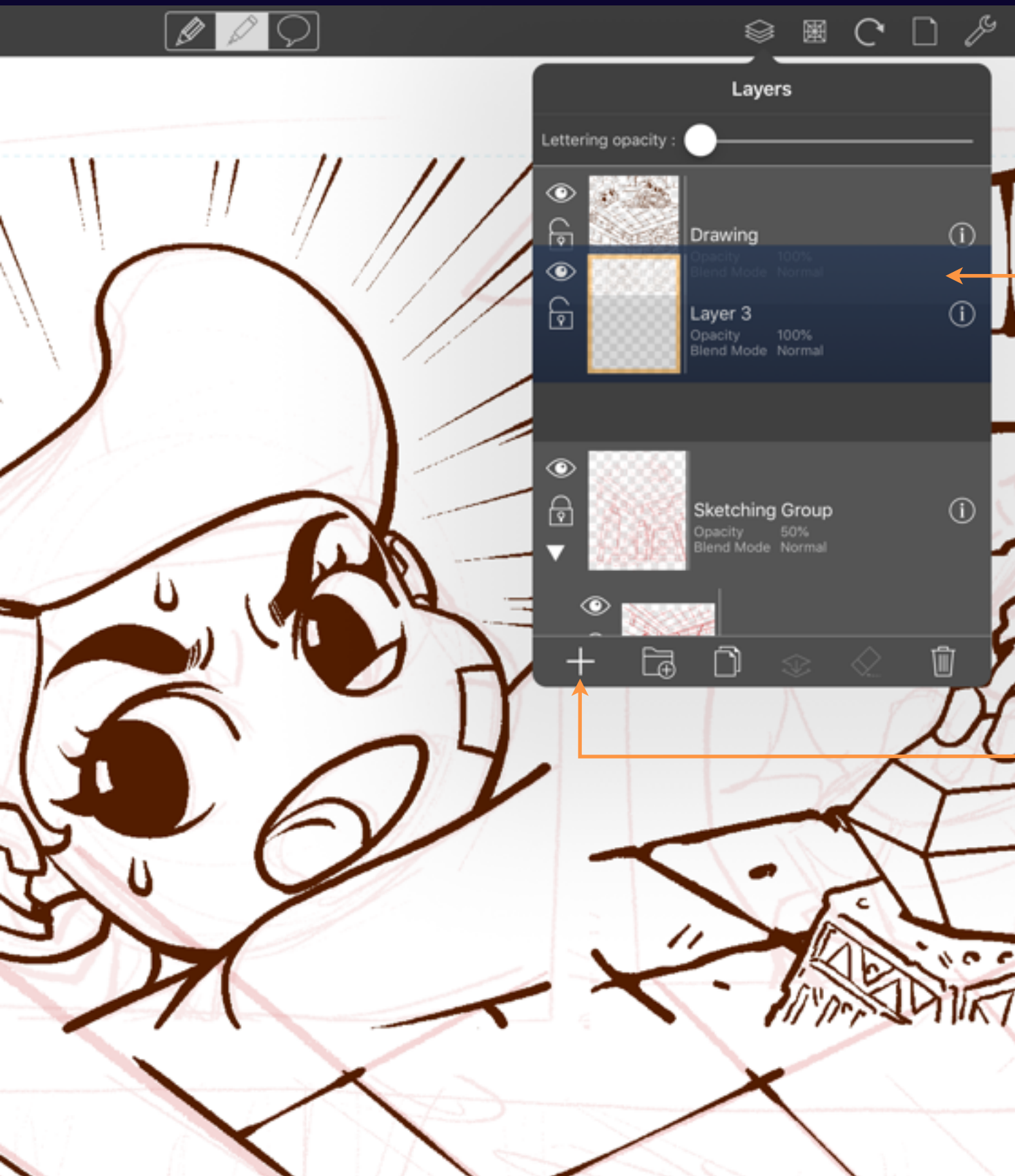
Drawing
Color



Section 2

Coloring

If you want to add color to your page you'll find a wide selection of paint brushes and full color palette support.



Drag below
the Drawing
Layer

Create a coloring layer

Keep your colors separated!

Before starting any coloring you'll want to create a new layer separate from the inking you've done.

You can also double tap on the layer name to change it to something more appropriate.

Tap to create
a new layer

Picking Colors

Comic Draw provides a full color palette

You can choose from a variety of palettes or create your own.

See Chapter 8 for details on working with color.

Tap to reveal
color picker →



Flatting in

Solid colors for a solid foundation

With your color layer below your inking layer you automatically get the ability to quickly and safely flat in the various areas of your drawing.

Comic Draw uses the layer above as a reference when flood filling.

Flood Fill Tool →





Shade on a separate layer

Use as many layers as you need

If you want to render your colors to show shadows and highlights (or obtain cool effects such as color dodge etc) use additional layers to build up your colors. This way you can try things out without worrying about wrecking your earlier work.

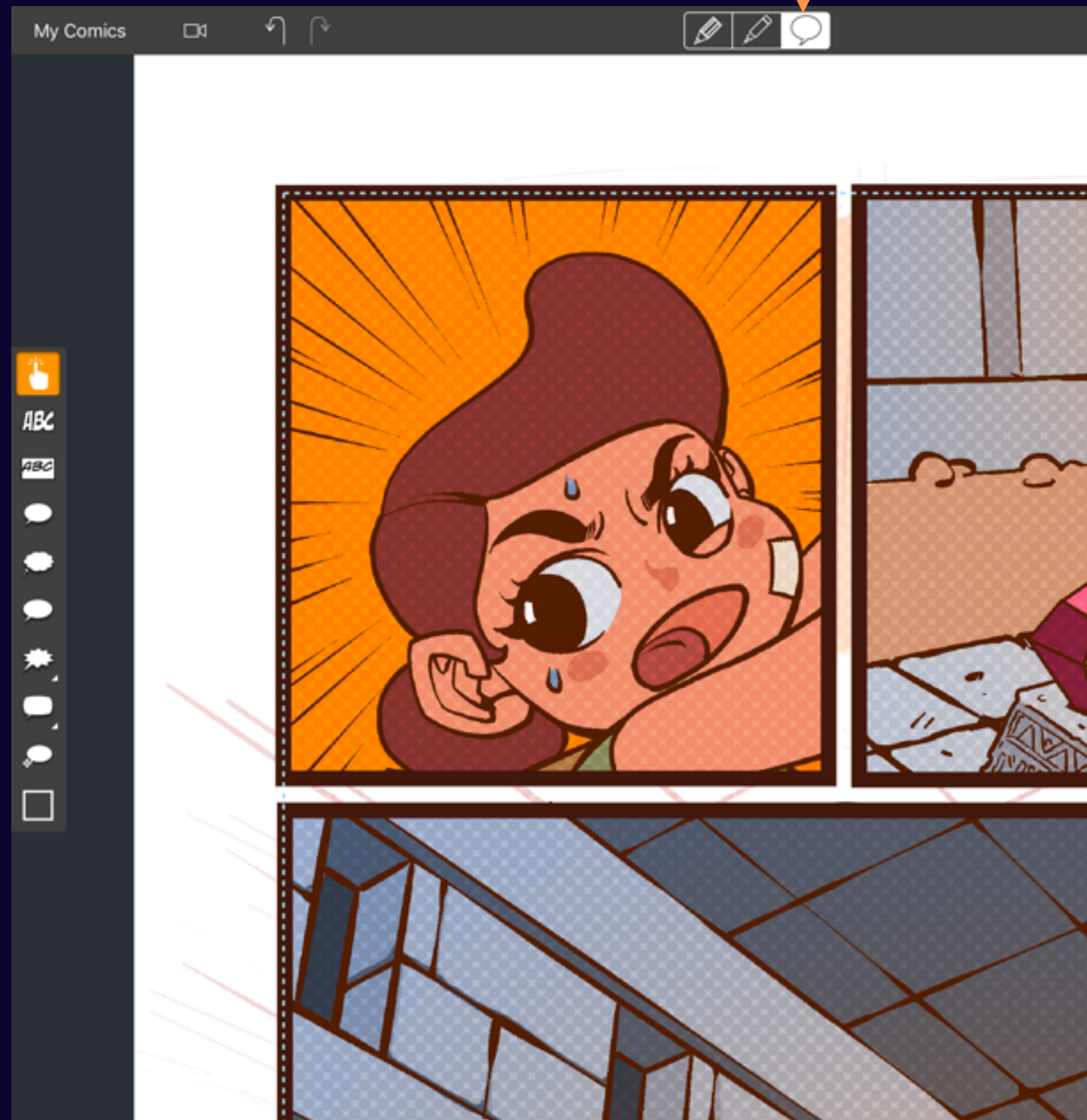
See Chapter 9 for details of working with Layers.

Adding Text

Adding text

Give voice to your characters

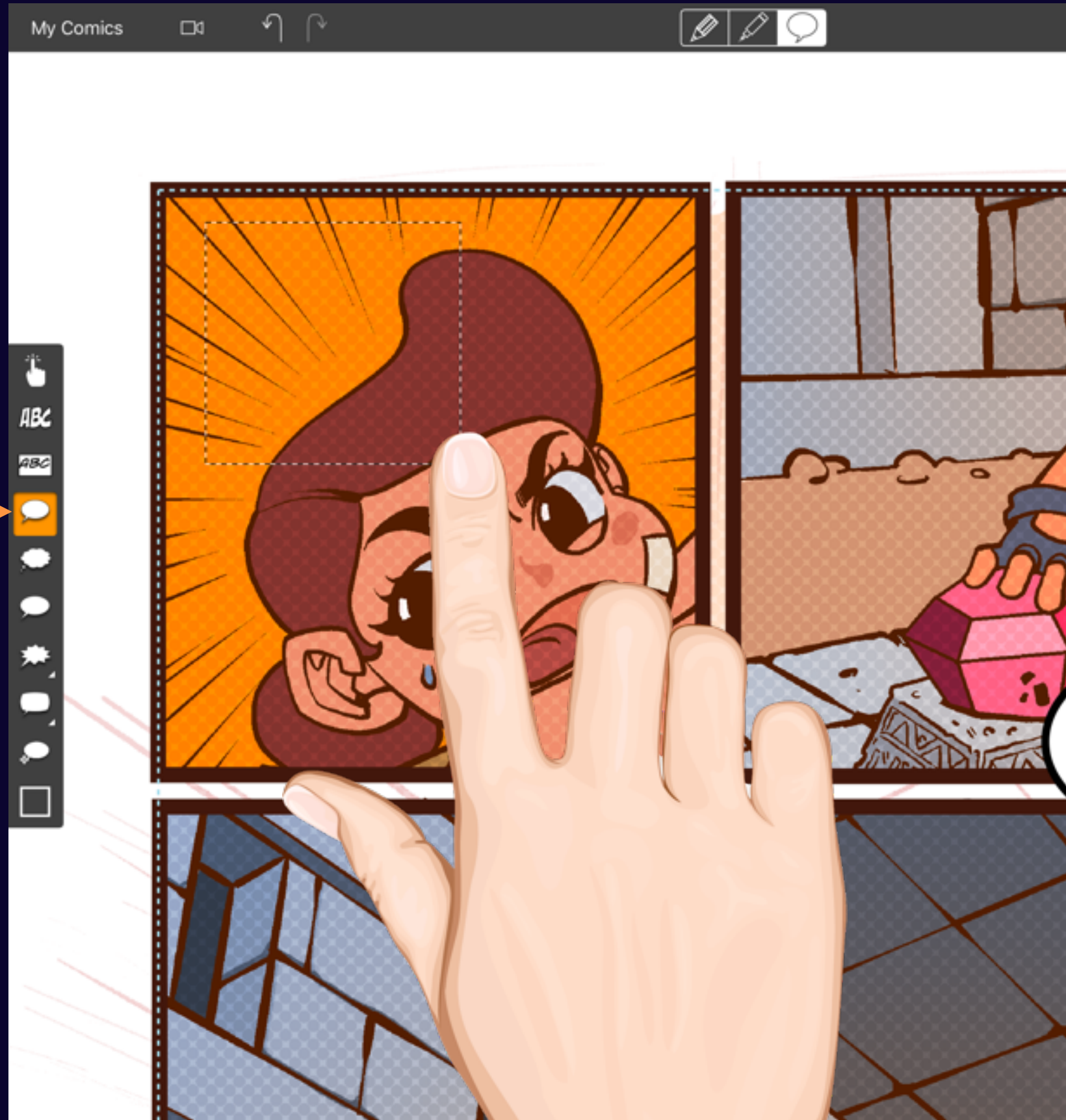
Switching to the Lettering workspace let's you quickly add titles, sound fx and speech balloons. Select the kind of lettering you want and drag on the page to add the lettering in the specified area.



Adding a speech balloon

Select the speech balloon tool and drag a rectangular shape for the balloon to fill.

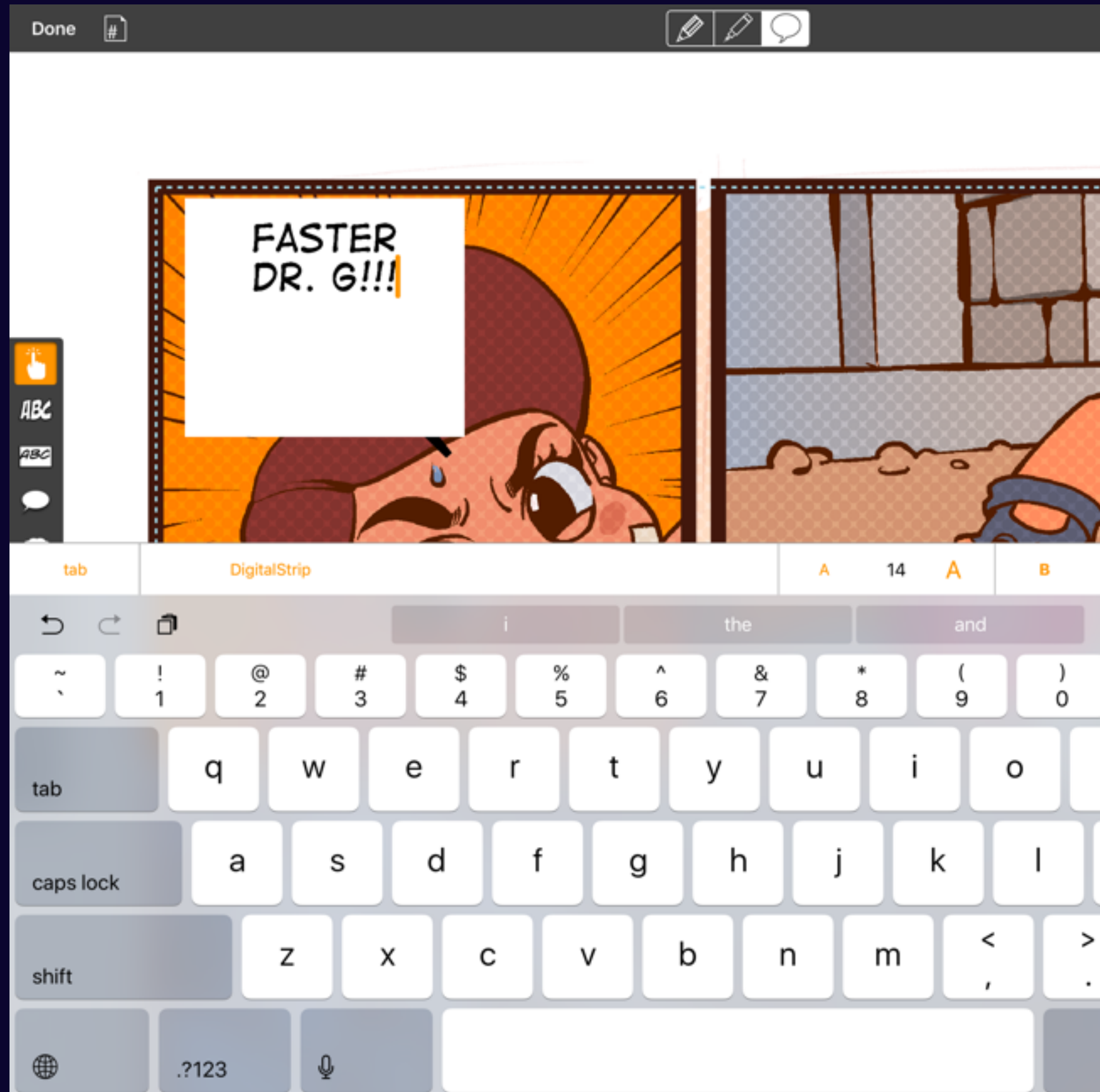
Speech
Balloon



Editing text

Double tap on the resulting balloon to edit its text, the balloon has the default style including the font. You can adjust the style of the text using the Bold and Italic options to add emphasis.

When you're done simply tap on the page background (or the hide keyboard button).



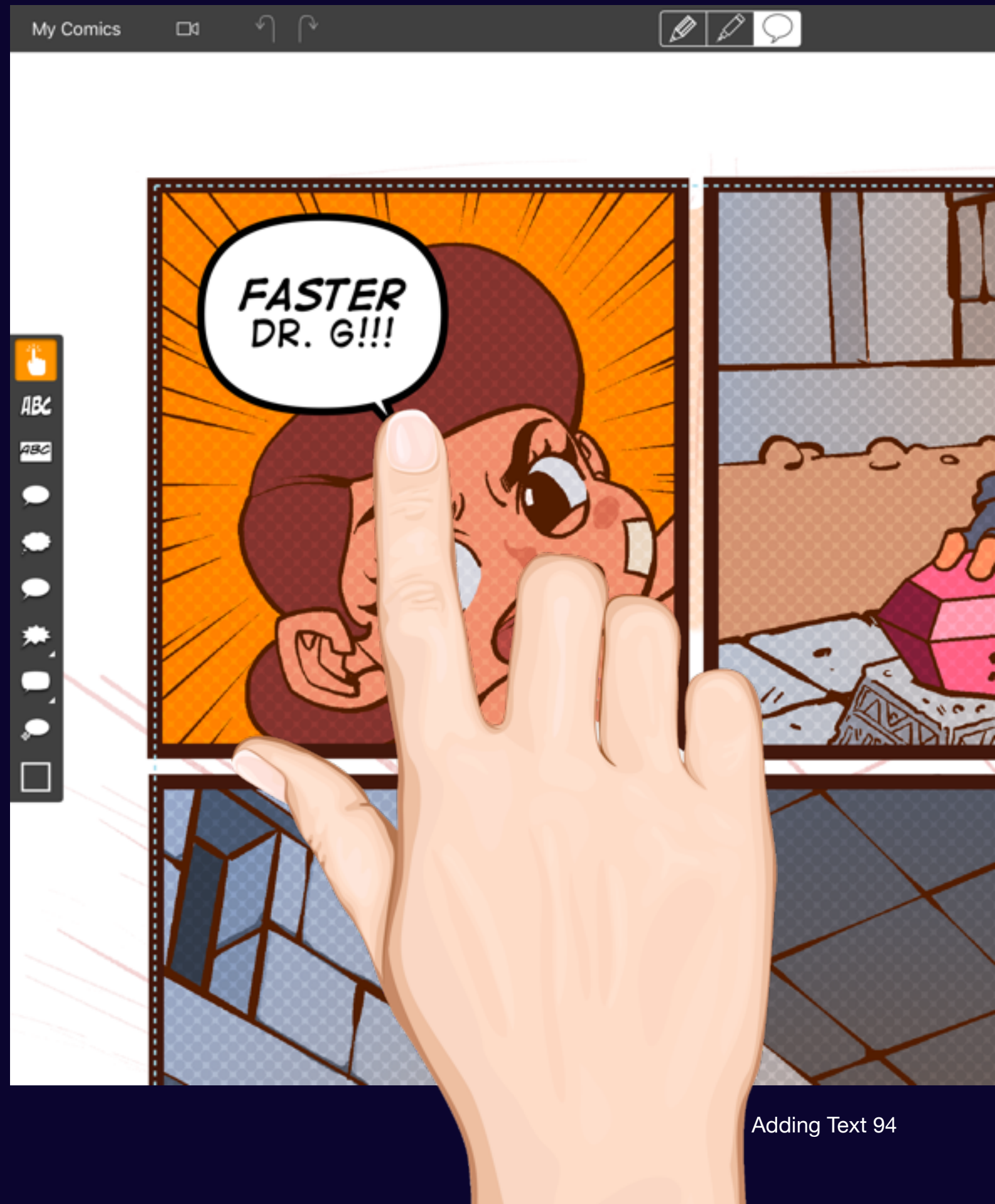
Fine tuning layout

Once the words are on the page you'll want to clean it up

Various handles appear around the balloon allowing you to resize it and adjust the balloon tail position.

Tap and drag the balloon itself to move the entire assembly.

See [Chapter 14](#) for details on working with Lettering.



Brushes

Section 1

Customizing Brushes

Tap on a brush preset to reveal the configuration options available. You can adjust the tip, dynamics, mixing and texture for all kinds of creative results.

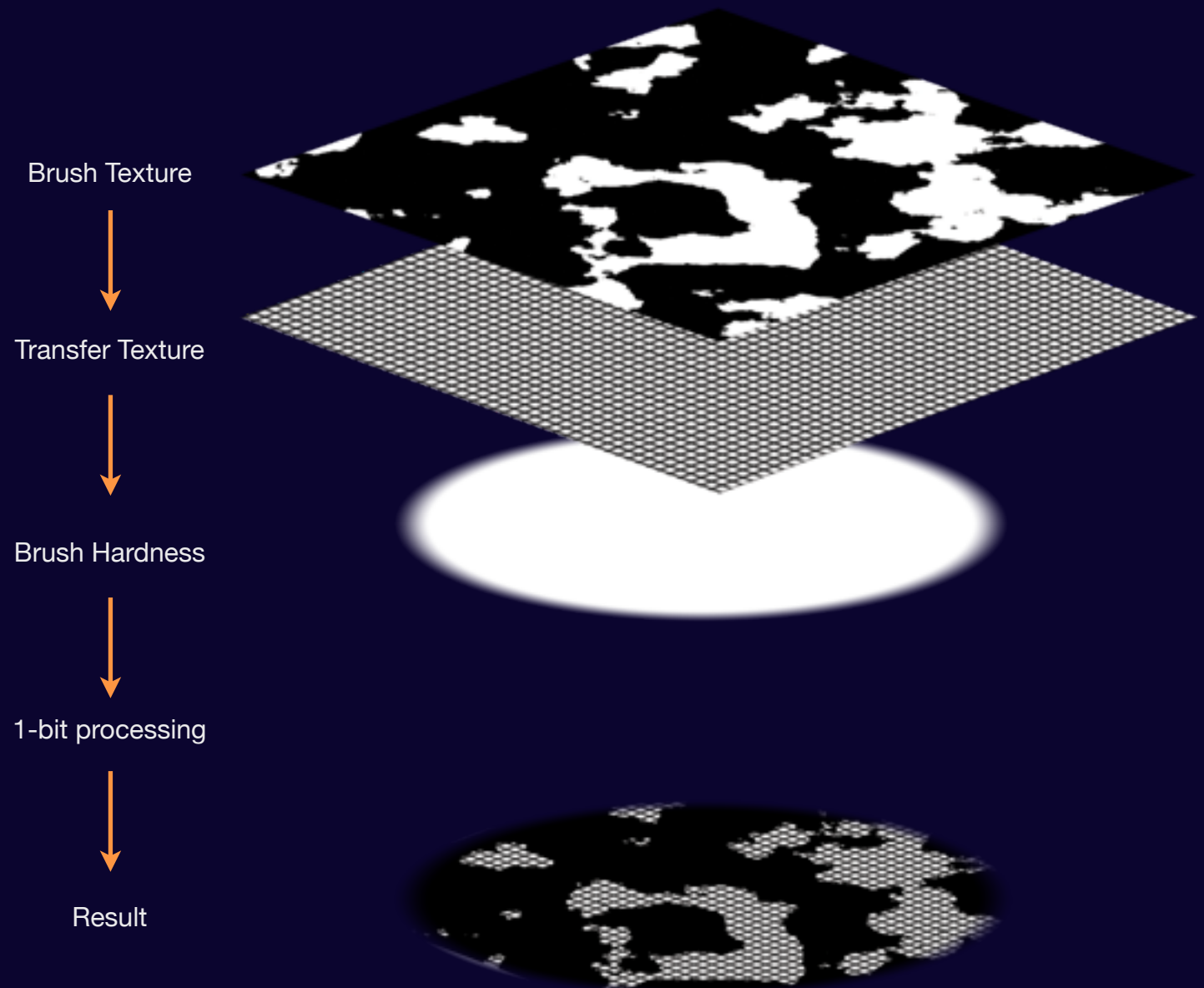
Textured Brushes

Advanced texture layering for creative brushes

All brushes come with a hardness setting but you can layer two more textures for more natural or screentone effects. Or combine the two for a weathered screentone!

Learn how to configure your brushes to get exactly the feel you're after.

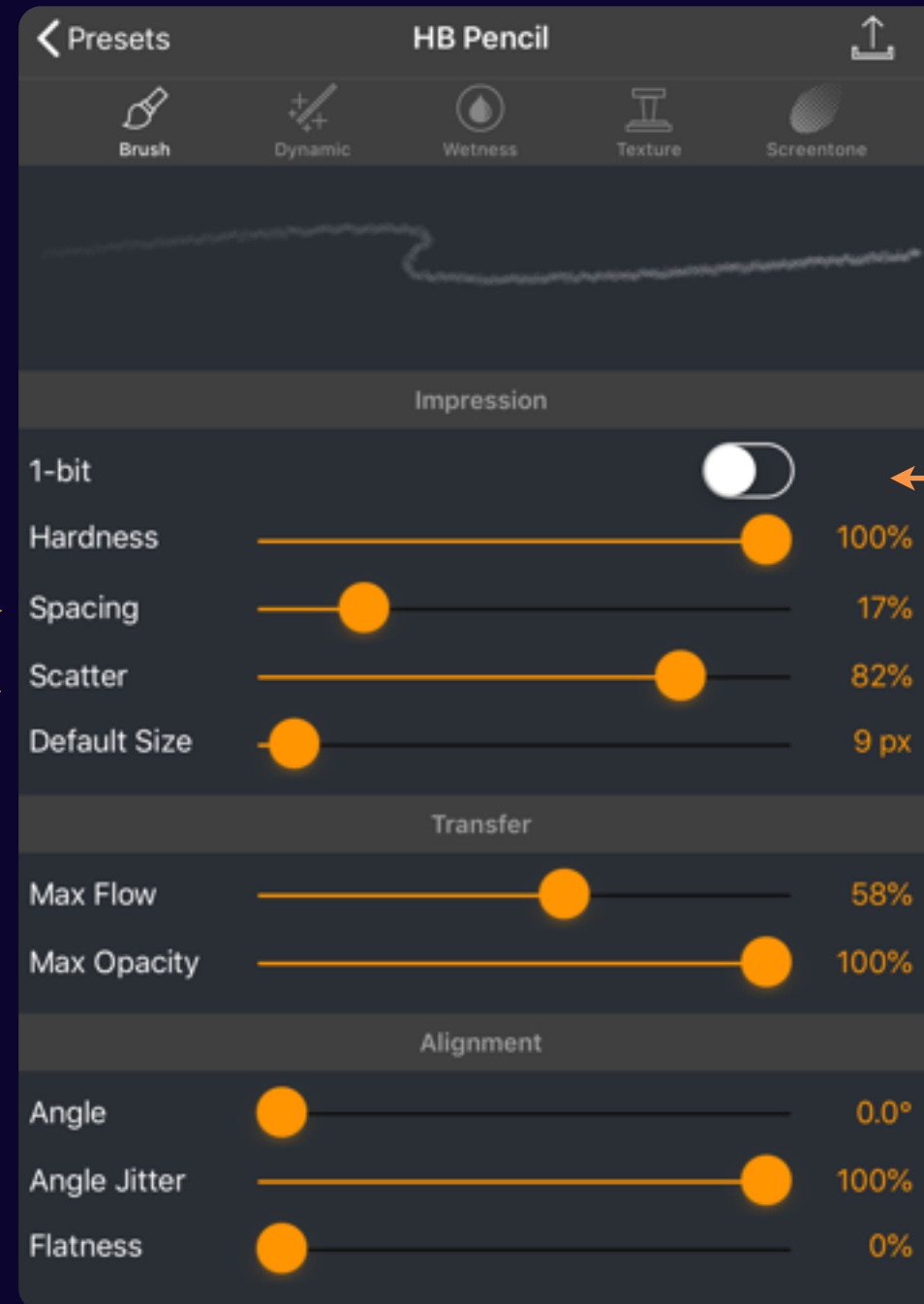
Note: 1-bit mode (when enabled) processes the pixels before they hit the canvas such that if a pixel is >50% opaque it becomes fully opaque. If less, it becomes fully transparent.





Brush

Controls how color is transferred from the brush tip to the page.



Hardness

Adjusts the profile of the brush tip. 100% gives a very sharp profile while 0% gives a very soft profile.

Spacing

Adjusts the gap between brush tip impressions. 100% means that each brush tip impression will not overlap the next. The tighter the spacing the heavier the stroke.

Scatter

Randomizes the placement of brush tips to "roughen up" the stroke

Default Size

Sets the default size for the brush - the mid-point of the size slider is set to the brush's normal size.

1-bit

Filters the pixels from the brush such that they are either 100% opaque or 100% transparent.

Max Flow

Sets the opacity for each brush tip impression.

Max Opacity

Limits how opaque the entirety of a brush stroke can become - good for getting even but transparent coverage.

Angle

Adjusts the brush tip orientation relative to the screen.

Angle Jitter

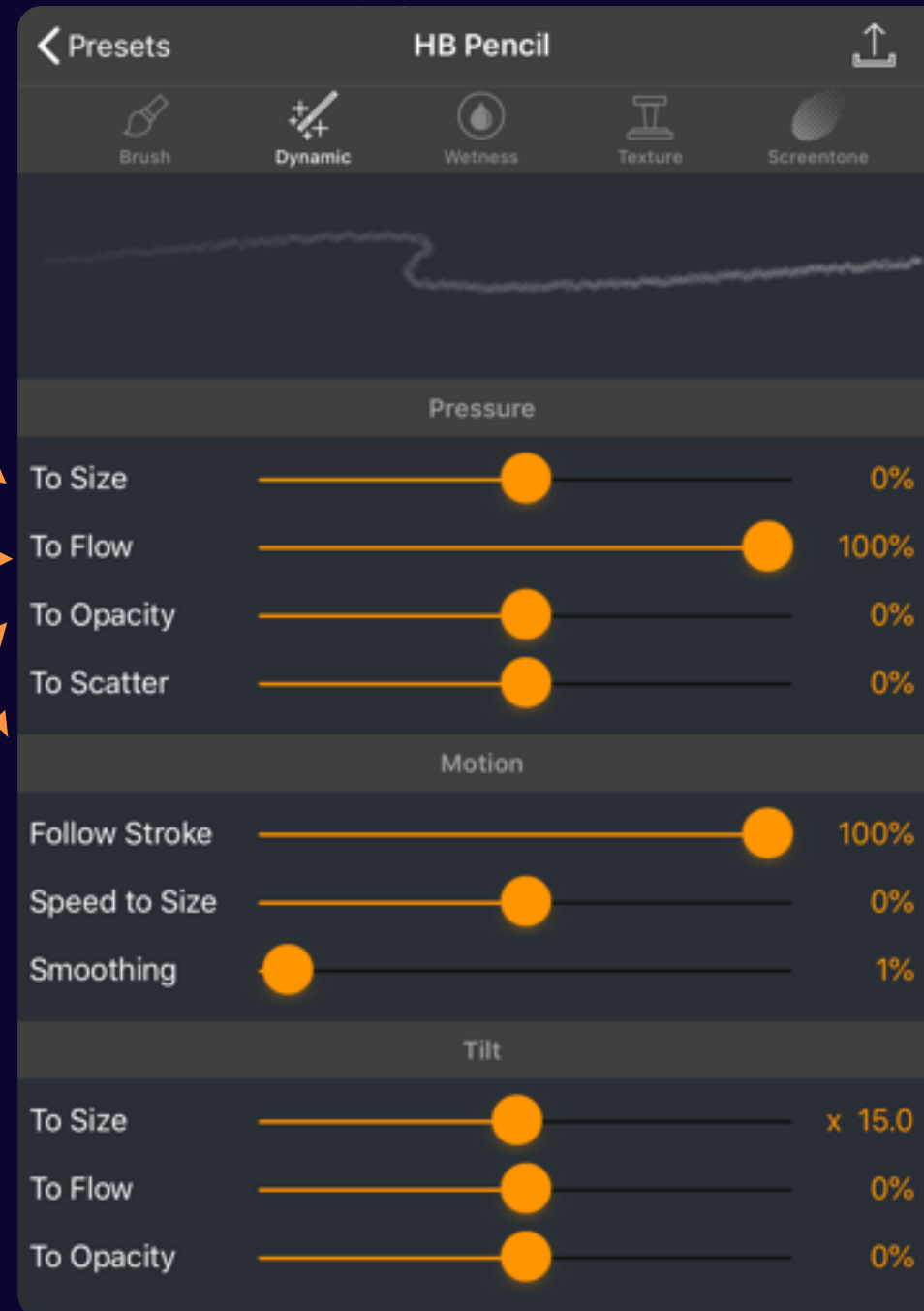
Randomizes the brush tip orientation while stroking allowing for a more organic feel.

Flatness

Adjusts the shape of the tip from round to oval. 0% is a perfectly round tip while 100% is a very narrow ellipse.

Dynamic

The speed and pressure of your stroke can affect the brush with these controls.



To Size

With positive settings the harder you press on the stylus the larger the brush tip will be. While the opposite happens with negative settings.

To Flow

Adjusts the opacity of each brush tip impression - for positive settings more pressure means more opaque. Negative settings means less opaque.

To Opacity

Adjusts the maximum opacity setting - for positive settings more pressure means more opaque. Negative settings mean more pressure becomes more transparent.

To Scatter

Increases or decreases the amount of brush tip scattering depending on the amount of pressure.

Follow Stroke

Automatically adjusts the angle of the brush to align with the direction of the stroke.

Speed to Size

Adjusts the brush tip size relative to your speed. A positive setting means the brush size gets larger the faster you stroke, while a negative setting means the brush size gets smaller.

Smoothing

Filters out jitters from your stroke - higher settings make smoother strokes.

Tilt to Size (Apple Pencil)

Allows the tilt to adjust the size of the brush..

Tilt to Flow (Apple Pencil)

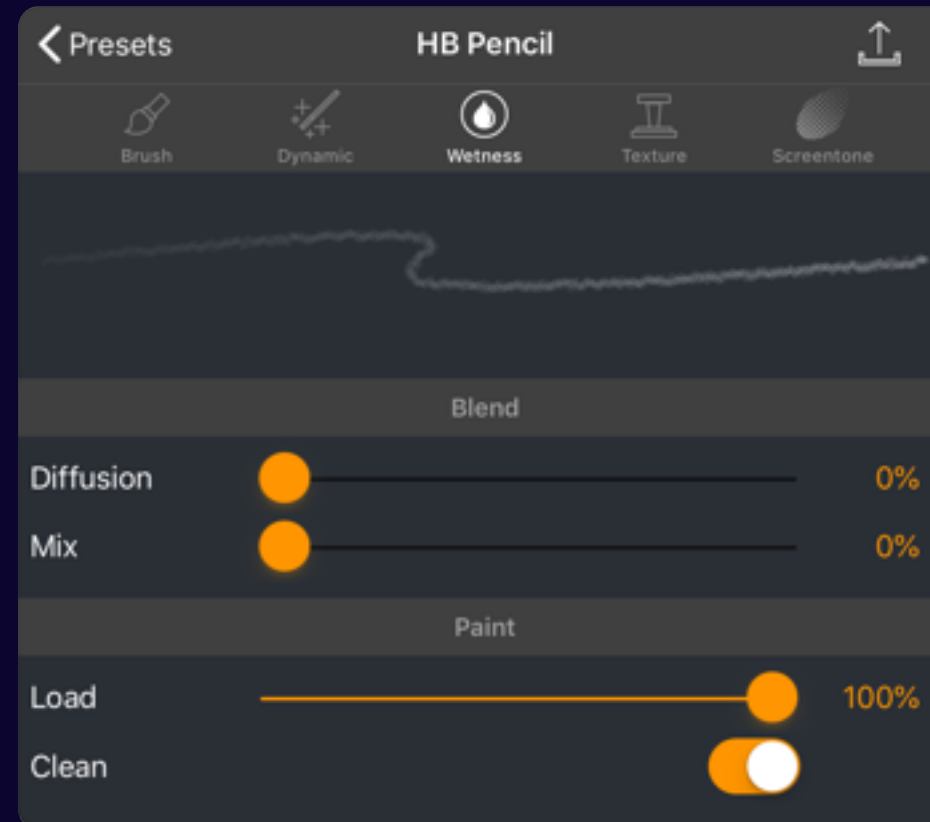
Adjusts the opacity of each brush tip impression depending on the angle.

Tilt to Opacity (Apple Pencil)

Adjusts the maximum opacity of the stroke.

Wetness

Controls how brush color is mixed with itself and color already on the canvas.



Diffusion

Controls how much the colors drag on the canvas.

Mix

Adjusts how much the color should be picked up from the canvas. 50% indicates that it should be even between the brush and canvas colors. 0% means only the color on the brush is used. 100% indicates that only the paint on the canvas can be used by the brush

Load

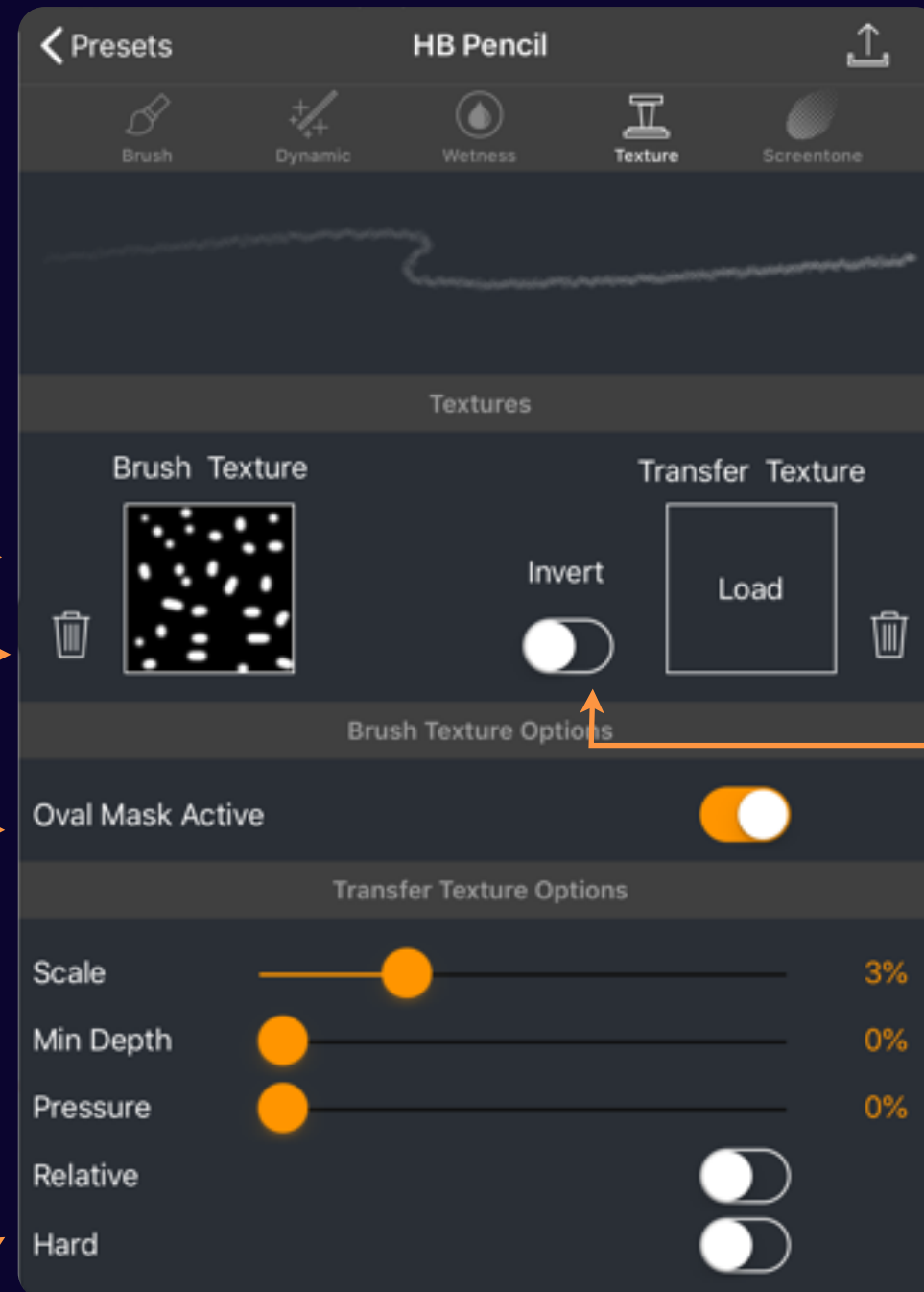
Adjusts how long a brush tip will apply color. 100% indicates that the brush will never run out of color. 0% indicates that the brush will immediately run out of color.

Clean

Indicates that the brush will begin each stroke with the selected color and not the result of the mix.

Texture

Configure brush and transfer textures to give more character to your strokes.



Brush Texture

Configures a texture through which the brush will be applied. The white pixels will apply color. The black pixels will prevent color.

See Texture Selection for more information.

Trash

Unloads the configured brush texture.

Oval Mask Active

By default, Comic Draw shapes the brush tip in to an oval (to simulate a pen nib). Disable this if you want your texture to appear as in the preview.

Relative

Sets the texture position to be relative to the starting point of the stroke rather than the page.

Hard

Pixels are either fully opaque or fully transparent

Transfer Texture

Tap on the texture box to select a transfer texture. A variety of screentone options are available.

Trash

Unloads the configured transfer texture.

Invert

Flips white and black pixels in the texture.

Scale

Sets the size of the texture relative to the page.

Min Depth

Sets the brightness filter baseline - pixels below this threshold will be transparent.

Pressure

Dynamically adjusts the brightness threshold filter. Higher values have more dynamic range.

Screentone

Design the perfect screentone effect from a variety of pattern sources and parameters.



Enabled
Toggles the screentone effect

Relative
Sets the screentone origin to be relative to the starting point of the stroke rather than the page.

Enabled
Toggles the screentone effect

Relative
Sets the screentone origin to be relative to the starting point of the stroke rather than the page.

Tone Style
Choose from a classic variety of screen-tone styles.

Size
For Dots, Lines & Cross. Sets the size of the effect.

Angle
For Dots, Lines & Cross. Sets the angle of the effect.

Angle Y
For Cross. Sets the angle of the crossing line. It starts at right-angles to the primary Angle.

Scale
Sets the size of the noise effect. Smaller values are grainy. Larger values are wavy.

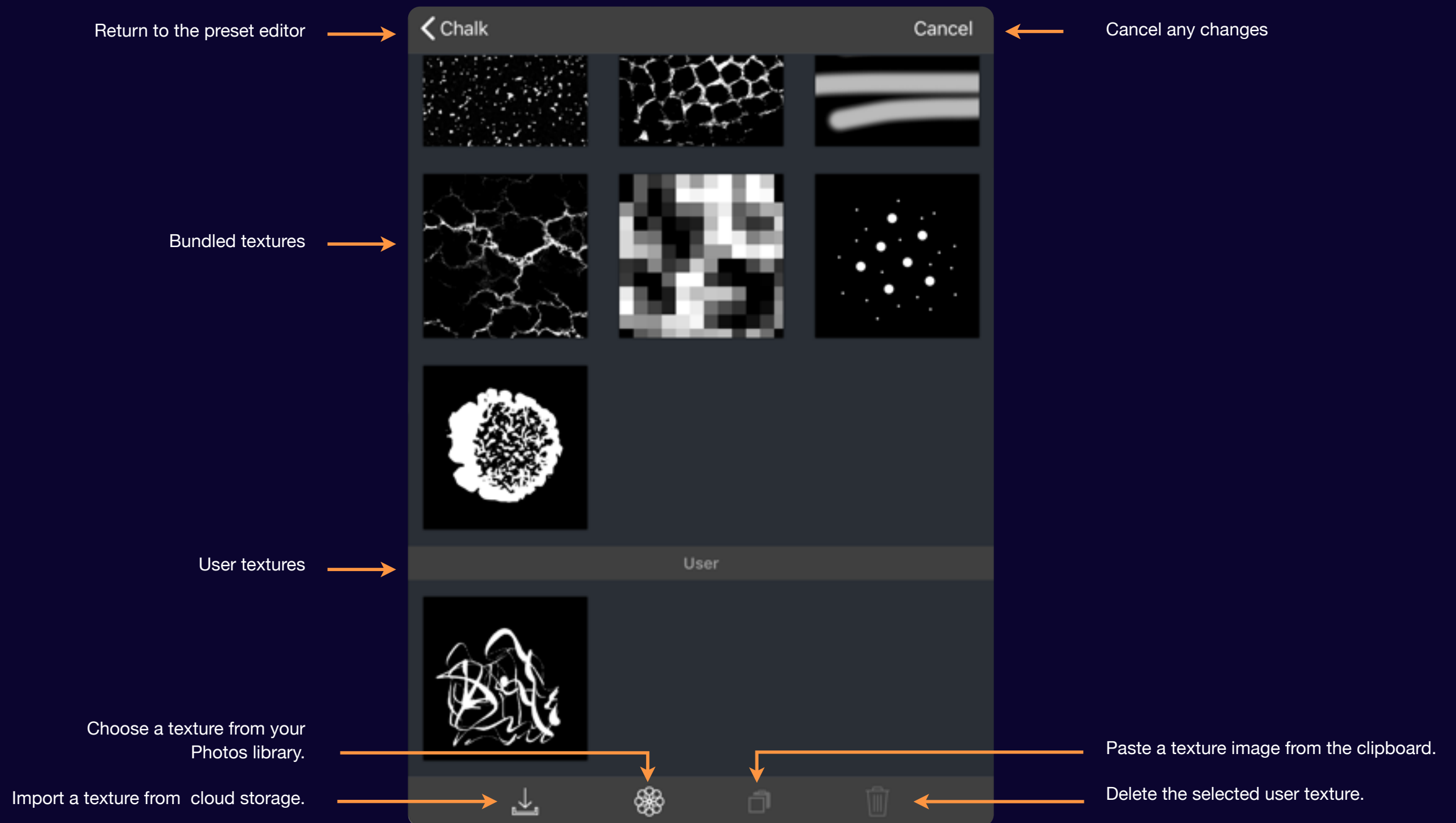
Strength
How aggressively the noise should be apply to the screentone.

Scale
Sets the size of the noise effect. Smaller values are grainy. Larger values are wavy.

Strength
How aggressively the noise should be apply to the screentone.

Texture Selection

You can choose from a variety of bundled textures or use your own.



Colors

Section 1

Choosing Colors

Comic Draw comes with a variety of default palettes from which to choose, including the standard palette used to create many of the iconic superhero characters.

Picking Colors

You can dial up any color you want with the color chooser.

Tap on the color tool to reveal the color chooser. Here you can quickly access favorite swatches and select new colors via the hue wheel and the brightness and saturation control.

Your starting color is shown in comparison with the new color.

Tap on the canvas to hide the color chooser.

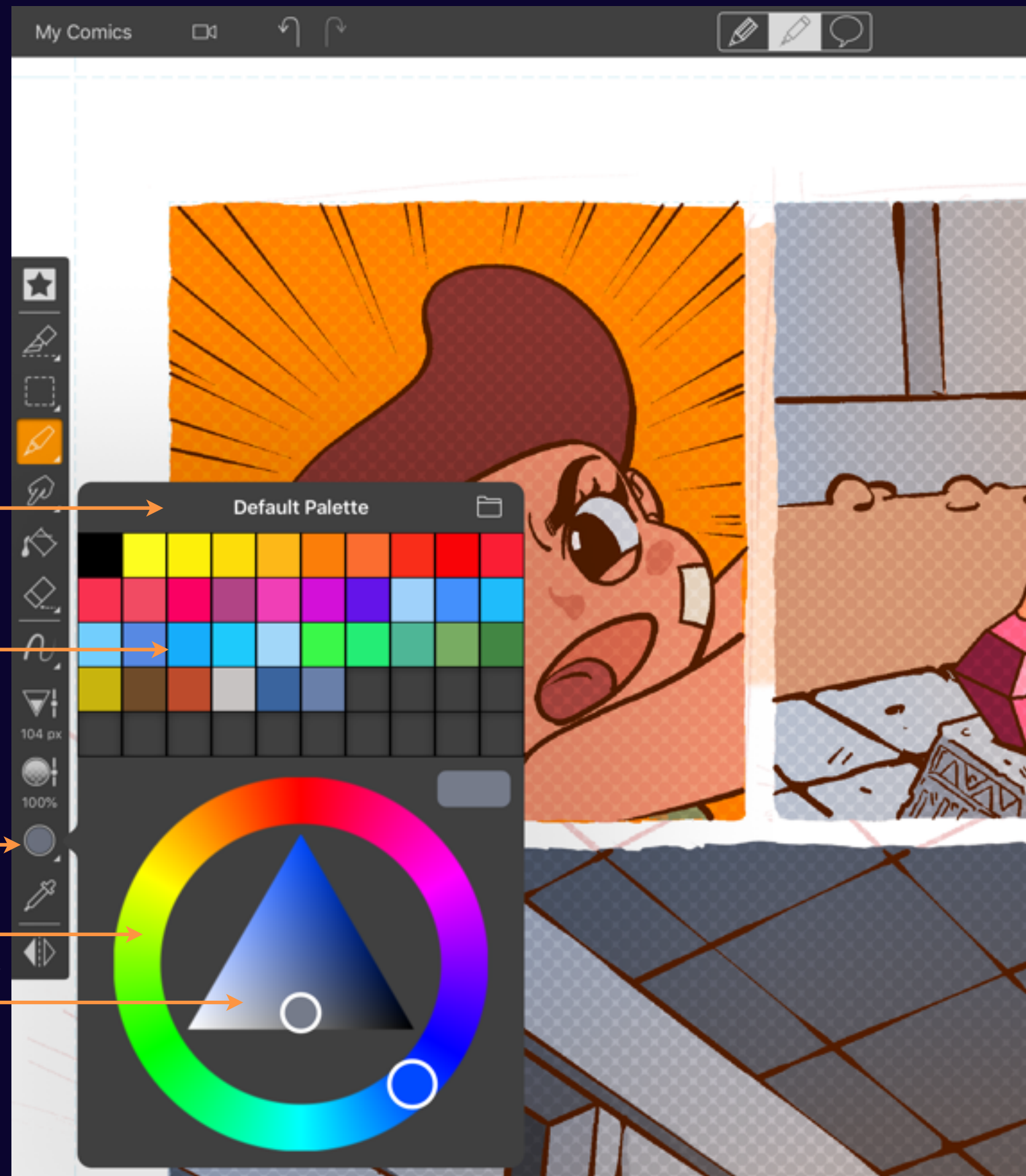
Palette Name

Palette Swatches

Color Tool

Hue Selection

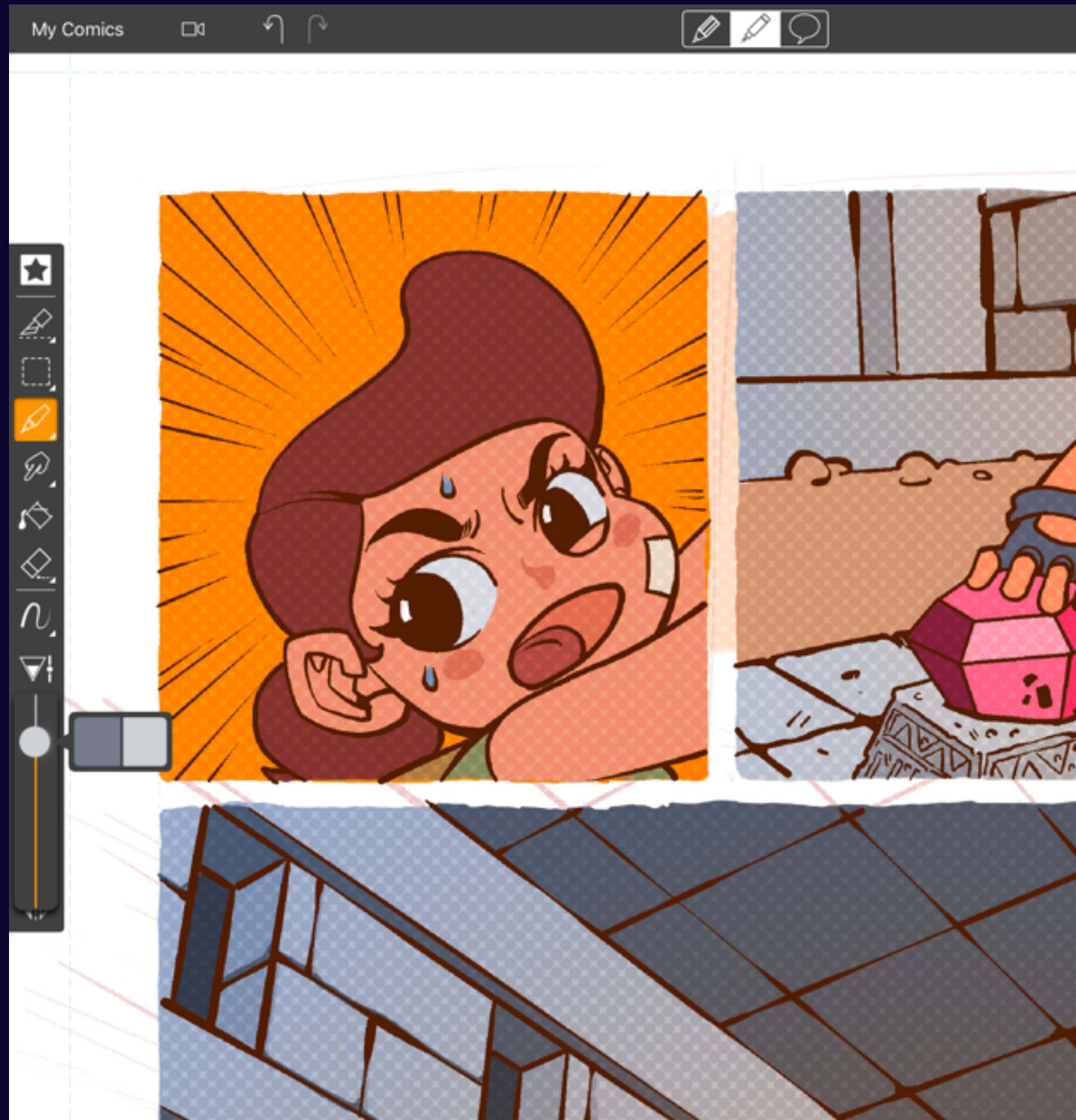
Brightness & Saturation



Fast Shading

You can quickly adjust the shade of the selected color

To quickly lighten or darken the selected color simply drag up or down on top of the color tool. A slider appears allowing you to make fast brightness adjustments without opening the entire color chooser. Great for adding highlights and shadows!



Sampling Colors

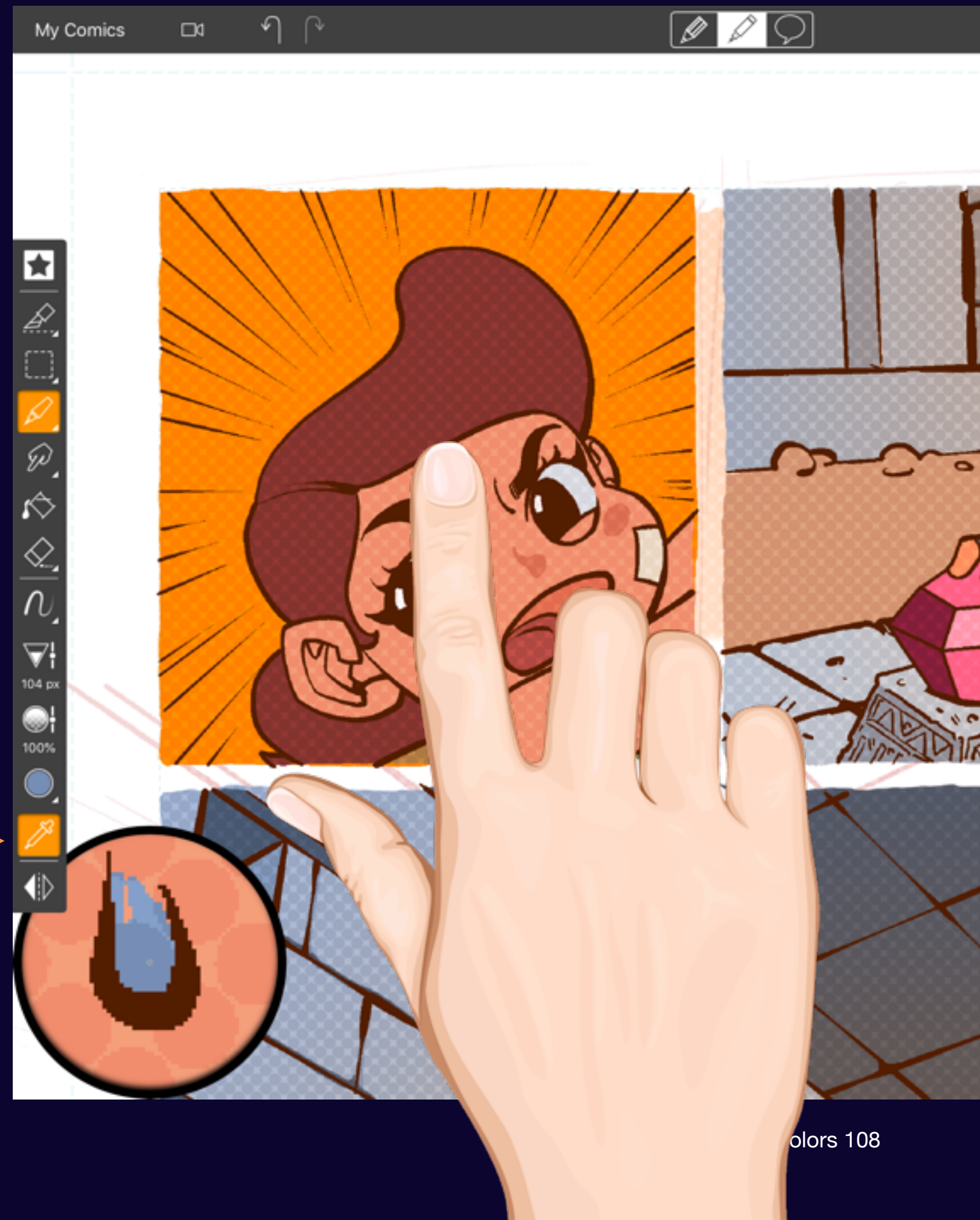
Your canvas becomes your palette.

Either tap the color sampling tool or hold your finger or stylus still on the canvas to select colors from your drawing!

The precise location is revealed in the loupe at the bottom left corner. This magnification loupe can be flicked to whichever corner you prefer.

Drag your finger around to find the color you want and then lift it up when you're ready. That color is now selected.

Color Sampler →



Section 2

Organizing your palette

Once you've found a color you love you'll want to keep it around. Learn how to save and organize swatches in your palette.

Saving colors

Add swatches to the palette for quick recall of a favorite color.

Add a color swatch

Tap on an empty swatch location to save the current color as a new swatch.

Choosing a swatch

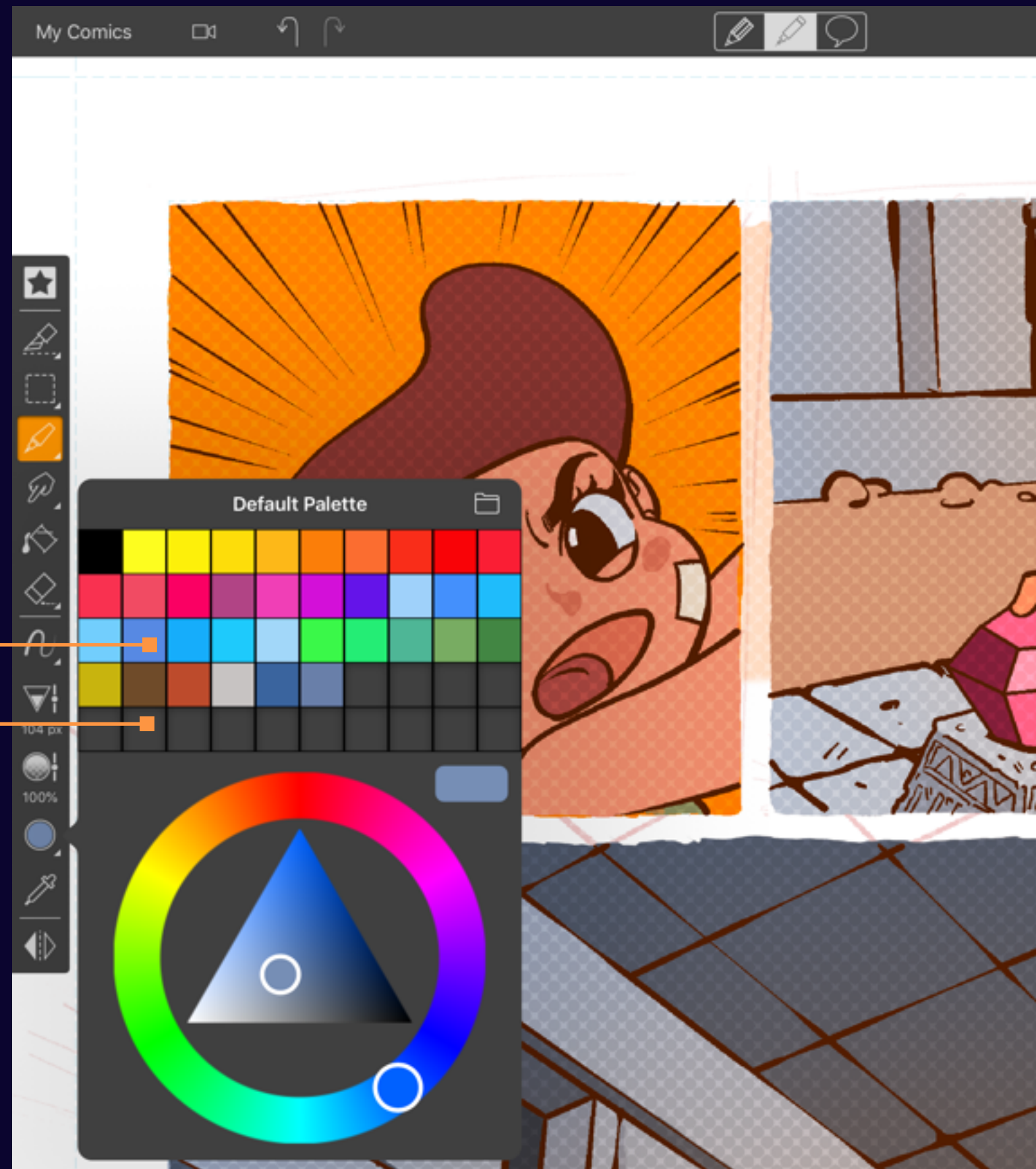
Tap on a swatch to select it and load it into the color chooser.

Replacing a swatch

Double tap on a swatch to replace it with the selected color.

Saved Swatches

Empty Swatches



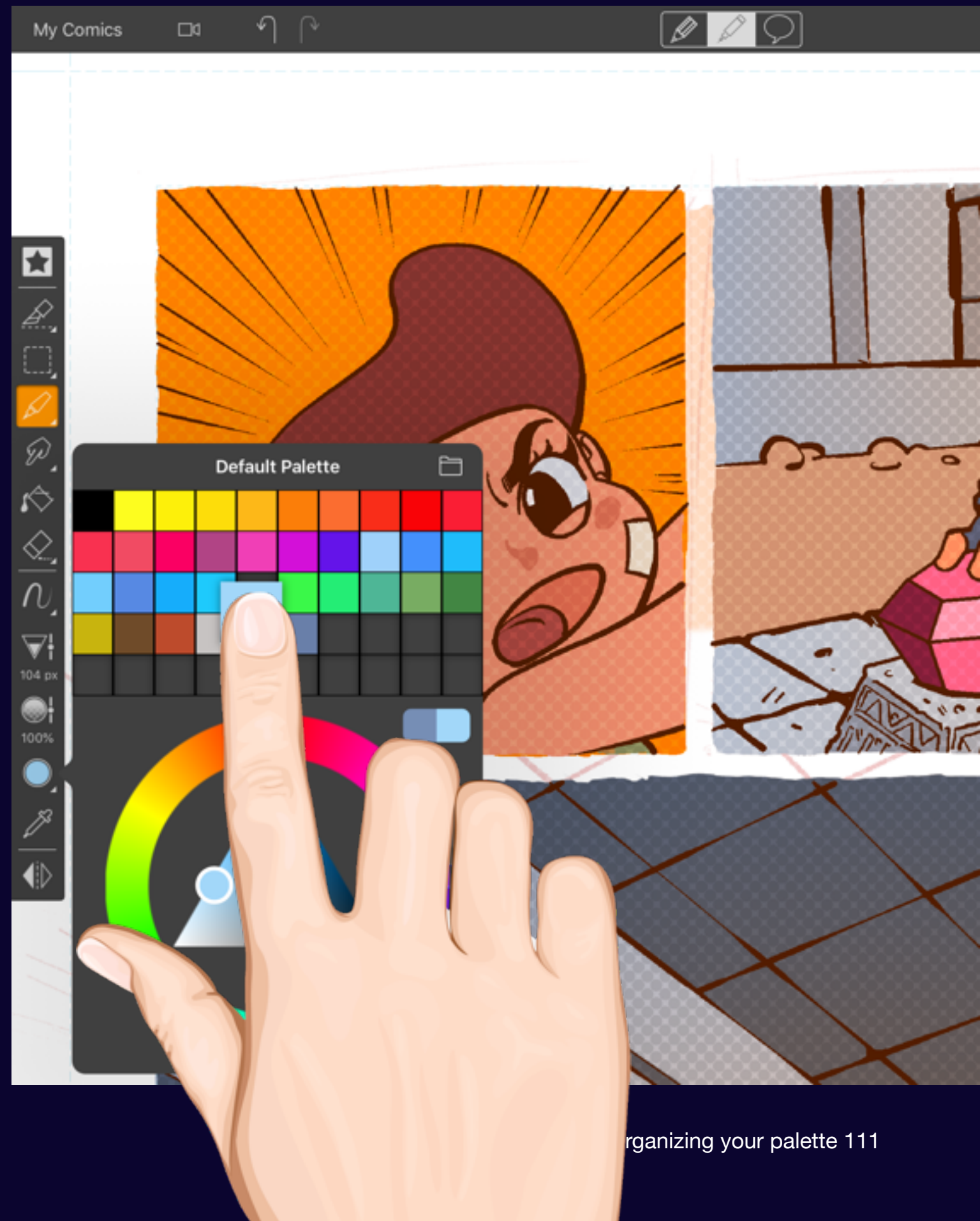
Reordering Swatches

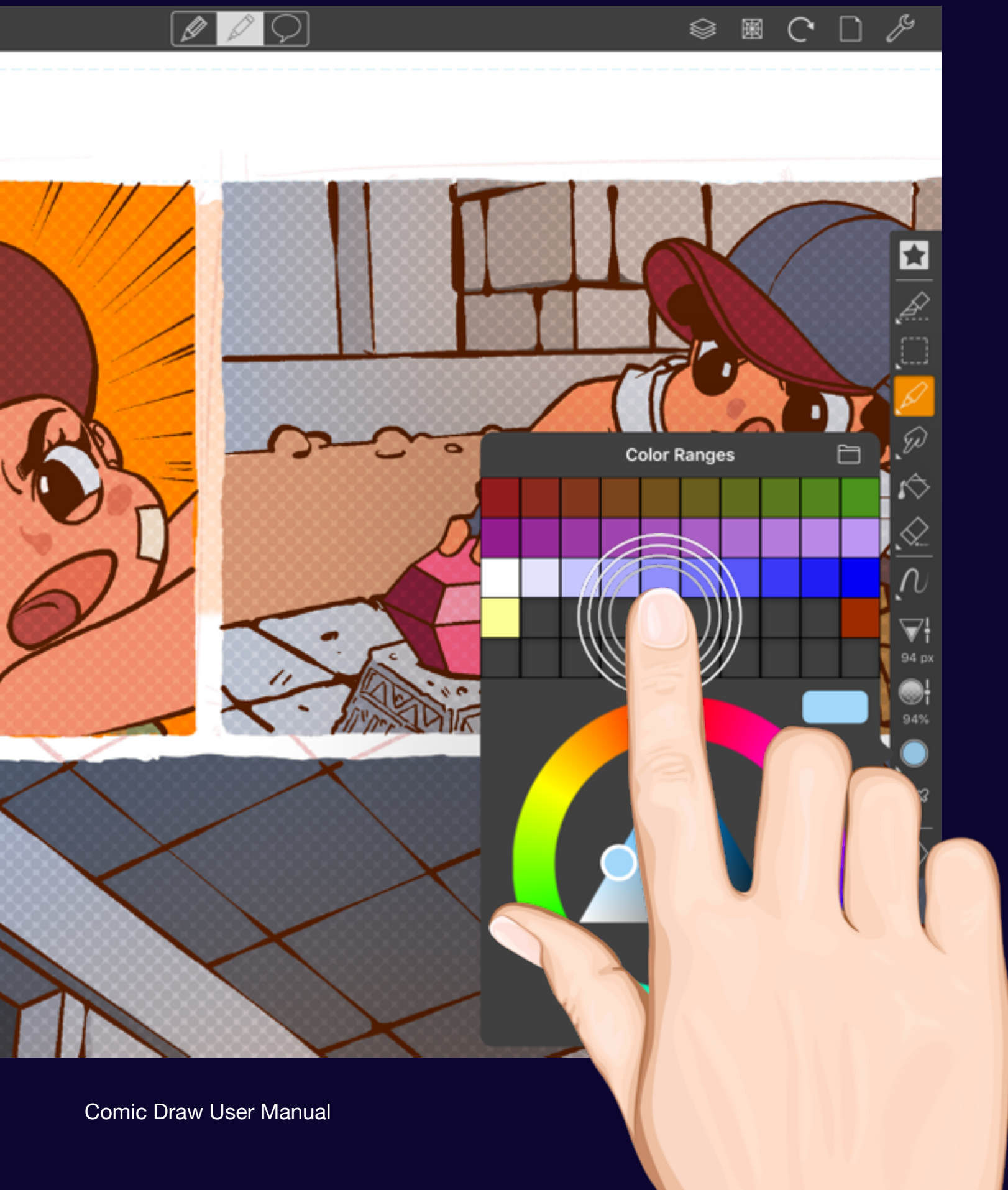
You can arrange your swatches any way you like.

To move a swatch to a more suitable location, tap and hold on the desired swatch until it starts to pulse. Now drag it to where it should be. The other swatches move out of the way to make room.

Deleting a swatch

Any swatches you don't want can just be dragged off the palette where they'll disappear with a poof.





Swatch Ranges

Quickly create a range of swatches that blend from one color to another.

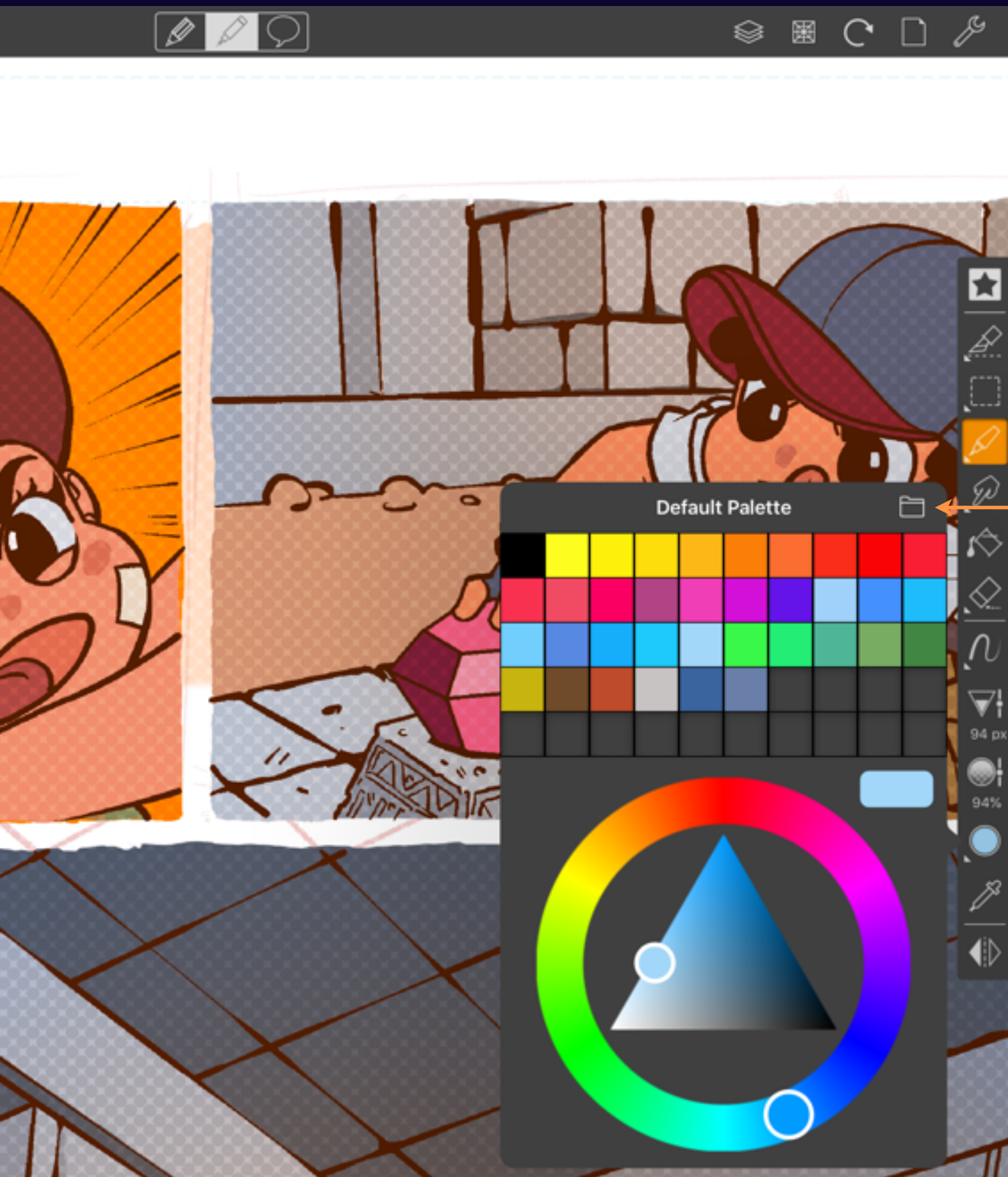
If you need to create a palette with swatches that smoothly transition from one color to another you can do that easily. Simply create two color swatches with the two end colors separated by the number of steps you need and double tap on a swatch lying between them.

The empty swatches are filled in with intermediate swatches such that there is a smooth transition from one color to the other.

Section 3

More color palettes

Different projects call for different palettes. Comic Draw makes it easy to keep your favorite palettes organized and available.



Palette Chooser

Tap on the folder icon to reveal more palettes.

Palette
Chooser

Choosing a new palette

Switch between palettes to access the swatches you need.

Tap on a palette to select it. You'll see the background color change to indicate that it's been selected. Tap the "Back" to return to the color chooser and you'll find that palette has been made available.

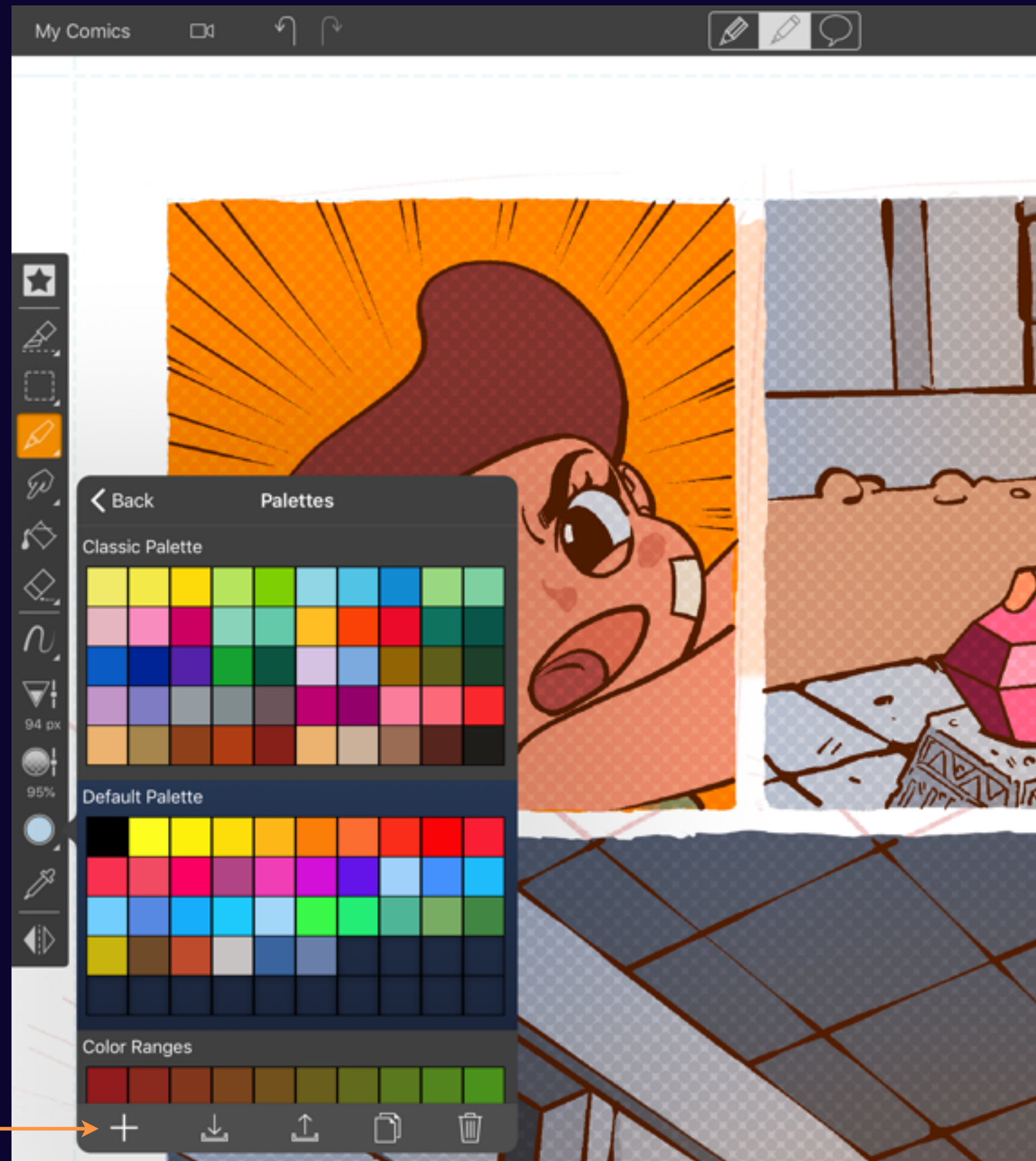
Creating a new palette

Tap on the "+" icon to create a new palette. A new blank palette is created and selected.

Duplicating palette

Tap on copy icon to create a duplicate of the selected palette.

New Palette



Organizing Palettes

Keep your palettes tidy with naming and arrangement.

Rename a palette

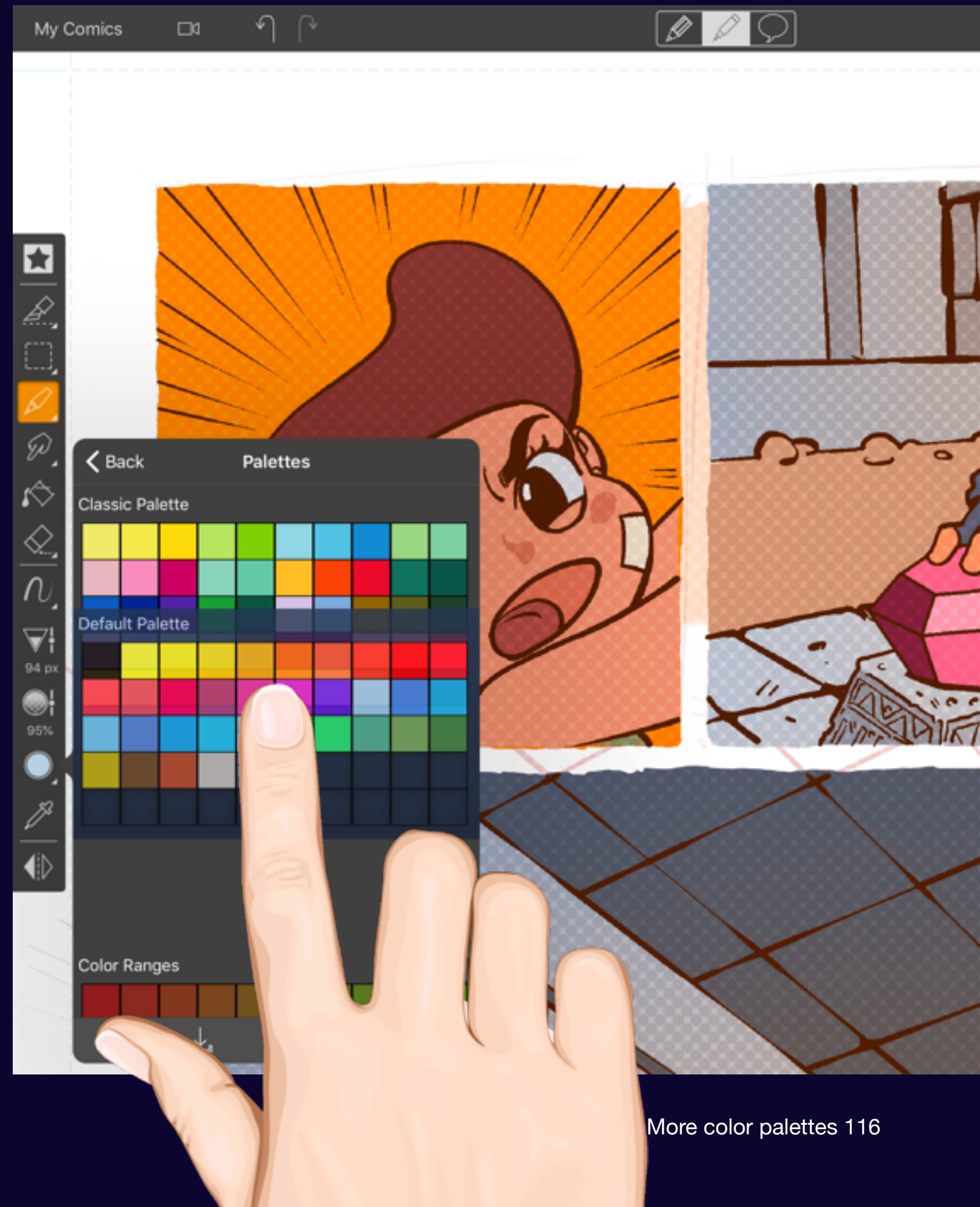
To rename a palette tap on its name in the organizer. The keyboard will activate allowing you to enter a new name.

Reorder palettes

To reorder the palettes, tap and hold a palette until it starts to pulse. Drag it up or down the organizer until you find the right location then lift your finger to drop it.

Delete a palette

To delete a palette, select it and then tap on the trash can icon at the bottom right of the chooser.



Exchanging Palettes

Use Import and Export to exchange palettes with out users.

Export a palette

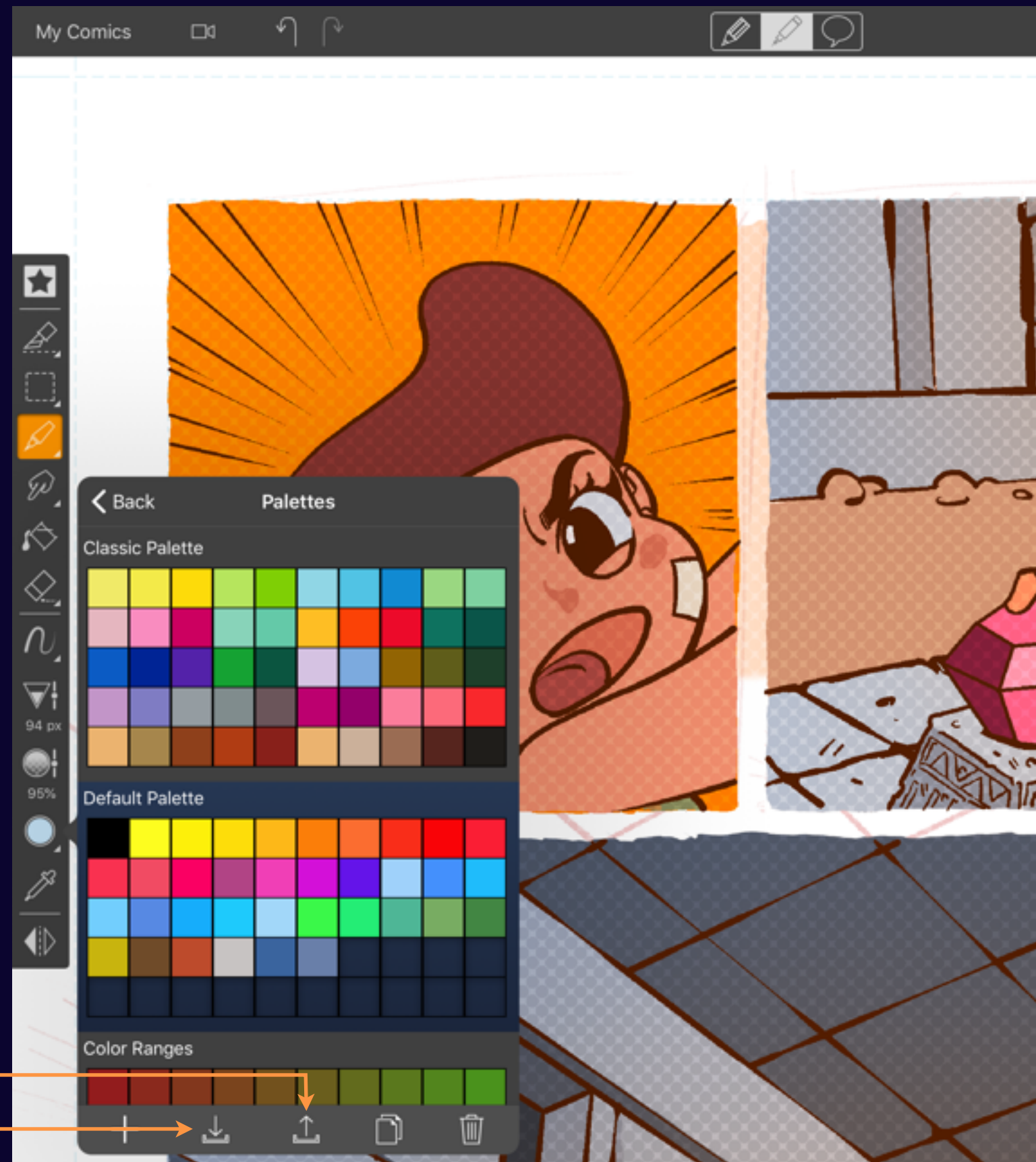
Tap on the Export Palette icon to access the standard iOS sharing options.

Import a palette

Tap on the Import Palette icon to import a palette from iCloud Drive or other cloud storage systems. Alternatively you can tap on a .pdkpalette file in your email and it will be automatically added to your palette collection.

Export Palette

Import Palette

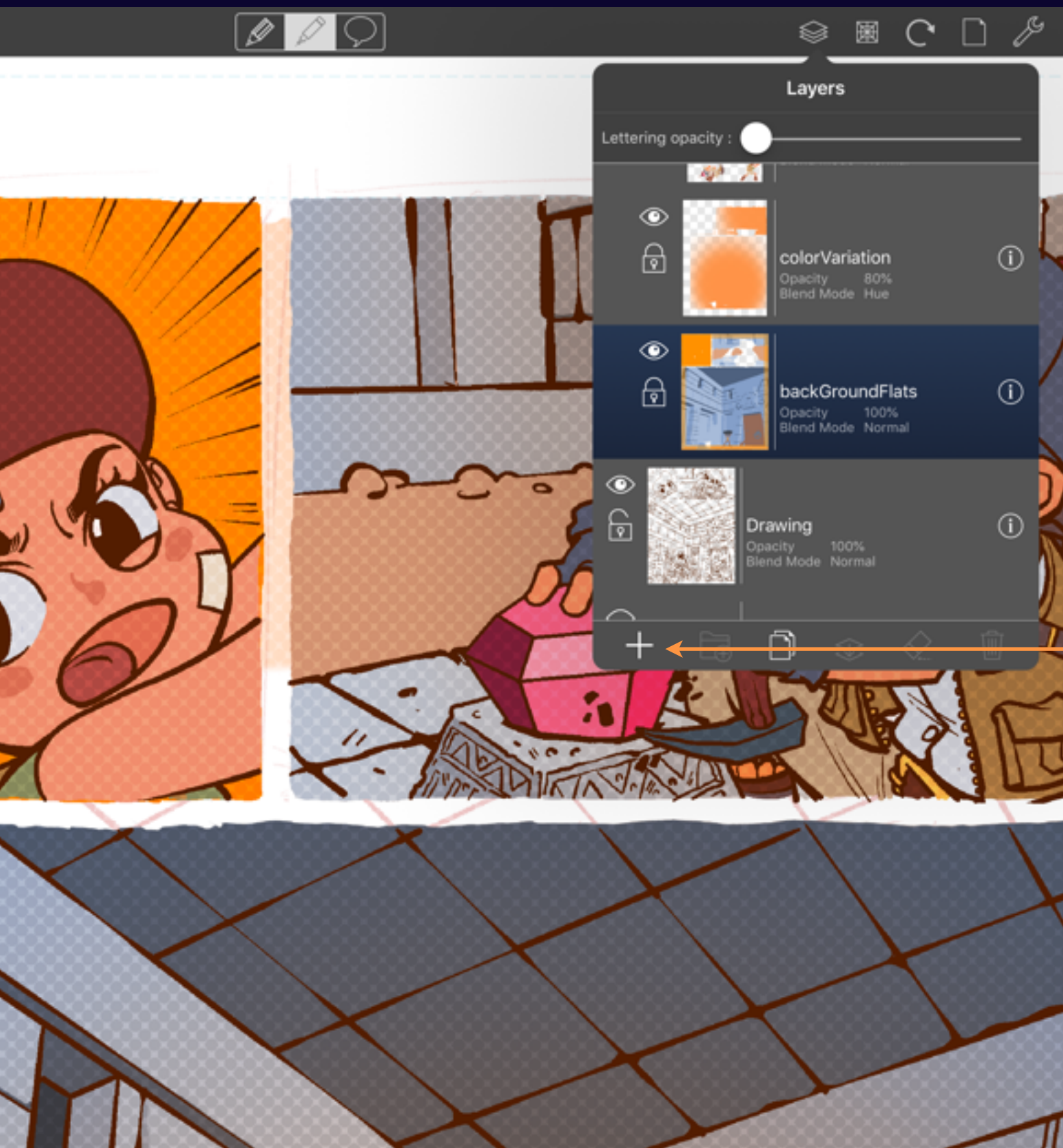


Layers

Section 1

Layering Artwork

Layers are an effective way to non-destructively experiment or layer artwork so that you can continue to manipulate your drawing without destroying other artwork.

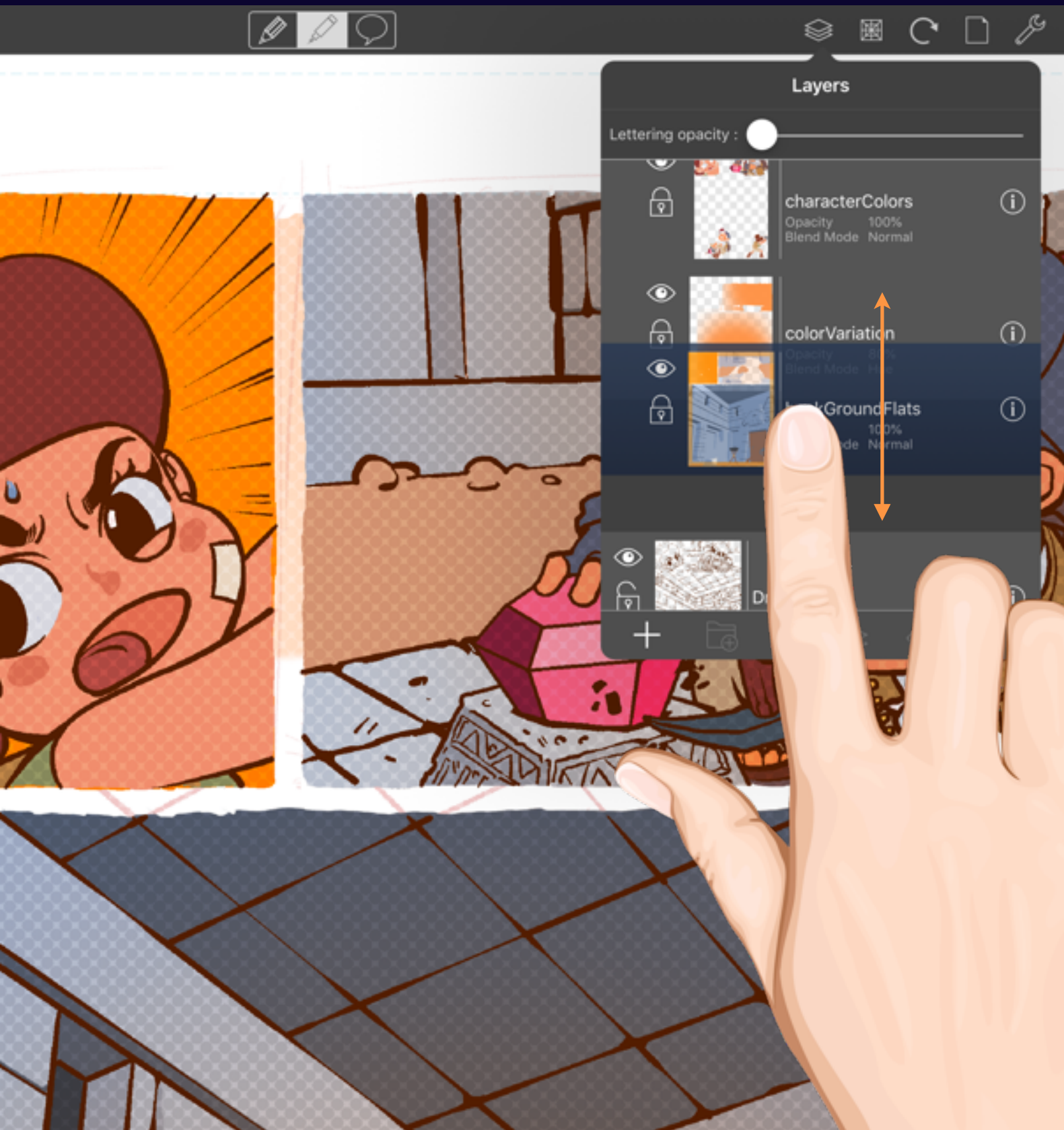


Adding a layer

Create a new layer by tapping the + icon. New layers are added above the selected layer.

New Layer

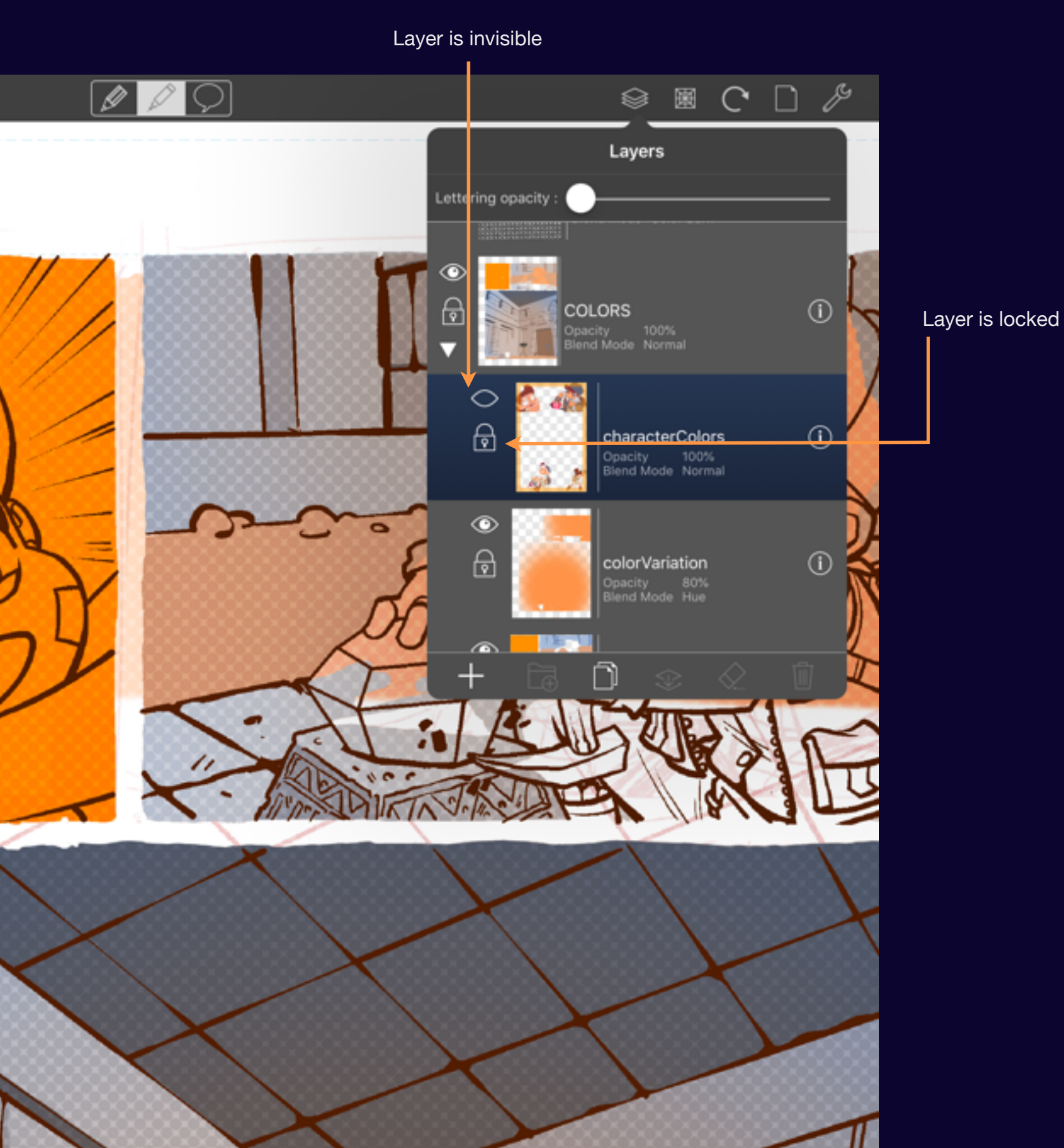
Note: The number of available layers is limited by the capabilities of your device. You can increase the number of available layers by using Groups.



Reordering layers

You can drag layers up and down to change their order. Even drag in and out of groups.

To reorder a layer tap and hold until it starts to pulse. Now drag it up or down to move its location. Other layers will move out of the way to make room. When you've reached the right place release your touch to drop the layer in place.



Layer visibility and locking

You can hide or lock a layer to protect its contents.

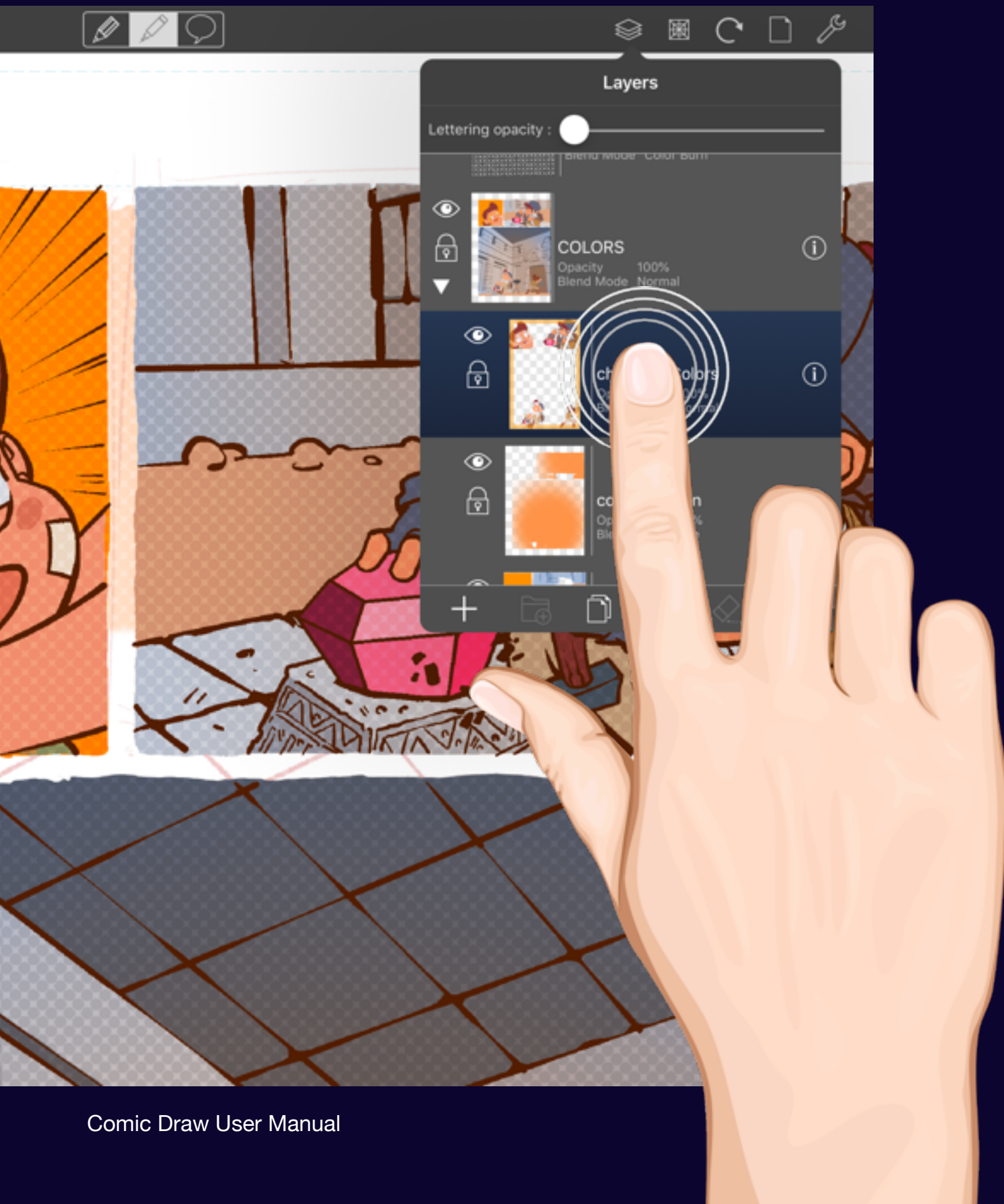
Hiding a layer

To make a layer invisible tap on the eye icon (the eyeball disappears.) To make it visible again simply tap the eye icon again.

Locking a layer

To lock a layer tap on the padlock icon. The padlock closes indicating the layer is locked. Tap on the padlock again to unlock the layer.

Note: If a locked or invisible layer is selected the drawing sidebar will be disabled.



Renaming a layer

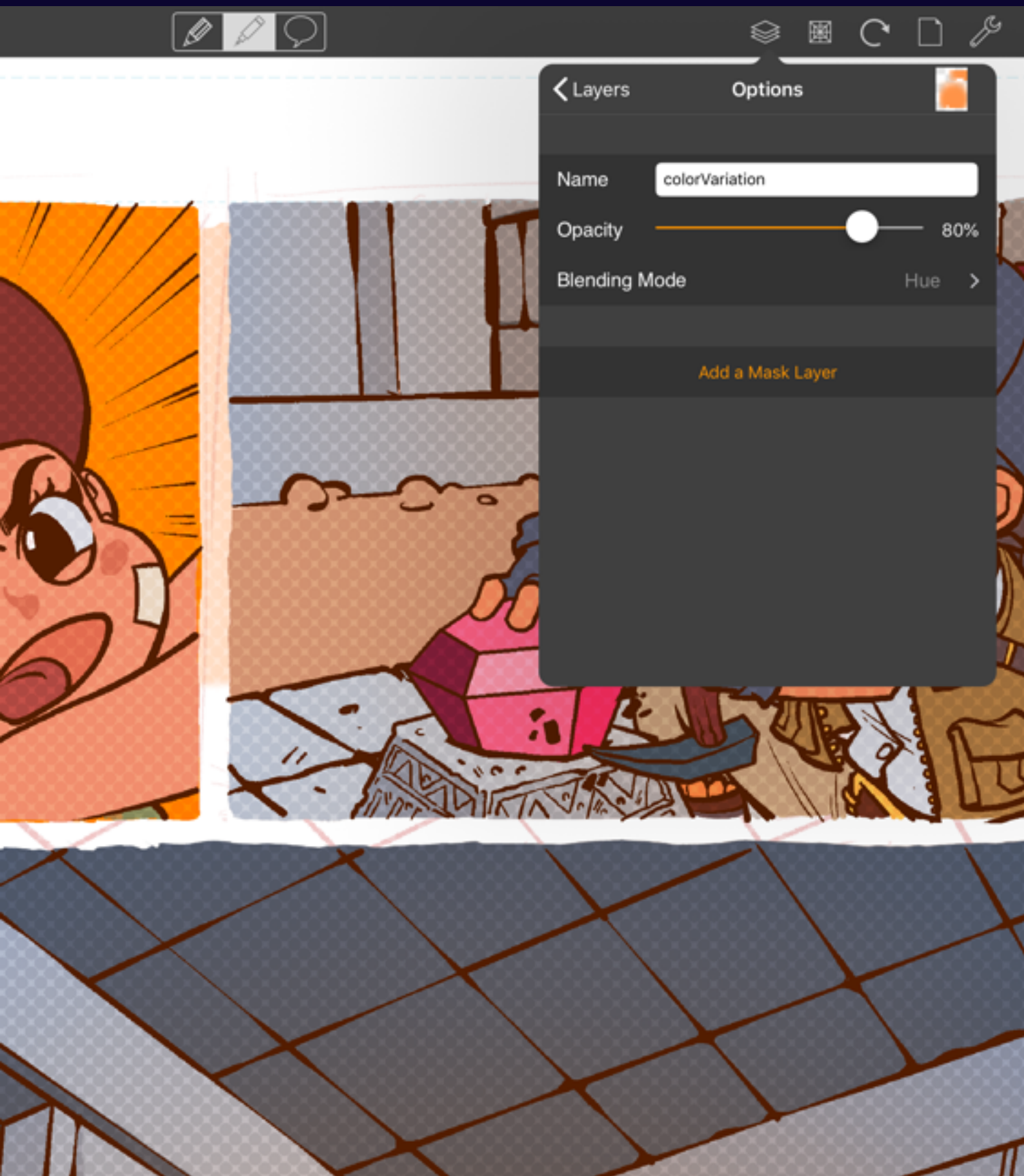
Giving names to layers helps organize complex pages.

To rename a layer double tap on its name to allow editing and enter the new name. Tap on the hide keyboard icon or canvas to commit your change.

Section 2

Opacity and Blending

One of the benefits of using layers is the ability to adjust the opacity and blend more of the layer for creative effect.



Opacity and Blending

Tap on the layer info icon to access these options.

Opacity

To change the layer opacity drag the slider to the left or right. All the way to the left and the layer becomes completely transparent.

Blending mode

Choose a layer blend mode. Multiply and Burn is very useful for adding shadows, while Dodge is great for adding highlights. Though you need to use dark and light colors to get the effect to work!

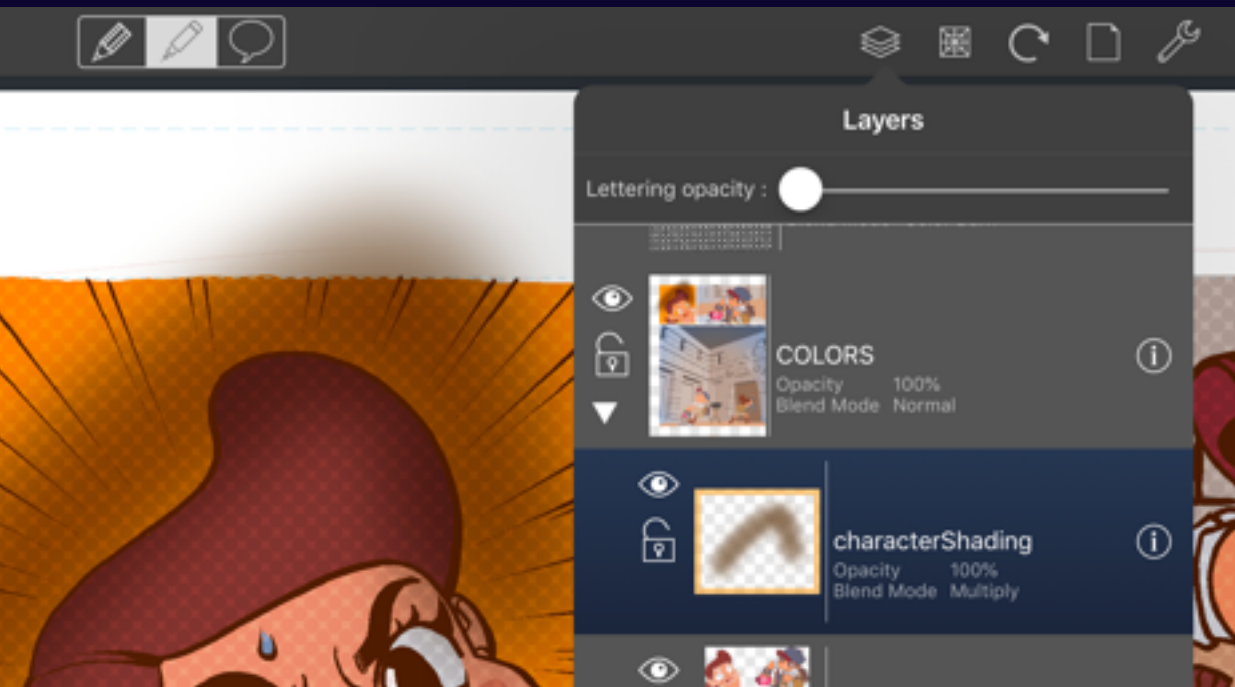
For more information this online reference gives a visual introduction to many of the modes:

<https://www.srlounge.com/workshop/the-ultimate-visual-guide-to-understanding-blend-modes/>

Section 3

Clipping and Masking

Layers include two powerful options for constraining your coloring strokes. Clipping allows a layer to act as a mask for multiple layers, while masking adds a mask to an individual layer.



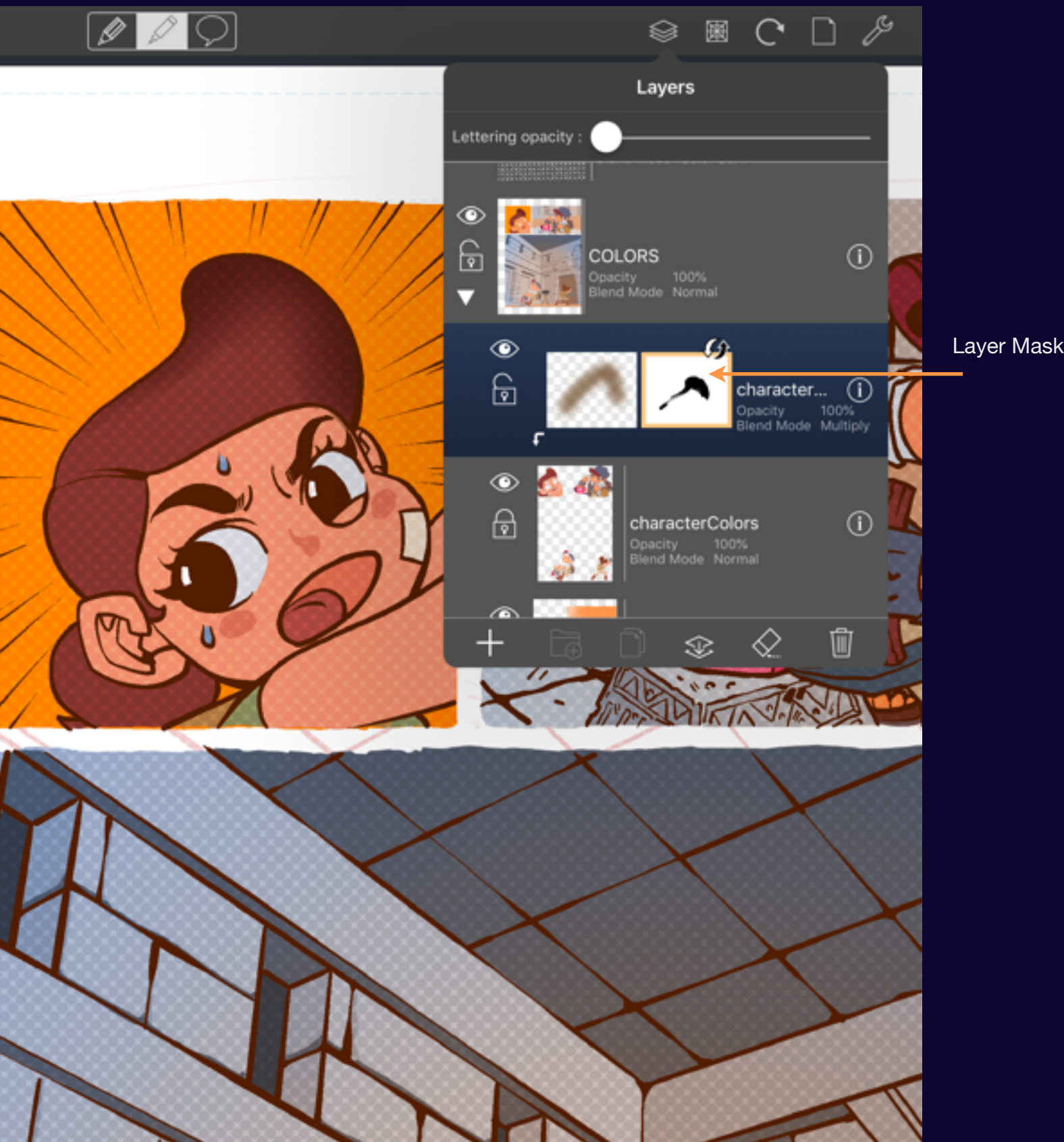
Clipping

Use the alpha channel of one layer to clip another

In this example the artist is wanting to add some soft shading to the hair of their character. Swiping to the right on the shading layer activates the clipping mode such that only pixels that align with the layer below are passed through making the soft shading end at the edge of the hair for a nice effect.

Swipe left to remove the clipping effect.





Layer Mask

Masking

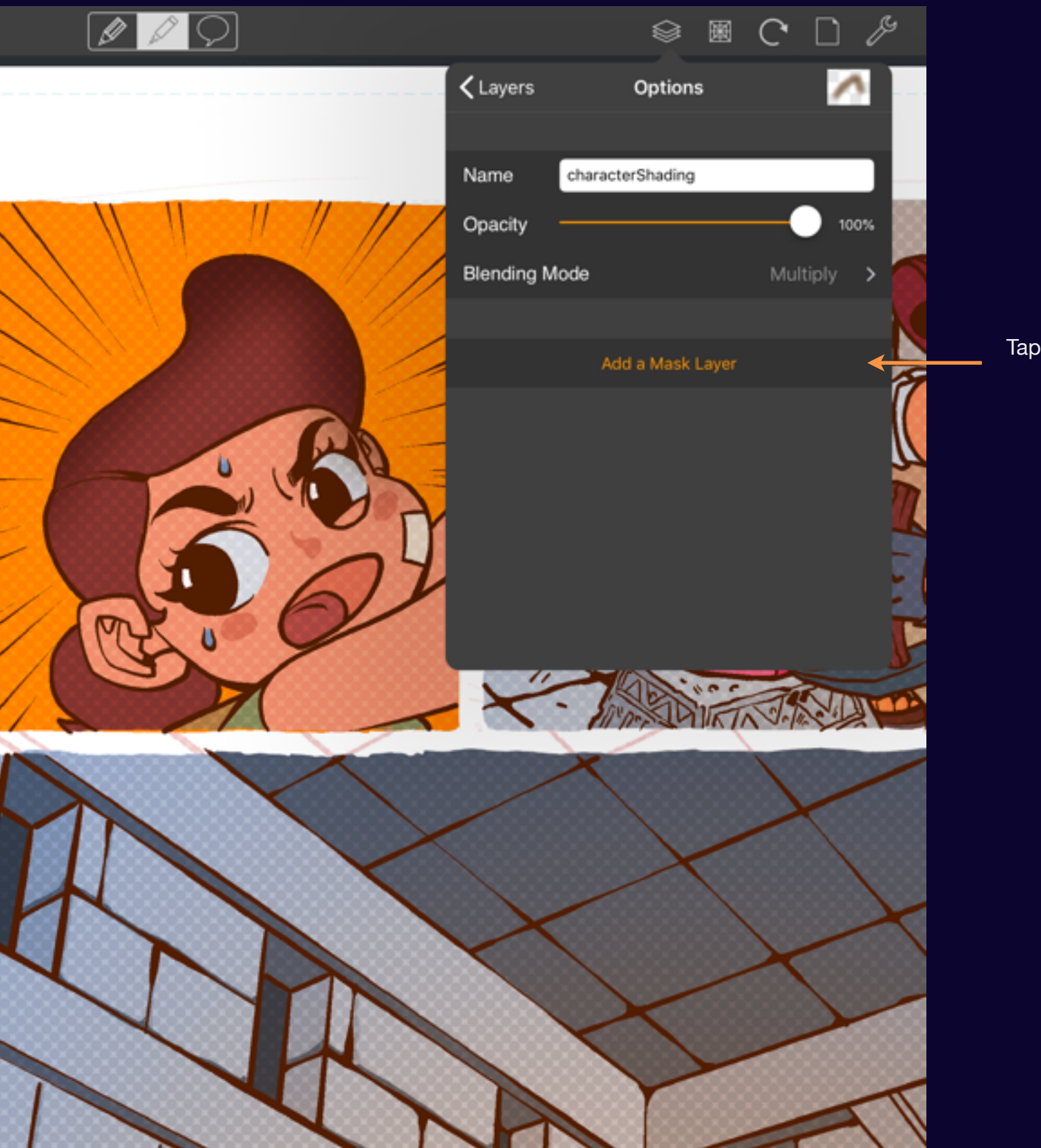
A mask allows fine control of what is drawn in an individual layer

Each layer can have an associated layer mask that controls which pixels are actually drawn. The mask is shown in white to indicate that all pixels from the layer are drawn.

To modify the mask you must select it by tapping on it. An orange highlight will frame the mask when it is selected as shown.

Now when you draw on the canvas you will be drawing in the mask. As a mask is a simple on/off control, drawing in the mask paints black pixels while erasing paints white pixels. While the color picker is disabled, you can use any brush to paint in the mask.

Note: in the example shown the mask has been inverted.



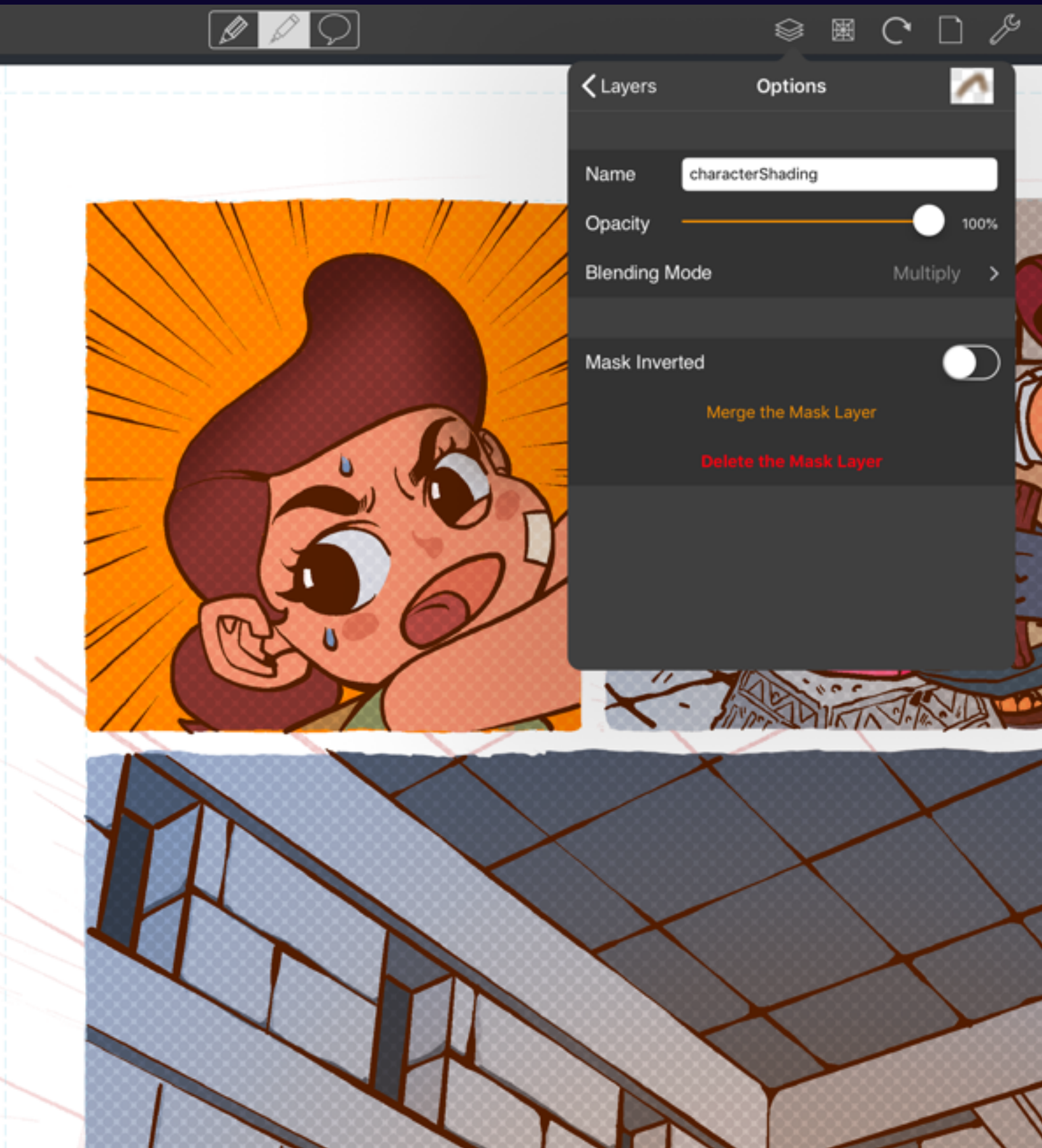
Adding a layer mask

First tap on the layer options icon for the layer to which you want to add a mask.

Then tap on the “Add a Mask Layer” button that is revealed.

Once a mask has been added more options will be available to manipulate the mask.

When you return to the layer overview you’ll see the new mask alongside your layer. Make sure you select it when you want to make changes.



Layer mask options

Once you have a layer mask you have options

Mask Inverted

Reverses the interpretation of the mask. Now white means block the pixels and black means let the pixels through. Inverted masks are identified with this icon over the mask:



Merge the Mask Layer

Permanently locks the mask into the layer, pixels that were blocked are deleted.

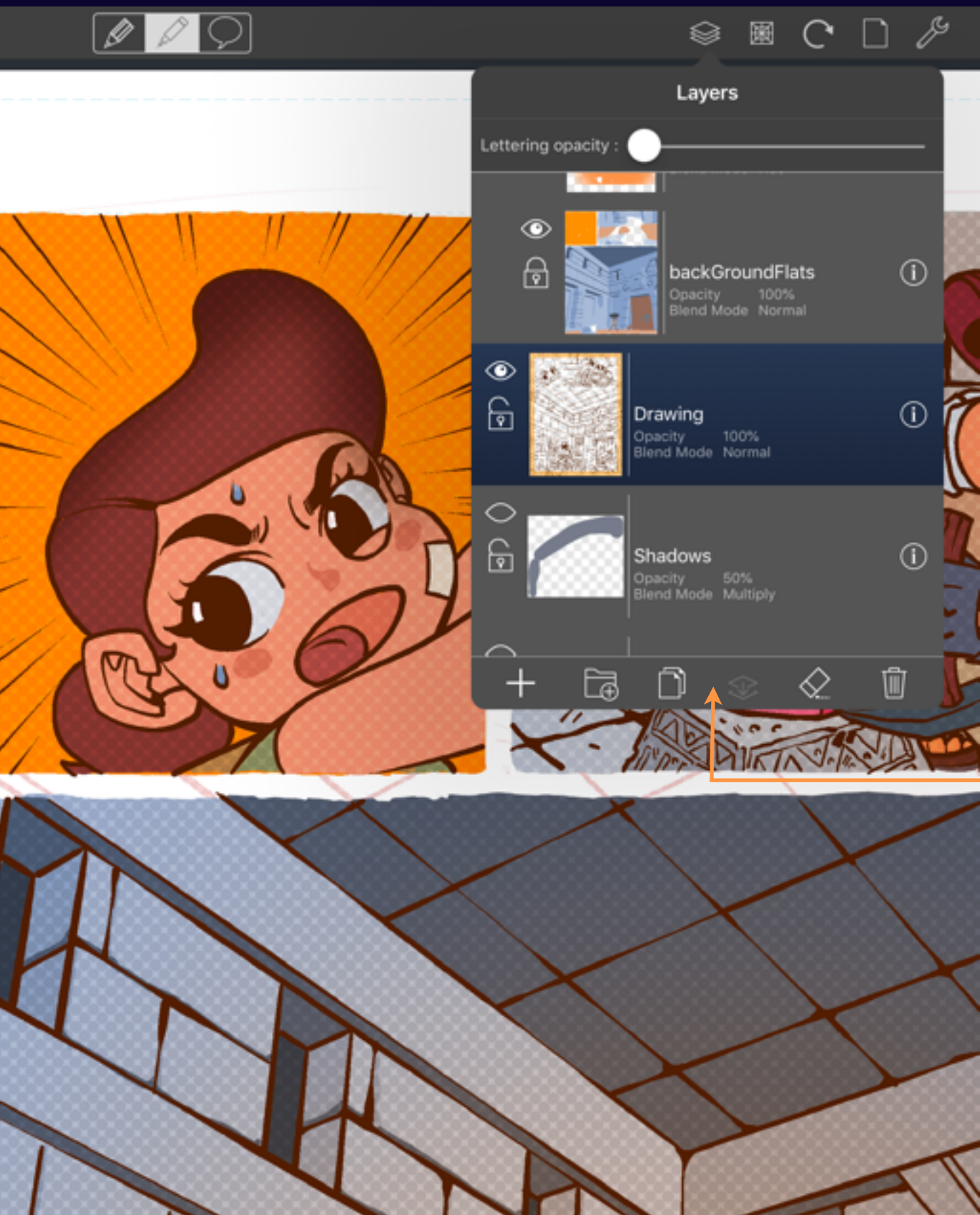
Delete the Mask Layer

Removes the mask its associated layer

Section 4

Layer Actions

Find out how to merge, clear, group and delete layers.



Layer actions

You can group, merge, clear and delete layers.



Create a group

Tap on the group icon. If there are too many groups (or the layer is already within a group) this option will be disabled. See Layer Groups for more information



Duplicate layer

Quickly make a perfect copy of the selected layer.



Merge layer

Merge the selected layer with the layer below. All blending and opacity settings will be honored.



Clear layer

All the contents of the layer are removed.



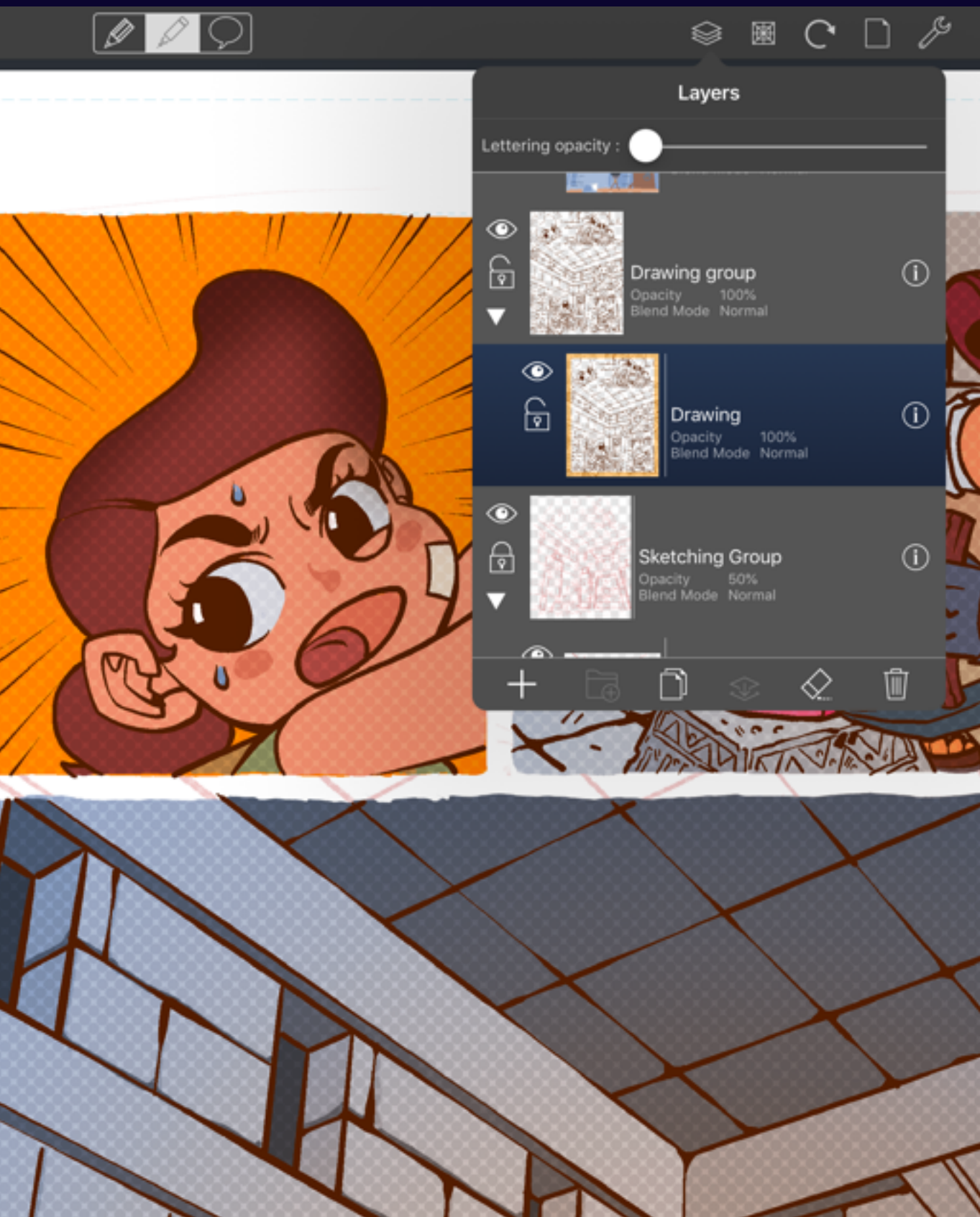
Delete layer

The layer and its contents are removed.

Section 5

Layer Groups

Layer groups provide a convenient way to collect related layers as a single unit. Plus they also greatly increase the total number of available layers!

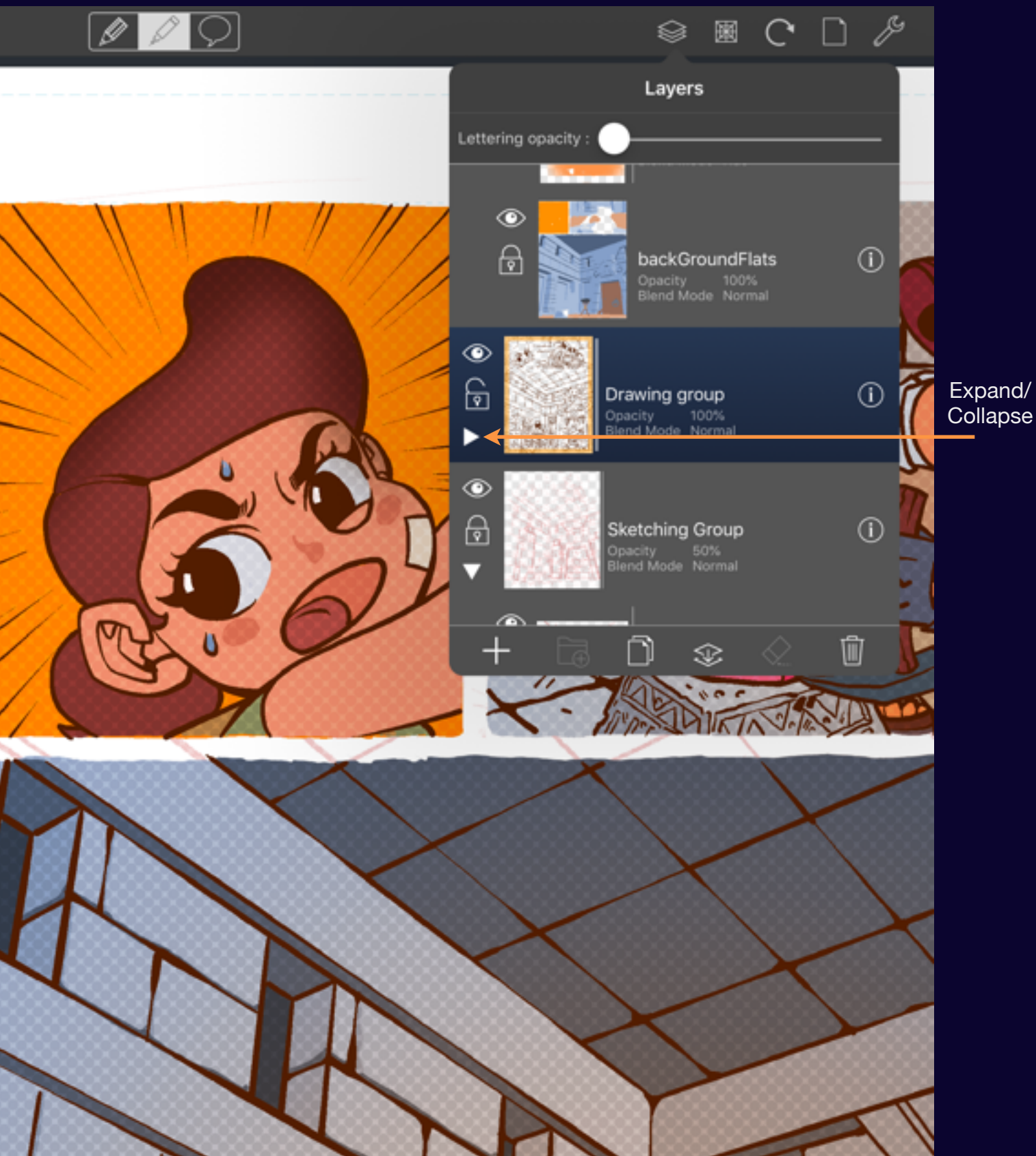


Creating a group



Tap on the group icon to create a group with the selected layer

Groups cannot be nested. If the selected layer is within a group already then the group icon will be disabled.

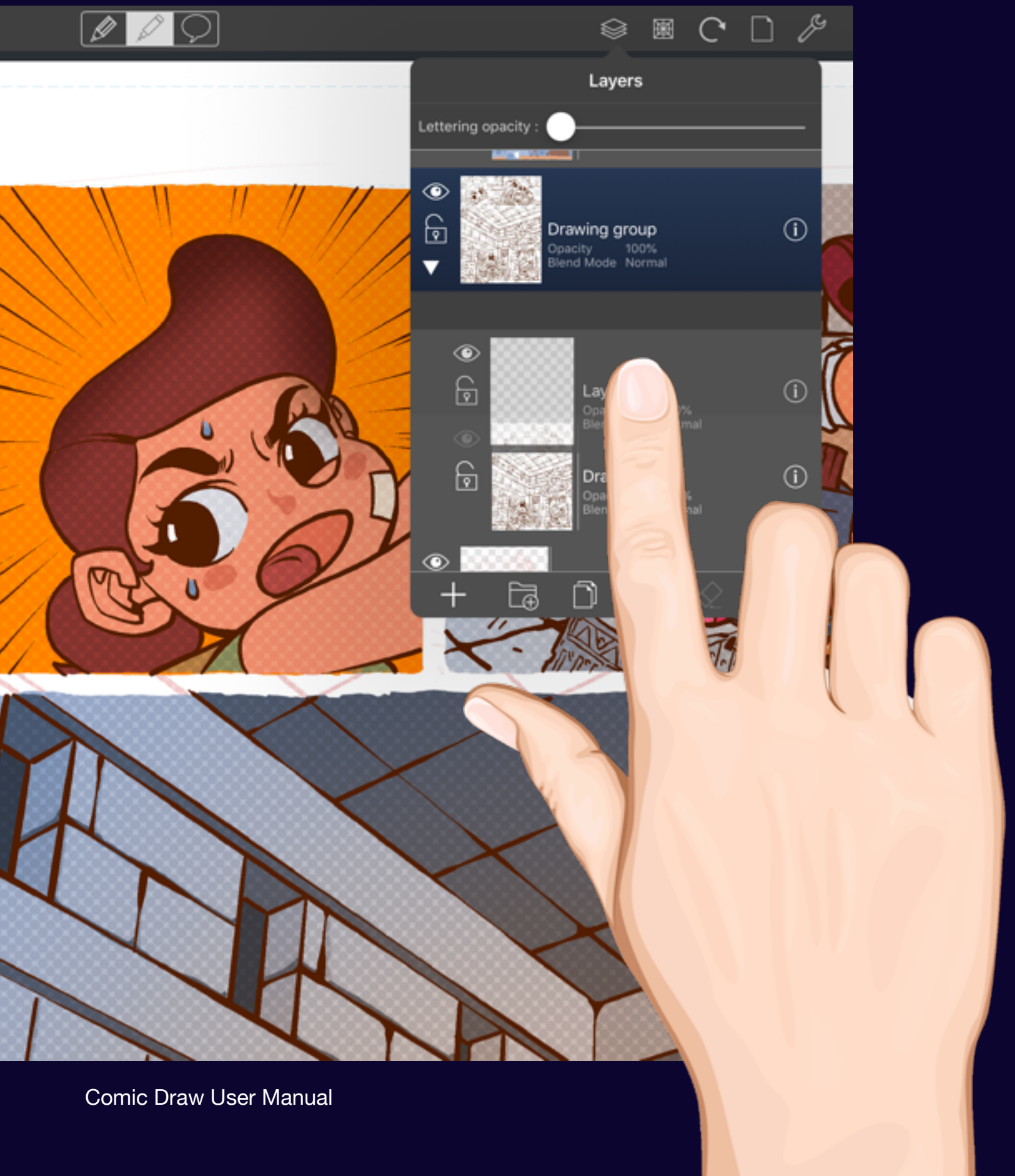


Expand/
Collapse

Collapsing a group

Collapse a group to keep it out of the way.

When you create a group a new control appears under the padlock that allows you to collapse and expand the layers within a group.



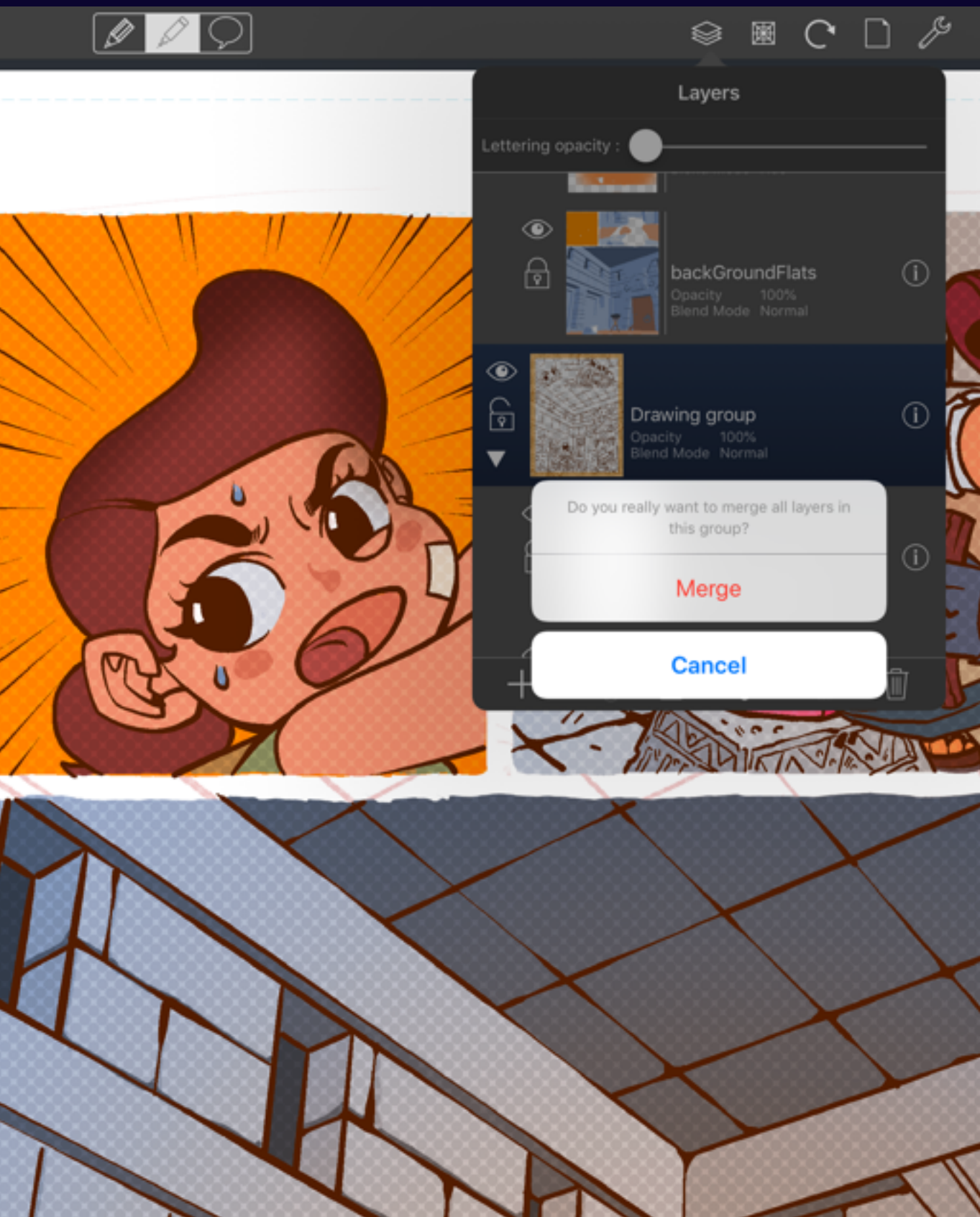
Moving a layer into a group

Once you have a group you can move one or more layers into it.

Tap and hold on the layer you want to move until it lifts. Then drag it to the appropriate group. (The group must be expanded to be available for dropping).

Moving out of a group

To move a layer out of group simply drag it out to the top level.



Merging a group

If you no longer need the separate layers you can merge them.



To merge a group, select the group and tap on the Merge icon. You'll be asked to confirm the merge.

If the group is not selected then the selected layer will be merged with the one below it.

Selection and Masking

Section 1

Working with Selection

Selection lets you move, copy, reshape and filter your artwork for more creative options.

Activating Selection

Tap on the selection tool to make a selection

You can choose from a variety of selection options: freeform, rectangle and oval. Tap on the selection tool a second time to reveal the options.

Freeform selection

Draw a loop around the area you want to select.

Rectangular selection

Mark the opposing corners of the rectangle by tapping and dragging.

Oval Selection

Mark the area for the oval selection by tapping and dragging.

Selection
Tool



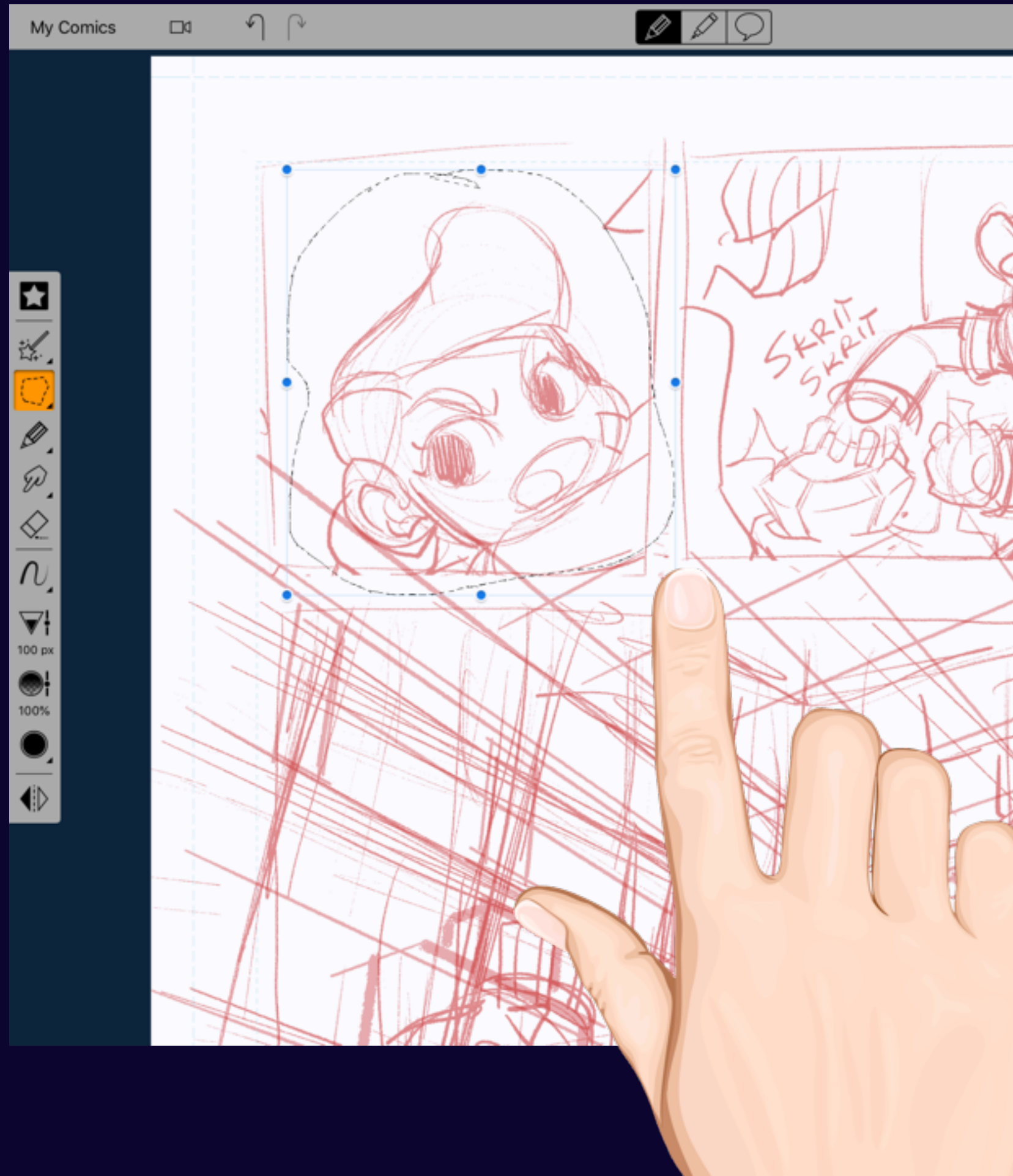
Manipulating the Selection

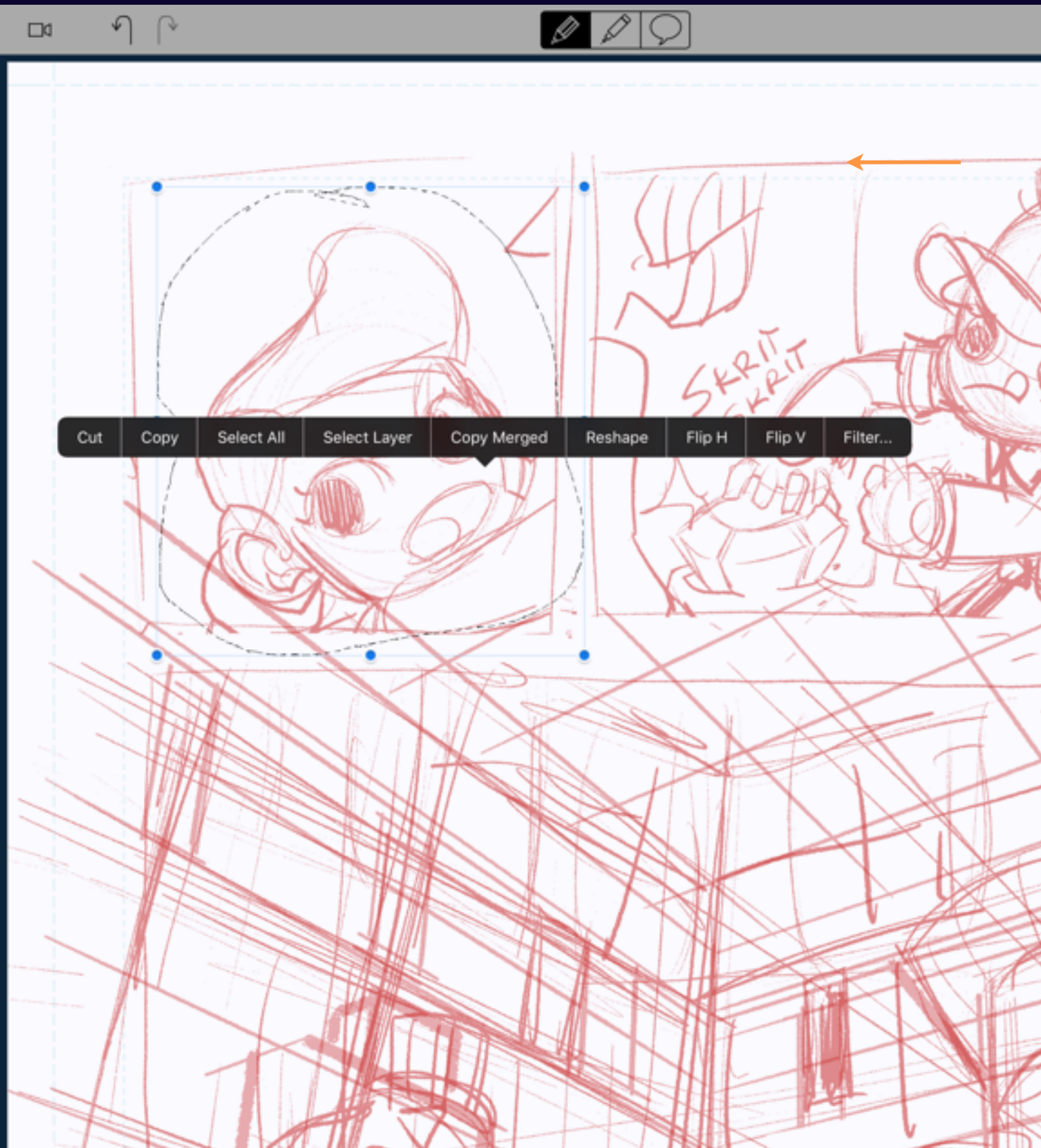
The selection handles let you resize the selection

Once you have made a selection handles appear allowing you to resize the selection. The aspect ratio of the selection is maintained allowing you to easily scale it up or down.

Moving the selection

You can also drag the selection around the canvas by tapping and dragging within the bounds of the selection handles.





Selection Actions

Tapping on the selection reveals more options

Cut, Copy, Select All & Paste

The standard clipboard actions. (Paste appears if there is image data on the pasteboard).

Select Layer

Creates a selection rectangle around all the pixels in the current layer.

Copy Merged

Creates a copy from all the visible layers. What you see is what you get.

Reshape

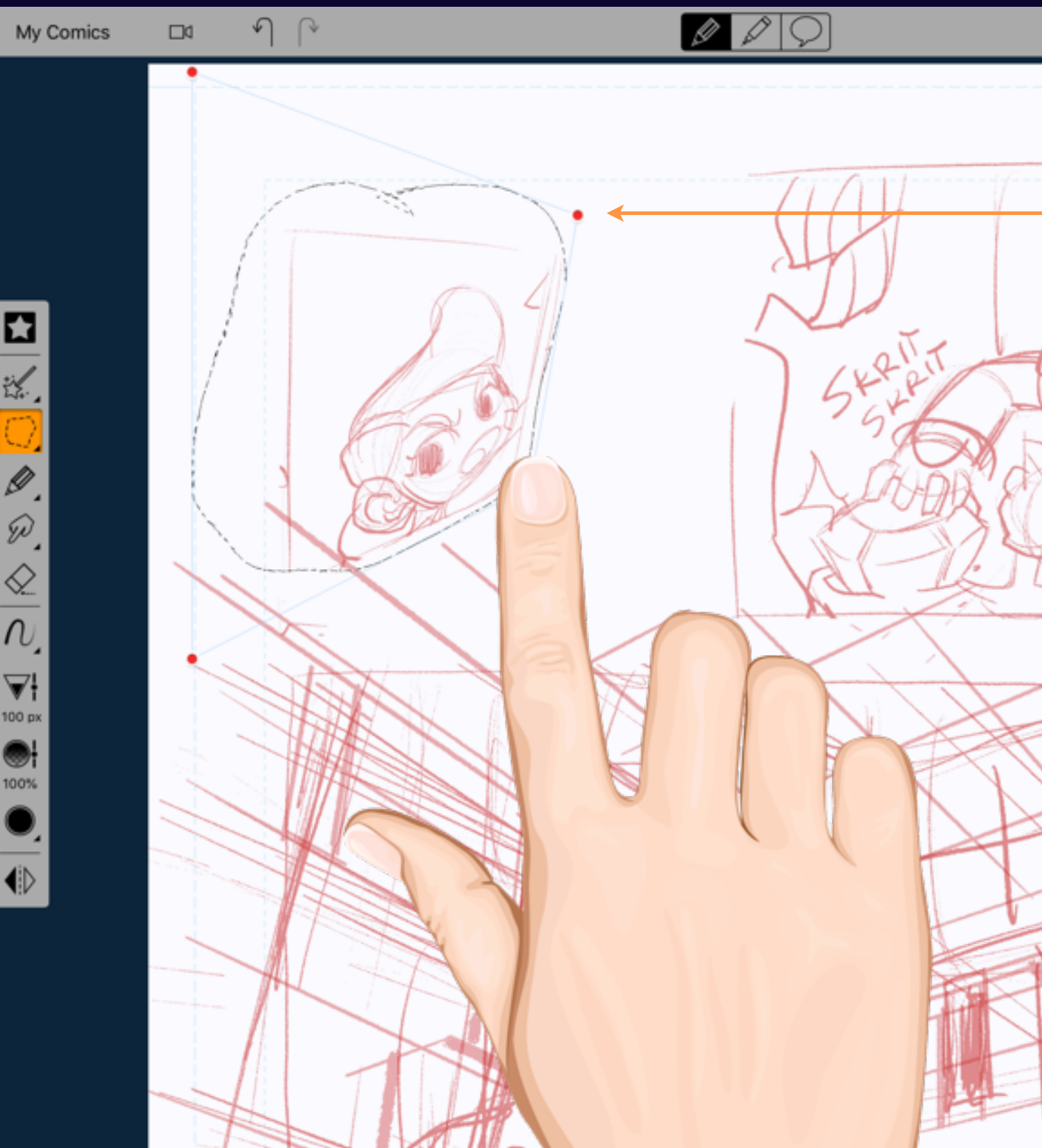
Lets you distort the selected region, for example to make a pasted image fit a perspective drawing. See the next page for more information.

Flip H, Flip V

Mirrors the selection on either the horizontal or vertical axes (or both)

Filter...

Presents the Filter UI. See Using Filters for more information.



Reshaping
Handle

Reshaping the Selection

Make your image fit your perspective.

The reshaping handles distort the selection so that it proportionally fits the new outline. This enables you to fit a pasted image or graphic to a perspective drawing plane.

See Perspective Guides for more information on using perspective in your artwork.

Pasting Images

Sometimes you want to use an image as a reference

You can paste an image from the clipboard or from your Pictures folder, even from the Camera.

To reveal the Pasting options either tap on the canvas while the selection tool is active and choose “Paste Image...” Or long press on the selection tool. If there is a compatible image on the pasteboard the Paste option will appear.

Paste Image from Photos/Camera

Provides access to the standard photo picker or camera interfaces.

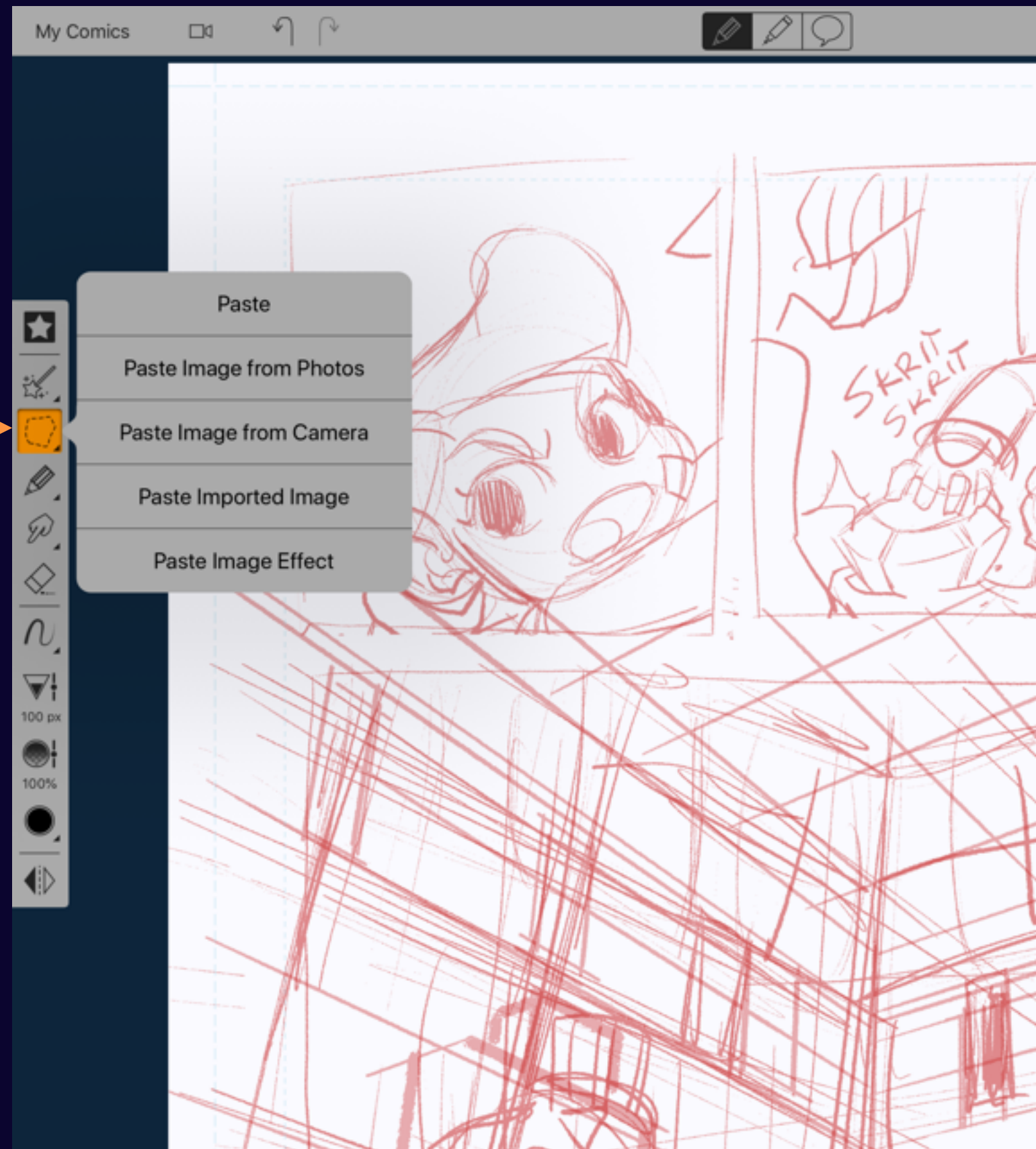
Paste Imported Image

Choose an image from your Files.

Paste Image Effect

Pick a bundled image effect from Speedlines, Page Textures, or Textures.

Long press



Section 2

Using Filters

Filters let you manipulate the pixels within the selected region. Adjust the contrast, hue or even separate artwork from a photo or pasted image.

Filtering Selection

The filtering tool comes with some common enhancement effects.

Contrast

Increases or decreases the difference between the light and dark areas.

Brightness

Increases or decreases the overall brightness.

Saturation

Increases or decreases the amount of color.

Hue

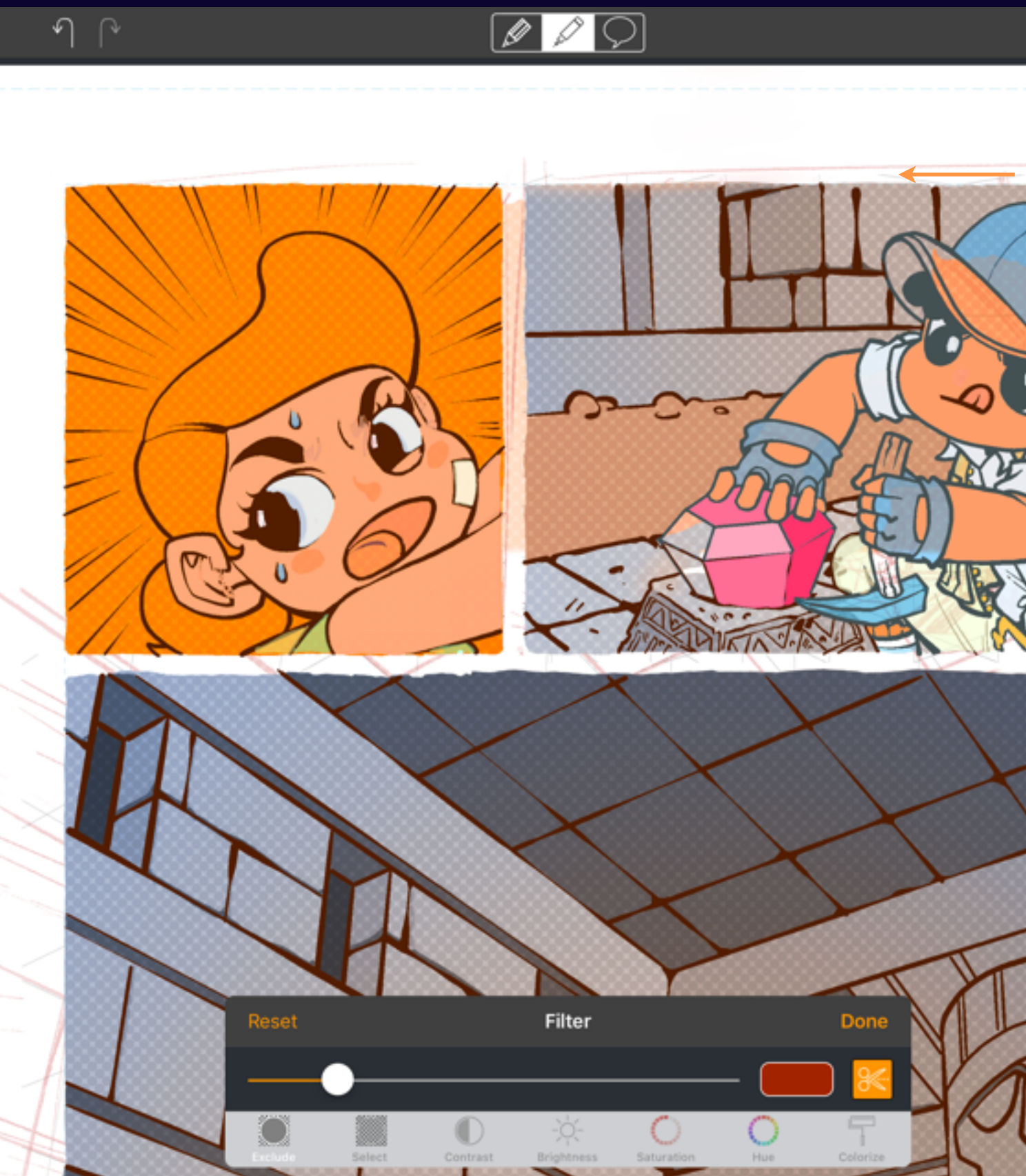
Shifts the colors through the entire hue range.

Colorize

Overlays the selected color on top of the selection

The remaining two filters are covered in more detail on the next two pages.





Excluding Colors

Easily eliminate background pixels

The Exclude filter uses the selected color in order to exclude pixels that match that color. The slider adjusts how tolerant the filter is of pixels that don't exactly match. Useful for catching subtle shifts of color. The current selection is revealed as you drag the slider.

The Scissors button indicates whether you'd like to delete the selected colors or not. If the scissors are selected, the excluded colors are deleted, otherwise they are retained but any further filtering is only applied to the unblocked pixels.

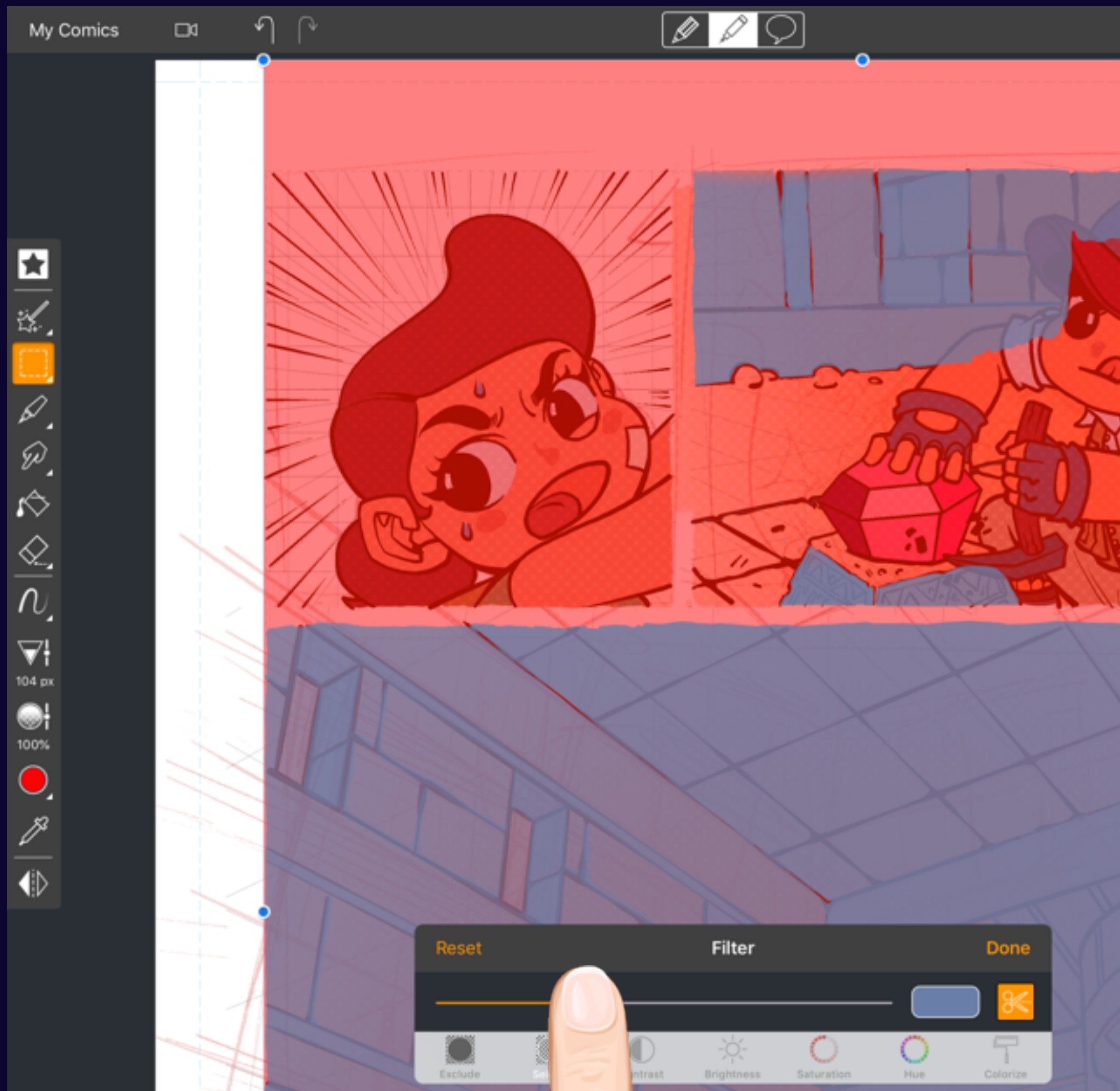
Selecting Colors

Extract particular pixels for processing.

The Select filter uses the selected color to identify matching pixels and allow them to passthrough. This is ideal for extracting line work from pre-colored artwork if you want to practice your coloring technique for example.

The Scissors button indicates whether you'd like to delete any pixels that don't pass the filter leaving you with transparency instead.

Otherwise the unselected pixels are excluded from any further filtering options you might apply.



Section 3

Masking

Masks protect parts your artwork while you use brushes allowing for much more creative freedom. Find out how to create and use masks.

Magic Mask

Quickly reveal regions through the mask for easy coloring.

Tap on the area on which you'd like to work. The masked area is indicated in red. You can continue to tap on other areas of your image to add other work regions.

When you're happy with the mask you can switch to your drawing tools to draw and color safely knowing that your mask is protecting the rest of your drawing.

Here the artist has selected the roof of the template while the mask protects the rest of the page.

Magic Mask

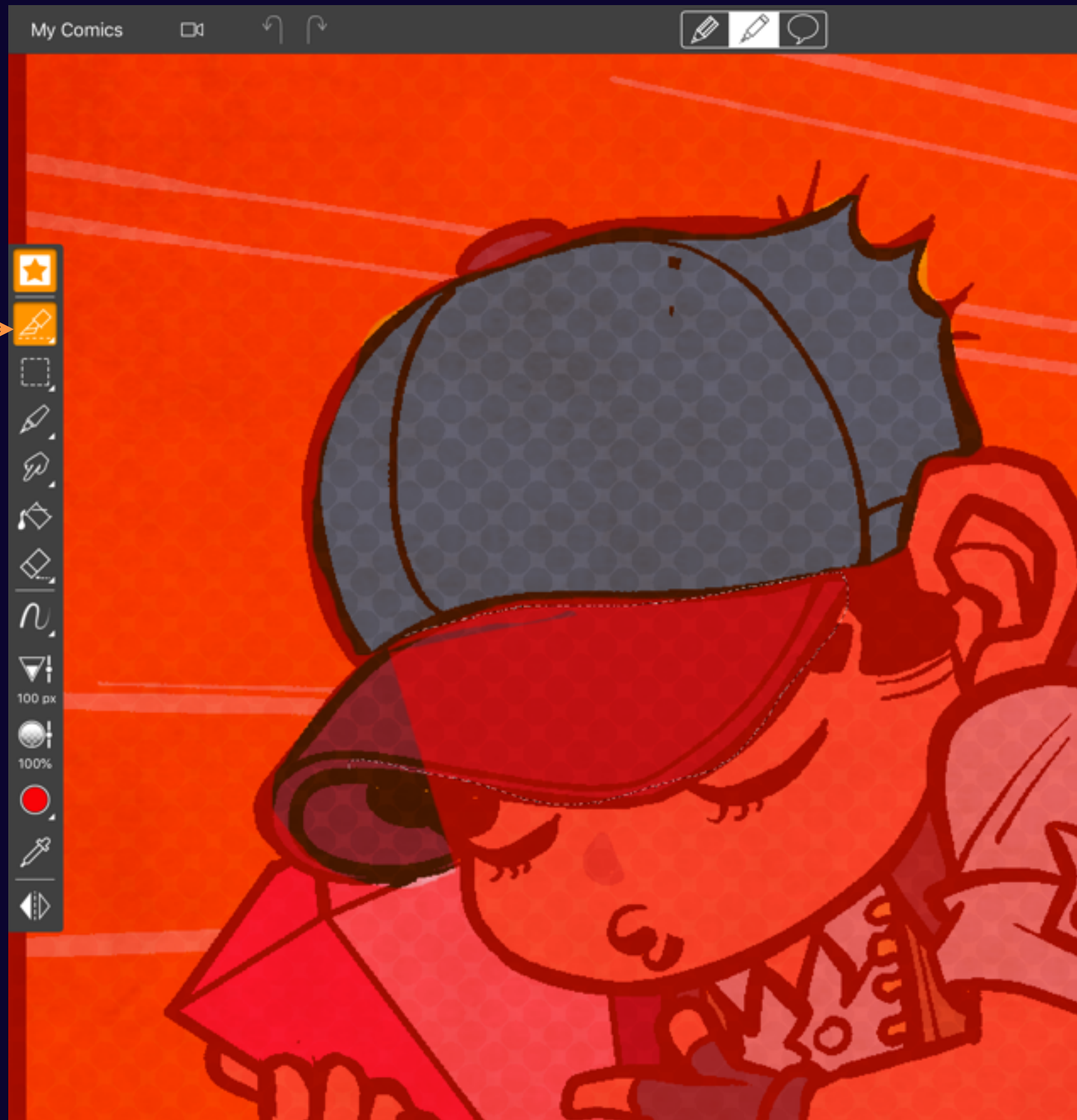


Manual Mask

For areas of mixed color use the manual mask cutting tool.

Select the Manual Mask by tapping again on the Mask tool and choosing the knife icon. Draw the outline of the mask on the canvas. When you lift your stylus the mask covers the area outside your path. You can cut other holes in the mask by drawing other paths.

Manual Mask



Mask Options

Once a mask has been established you can invert it and more.

Hiding the mask

Tap on the Mask Status tool to temporarily hide the mask allowing you to freely draw on your canvas. Tap on it again to reveal and enable the mask.

A long press reveals further options

Clearing the mask

If you're done with the mask you can clear it with a tap.

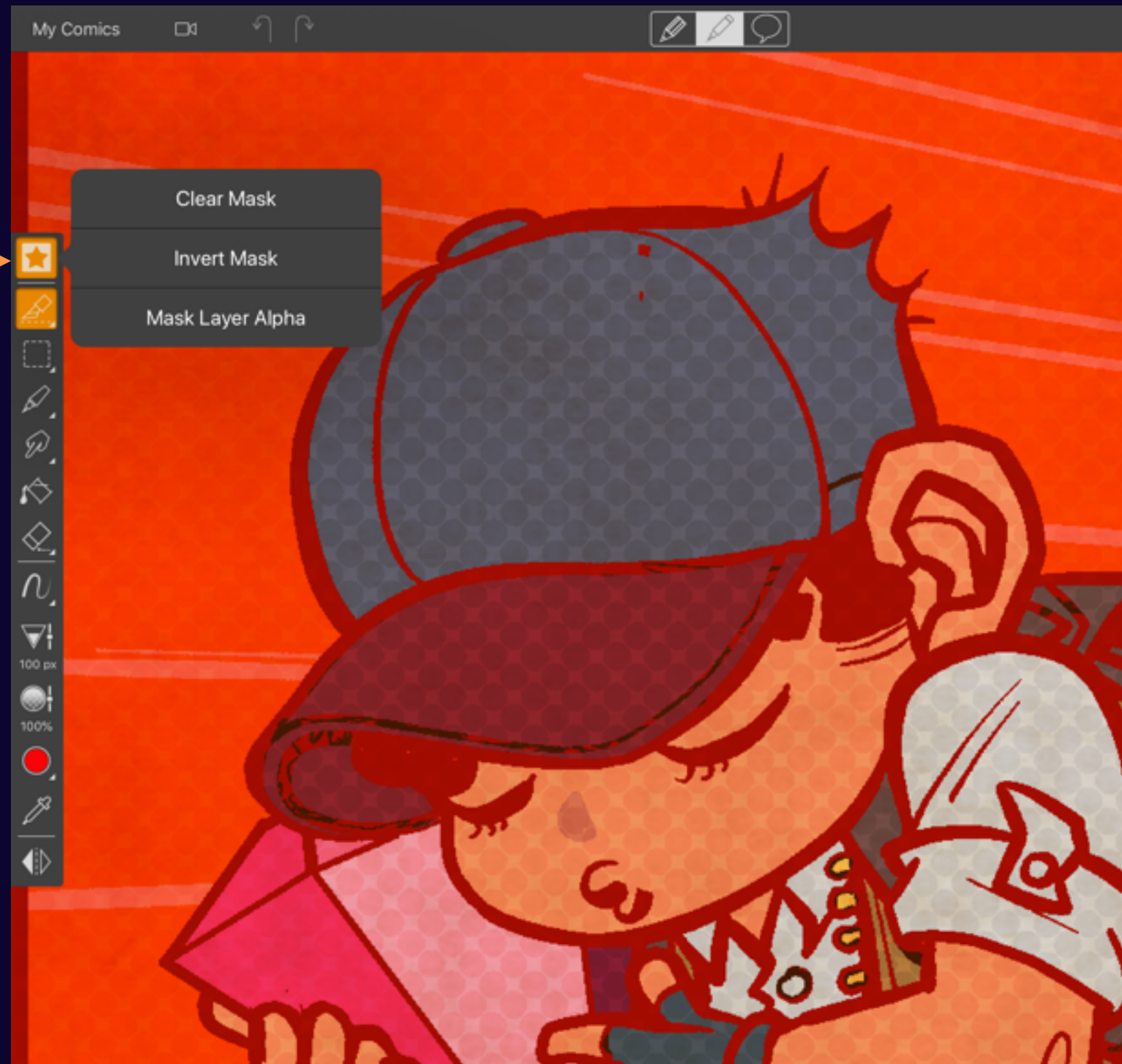
Inverting the mask

Sometimes it's easier to select what you want to protect. So once you've used one of the tools to select your region you can invert the mask to do just that. You can also use the inverted mask to clean up your region and then invert it again to switch back to your desired work region.

Masking Layer Alpha

Explained on the next page.

Mask Status Tool



Mask Layer Alpha

Only draw where you've drawn before.

Sometimes you want to go over artwork without worrying about straying from what's already there. An alpha mask can really help. To activate simply long press on the Mask toggle and choose Mask Layer Alpha. A new mask is created that maintains the current alpha of the pixels. If pixels are transparent they remain that way.

This is also a way to simulate a Photoshop clipping mask. The mask is not removed as you switch layers (or add new layers).

Note: Clipping layer masks are now supported in version 1.2

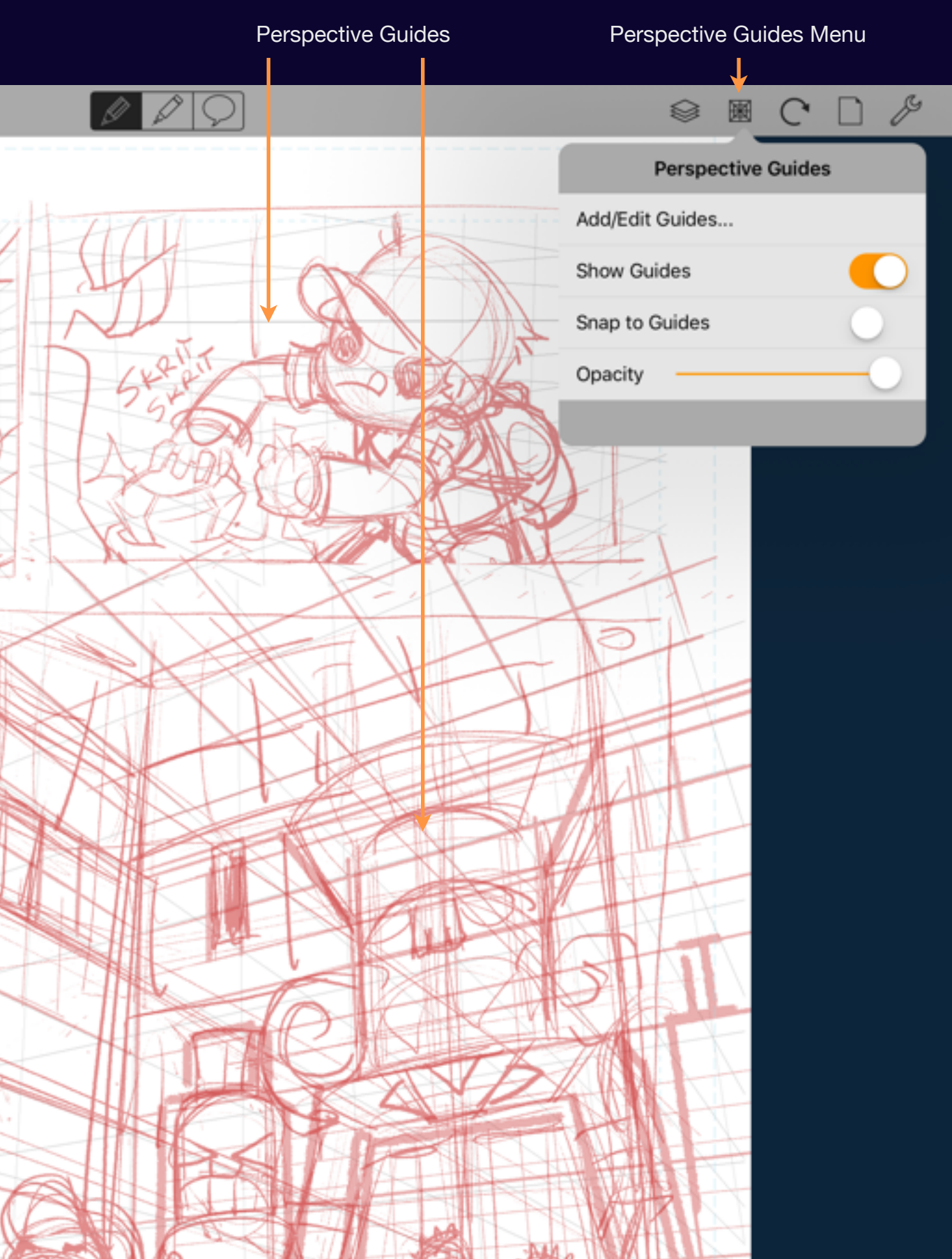


Perspective Guides

Section 1

Using Perspective Guides

Perspective guides are a key tool when creating comics. Many scenes are set within the built environment, cities, buildings, rooms where effective use vanishing points and dynamic angles can make a scene burst from the page.



Perspective Guides Menu

Multiple perspective guides can be added to your page

Comic Draw comes with a unique perspective guide system that's design to make working with perspective in your panels fast and easy.

Add/Edit Guides...

See the following page for more information

Show Guides

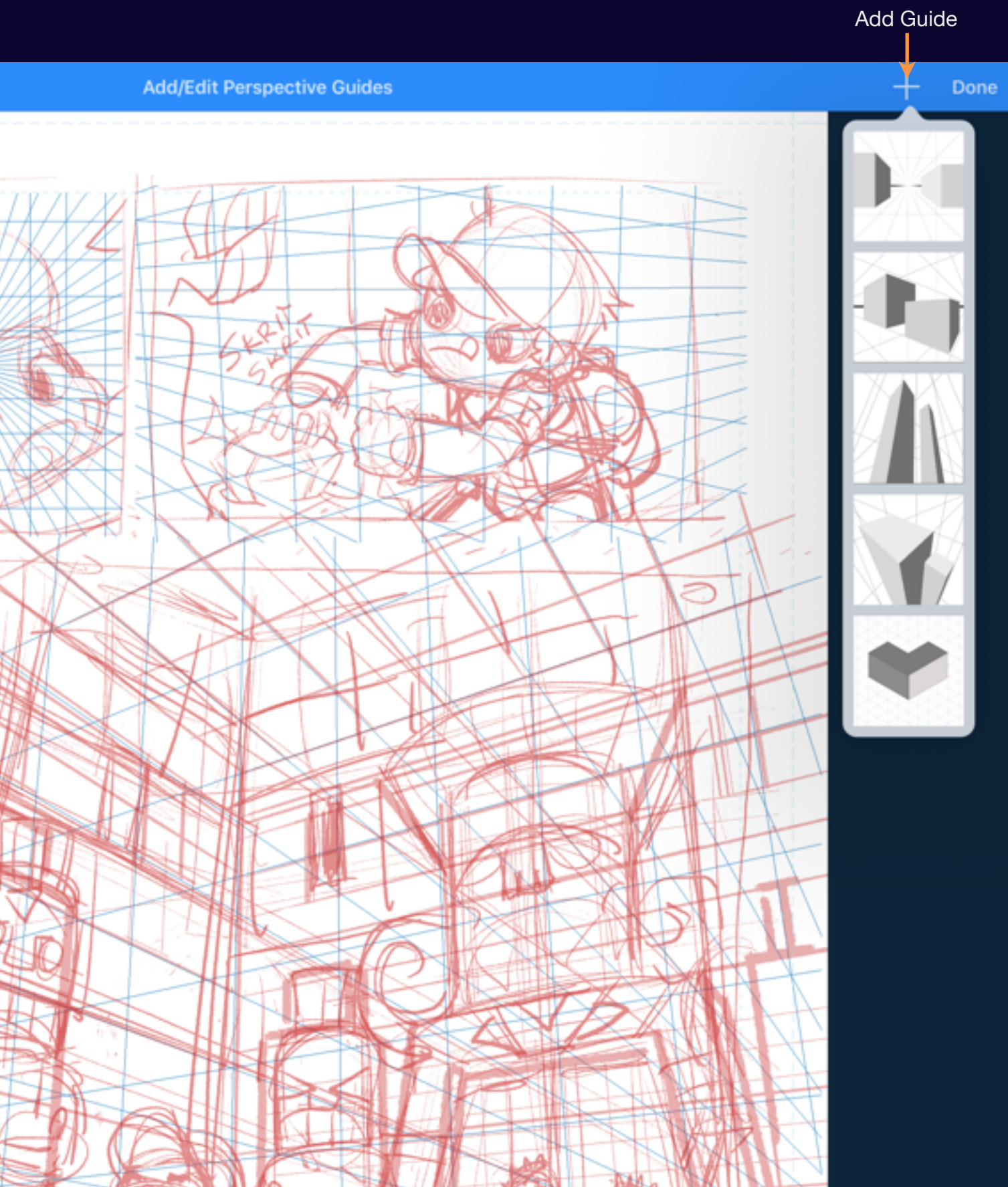
Toggles the visibility of the guide lines.

Snap to Guides

Enables perspective snap, see Page XX for more information

Opacity

Adjusts the opacity of the guides to suit your preference.



Adding a guide

1, 2 or 3 point and isometric perspective guides are available.

Tap on the + button to reveal the perspective guide choices.

Single point perspective

Looking straight down a street or hallway.

Two point perspective

A street intersection or a room

Three point perspective

Looking up at a tall building or down from above.

Isometric perspective

Popular when creating pixel art.

Resize Handle

Configuring a guide

Fit the guide to your panel and configure its viewpoint.

After you add a guide you can drag it over your panel and size it appropriately using the resize handles.

Drag the viewpoint handle to adjust the relative position of the vanishing point(s).

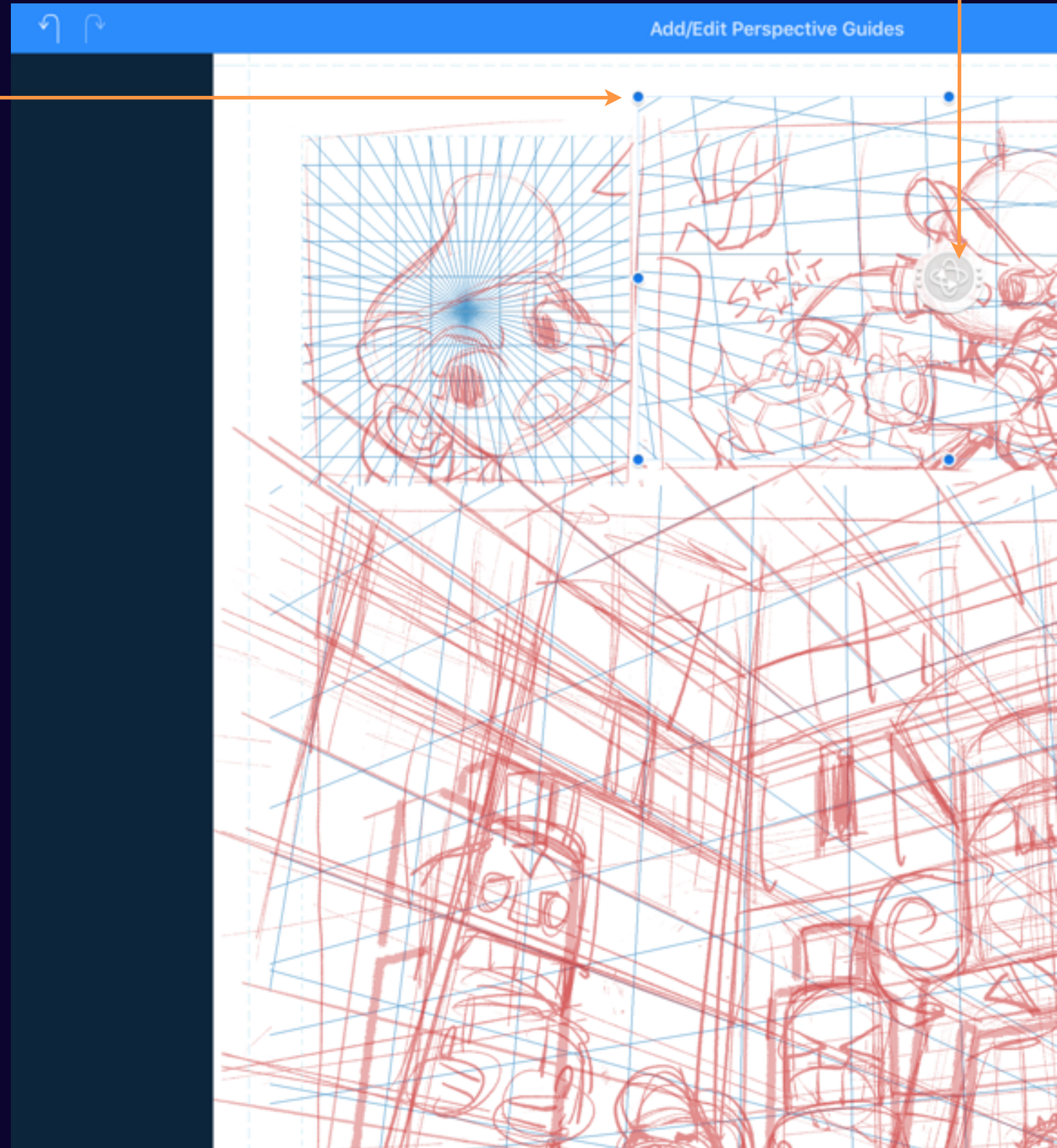
Dragging within the resize handles but off the viewpoint handle moves the guide on the canvas.

Tilting the guide

You can put some “dutch tilt” on the guide by rotating it with the 2 finger rotate gesture.

Raising and lowering the horizon

Use two fingers to drag the horizon higher or lower. This adjusts the height of the viewer.





Drawing with perspective

Quickly sketch in perfect lines with ease

With Snap to Guides enabled all strokes you draw within the guide will be perspective aligned.

As long as your stroke is roughly aligned with a guide it will be recognized and corrected automatically. If you find it mis-aligned simply undo and stroke again.

If your stroke begins outside of a perspective guide then it won't be snapped.

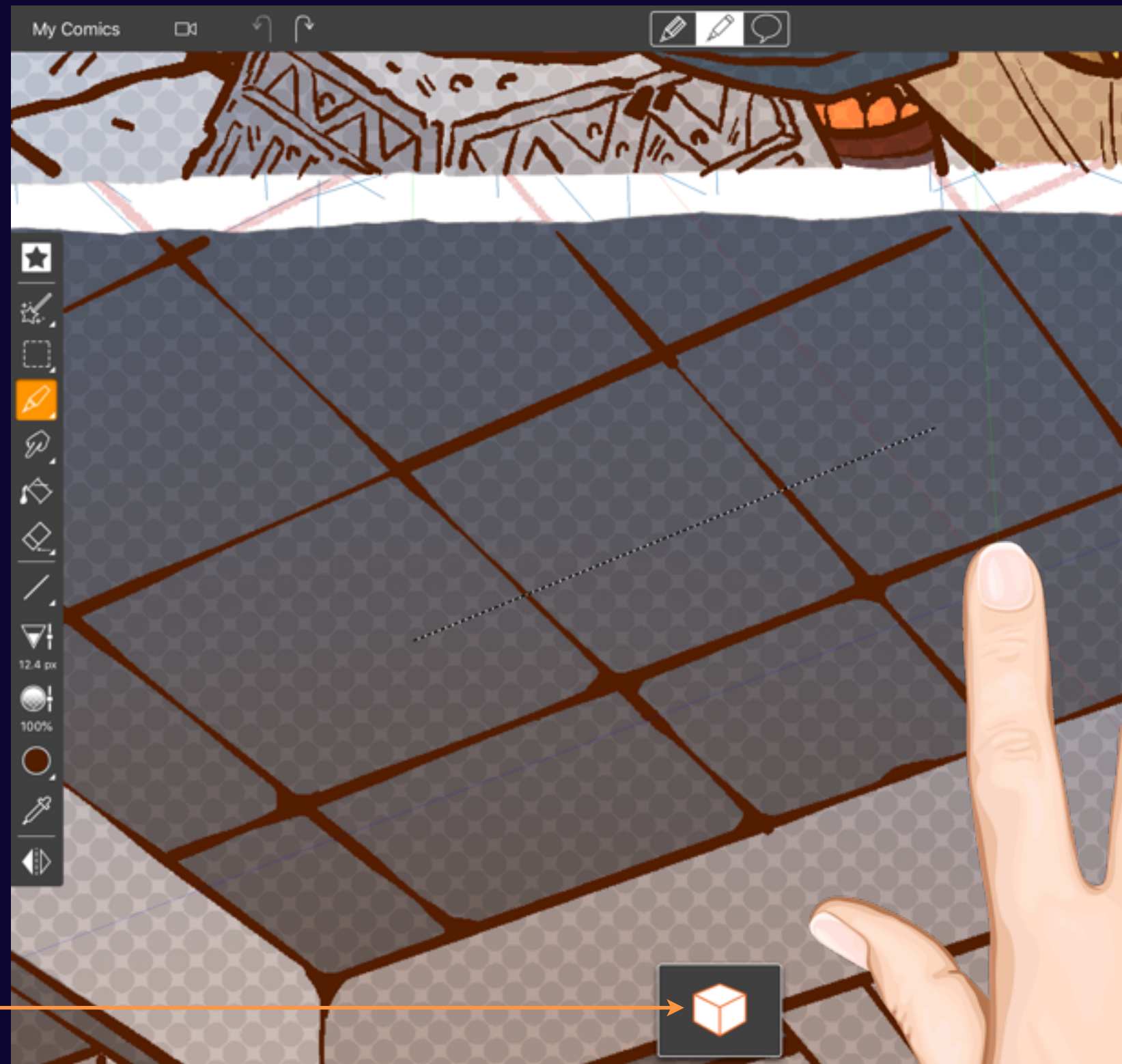
Lines with perspective

Draw lines with or without perspective

When using the line tool you can easily toggle perspective snap on and off so you can quickly add construction lines as needed.

When the Snap Toggle icon has orange lines visible snap is enabled.

Snap Toggle Enabled



Rectangles and Ovals

Quickly block in primary shapes with planar snap.

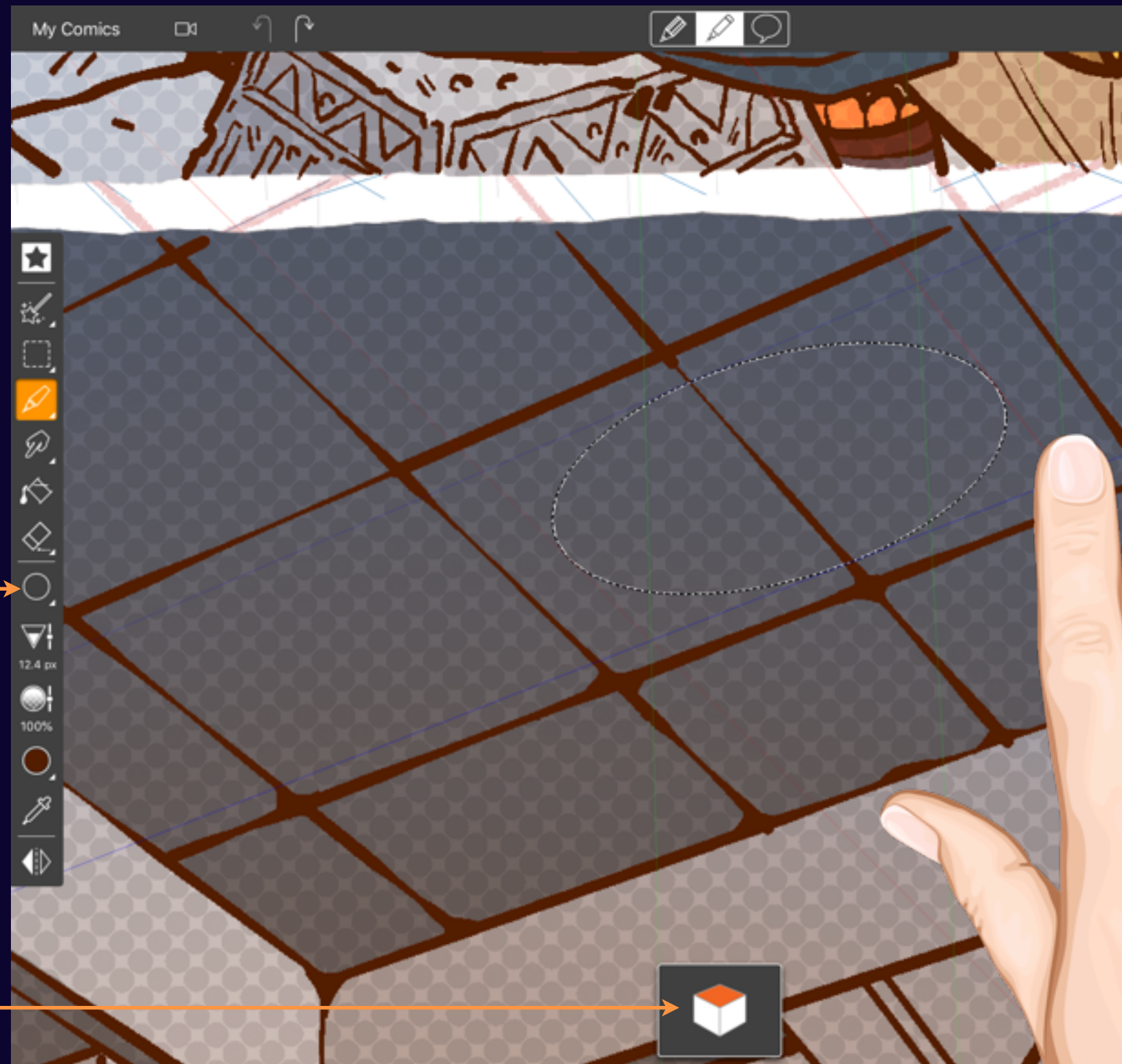
Comic Draw goes above and beyond by offering planar snap for rectangles and ovals.

When drawing rectangles or ovals you can choose the plane against which to snap by tapping on the Plane Chooser (it cycles through all 3 planes as well as no snap).

As you draw your shape guidelines appear allowing you align your shape with others already drawn.

Oval Mode

Plane Chooser



Section 2

Perspective Guide Actions

When editing perspective guides you can copy, reset, calibrate and more.

Perspective Guide Actions

Tap on the selected guide to reveal more options.

Copy

Copies the selected guide to the clipboard. Tapping on an empty area will let you paste a copy of the guide.

Calibrate

See the next section for details.

Reset

Resets a guide to its default settings.

Delete

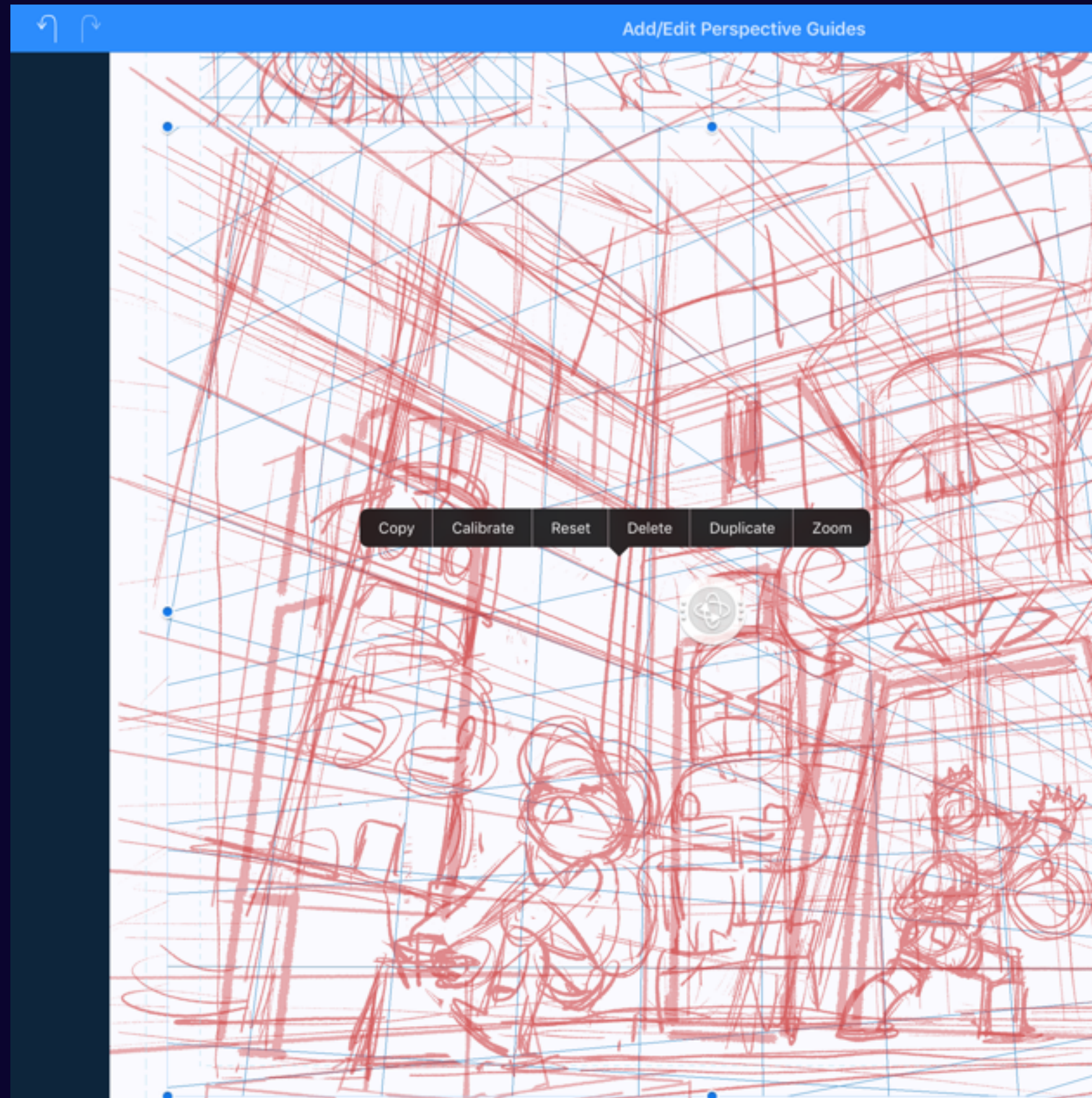
Deletes the guide.

Duplicate

Makes a copy of the selected guide.

Zoom

Adjusts the canvas view so the guide fills as much as possible.



Section 3

Perspective Guide Calibration

You can calibrate a perspective guide from your panel sketch allowing you easily to tighten up your drawing so that all your lines reach their vanishing points.

Calibrating a guide

Drag the calibration lines to align with the lines of your sketch or reference image.

Want to tighten up a sketched scene? Use the calibration feature to get a perspective guide that lines up perfectly.

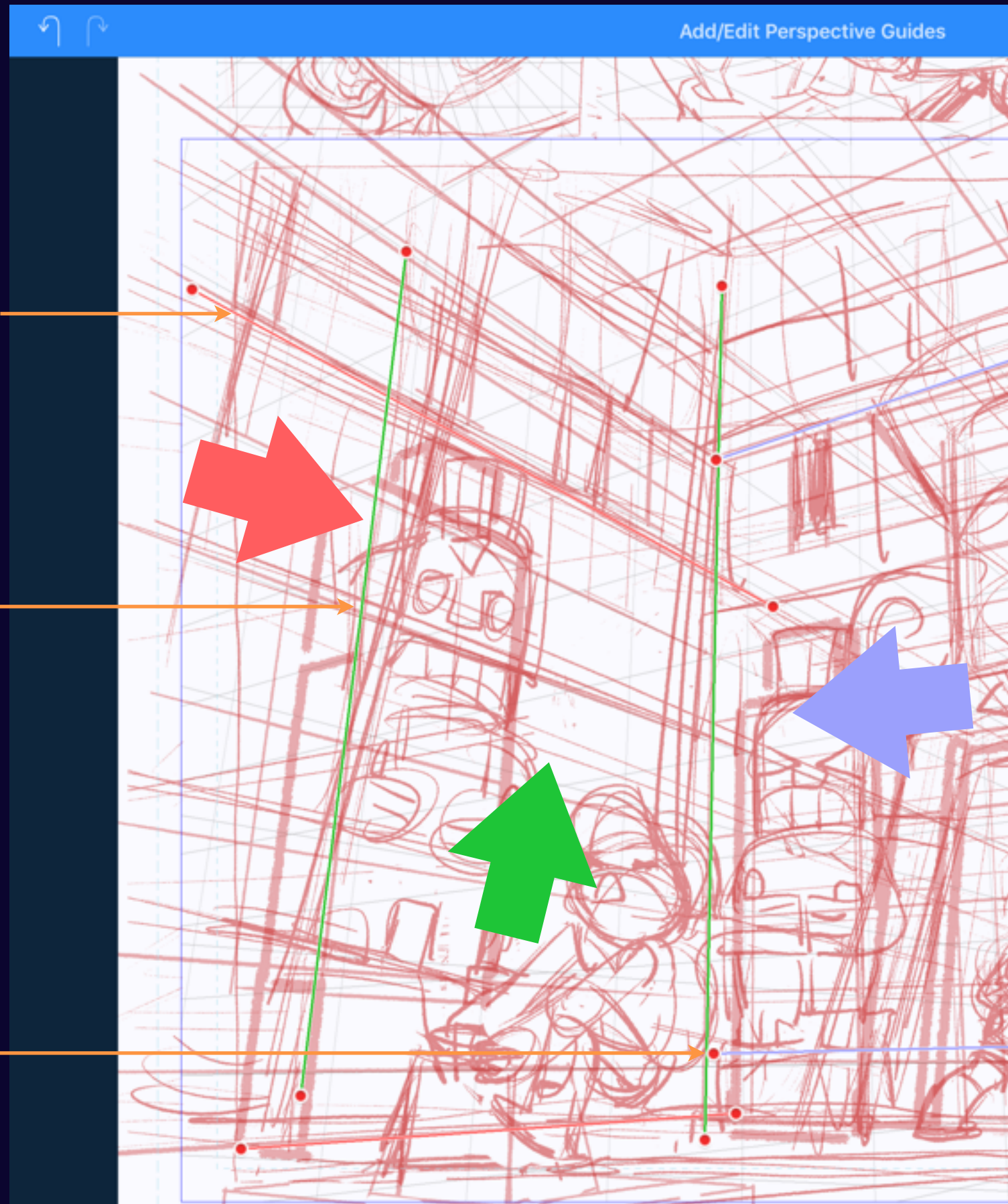
Once calibration mode is activated you can drag the color coded guidelines so that each pair is aimed at a distinct vanishing point, typically one to the left of the drawing, one to the right and one above or below.

When you're done simply tap outside of the guide to commit your changes.

Red lines
point to right
VP

Green lines
point to
hight/low VP

Blue lines
point to left
VP



Lettering

Section 1

Blocking in Elements

Many comic artists want to get a feel for how much of a panel might be taken up by text so Comic Draw lets you quickly block in balloons, captions and lettering.

Blocking in an element

Simply draw the bounds of the SFX, captions and balloons to block them in.

Select the type of element you want to block in and then draw the bounds of the element to add it to the canvas.

You can double tap on a blocked in text element and add text. This will engage the selection tool though.

Note: For balloons the tail appears at the dragging corner.



Selecting an element

When you have some elements you can adjust them with the selection tool

To adjust the size or position of a blocked in element use the Selection Tool.

To activate tap on the Selection tool and then tap on the element you want to adjust. Resize handles appear allowing you to resize the element to your satisfaction. Tap and drag within the handles moves the element around the page.

See Manipulating Elements for more information.

Selection
Tool



Editing text

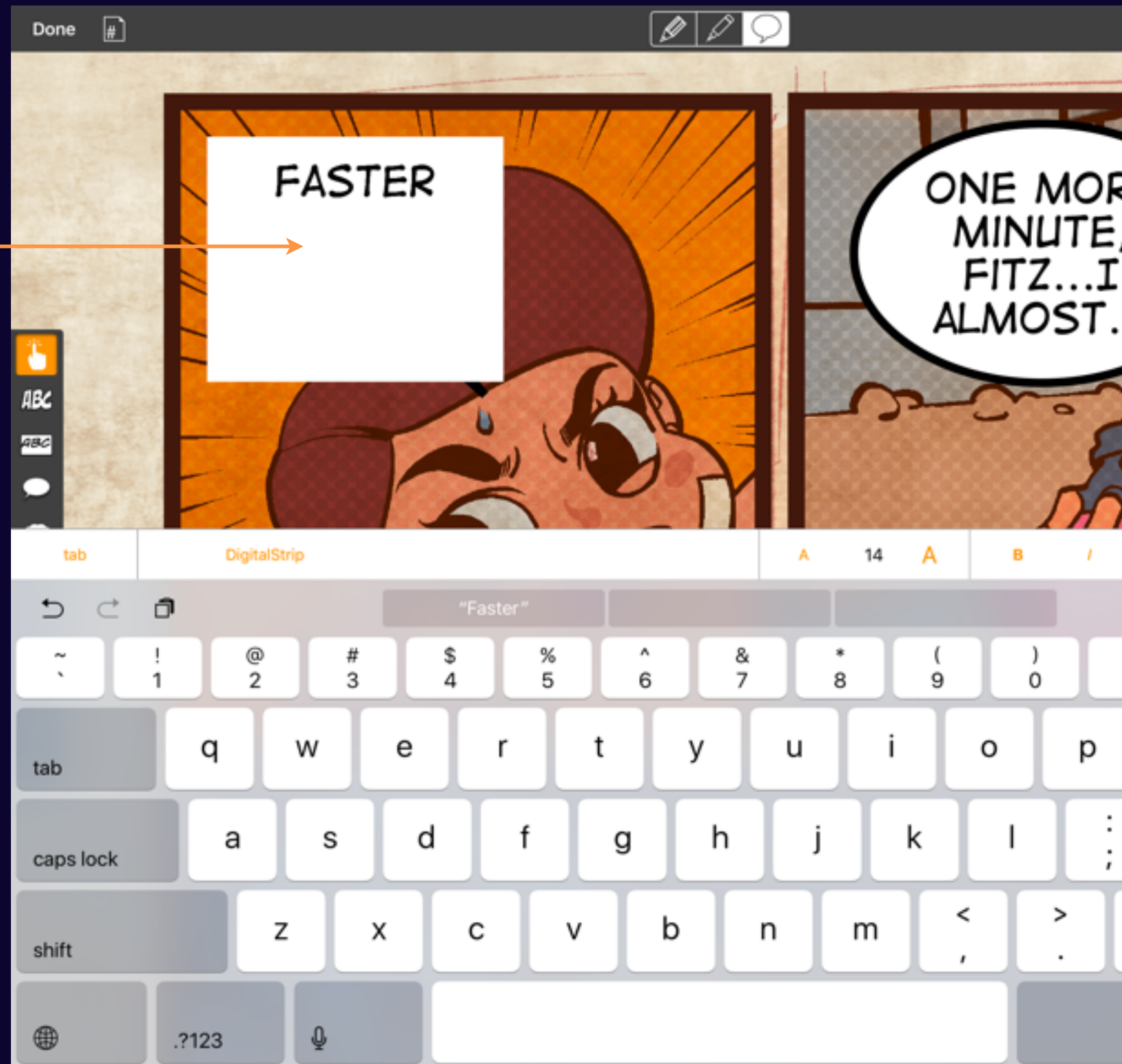
Double tap on a text element to enter or change the text.

A formatting bar appears allowing you to change the font and point size as well as other options from the keyboard.

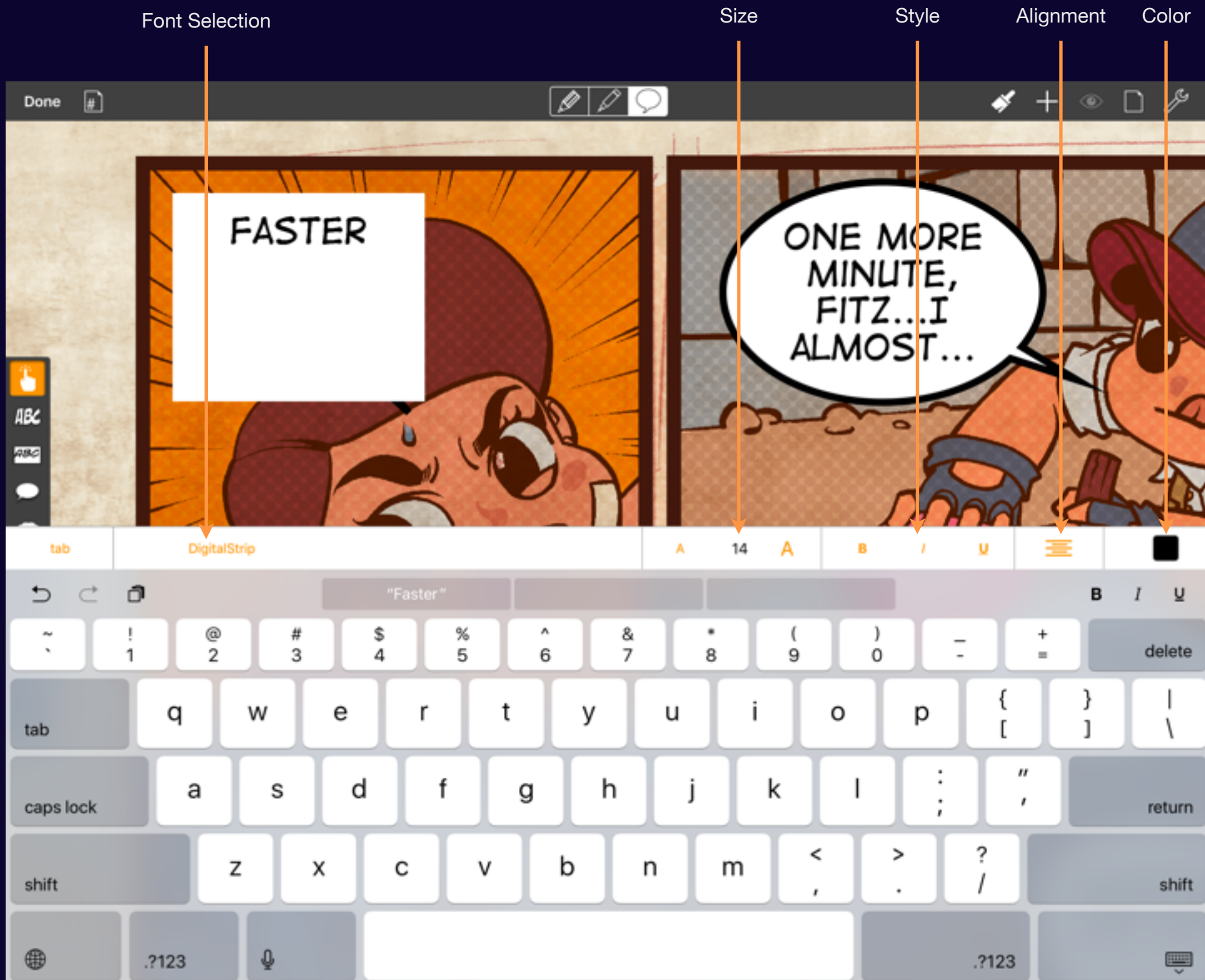
Type in your text and then either tap outside of the element or tap on the hide keyboard button to commit your changes.

All the text selection controls are available by tapping on the text in the editor.

Editing
Text



The Text Formatting Bar



Section 2

Script Elements

If you have a script you can drag elements from your script right onto your page.



Dragging from your script

Your text is automatically included as you drag

If you've written a script following typical comic conventions then you can drag your text elements from the script sidebar right onto your comic page.

If you've blocked in your balloons, captions and lettering then dropping the script element on top will simply update with the script text.

See Scriptwriting for more information on using scripts in your projects.

Section 3

Manipulating elements

Learn how to create a new comic and import comics into your iPad.

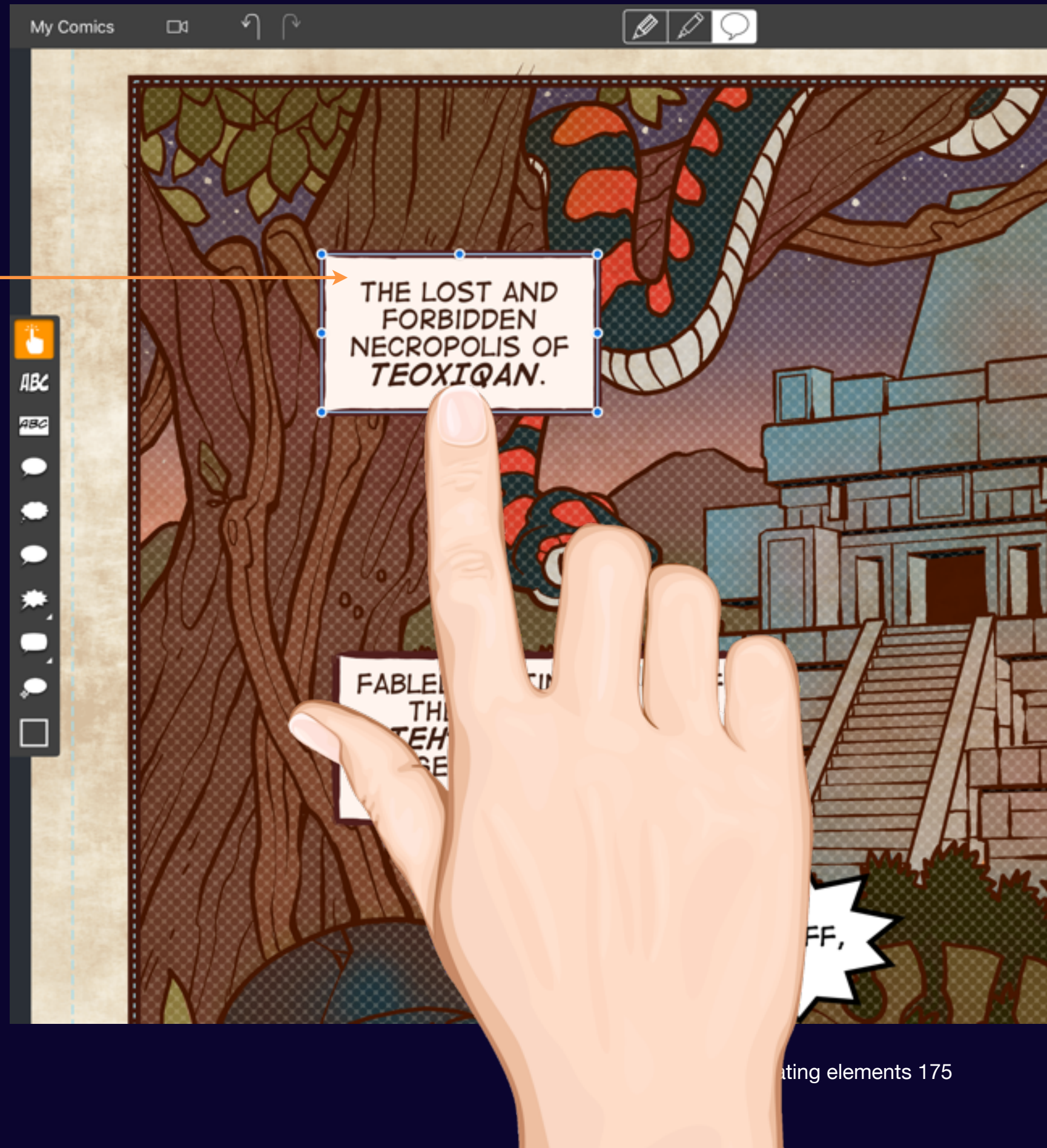
Captions

Captions are the simplest lettering element.

After selecting a caption you can resize it by dragging on the resize handles.

You can change the text by double tapping on the caption itself.

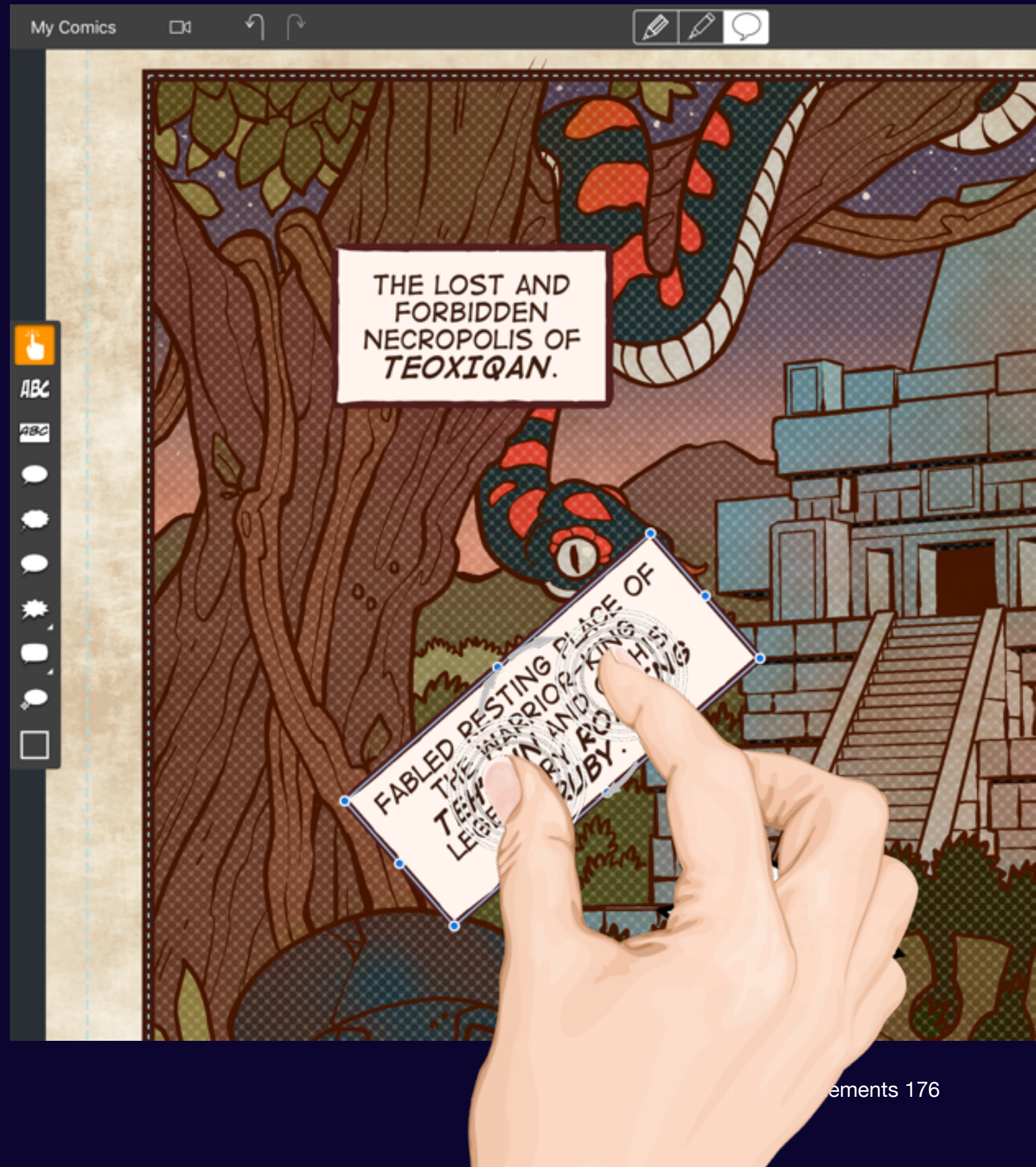
Selected
Caption



Rotating a caption

Use the 2 finger rotate gesture to rotate an element on the page.

You can also drag horizontally on the midpoint handles to initiate a rotation.



Reshaping a caption

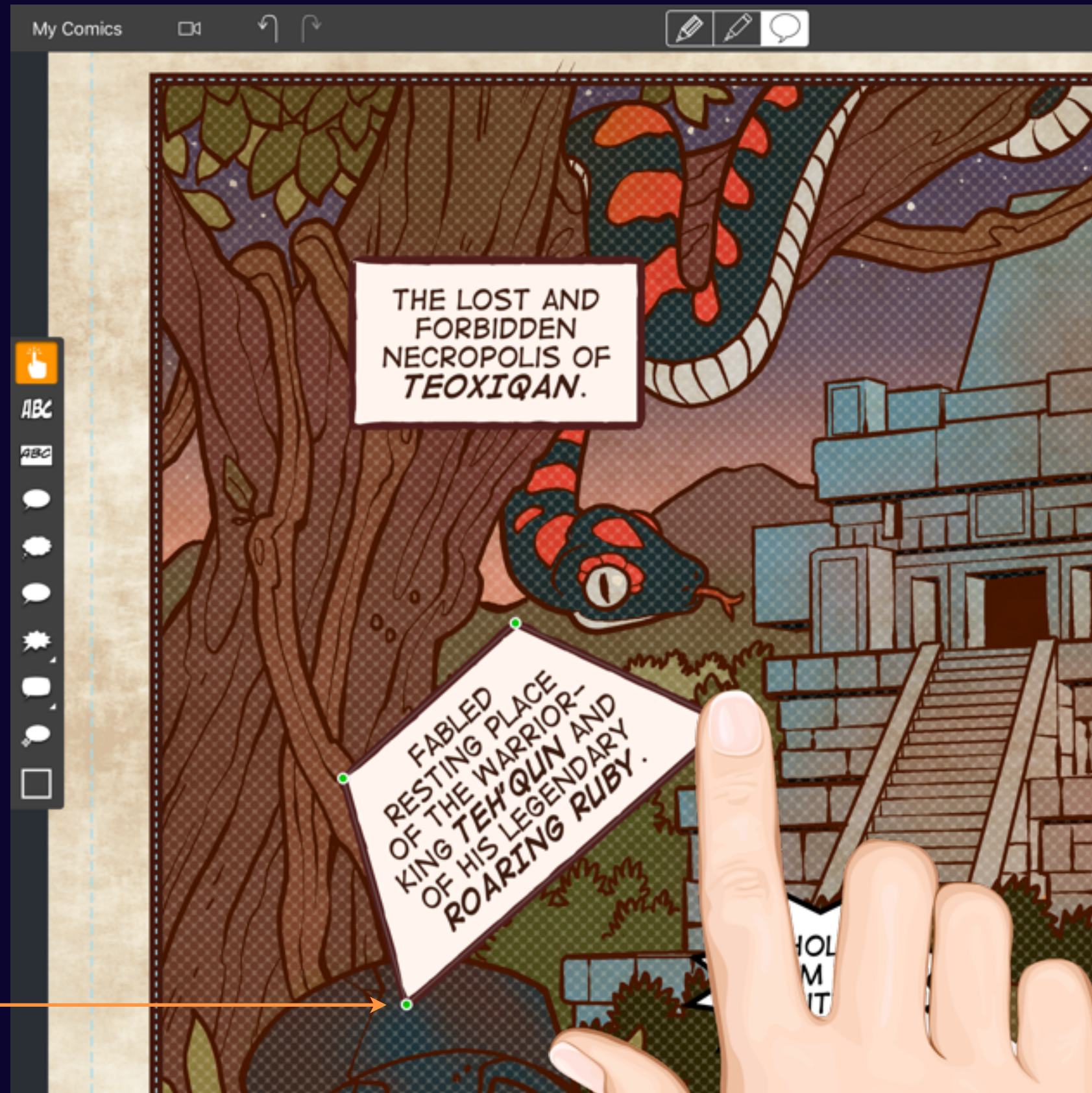
Tap on the caption to reveal the reshape action

Beyond just Cut, Copy and Delete you can also reshape a caption. The resize handles are replaced by reshaping handles. Now you can distort the caption shape and even add new points to the outline for dynamic caption designs.

Tap on a reshaping handle reveal the options menu where you can smooth or sharpen the point under the handle. You can also delete the point if desired.

Tap on the path itself to add another point at that location.

Reshaping
Handles



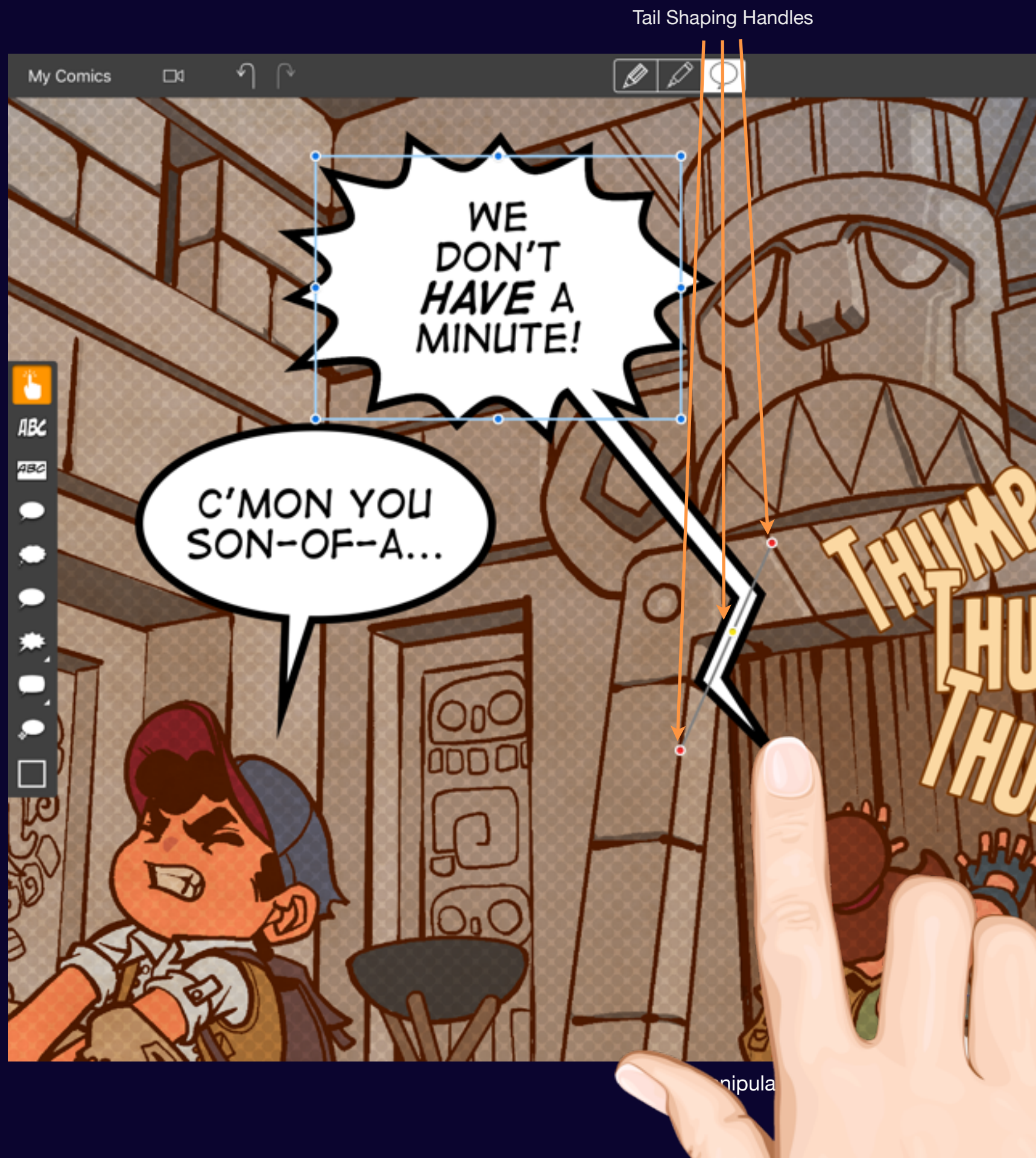
Balloons

Beyond rotating and resizing you can also shape the tail

Balloons come with tails that let you indicate who is talking. To position the tail drag on its end-point handle to the location you desire. The tail automatically grows from the balloon to reach that point.

Additional handles appear that let you adjust the curvature of the tail so that you can bend it as necessary to fit your artwork.

Drag the bubble part of the balloon to move the entire element around your page.



Balloon actions

You can adjust the outline of the balloon and add more tails

Tap on the bubble to reveal the actions menu.

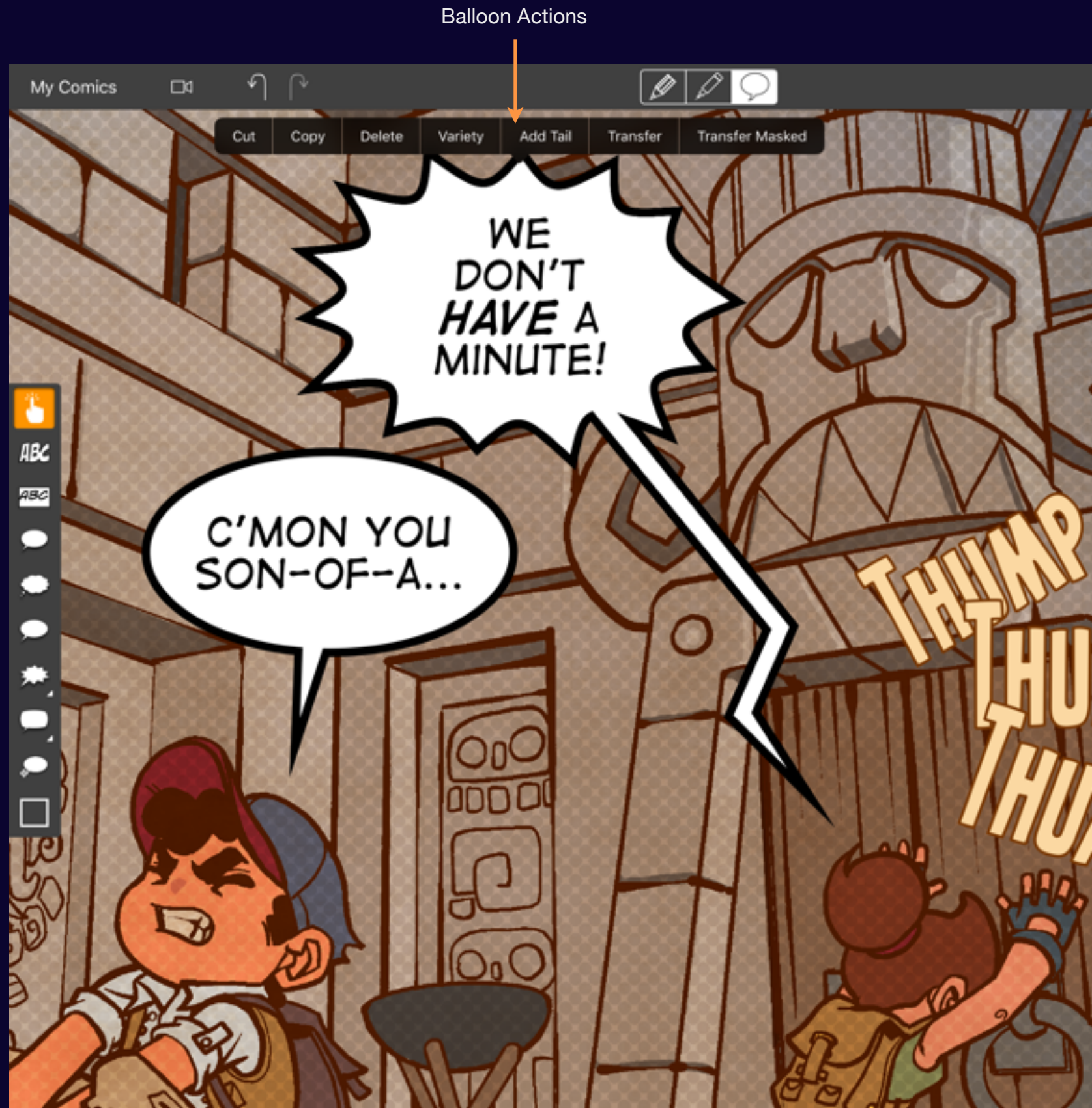
Variety

Presents a slider that allows you to customize the outline shape of the balloon. For simple speech balloons it adjusts the flatness of the outline. For thought and exclamation style balloons the outline is dramatically altered as you drag the slider.

Add Tail

If you have a crowd scene you'll want multiple voices feeding into the balloon. Tap this button to add more tails.

Note: Transfer Options are covered in the Advanced Techniques section, [page 199](#).



Sound FX & Titling

Make big titles and exciting effects

The blocky text of sound fx and titling are a key component of the comic letters portfolio.

You can move, resize, rotate and edit the text in these elements as usual. Tapping on the element reveals the actions menu where you can reshape the element and warp the text in interesting ways.

Selected Lettering



Reshaping Lettering

Warp the text to make a statement

Once you activate reshaping mode you can warp the text in a variety of ways. The four corner handles control the general size of the lettering while the top and bottom mid-point handles control the curvature of the lettering.

Drag these handles to compress and expand the lettering.

Once one of these handles is selected you can also adjust the curvature of the edge to produce dynamic effects.

Reshaping
Handles



Section 4

Styling Elements

Comic Draw comes with a powerful styling system that lets you define the styles for your comic and reuse them across all your pages providing you with fast and easy consistency.



Style Browser

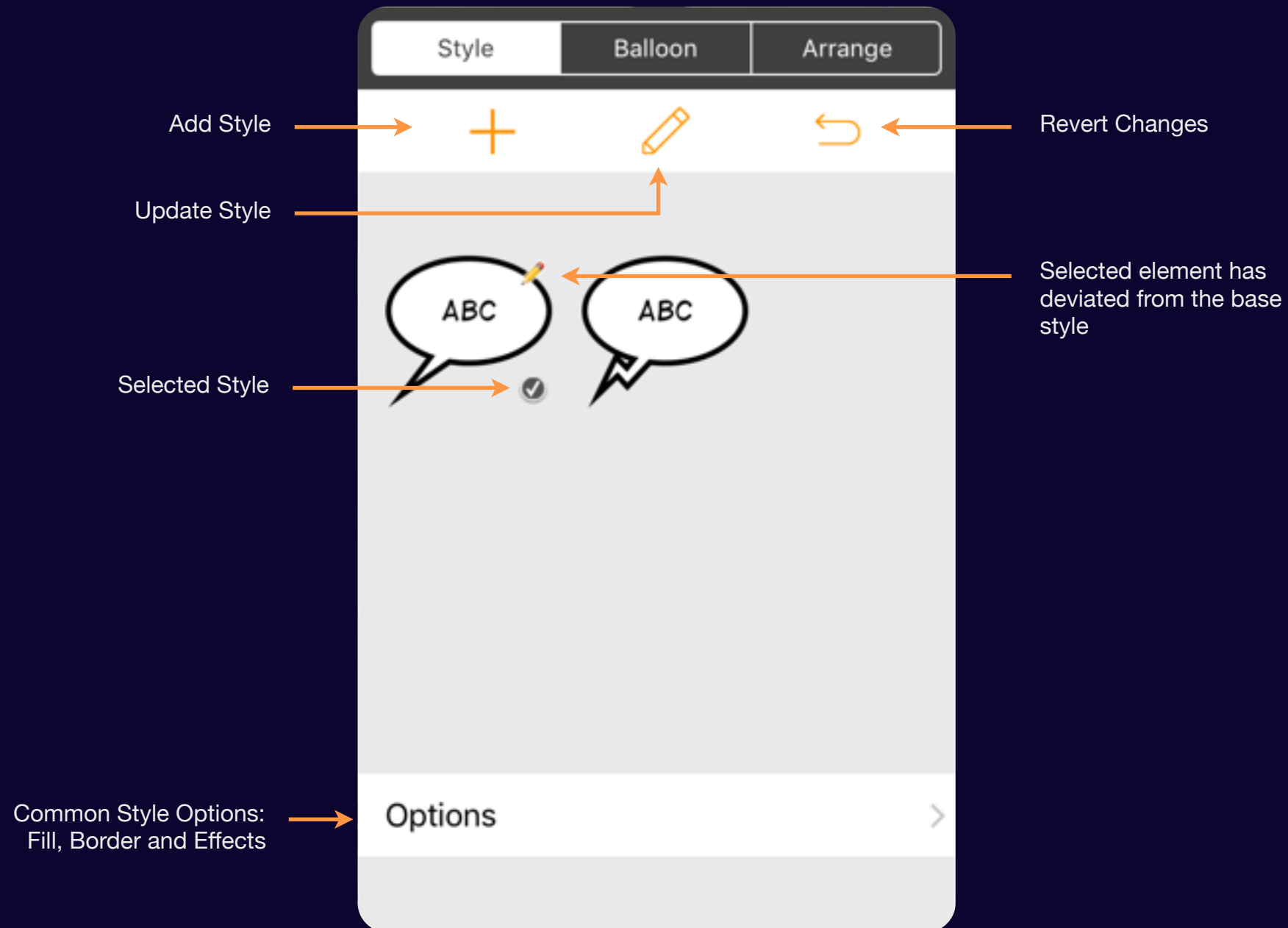
Choose, add, update and revert your styles.

As you work on lettering your comic you'll develop a preferred style for balloons, captions and lettering. The Style Browser lets you capture those stylistic choices and apply them to new elements quickly and easily.

And if you want to change the style, for example pick a new font you can update all the elements that are using that style with a single tap!

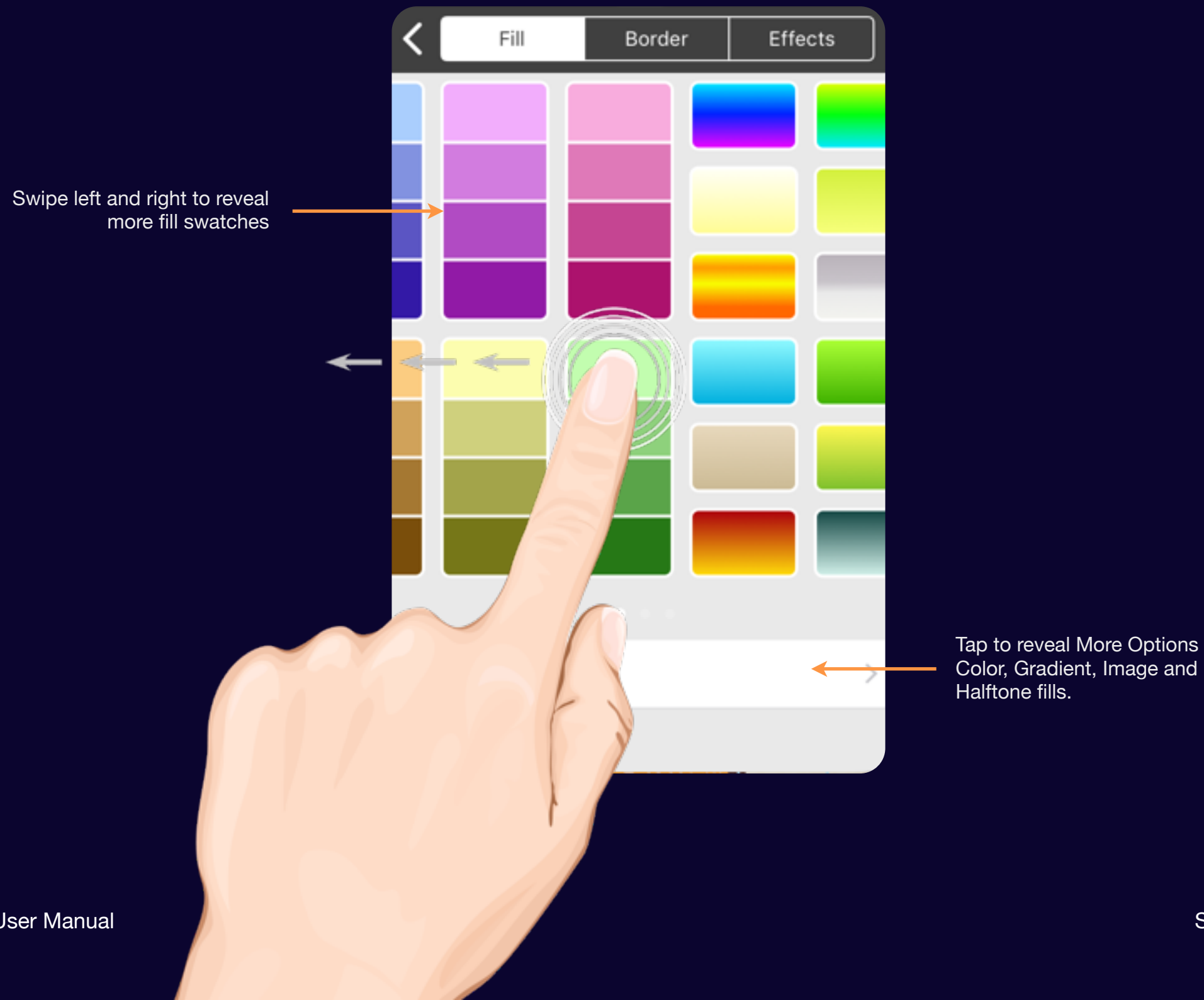
Style Browser Details

Choose and manage your styles. Each element type has a unique collection of styles.



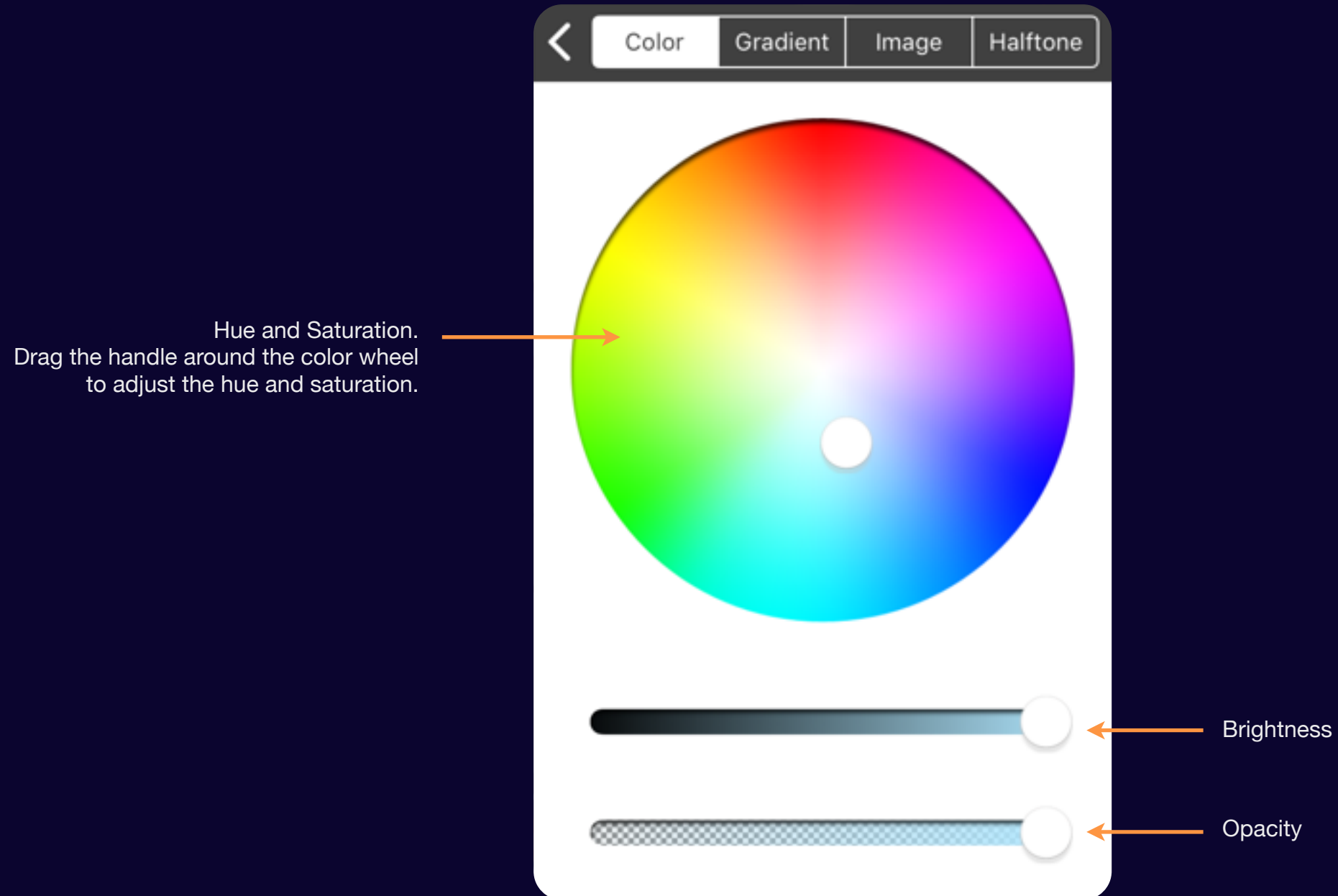
Fill Swatch Browser

Choose from a variety of flat color and gradient presets or create your own with More Options.



Color Fill

Choose a custom fill color.



Gradient Fill

Create dynamic gradients for lettering and other elements

Gradient Mode

Comic Draw supports Linear and Radial gradient patterns. Linear draws a smooth gradient from one side to the other. Radial gradients shift colors from a central focus out to the edges of the shape.

A gradient is defined by two or more colorstops that establish the colors at particular locations along the gradient.

To delete a color stop, simply drag it away.

Gradient Angle

Tap to add a colorstop.

Drag the colorstop left or right to change its offset.

Colorstop Color

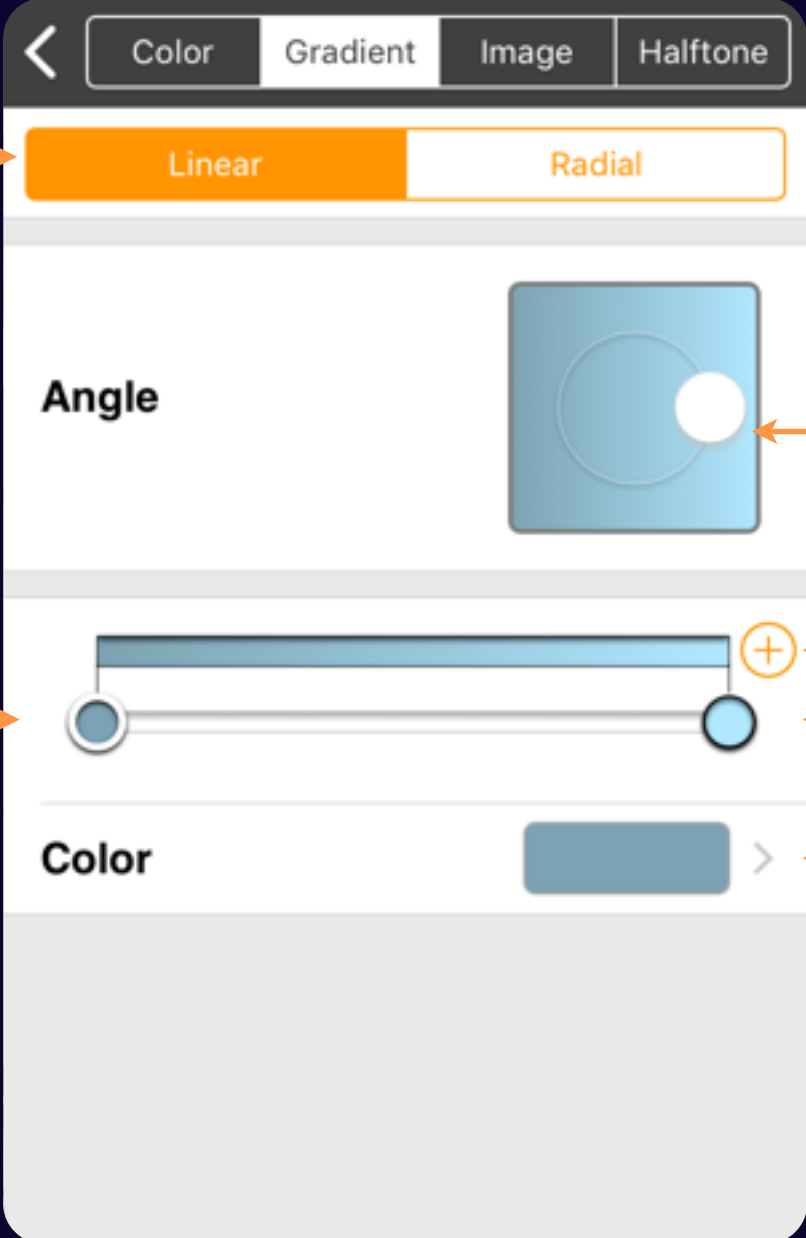
The image shows a mobile app interface for creating gradient fills. At the top, there are four tabs: 'Color', 'Gradient', 'Image', and 'Halftone'. The 'Gradient' tab is selected. Below the tabs, there are two buttons for 'Linear' and 'Radial' gradient modes. The 'Linear' mode is currently selected. In the center, there is a preview area labeled 'Angle' showing a blue square with a white circle in the center, representing the gradient's focus. To the right of this preview is a label 'Gradient Angle'. Below the preview is a horizontal bar representing the gradient. On the left and right ends of this bar are circular color stops. A label 'To delete a color stop, simply drag it away.' points to the left color stop. On the right end of the bar is a plus sign icon, with a label 'Tap to add a colorstop.' pointing to it. Below the bar is a label 'Color' and a color selection box, with a label 'Colorstop Color' pointing to it. A label 'Drag the colorstop left or right to change its offset.' points to the right color stop.

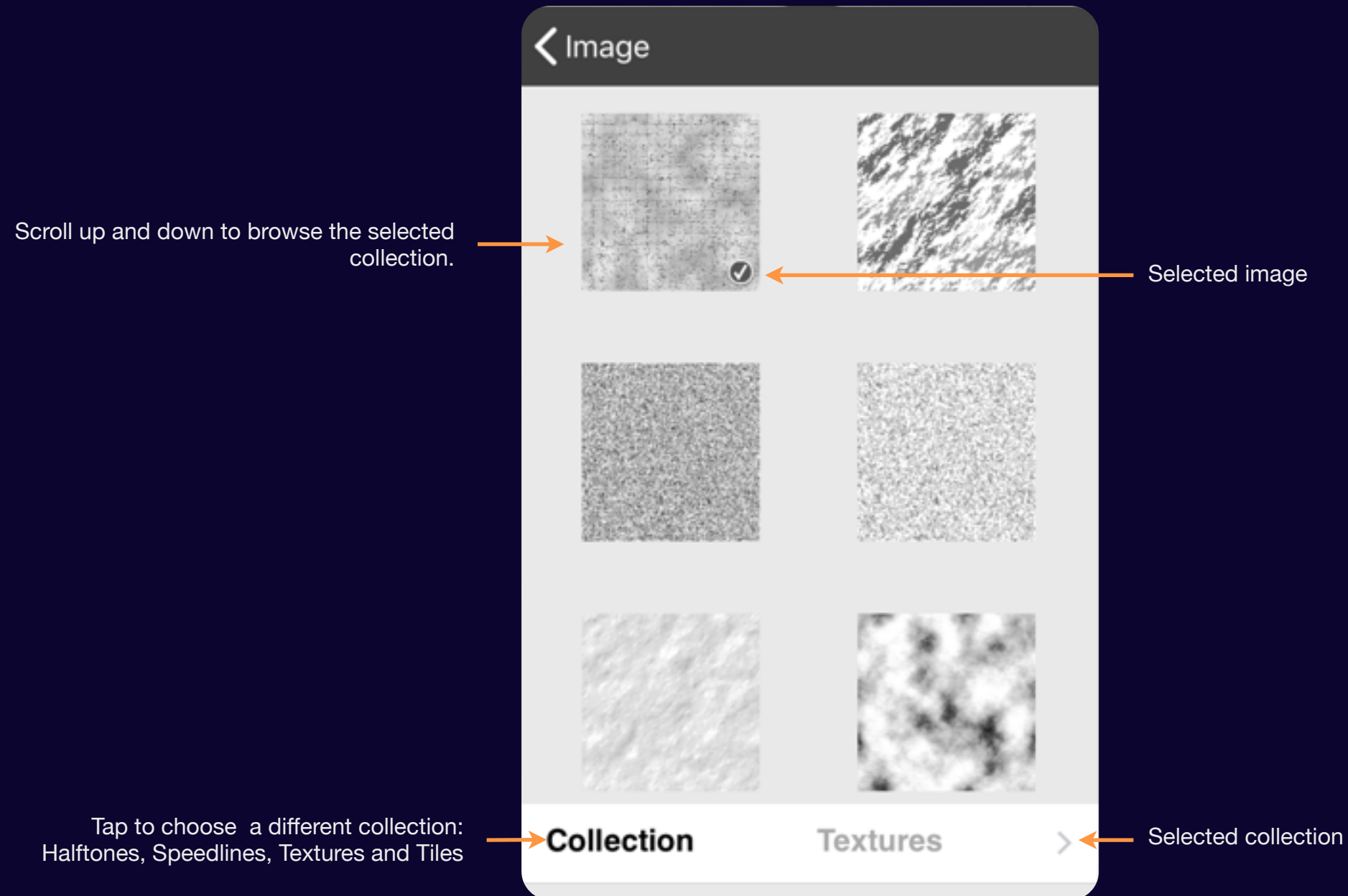
Image Fill

Choose from a variety of dynamic speedline, screentones and textures



Image Fill Chooser

Browse the built-in collections of image fill patterns and designs



Halftone Fill

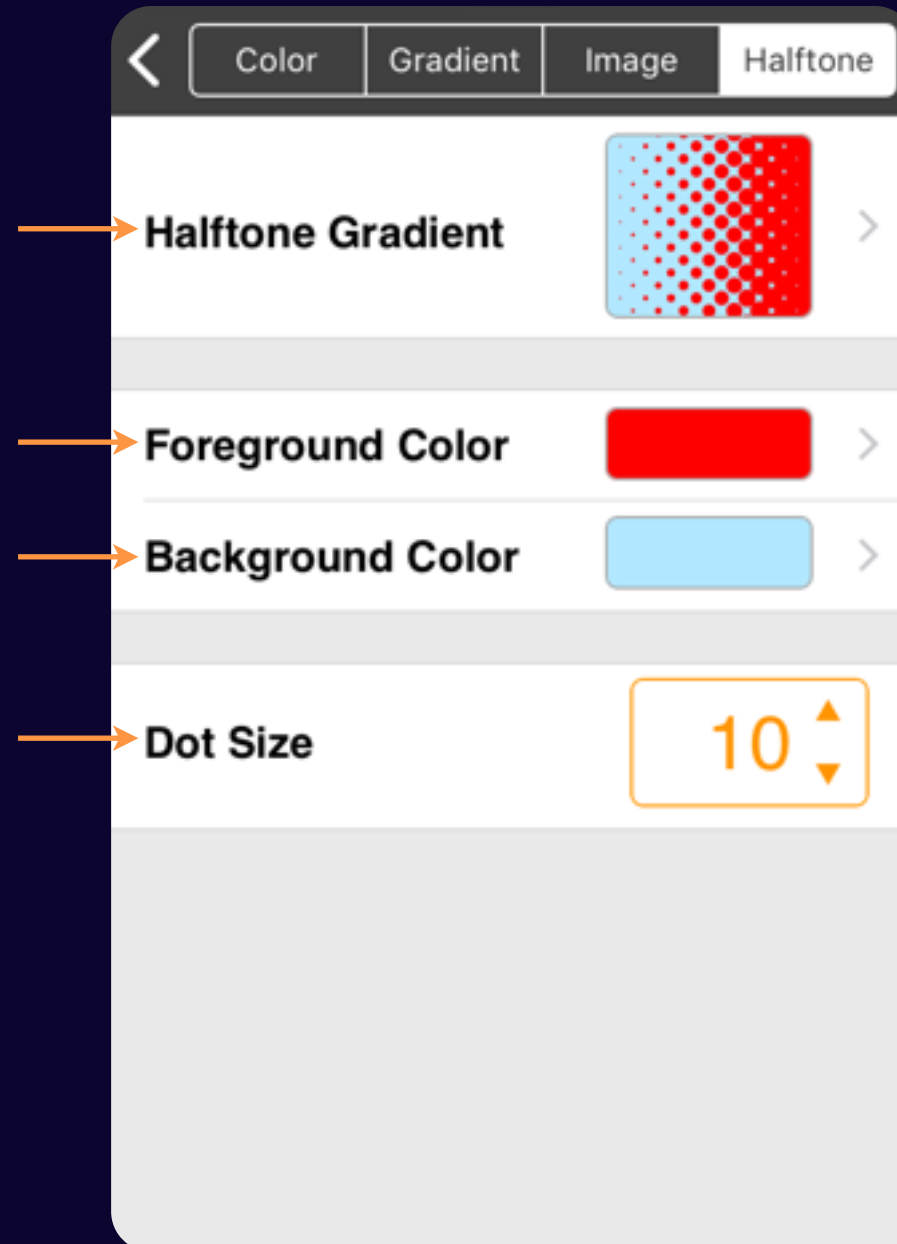
Create a dynamic halftone design

The halftone reference gradient. The gray levels of this gradient determine the relative dot size.

The dot color

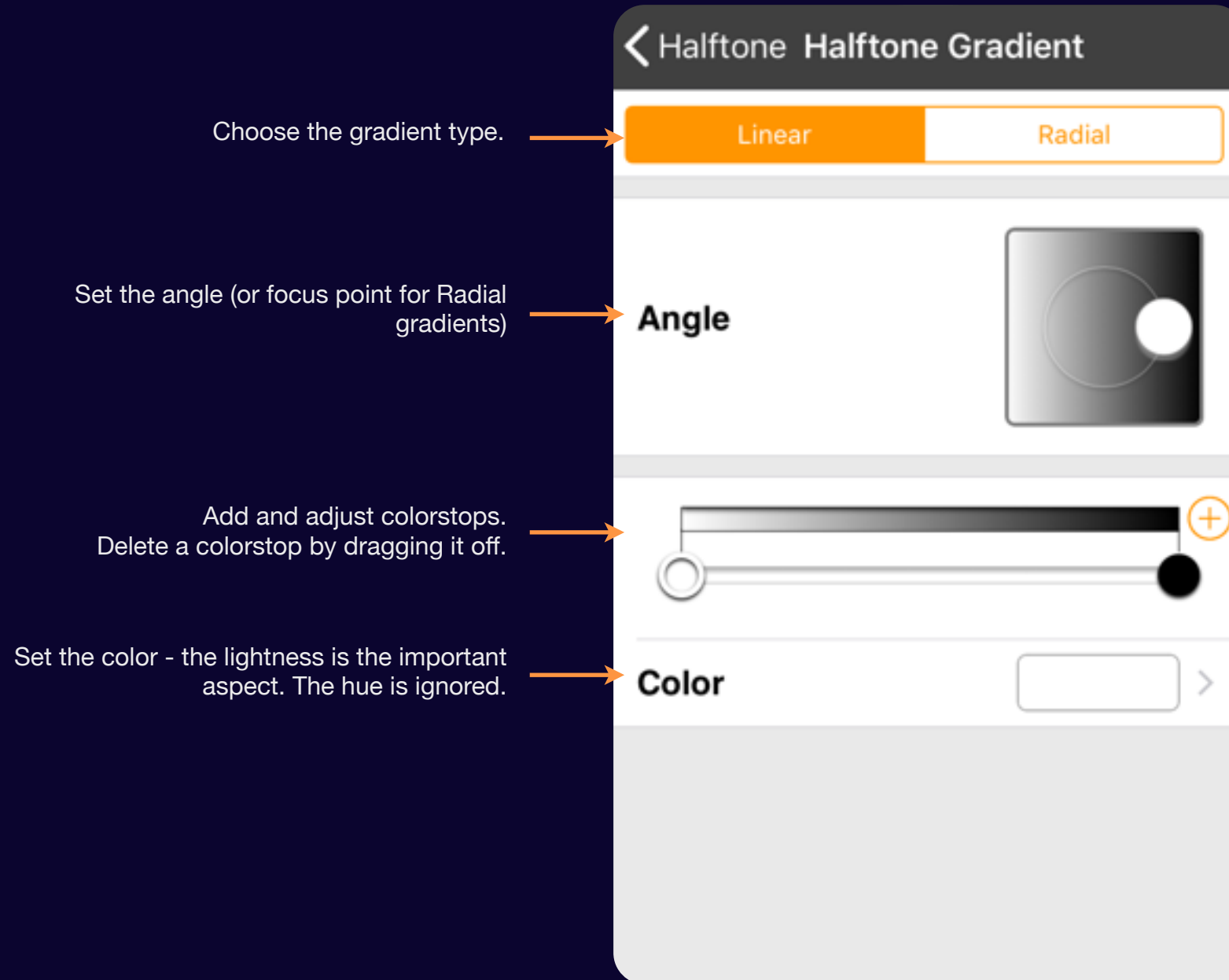
The background color

The largest dot size (in points)



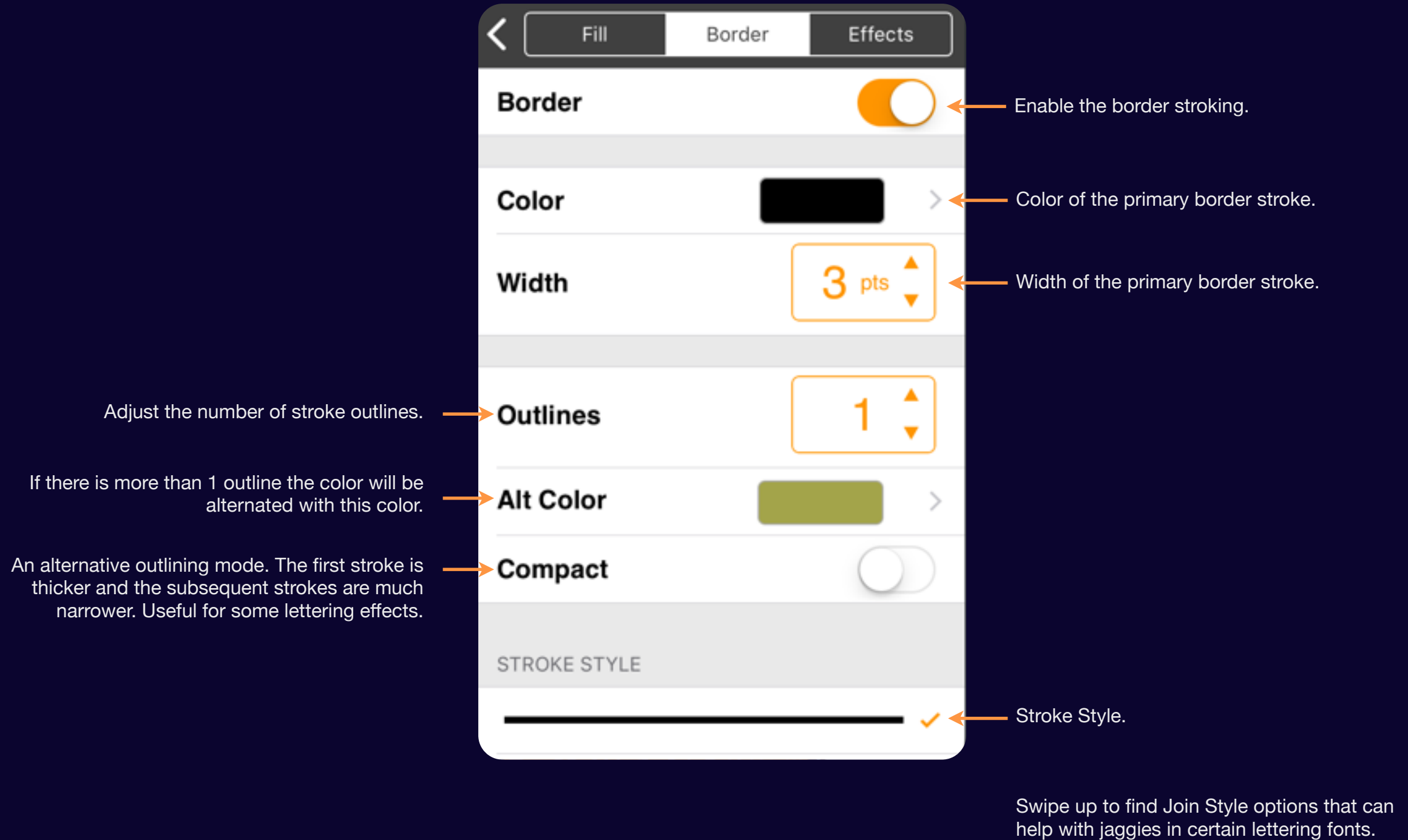
Reference Gradient

The reference gradient guides the size of each halftone dot. The darker the gradient the larger the dots.



Border Options

Add or remove the border stroke and configure style options.



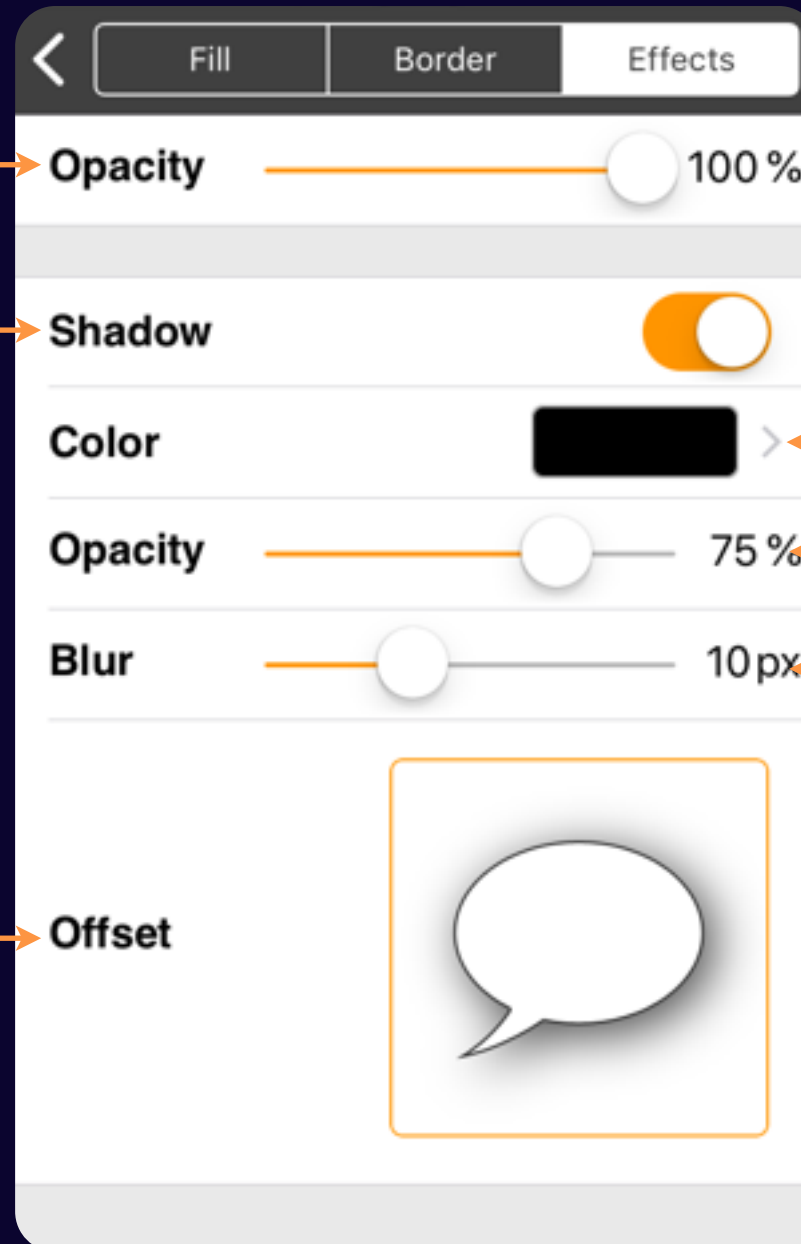
Effects Options

Control the opacity of the element and an optional drop shadow.

Adjust the overall opacity of the element.

Enable a drop shadow for the element.

The relative position of the shadow.
Drag to adjust.



Choose a color for the shadow.

Set the shadow opacity.

Set the shadow softness. Comics typically have quite hard shadows.

Section 5

Customizing Elements

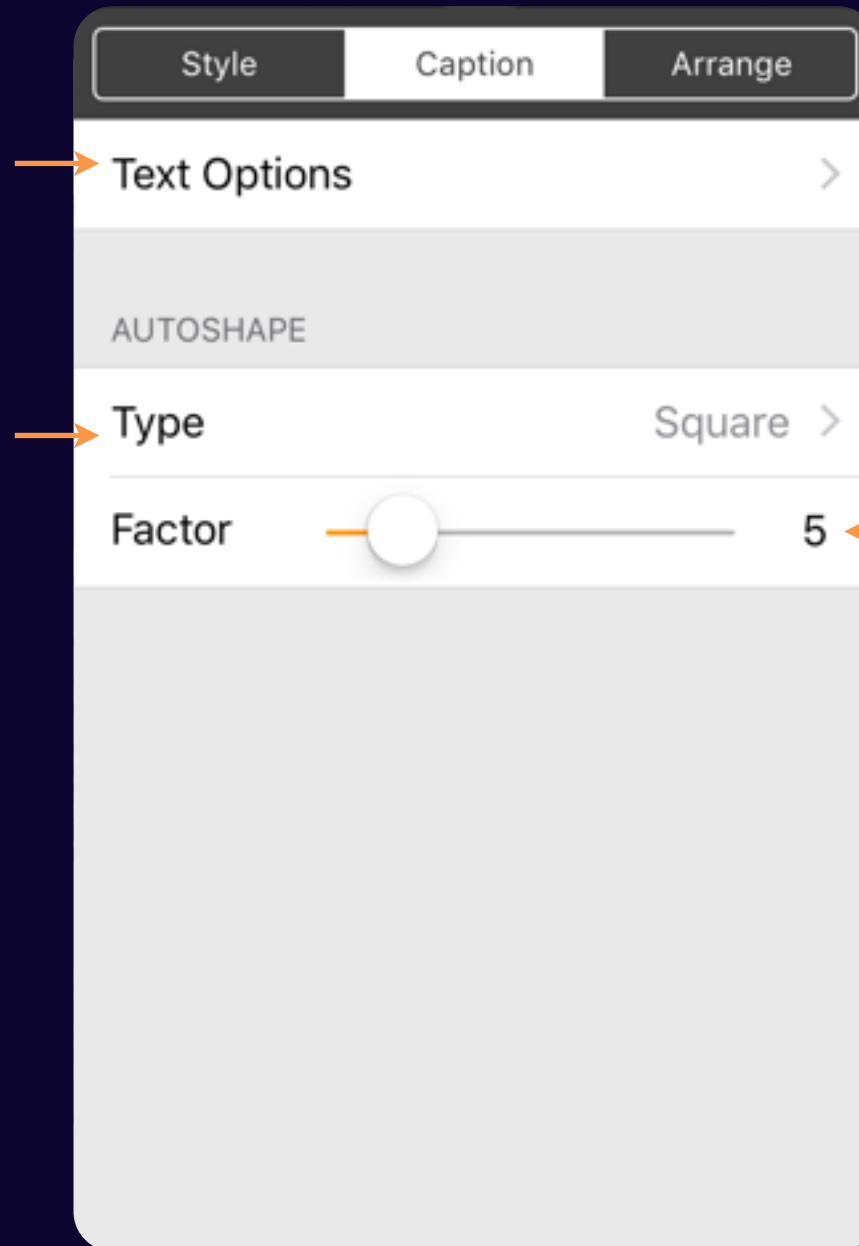
Each element has some unique features that can be customized. Learn how to access these special options.

Caption Customization

Captions have a few customization options.
Mostly text unsurprisingly...

Tap to configure the font, margin and other text related options.

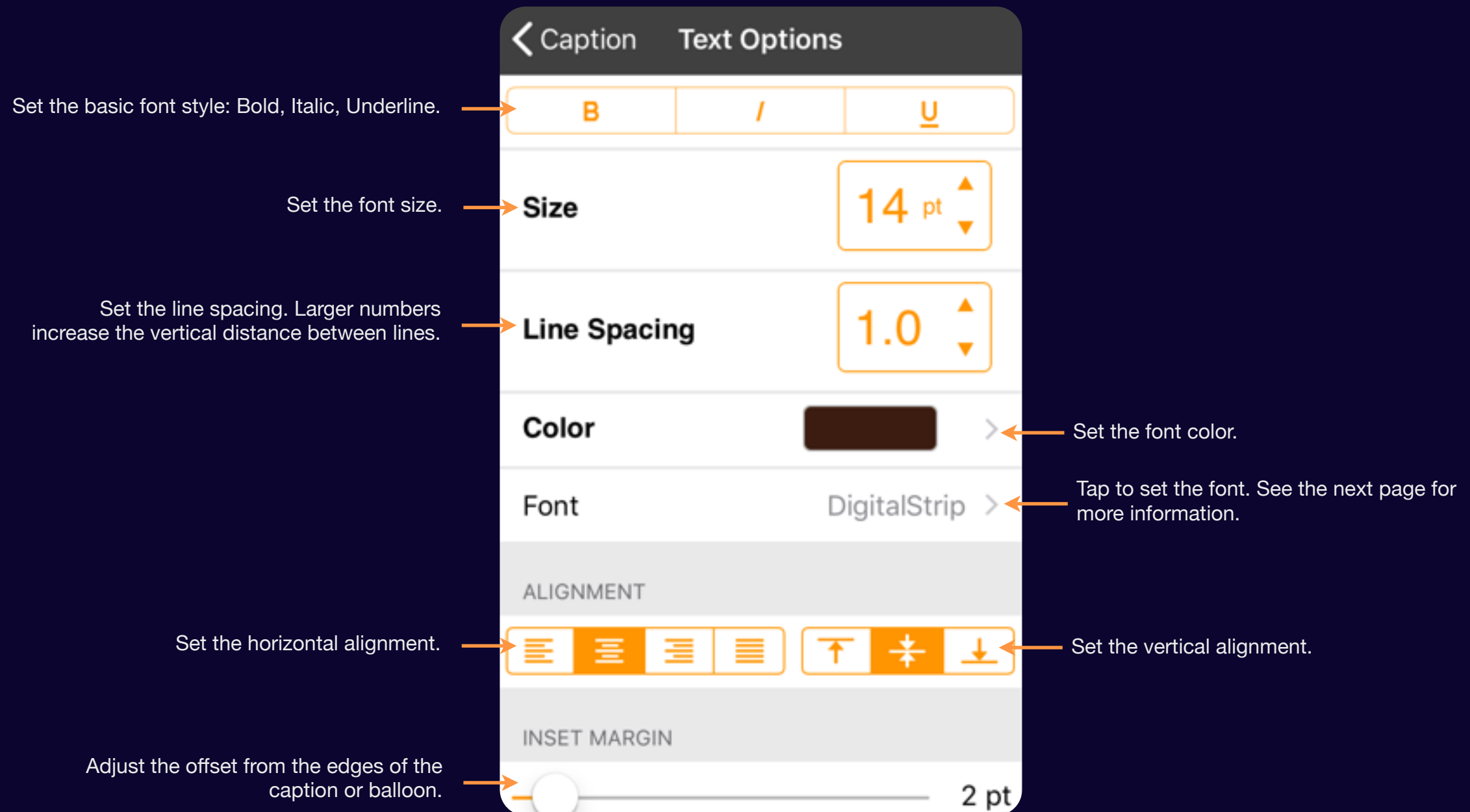
Choose from a variety of outline shapes for your caption.



Some outline shapes have an adjustable parameter. Slide this to change the outline.

Text Options

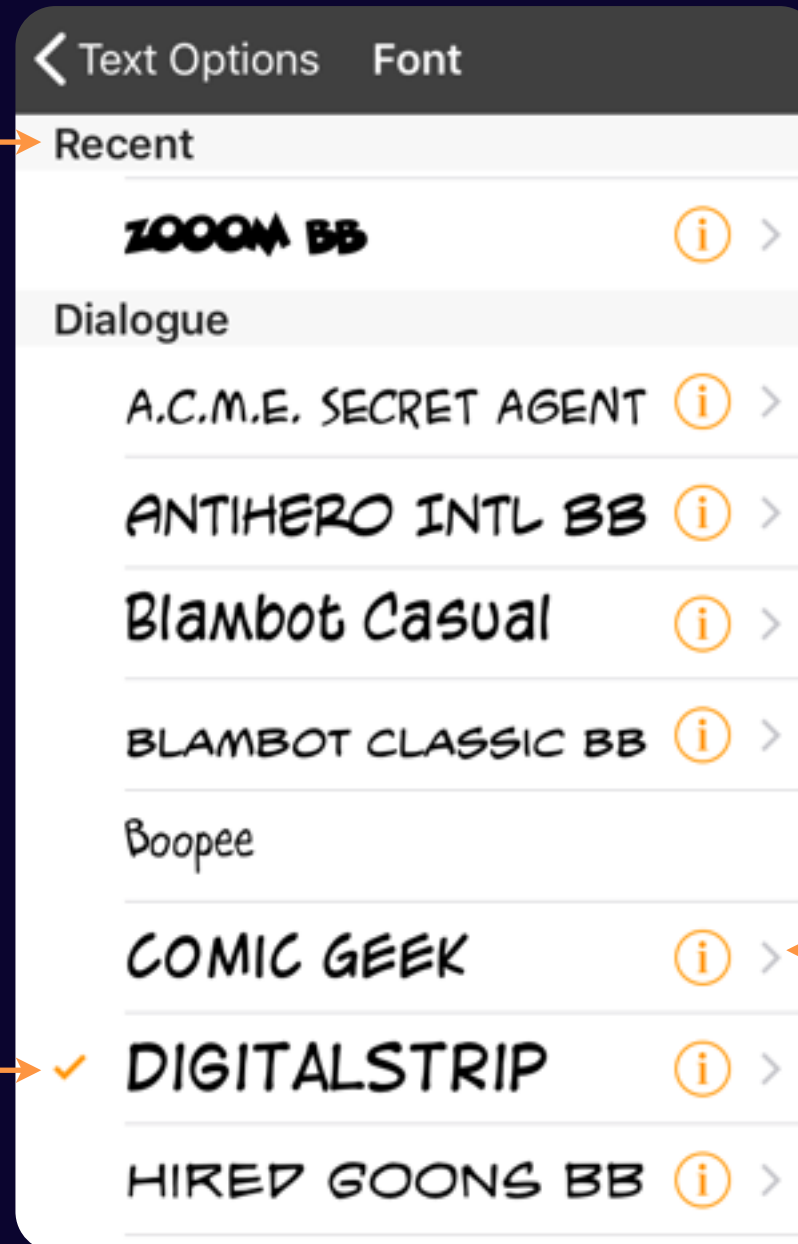
Configure the font, color, line spacing and more for you text.



Font Chooser

Controls how the color is transferred from the brush to the canva the canvas.

Font category:
Recent, Dialogue, Title, FX, Other and System



Recent fonts lets you quickly access fonts you regularly use.

Dialogue fonts are typically used in balloons and captions.

Title fonts are often used for comic titling.

FX fonts are used for lettering sound effects.

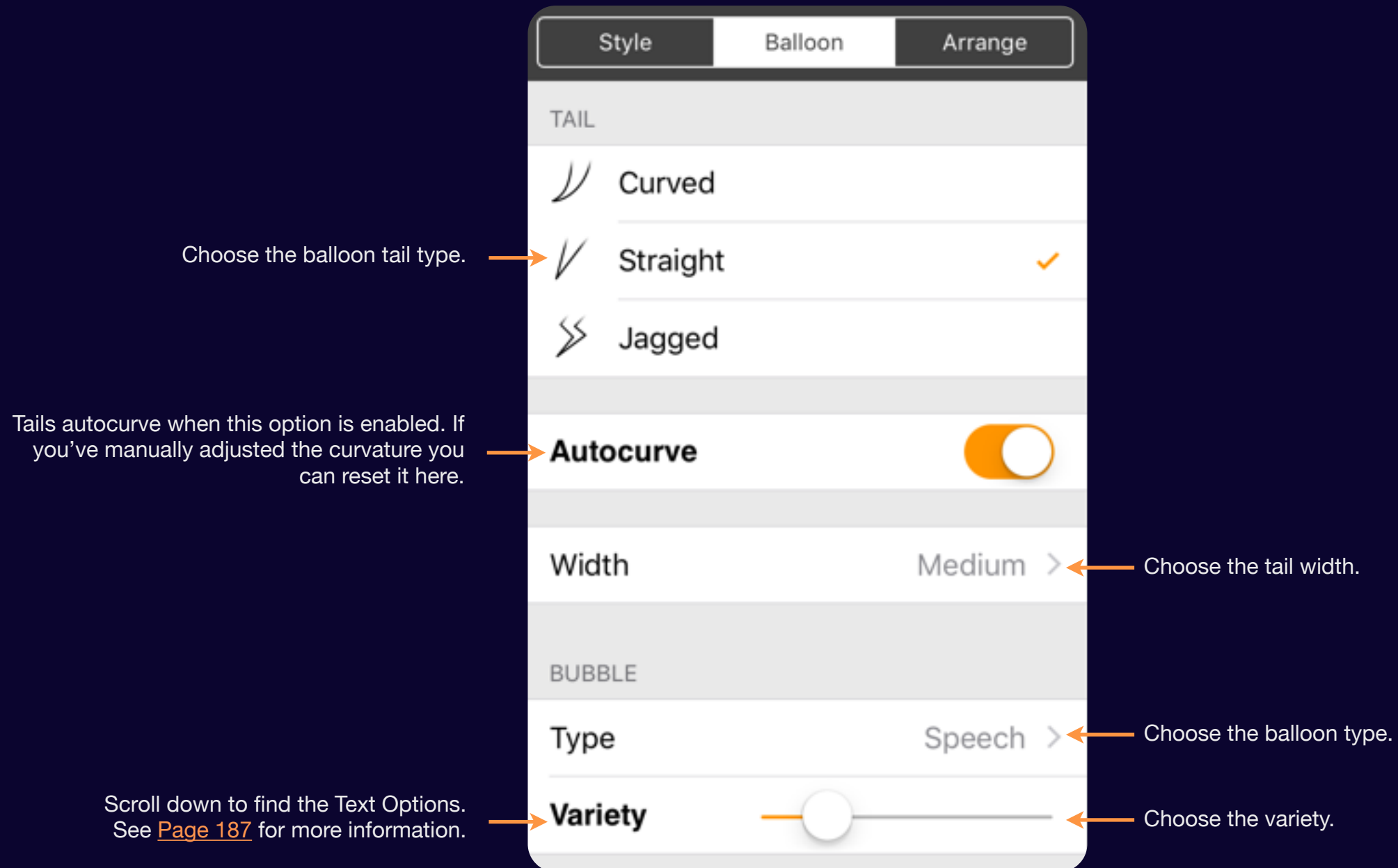
Other fonts are a mixed bag of interesting fonts for special occasions.

System fonts contains all the fonts that are available to all apps on your iPad. If you've installed your own fonts you'll find them here.

Tap to access particular font faces.

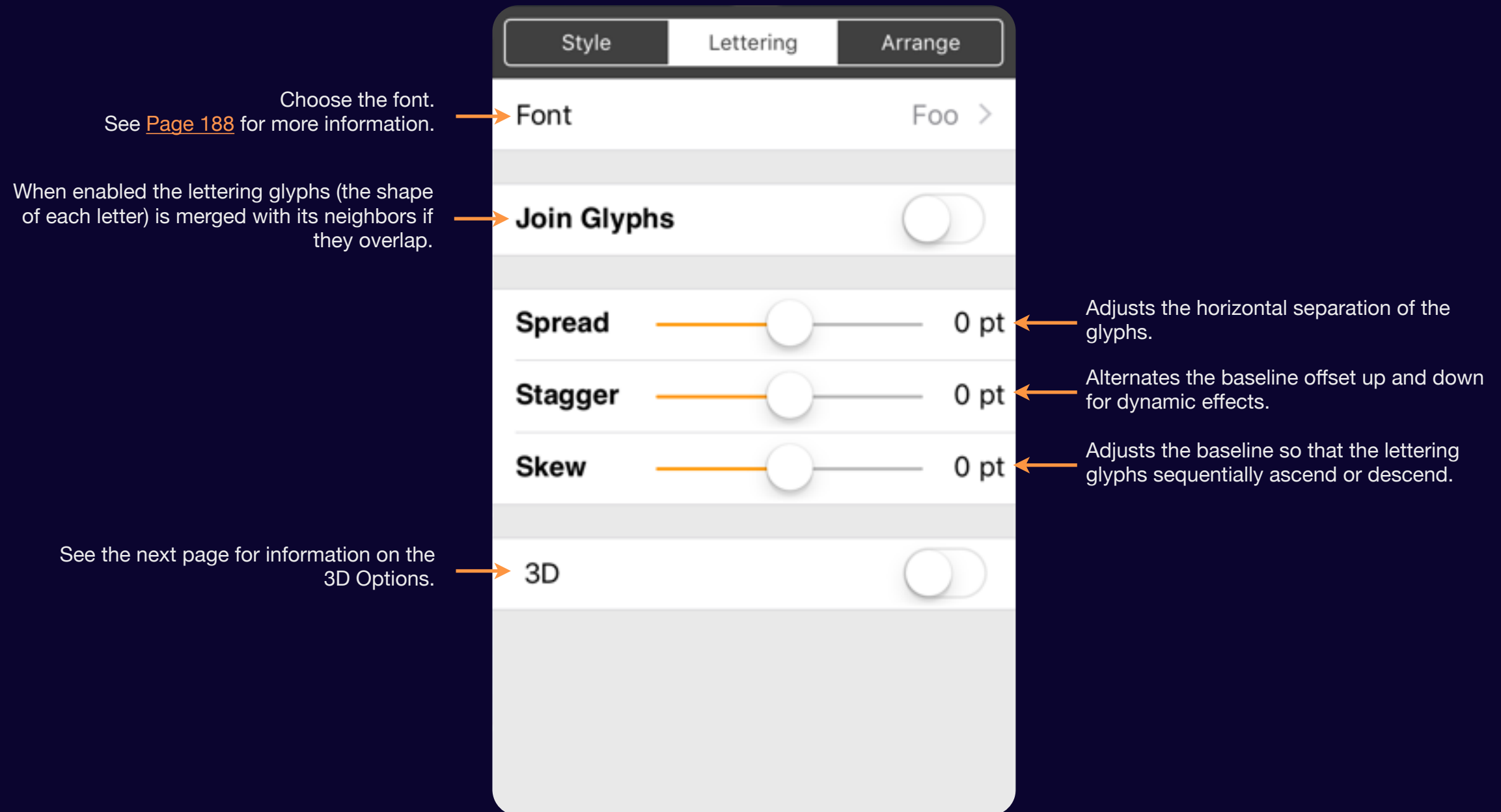
Balloon Options

Configure particular aspects of the tail and bubble.



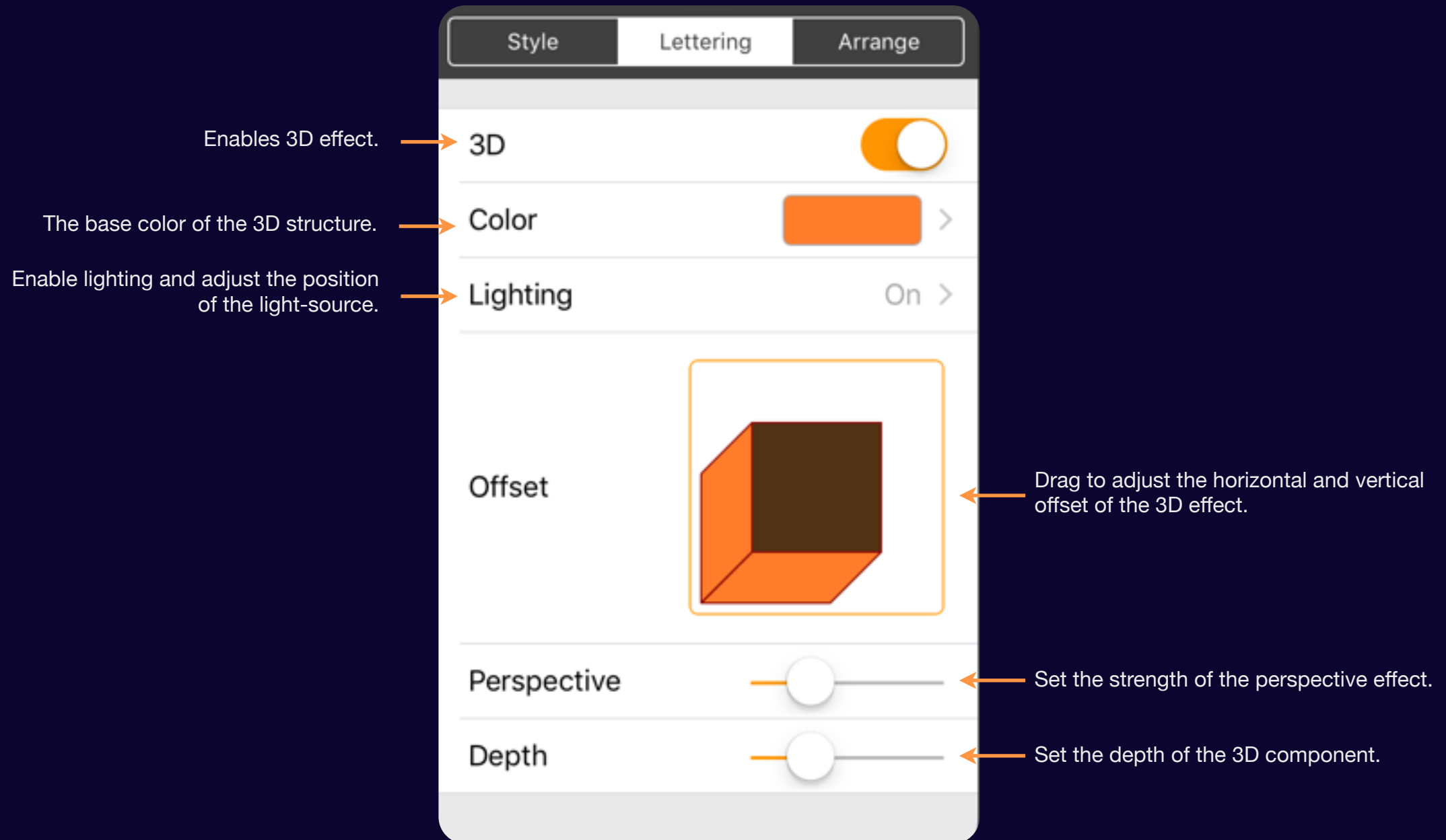
Lettering Options

Lettering offers some unique presentation options in order to emulate some of the classic styles.



3D Lettering Options

A classic lettering effect, 3D really gives weight
your titles!



Section 6

Advanced Techniques

Extension balloons and panel clipping. Learn about advanced options that can take your comics to the next level.

Extension Balloons

Add extension balloons when you need to your character to keep talking.

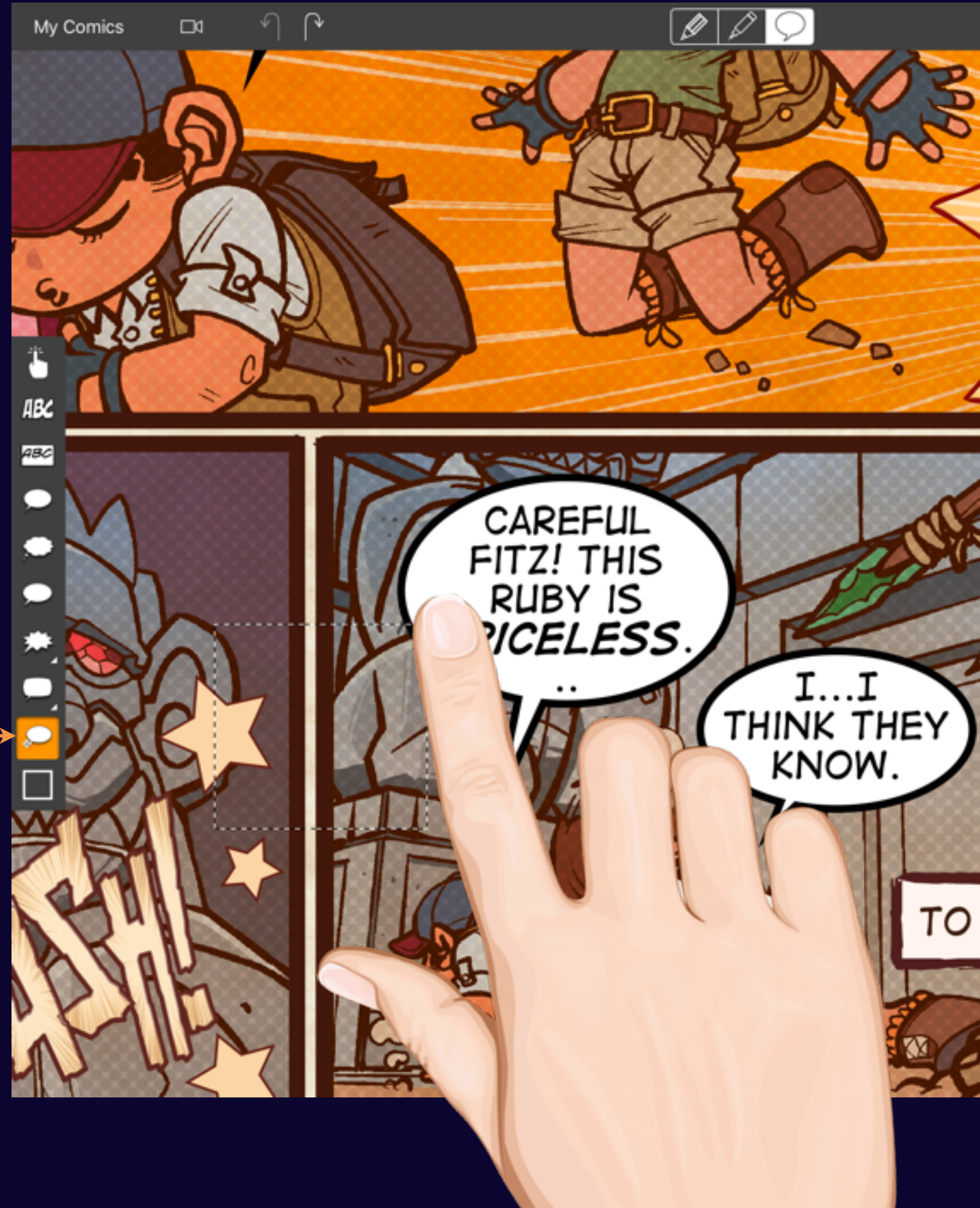
To add an extension balloon tap on the extension balloon icon and block in your balloon outline so that your touch ends within the balloon you're extending.

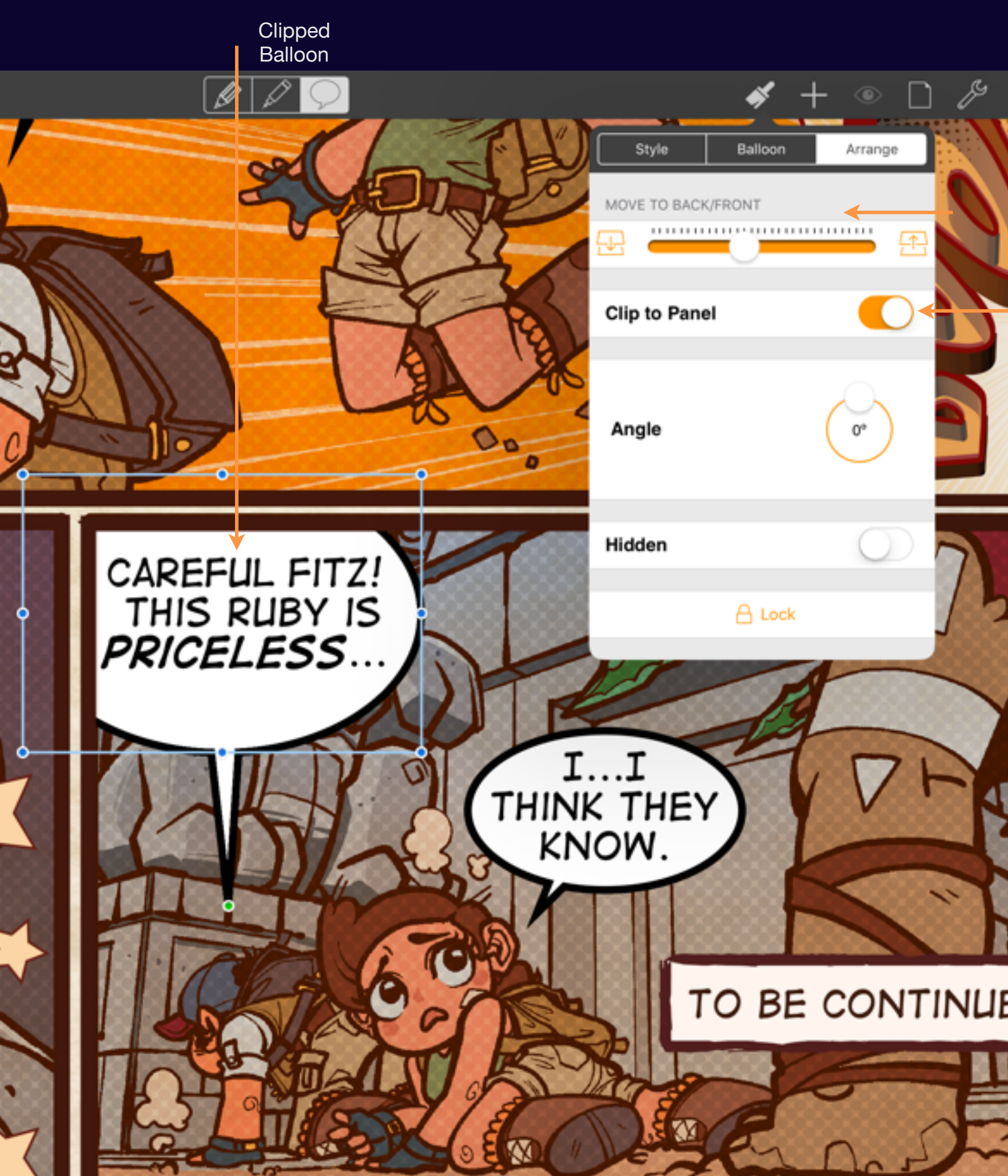
A new balloon is added with a tail connecting to the target.

You can adjust the path of the connecting tail in a similar manner to regular balloon tails. Except the end point is tied to the center of the connected balloon.

Delete an extension balloon by tapping on it and choosing Delete from the action menu.

Extension
Balloon





Clipping elements to panels

Sometimes the edge of the panel needs to be a limit.

Whether your text needs to abut the panel edge or your balloon tails need to disappear when they reach the edge of the panel.

To clip elements to a panel add a panel to the page using the panel tool at the bottom of the sidebar. Once it is in the correct place select the elements to be clipped and choose "Clip to Panel" from the Arrange options.

If the element does not immediately clip simply drag it a little bit to help it detect the panel.

Clipped balloon and caption text will now be laid out so their text does not extend past the edges of the panel.

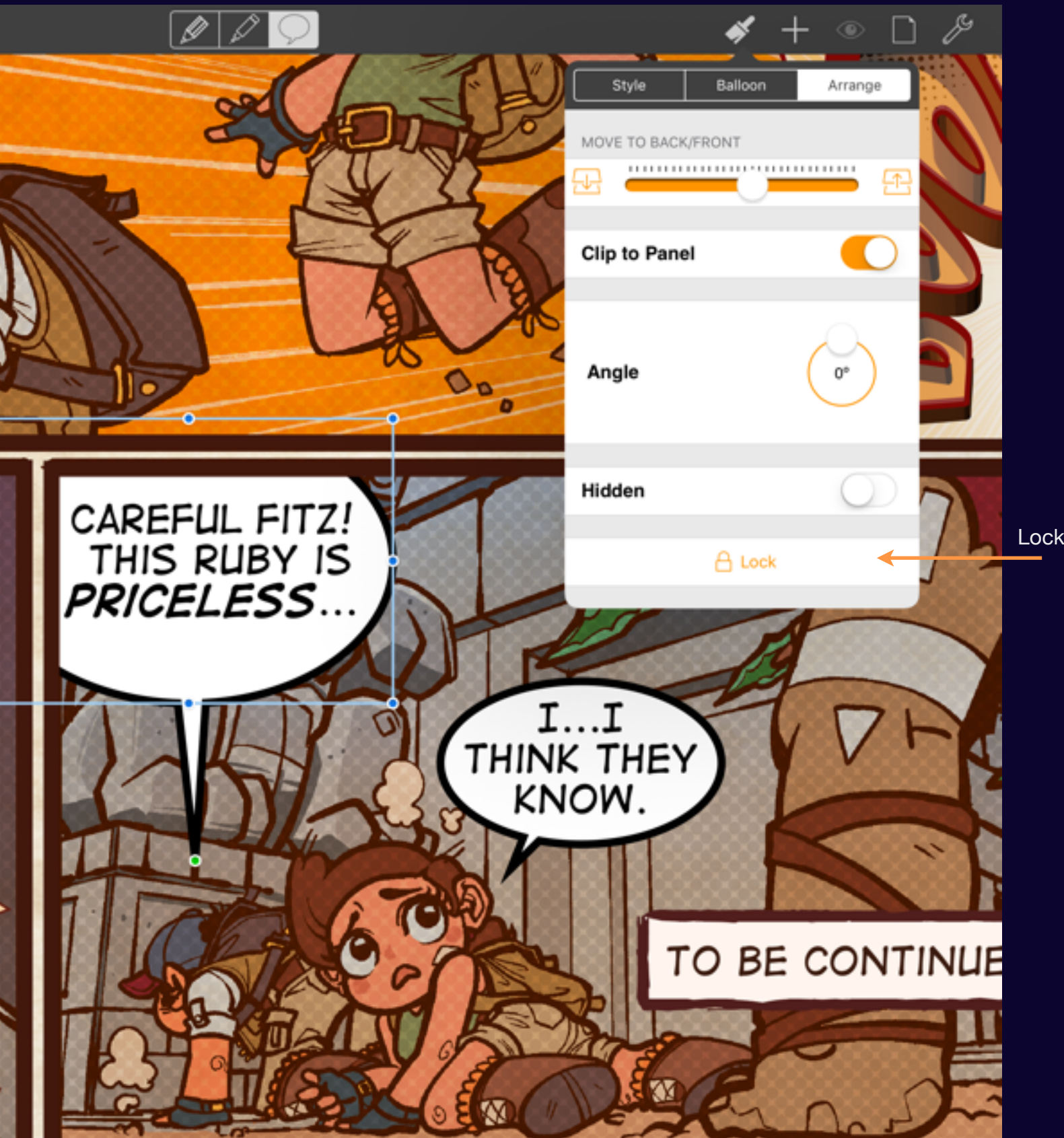


Arranging Elements

Move elements forward and back to change how they overlap.

To move an element forward in the hierarchy so that it's not hidden by another element open the style inspector and choose the Arrange tab.

Drag the slider left and right to adjust the order. Or tap on the icons at either end to quickly bring to front or send to the back.



Lock Elements

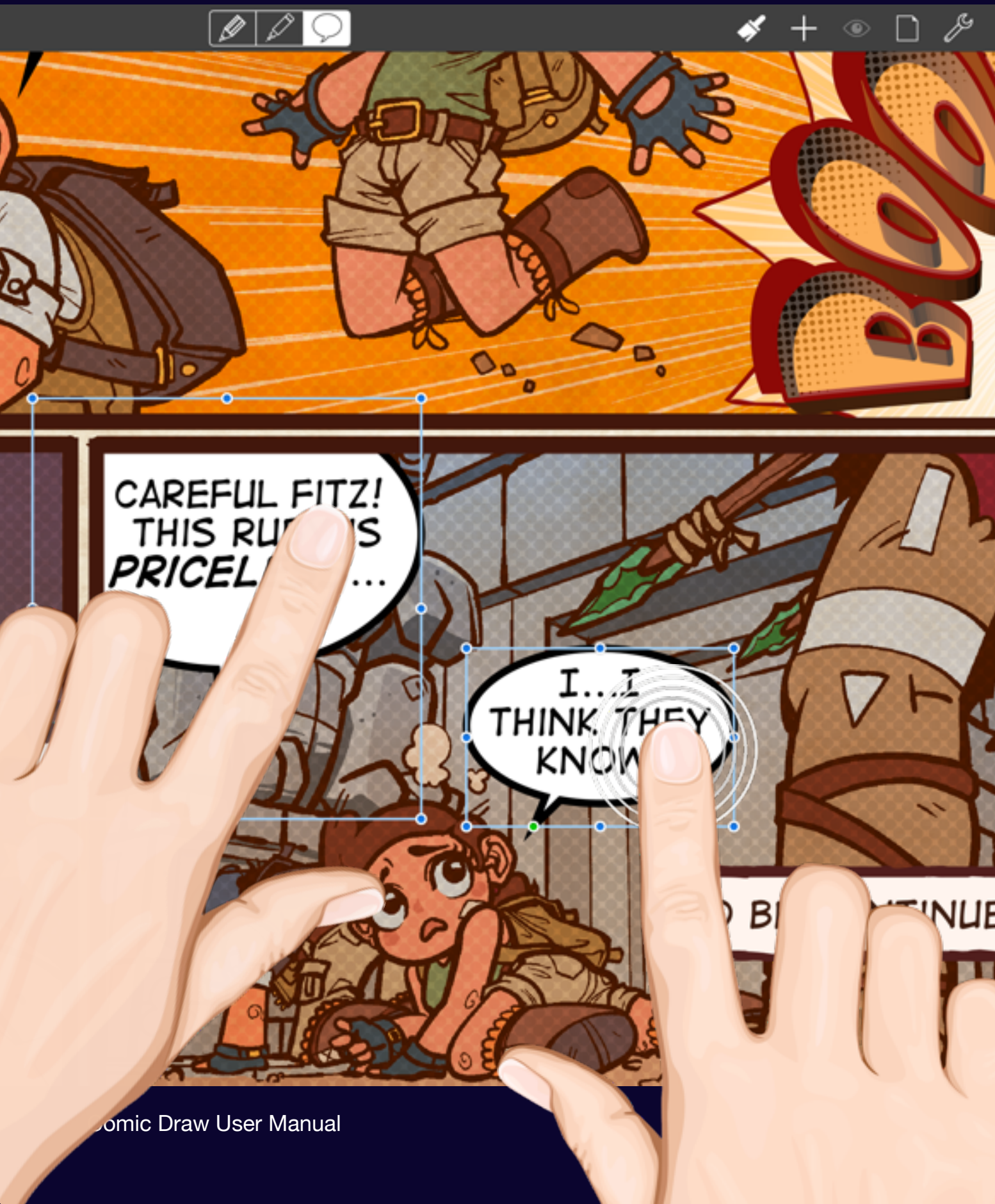
Make sure an element stays put by locking its position.

Tap on the Lock icon on the Arrange tab.

Once locked the element can no longer be moved or have its style customized.

To unlock tap on the element itself and choose Unlock from the action menu that appears.

Note: If the locked element shares a style and that style is updated the locked element will also be updated.



Multiple Selection

You can select multiple elements at a time with multi-touch.

To select more than one element, select your first element in the usual manner. Then while keeping a touch on the selected element tap on another element to add it to the selection.

To remove an element from the selection tap on it again.

You can now drag the selected elements around the page. Resizing elements still occurs on an individual element basis, however.



Grouping Elements

Sometimes things just need to stay together.

Once you have multiple elements selected you can group them into a single unit for easier manipulation. Tap on one of the selected elements to reveal the action menu.

Tap on Group to create the new group.

Now you can easily move and resize the grouped elements.

To ungroup, tap on the group to reveal the action menu again and choose the Ungroup item.

Note: Text elements can not be edited when they are grouped.

Transfer Elements


You can transfer elements to the drawing workspace for more creative options

Transfer

Creates a layer in the Inking and Coloring workspace with an image of the balloon. Allowing creative layering options.

Transfer Masked

In addition to creating the drawing layer, this option also automatically adds a layer mask.

Once elements have been transferred they are made transparent (and tinted red). You can hide them by tapping on the in the navigation bar. To reveal them once more  just tap on the eye again.

Transfer
Actions



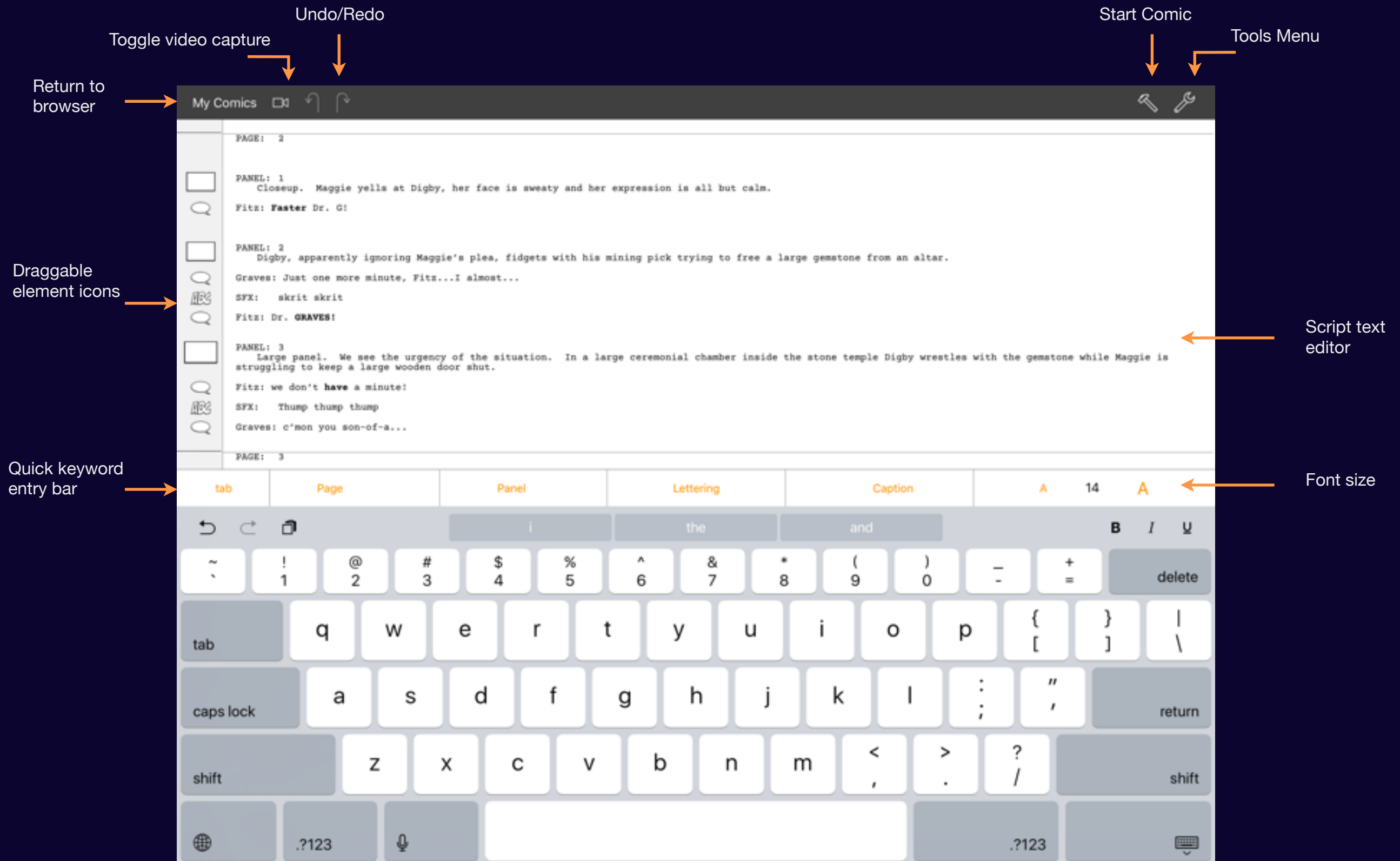
Scriptwriting

Section 1

Working with the editor

Use the script editor to get your story concept working smoothly before starting on the artwork.

The Scripting Interface

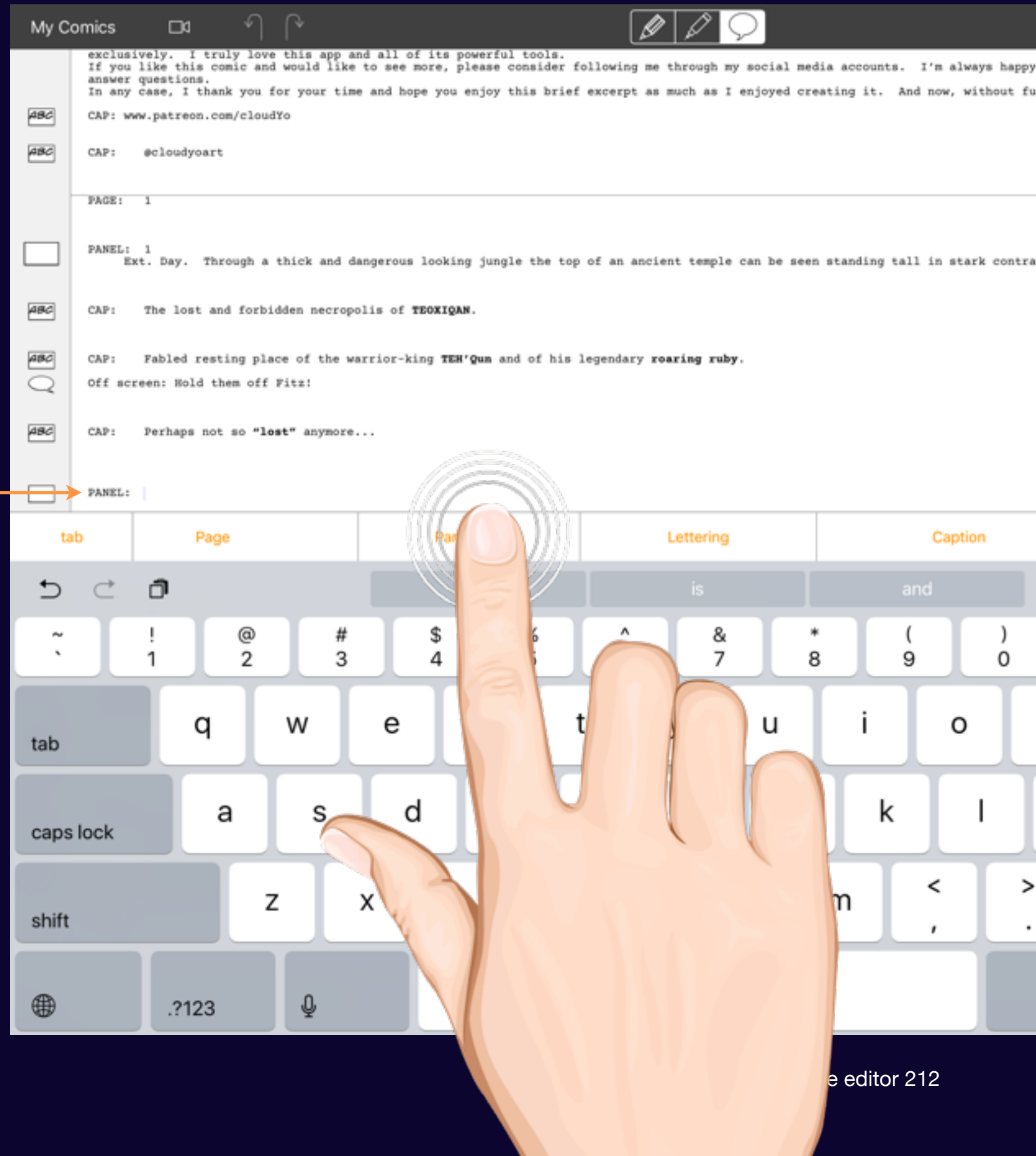


The Keyword Bar

Tap on the keywords so you can focus on your story.

The keyword format bar saves you some typing and also places your cursor at the first tab location so that your script writing is fast and formatted.

Keyword appears



Character Speech

Your characters use their names to indicate who's speaking.

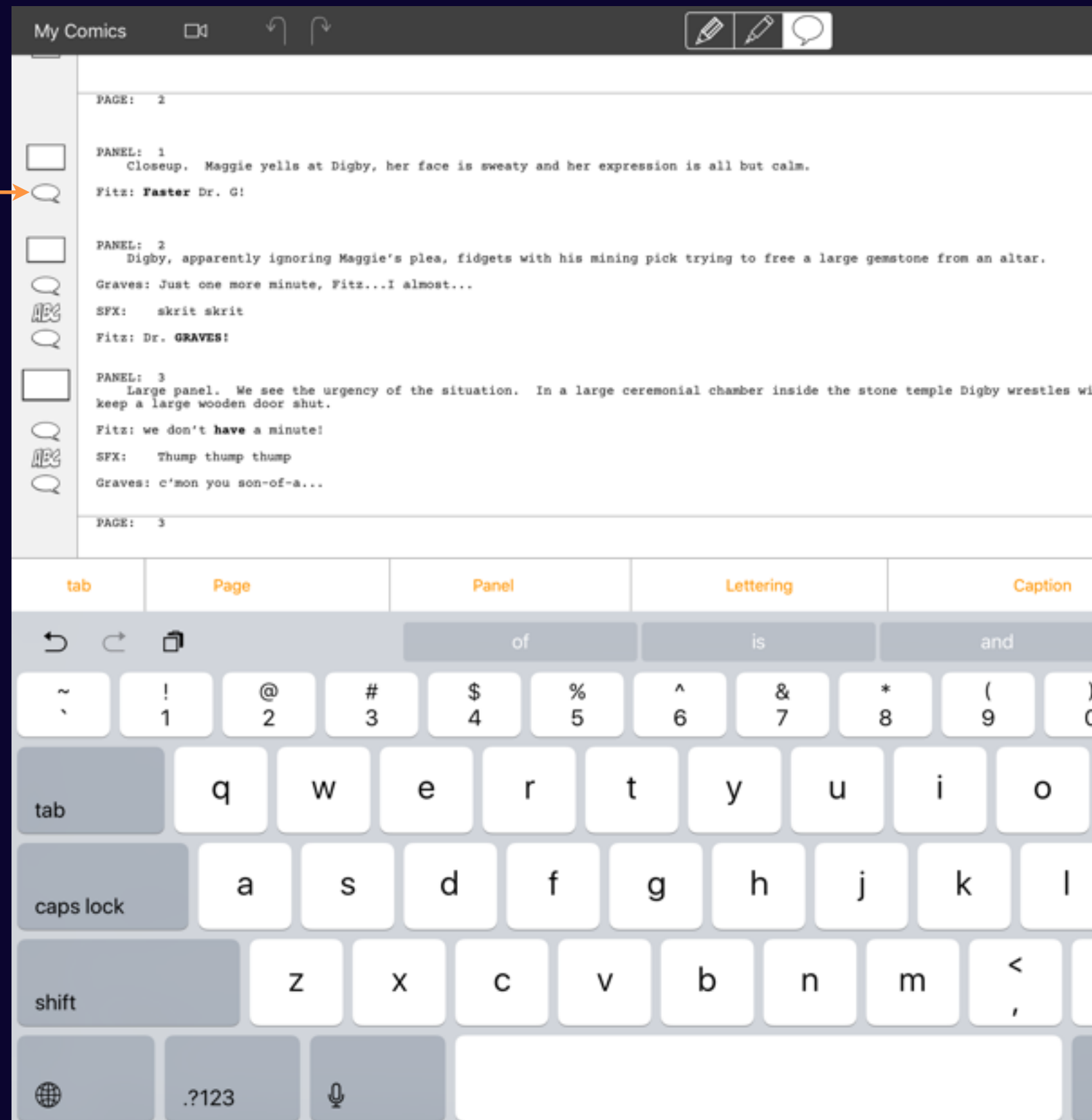
For basic speech balloons, simply enter the characters name followed by a colon and a balloon icon will appear once you enter the speech text.

You can qualify the kind of speech by entering a special keyword in parentheses after the character's name.

For example (thought) indicates the text should be placed inside a thought balloon when added to the comic page.

You can change or add to the set of speech qualifier keywords.

Speech Balloon
recognized



Match found

Find and Replace

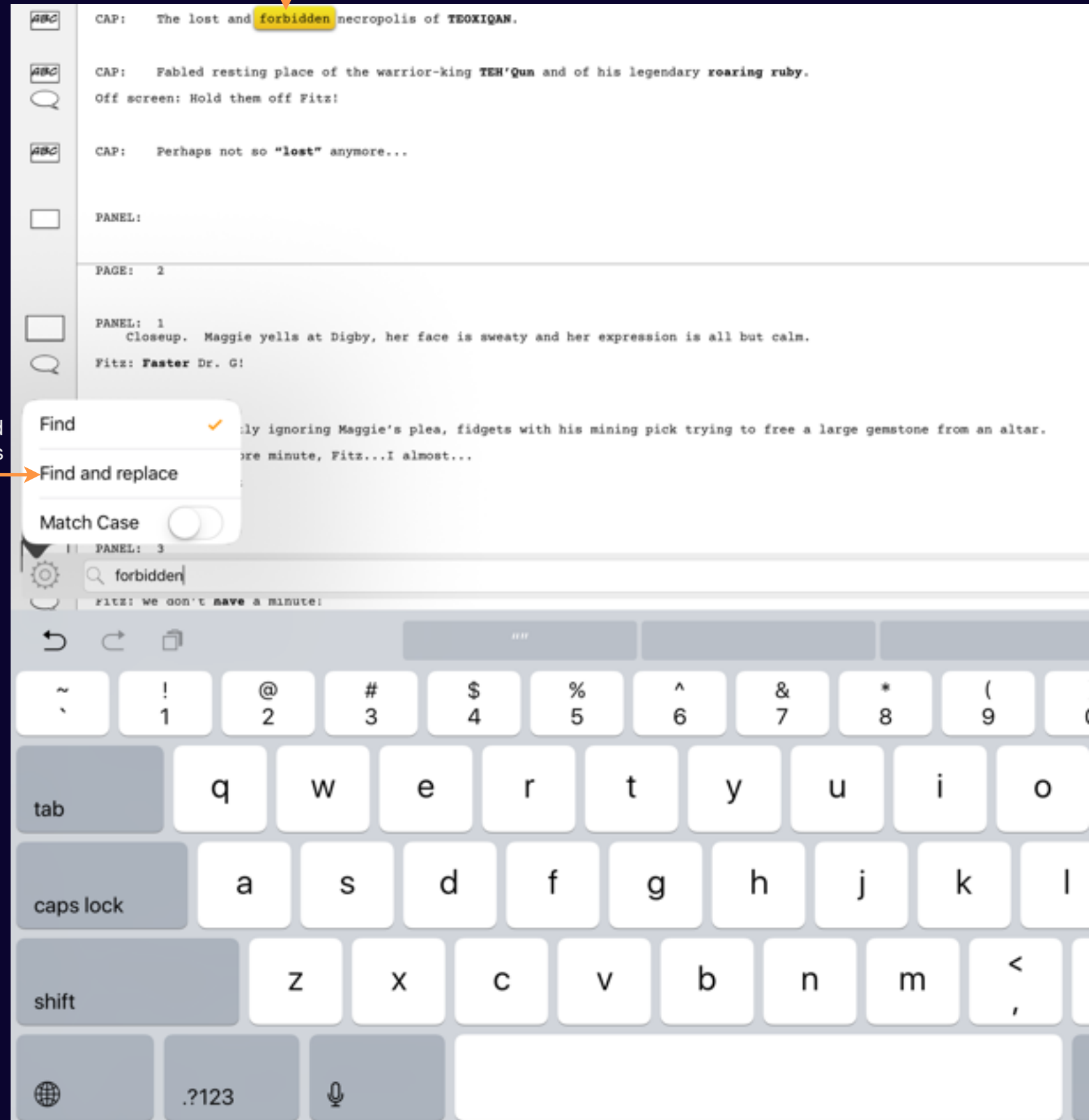
Tap on Tools and choose Search.

A search bar appears where you can enter the term you wish to search for.

Tap on the gear icon to reveal more options where you can Find and Replace or ensure the search is limited to the words that match the case.

Use the arrows at the end of the search bar to search forward or backward.

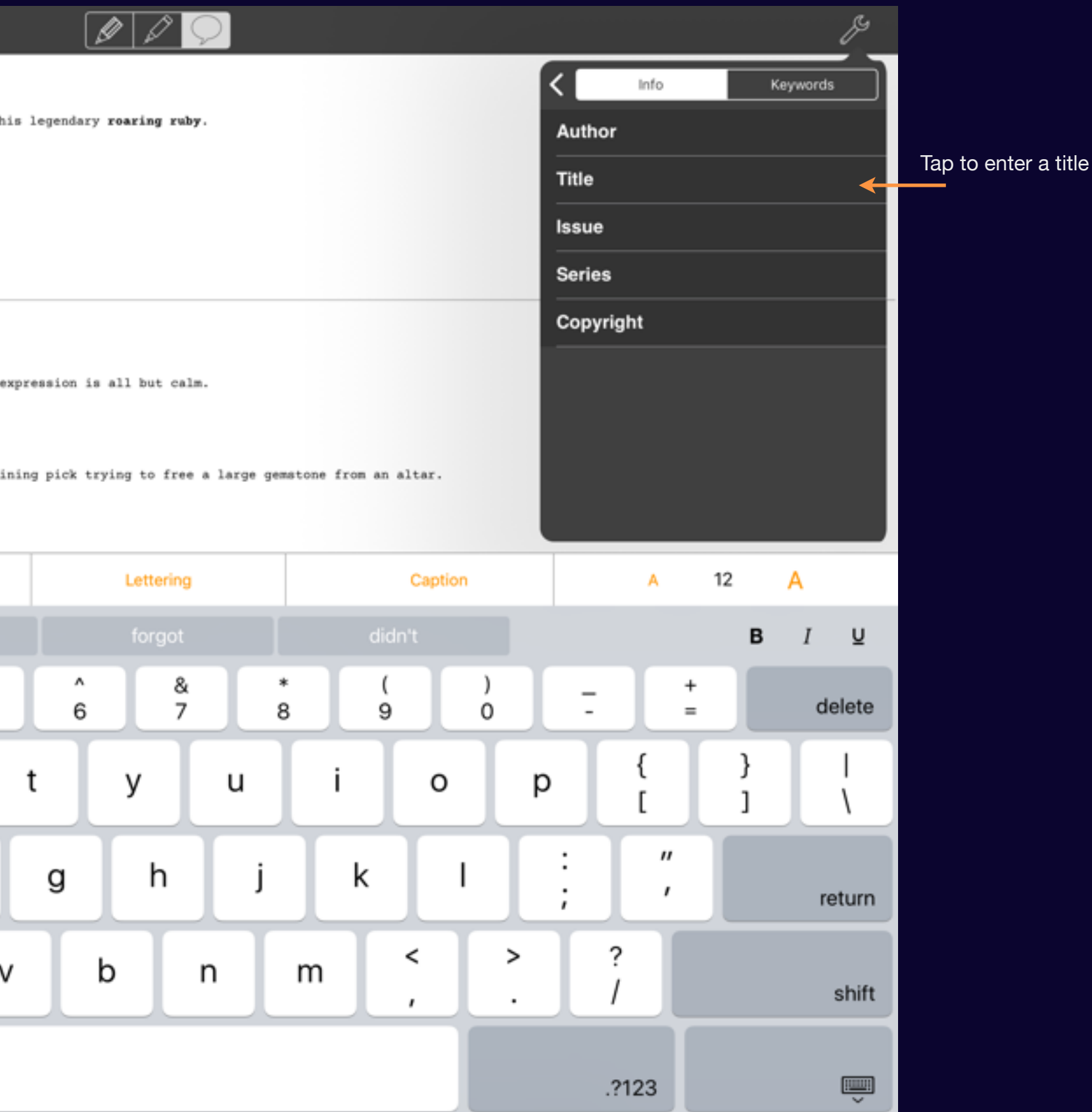
Find options



Section 2

Script Settings

In the script settings you can define the author and title of the comic as well as a set predefined keywords, but you can change them or add new ones to suit your style.

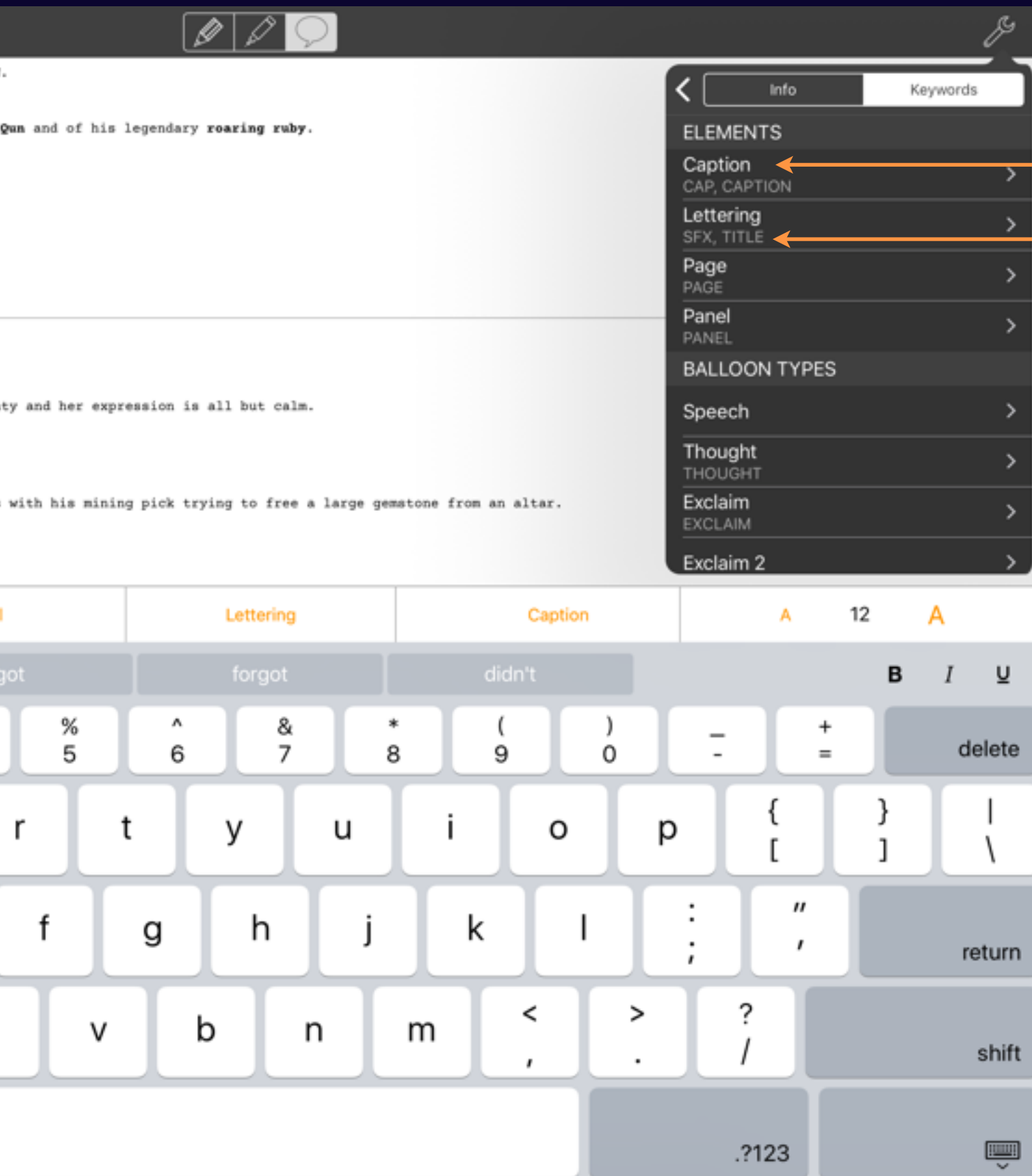


Script Settings

Tap on the Tools menu and then choose Script Settings.

On the Info tab you can configure basic metadata concerning the comic.

Tap next to the fields to activate the text editor.



Element Type

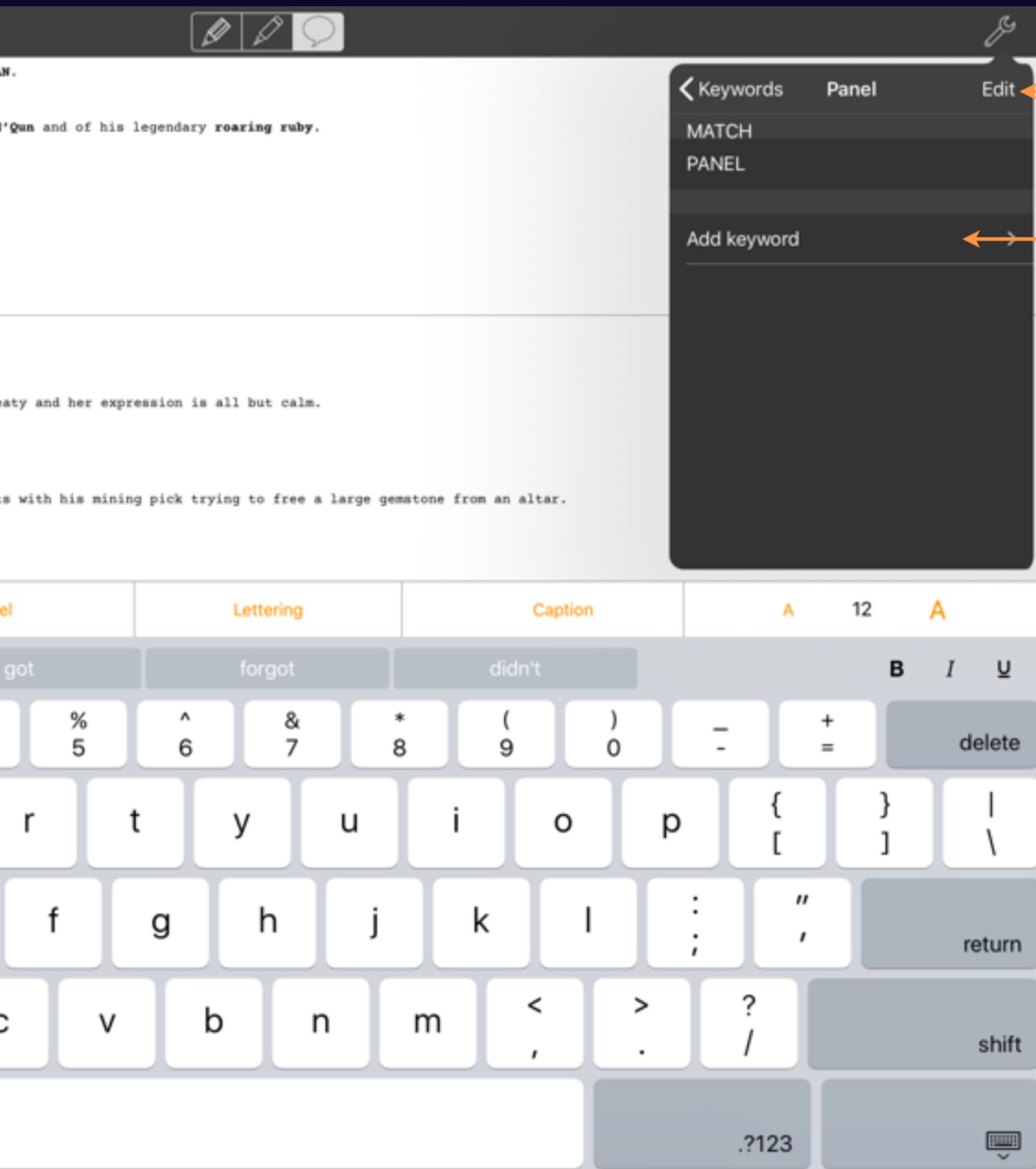
Configured keywords

Script Keywords

Tap on the Keywords tab to reveal the script keywords.

Here you can define new terms to match the Elements. Current terms are shown beneath the element in gray.

You can also change and add new qualifiers for the speech balloons.



Tap to remove keywords

Tap to add a keyword

Editing a Keyword

Tap on an Element to edit its set of keywords.

Tap on the Edit button to remove particular keywords.

Tap on Add keyword to add a new keyword.

The same process works for Speech qualifiers.

Section 3

Starting Your Comic

Once your script is complete you'll want to start on drawing. Learn how to start your comic illustration.

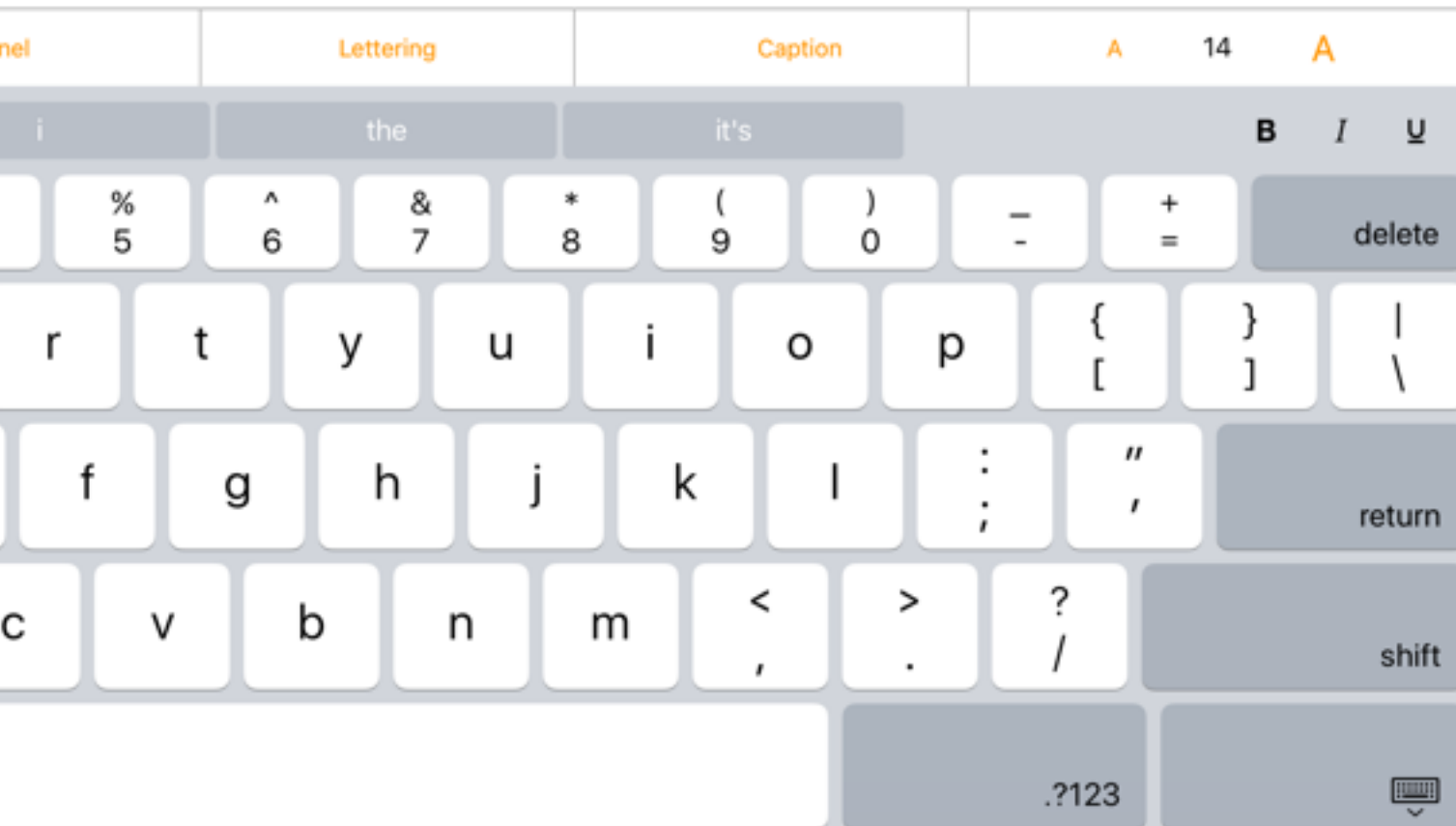
Start Comic



goes flying out. Meanwhile Dr.graves is bent over, satisfied at having pried the ruby loose.

er the stoic gaze of a ceremonial statue.

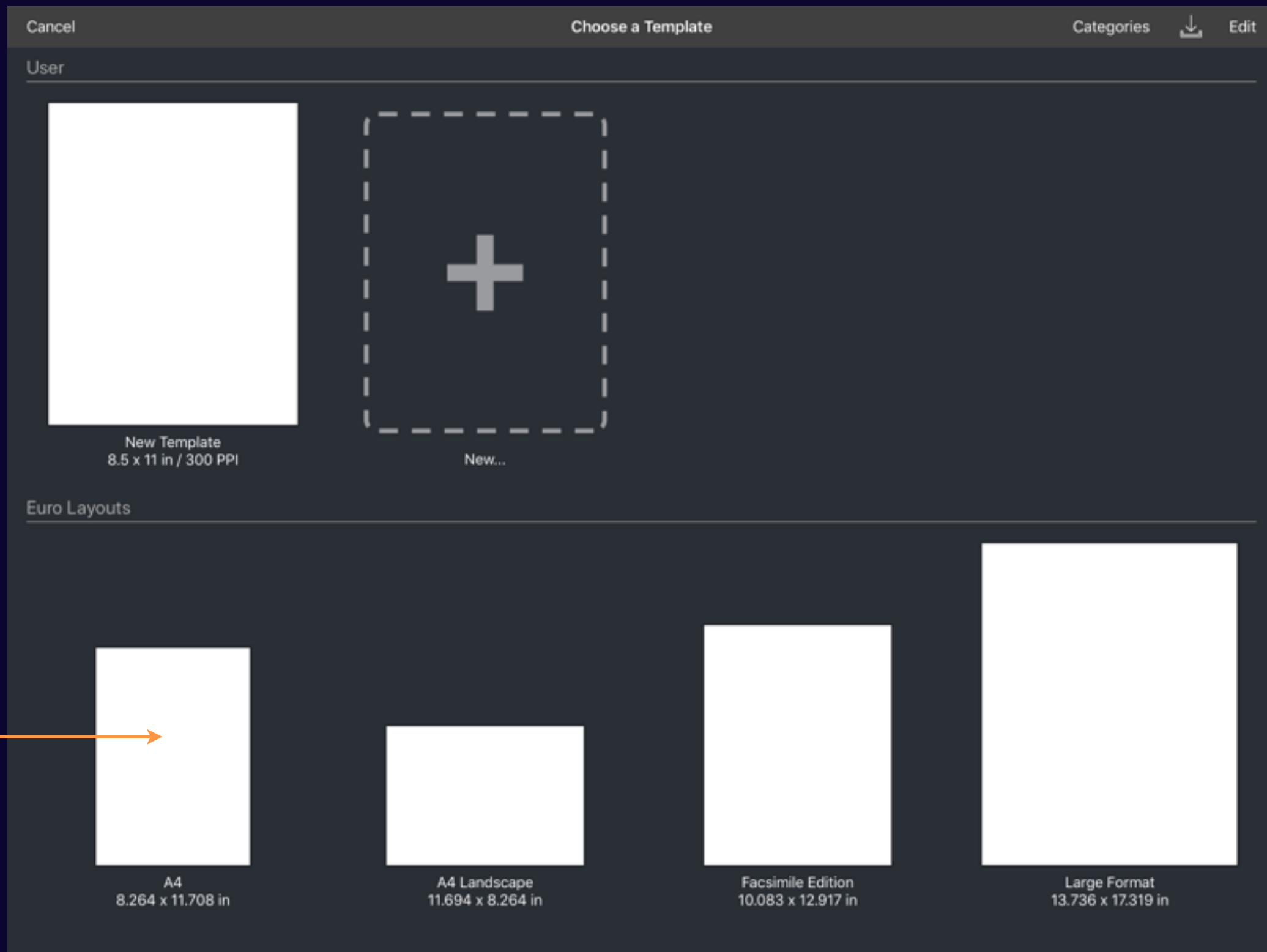
over the fallen gem, Maggie twists to face the now open entrance with a frightened expression. A dark silhouette's leg
e prone protagonists.



Starting your comic

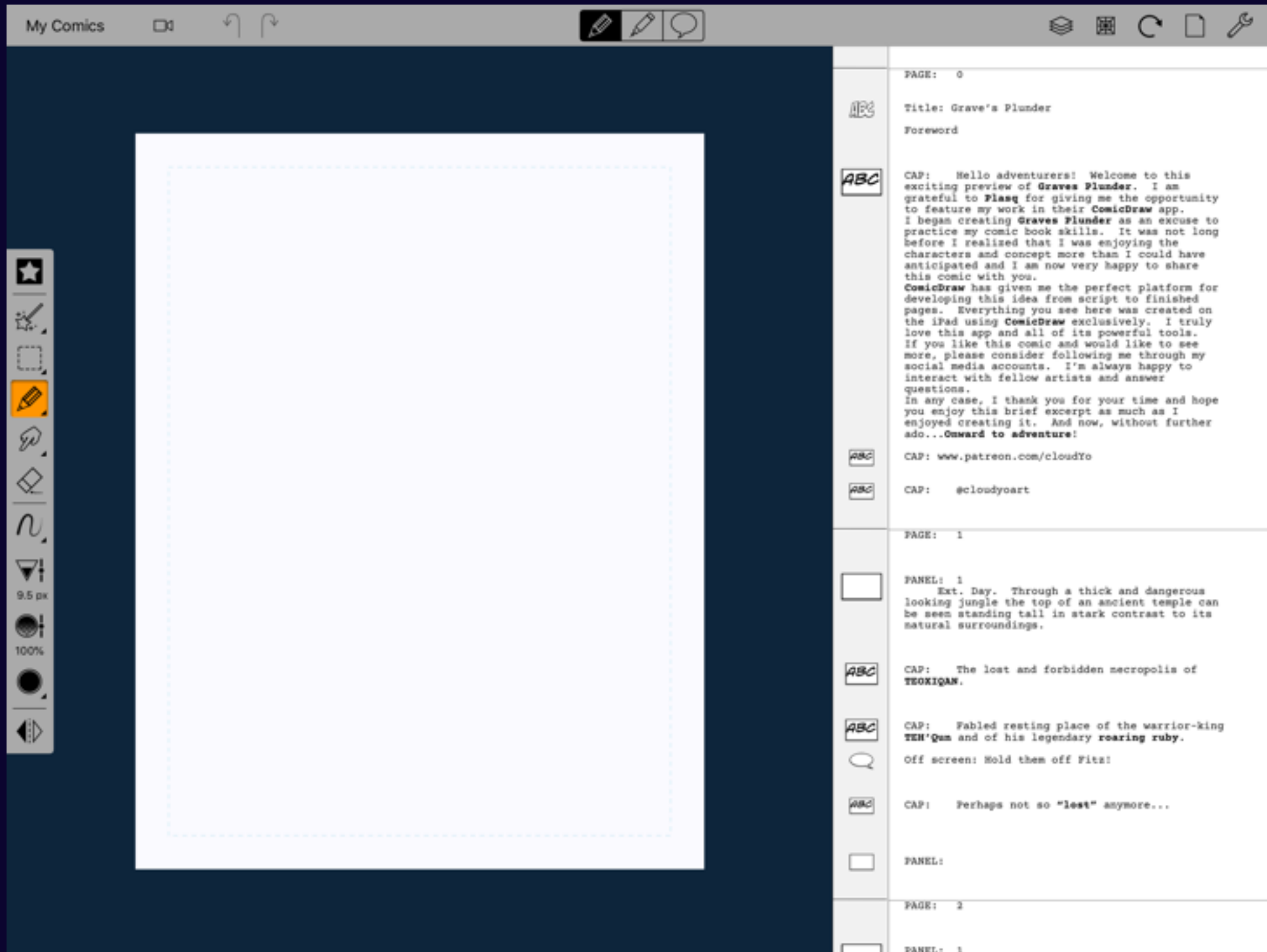
Tap on the Start Comic icon

Choose a Template



Script and Comic

Your script is shown to the right of (or above in Portrait) your comic page. See [Script Elements](#) for more information.





Comic Connect

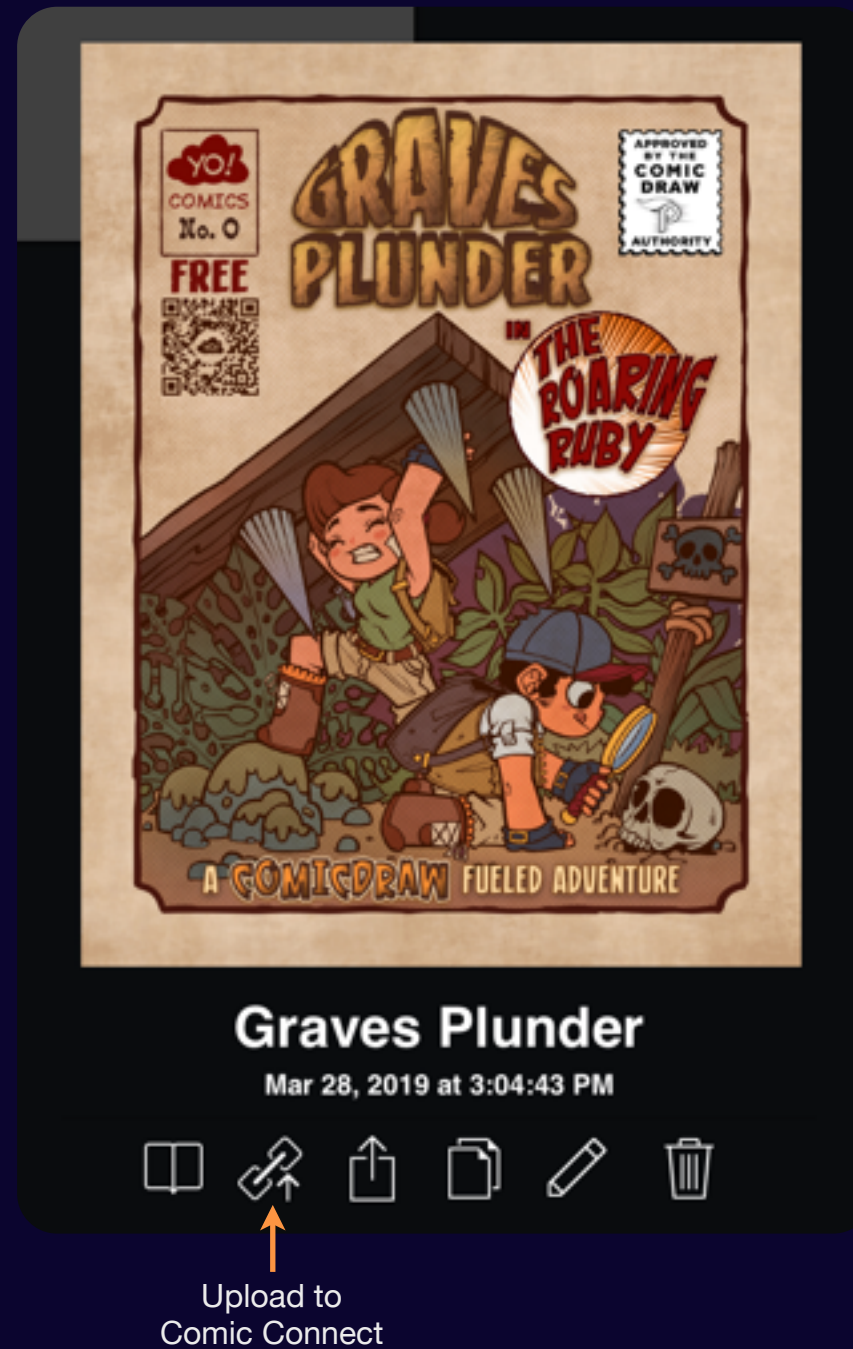
Section 1

Uploading to Comic Connect

Comic Draw's companion app Comic Connect lets you easily share your creations with the world. When you're ready tap on the upload button and your comic is sent to the cloud.

Upload to Comic Connect

Tap on the Comic Connect Upload icon to share your comic online.




Publishing Metadata

Before you upload you can enter some information about your comic.

Tap to return to the browser → **Cancel** **Comic Info** **Upload** ← Begin the upload

Enter Information about your comic.



→ Edit the title **Title** Graves Plunder

→ Edit the creator if applicable **Creator** Claudio Grassi

→ Set the genre **Genre** Action/Adventure >

Age Rating All Ages > ← Set the applicable age rating

Language English > ← Define the primary language

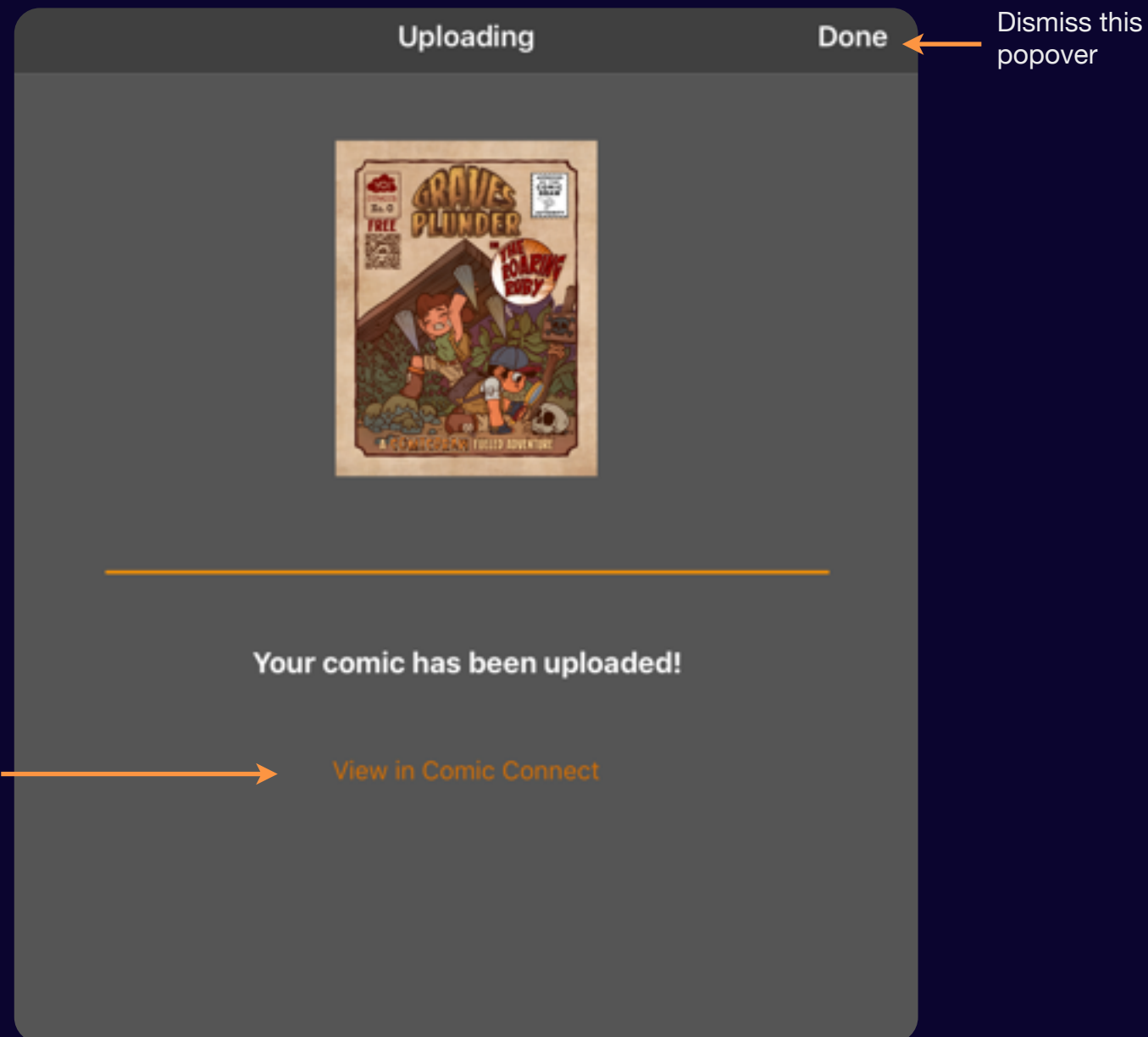
Advanced > ← Tap to add more detailed information about your comic. Contributors, Copyright, Issue, Series & Volume.

Description

→ Add some descriptive text

Viewing in Comic Connect

When your upload is complete you can view it in the companion app: Comic Connect



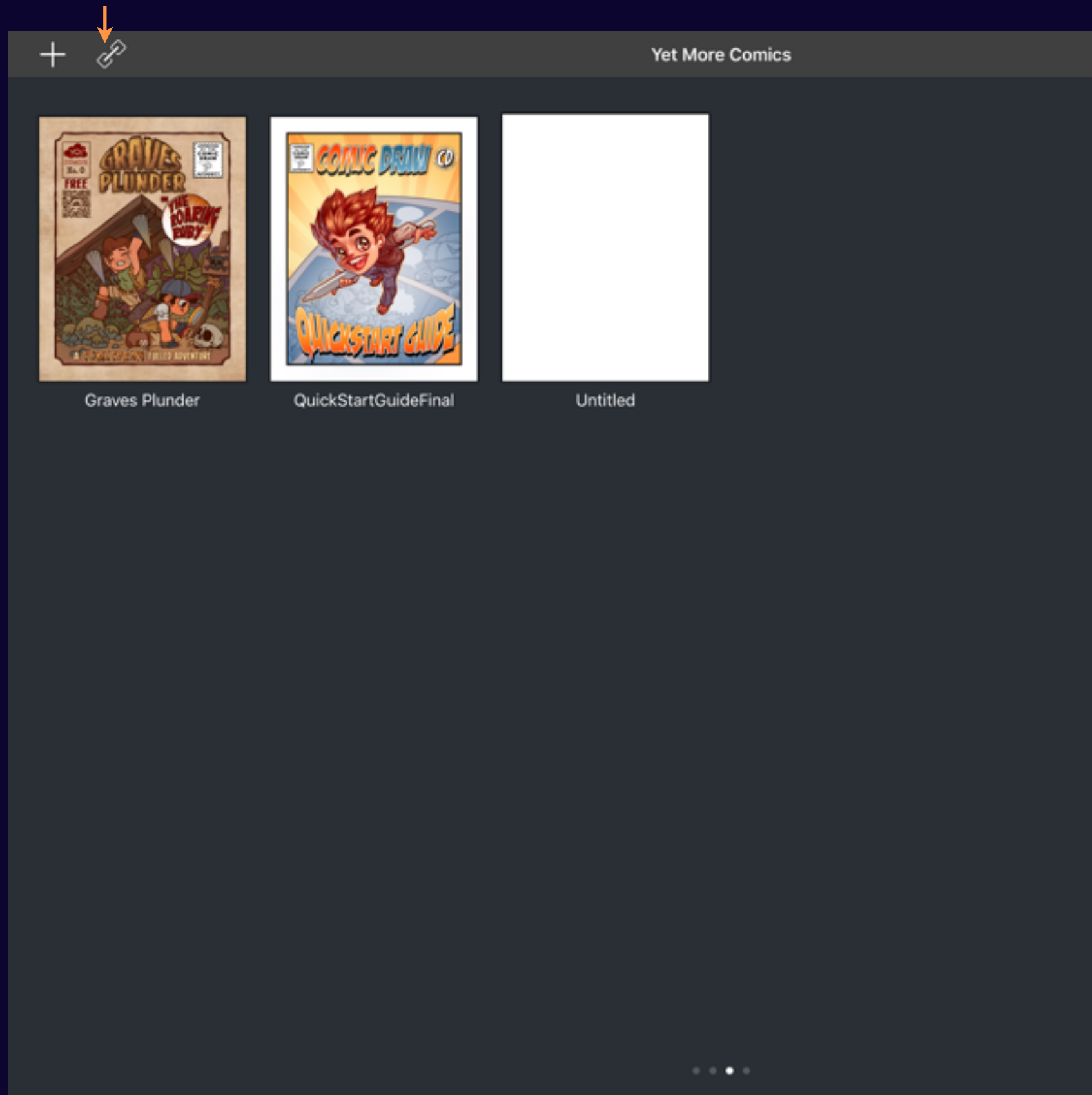
Tap to access Comic Connect. If you've not installed it already you'll be given the opportunity to download it from the App Store.

Section 2

Managing your Uploads

Once your comic has been uploaded you can make changes to the metadata to fix a typo or adjust the age rating. You can also remove your comic from the cloud.

Tap to access your uploads



Accessing your uploads

Tap on the Comic Connect icon in the navigation bar.

My Uploads

Tap to update your Comic Connect
User Profile

Tap to return the comic browser

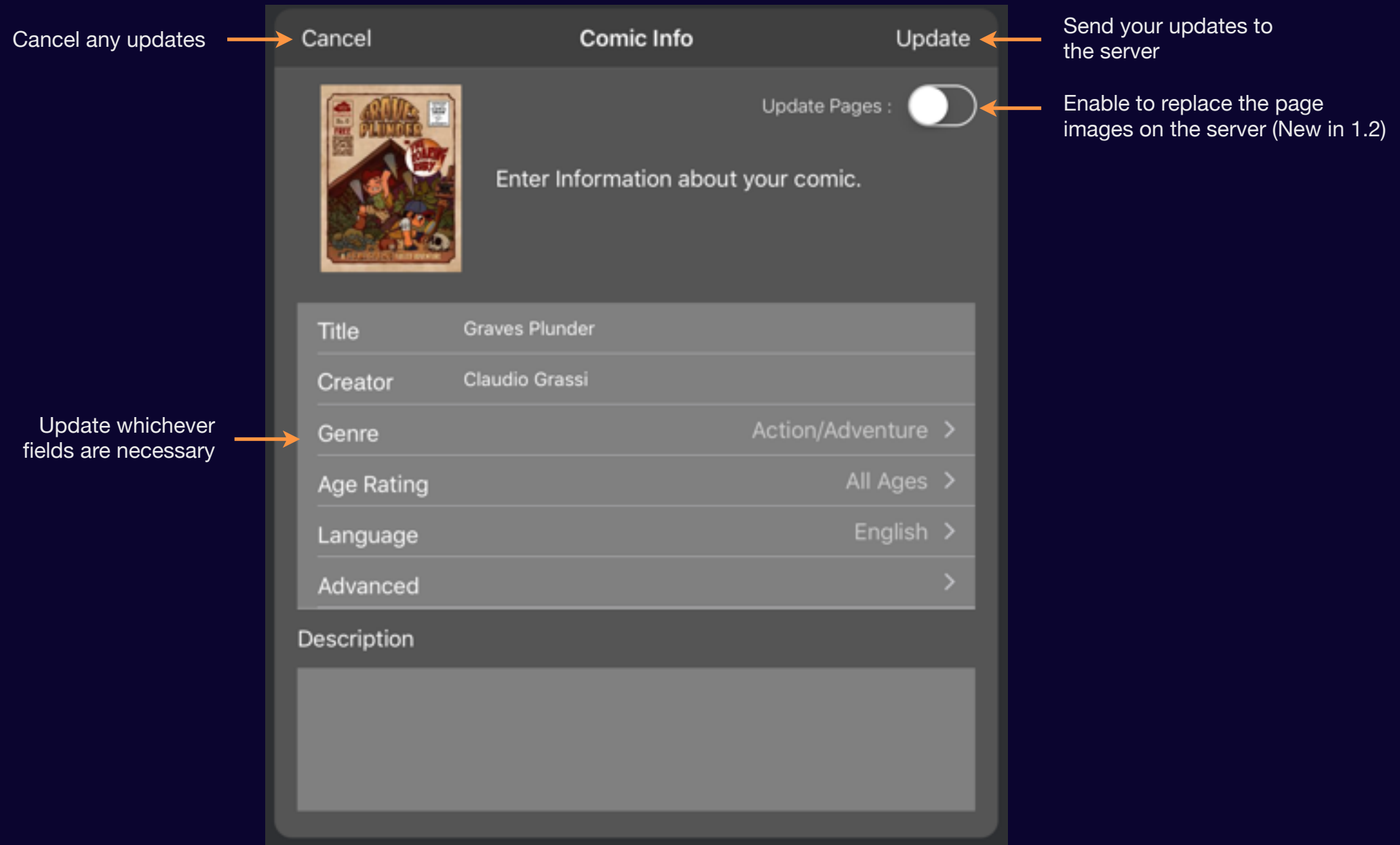
Log out of
Comic Connect

Your uploaded
comics



Updating Metadata

Tap on an uploaded comic to update its metadata.



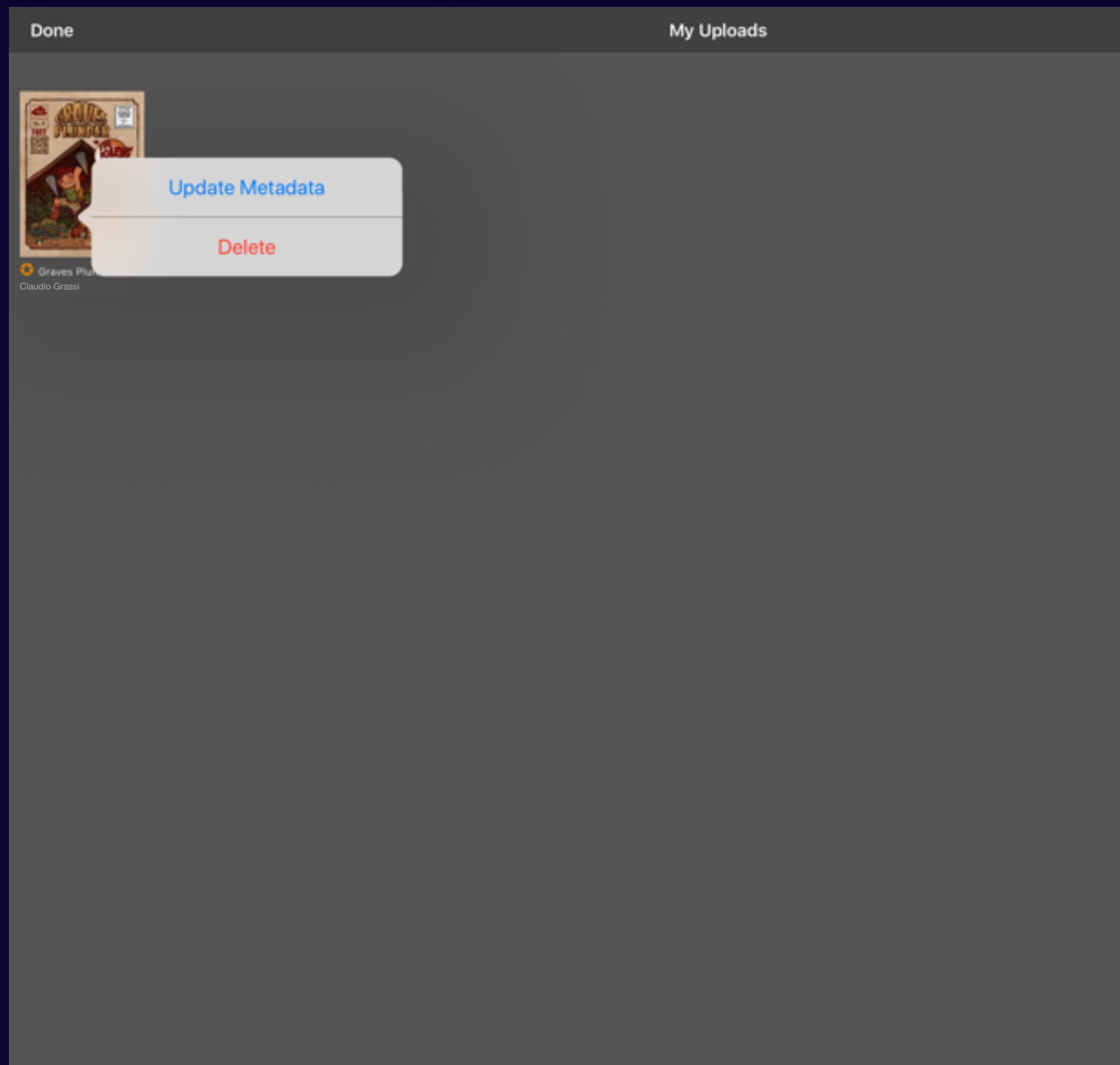
Deleteing an upload

Tap and hold on a comic to access the options menu.

When the menu appears tap on the delete menu item to remove the comic from the server. Any likes and comments for that comic are also removed.

You can always upload a new copy from your collection but it will not be associated with the likes and comments of the previous version.

Note: you will be asked to confirm any deletion.

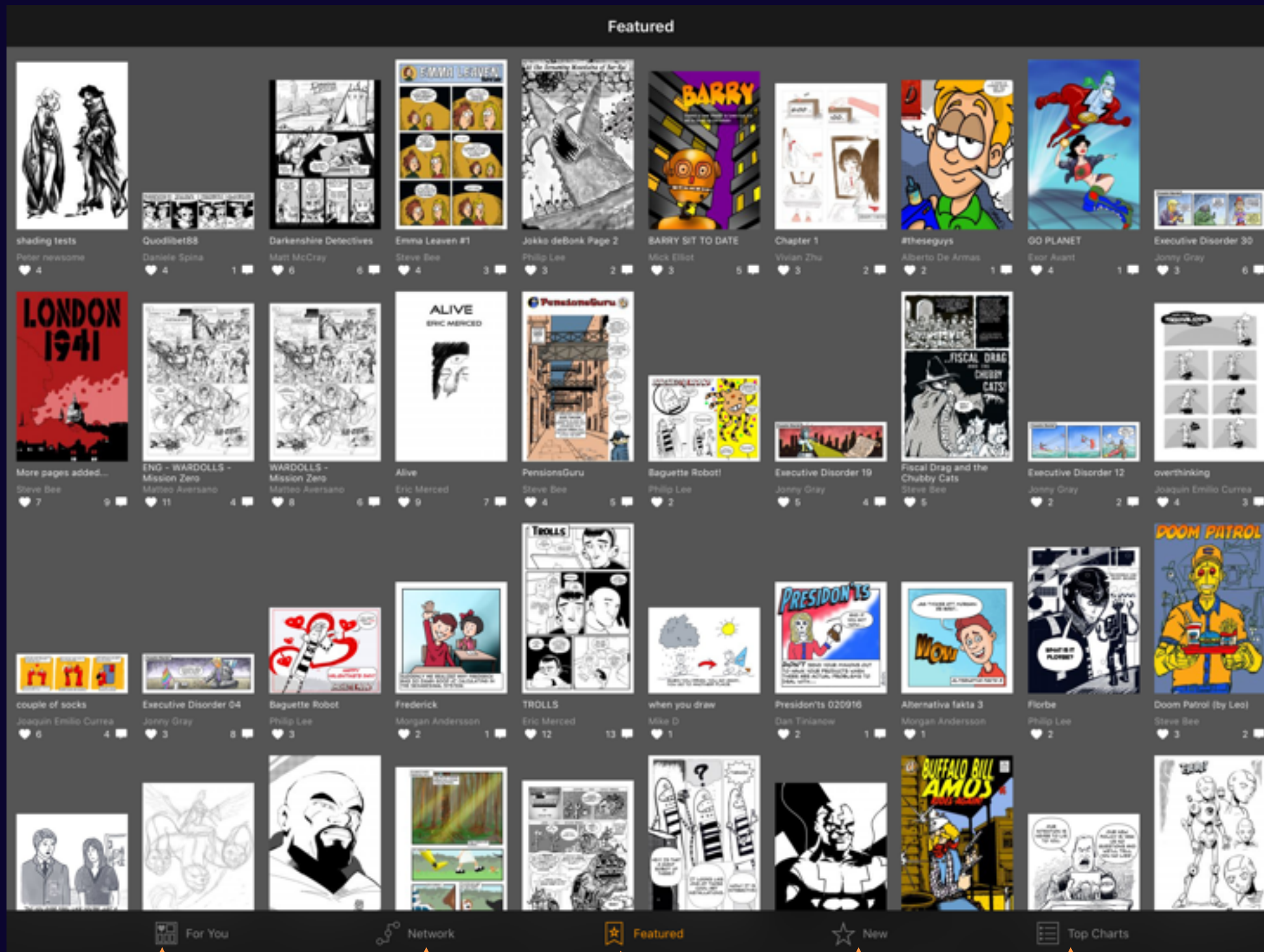


Section 3

Using Comic Connect

Comic Connect is an easy way to find comics and creators you love. Once you've found a favorite creator you can follow them ensuring you never miss anything they publish!

Comic Connect



Comics from creators you follow

Your network of creators you follow
and those following you

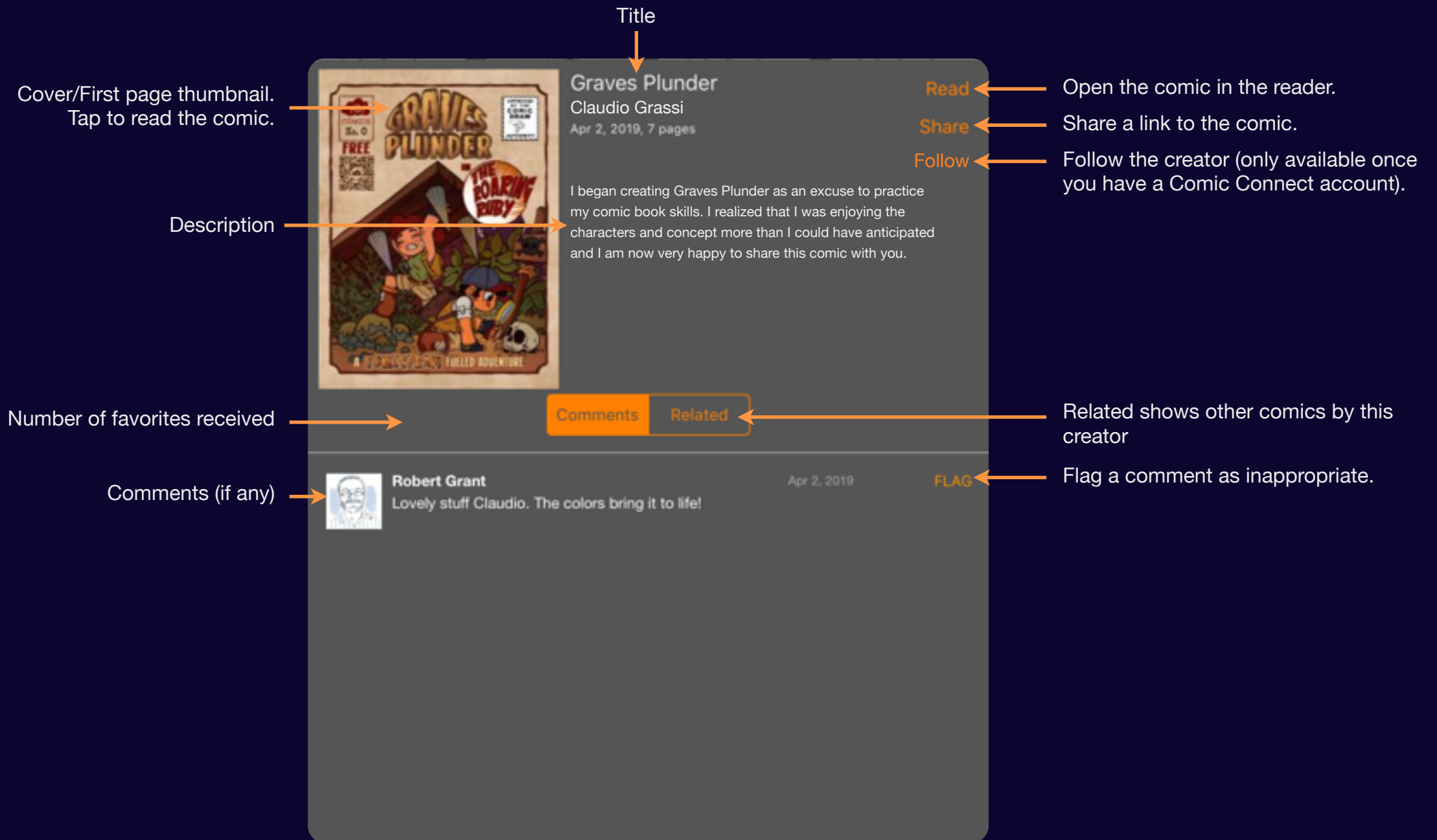
Featured Comics

New comics from all creators

Top Charts

Comic Preview

When you tap on a comic get a quick overview of the comic and any comments.



The Comic Reader

Tap to return to the comic browser

Tap to share and get
info about the comic

Tap to add a comment

Tap to flag this comic
as inappropriate

Tap to like this comic



Tap or drag
to go backwards

Tap or drag to
go forwards

Tap to jump to a
particular page

Tap to reveal the comments



Tap to add a comment

Tap to flag a comment as inappropriate

Make some comments

Artists love to get feedback on their work

Remember accentuate the positive! Let the artist know what you like about their comic.

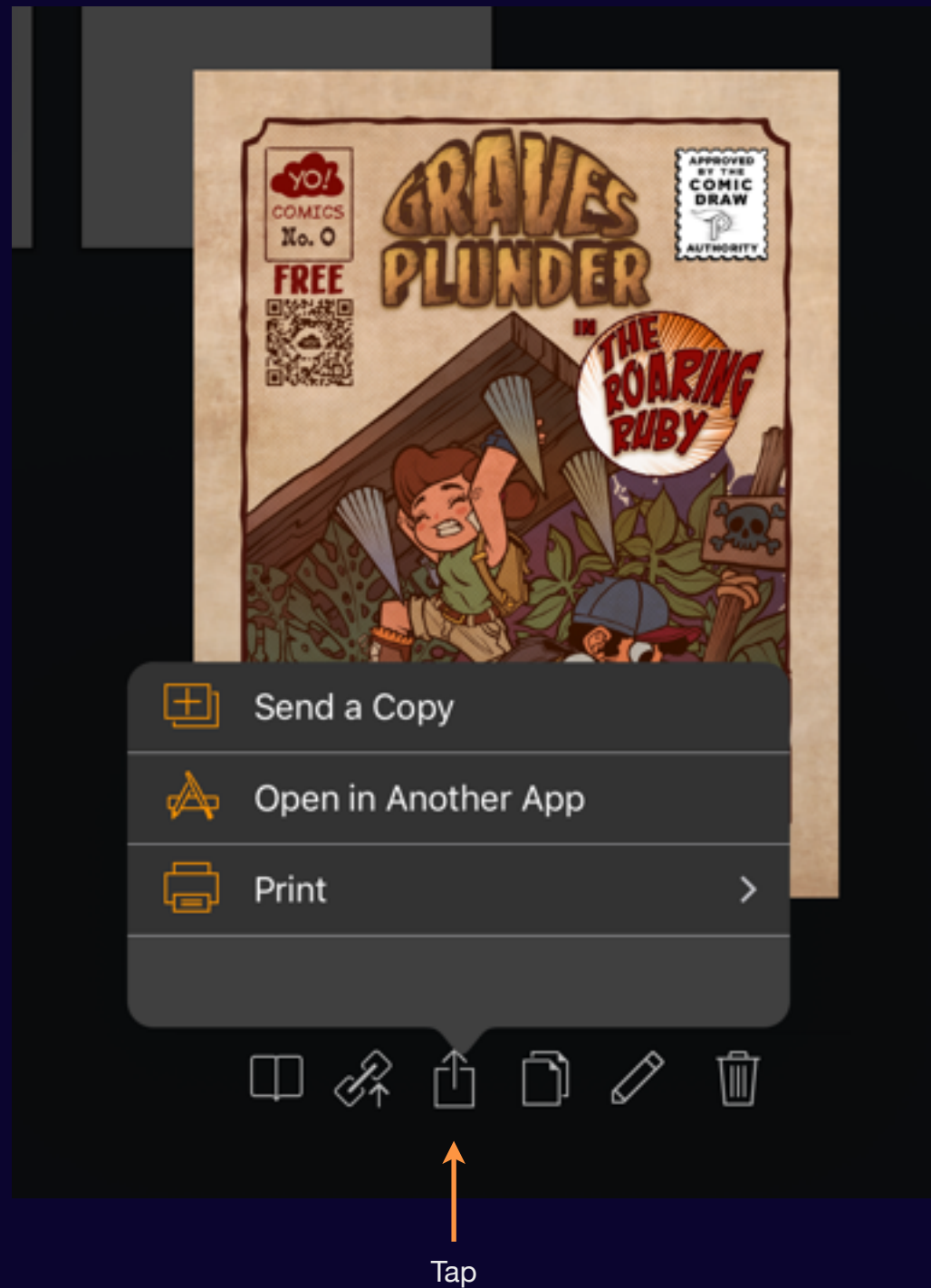
If you have constructive tips give them.

If you've got nothing constructive to say then best keep quiet. Your comment may be flagged if it doesn't meet our community standards.

Sharing

Revealing Sharing Options

You can share your comic from the browser by tapping on the comic and the share icon.



Section 1

Send a Copy

Choose Send a Copy when you would like to transfer your comic to another user, iPad, computer or cloud storage.

Choose a format

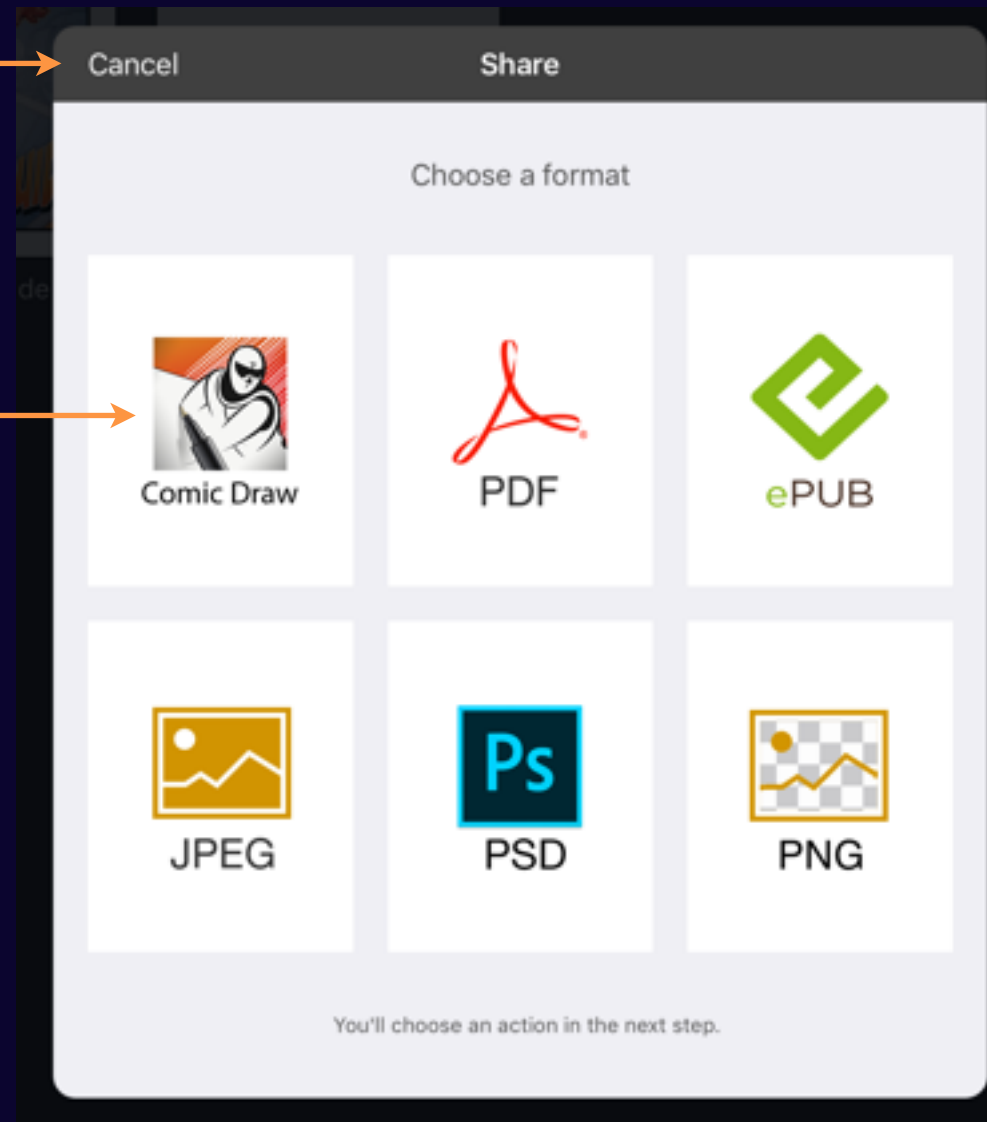
Comic Draw provides a variety of transfer formats for your comic.

Tap to cancel sharing

Tap on a format.

Your comic will be converted to the designated format before being presented to the transfer options.

The option you choose here will change the set of transfer options.



Comic Draw

An internal format that preserves all your data. Good for archiving or transferring to another iPad.

PDF

High-quality document rendering format.

ePUB

Single document format where each page is rendered as a JPEG.

JPEG

Each page is delivered as a separate JPEG file.

PSD

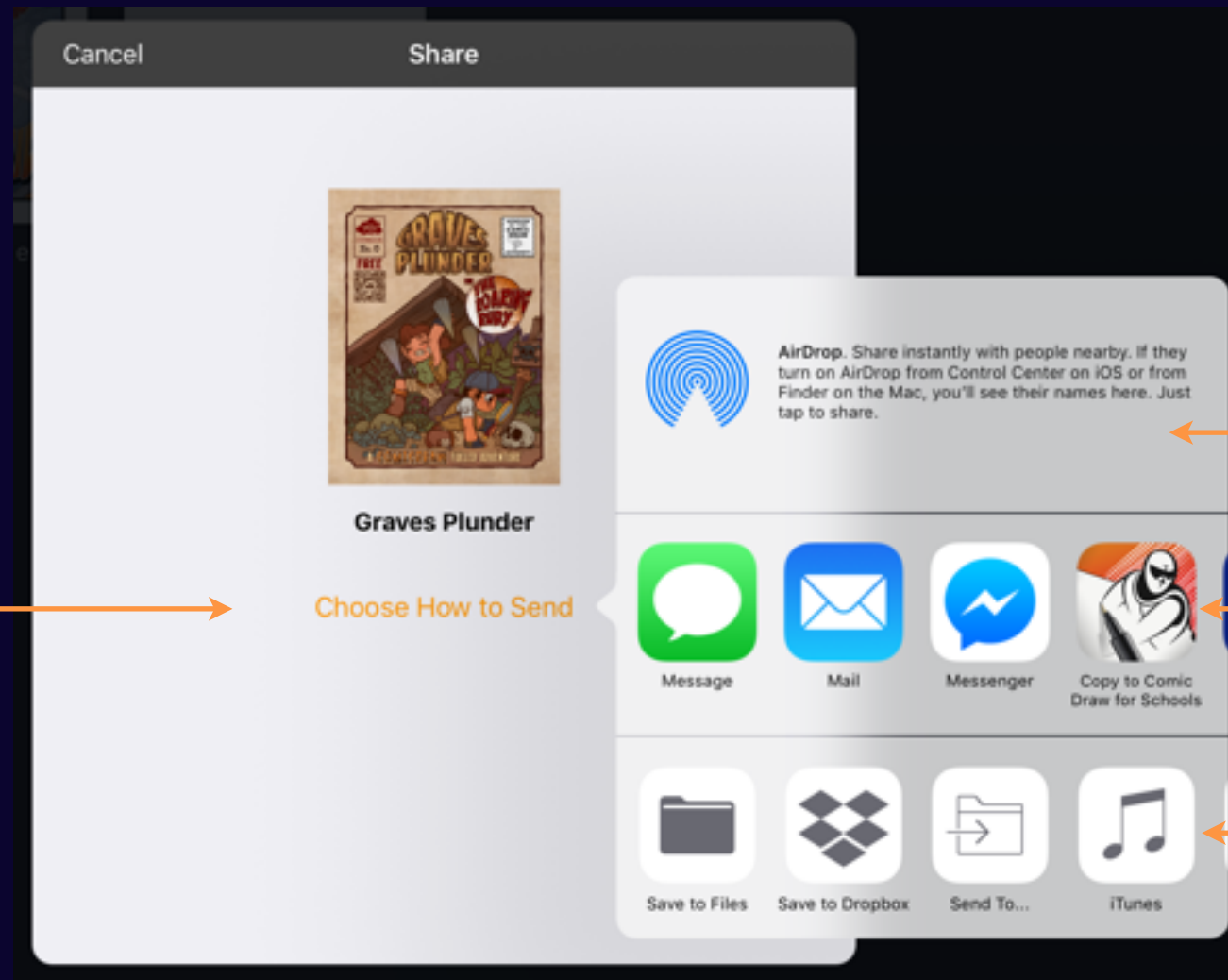
Each page is delivered as a layered PSD file.

PNG

Each page is delivered as a PNG file with a transparent background.

Transfer Options

Tap to reveal the available transfer options.



AirDrop is a convenient option to transfer to another iPad or computer.

Available apps for transferring your comic are presented here. Tap on one to begin the copy.

Other copy destinations are presented here.

Section 2

Open in Another App

Select this option when you would like to do some post-processing on your comic pages in another app. Some options are replicated due to their more extensive capabilities.

Choose a format

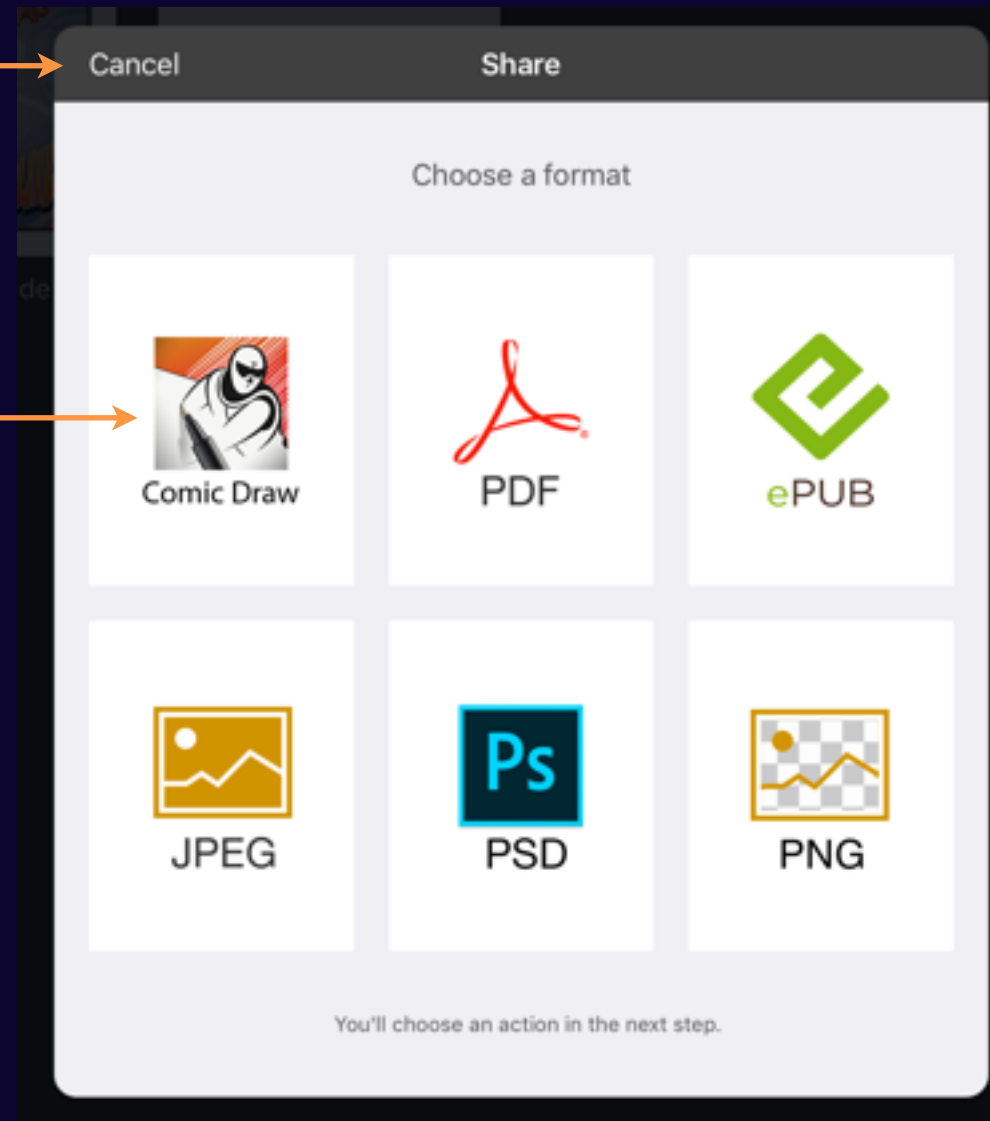
Comic Draw provides a variety of transfer formats for your comic.

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PSD

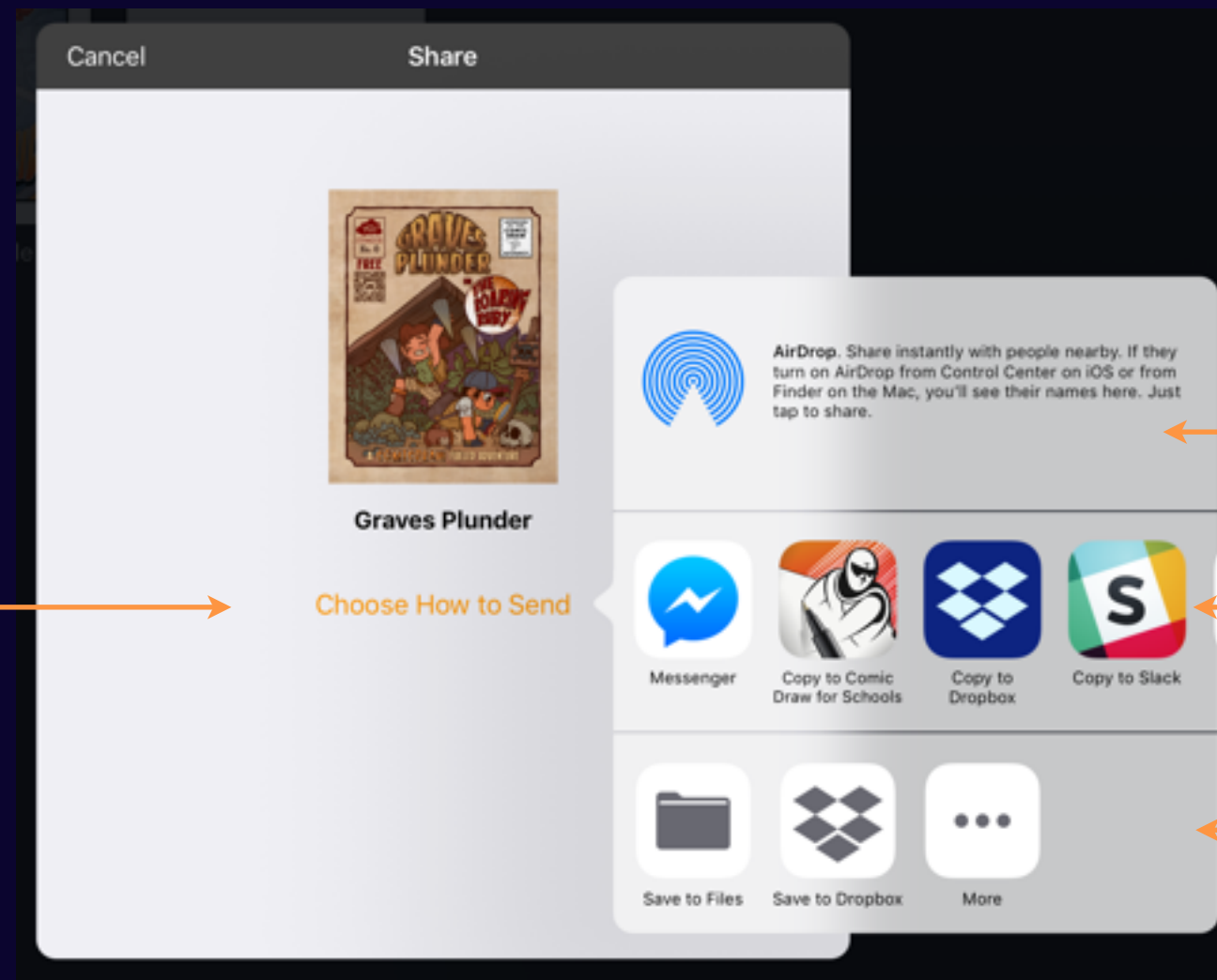
Each page is delivered as a layered PSD file.

PNG

Each page is delivered as a PNG file with a transparent background.

App Selection

Tap to reveal the available transfer options.



AirDrop is a convenient option to transfer to another iPad or computer.

Available apps for transferring your comic are presented here. Tap on one to begin the copy.

Other copy destinations are presented here.

Section 3

Print

Printing requires an Airprint compatible printer.

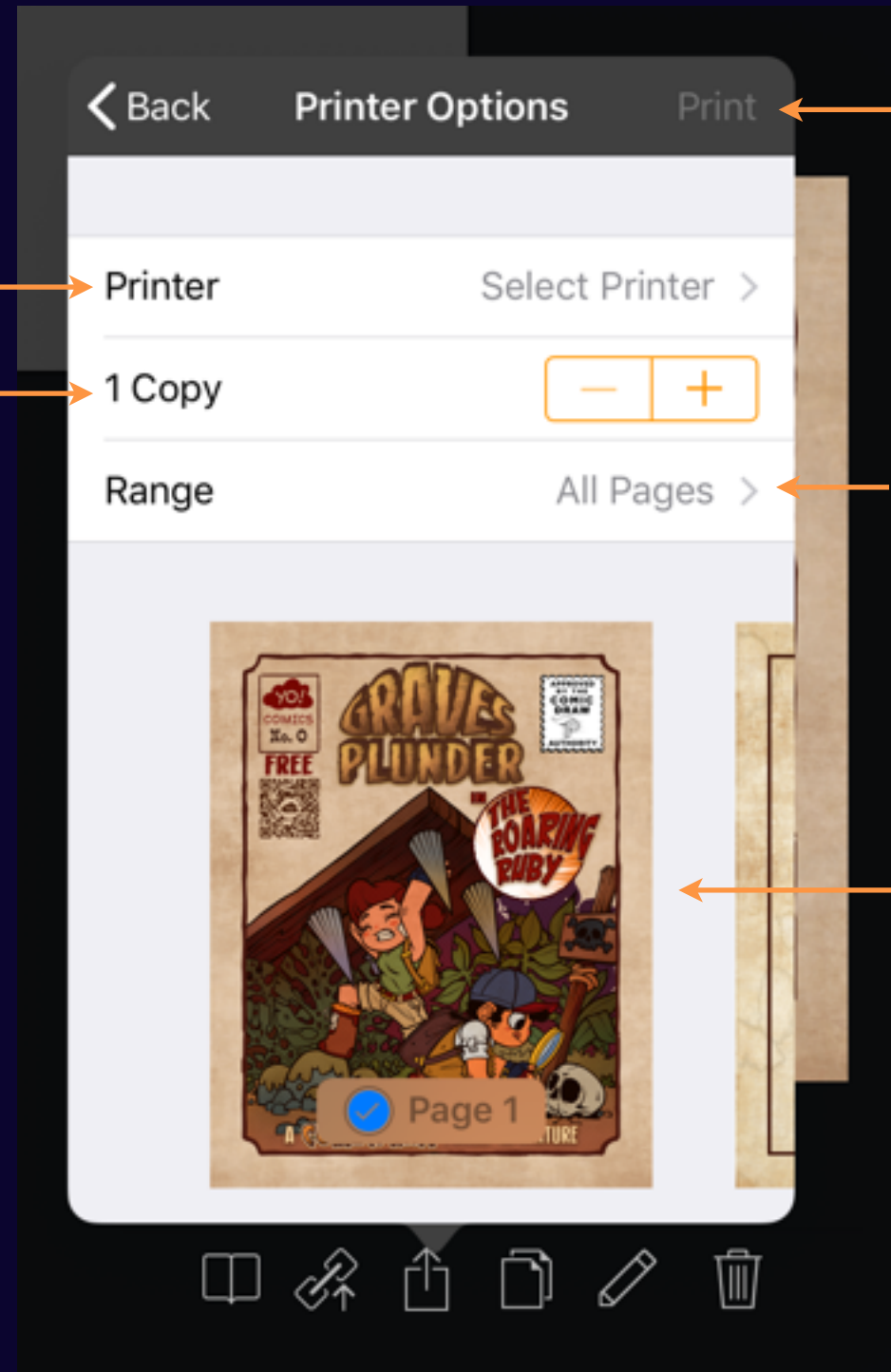
See [About Airprint](#) for more information on using an Airprint printer.

Printing Options

Before sending your comic to the printer you can choose some options.

Tap to choose your Airprint printer (if not already selected)

Set the number of copies



Tap to print

Select the range of pages.

Scroll to preview the pages to be printed.

Tap to disable or re-enable printing of particular pages.

Odds and Ends

Section 1

Layer Limits

The number of layers available for each page of your comic is limited by both the iPad model you're using and the page size of your comic. The following table breaks it down.

Typical Layer Limits

For A4 and US Letter Page Sizes
(assuming 300 PPI)

| Model | Maximum Layers |
|--|----------------|
| iPad Air iPad mini 2 iPad mini 3 | 7 |
| iPad Pro 9.7" iPad Air 2 iPad mini 4 iPad (2018) | 17 |
| iPad mini 5 iPad Air 10.5" | 28 |
| iPad Pro 12.9" iPad Pro 10.5" iPad Pro 12.9" (2018) iPad Pro 11" (2018) | 38 |

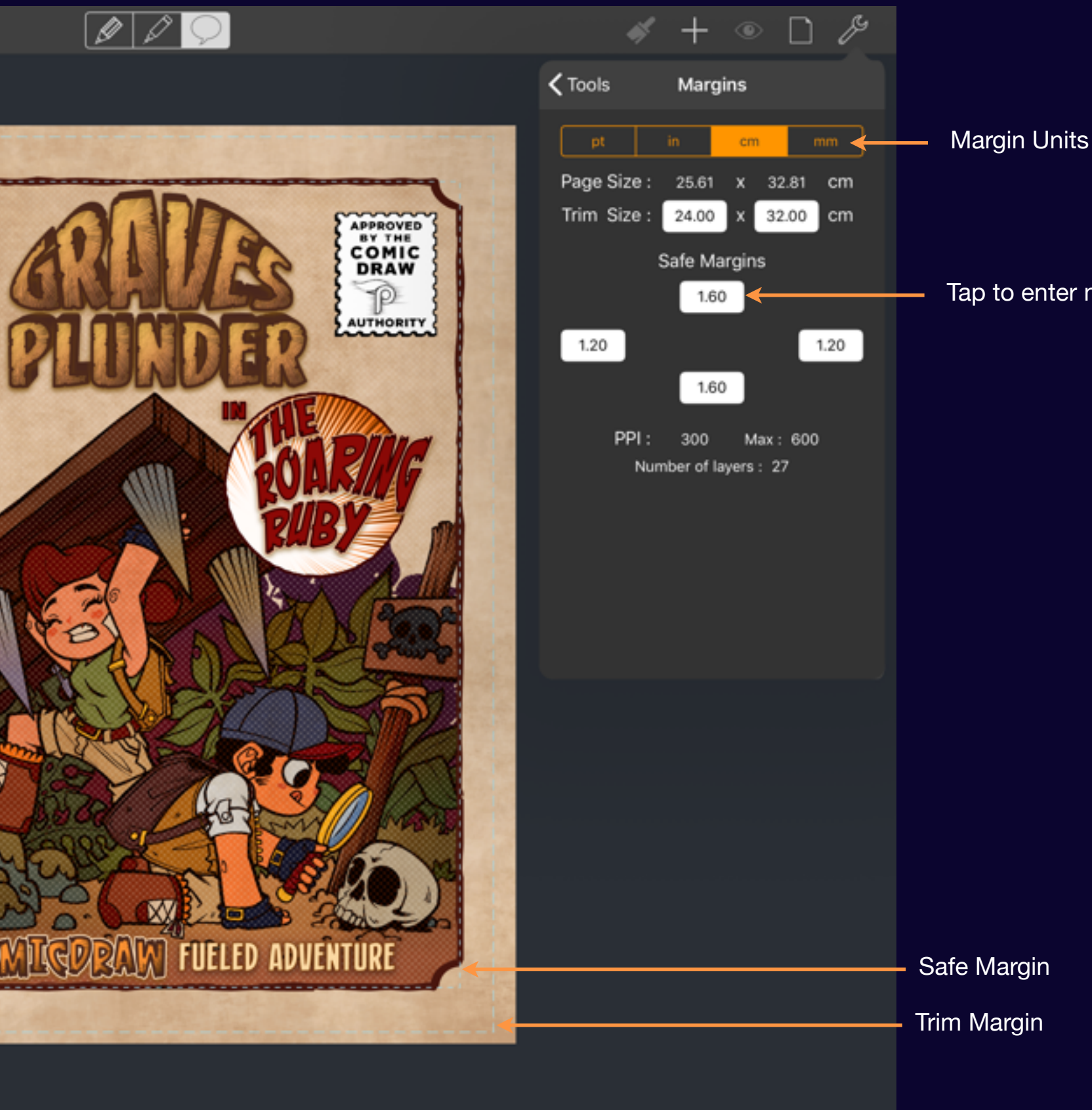
Note: Smaller page sizes and lower PPI will make more layers available.
Larger page sizes and higher PPI will make fewer layers available.

Using Groups can multiply the number of available layers. Only the active group is counted against the layer limit.

Section 2

Document margins

Within the page boundary you can set two margins. One to specify the trim region (for making full bleed comics) and the other specify the safe margin (that will not be trimmed away).



Margin Units

Tap to enter new values

Safe Margin

Trim Margin

Document margins

Trim Margins and Safe Margins help you stay inside the lines.

Safe margins specify the page area that should be used for text and important content that must not be trimmed away.

Trim Margins specify the area which will be cut away after printing or when the comic is published to Comic Connect. Other sharing options do not trim the page providing you a choice on how your comic should be finalized.

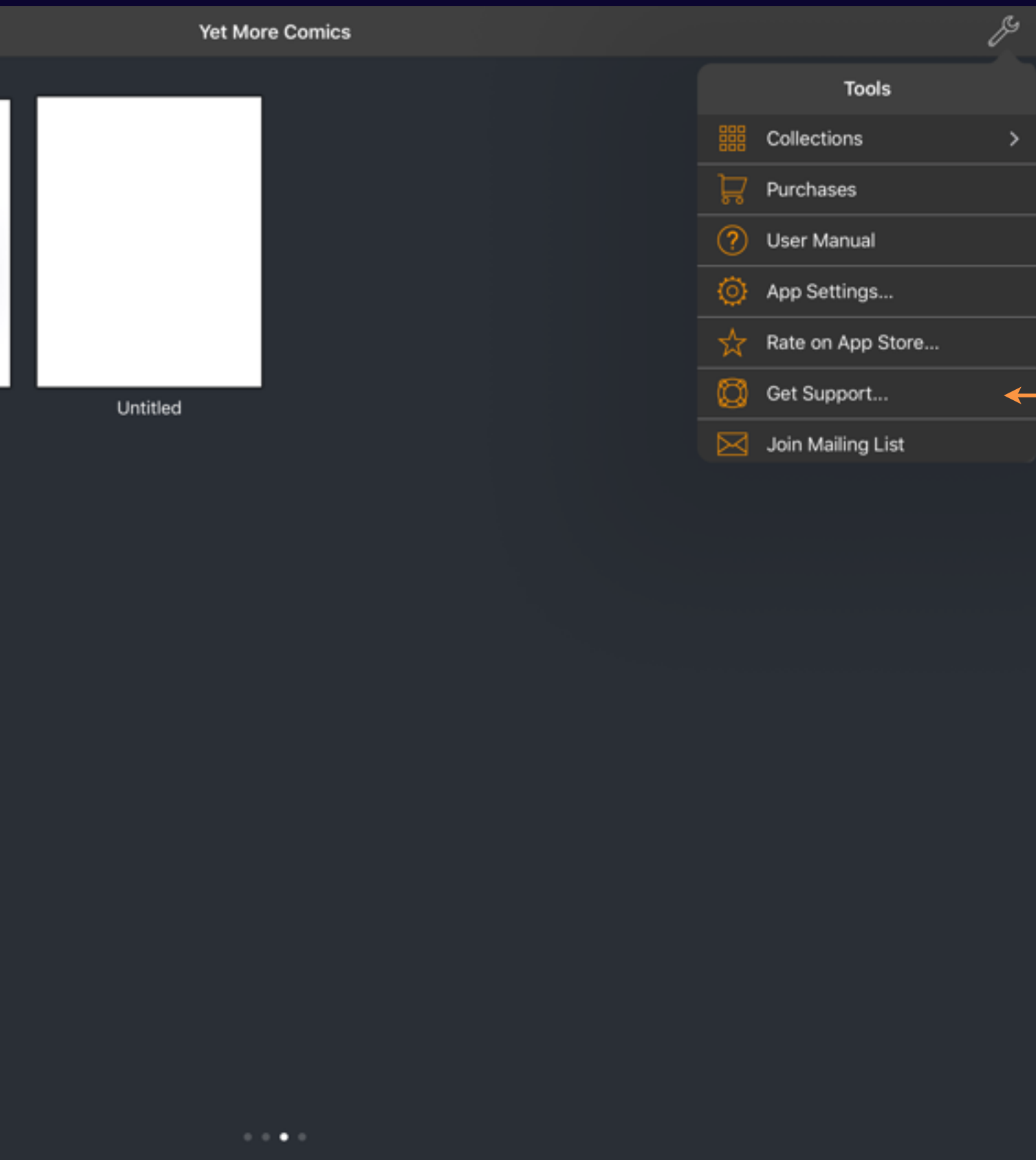
Both margins are measured from the physical edge of the page.

The trim margin is not shown on the lettering tab as it is mostly used as a drawing reference.

Section 3

Support and FAQ

We offer email support and a database of frequently asked questions.



Tap to visit our support page

Support

We offer web and email support.

Tap on the “Get Support...” icon to access our online support options. There you can find answers to frequently asked questions and submit questions of your own.

Acknowledgements

Thanks to Claudio Grassi

Claudio has not only contributed a fantastic sample comic with all the layers showing how he went about making his story. He has also created a fun QuickStart Guide that is available inside the Comic Draw app.



Graves Plunder



Quickstart Guide

And thanks to our tireless beta testers

★ Aaron Ainsworth

★ Andy Baker

★ Steve Bee

★ Steve Brook

★ John Burnham

★ Anthony Cannonier

★ Richard Eggleston

★ John Gentil

★ Claudio Grassi

★ David Hall

★ Rebecca Horn

★ Jen Julian

★ Steve B Jones

★ Zoe Olson

★ Richard Orlin

★ Jada Rowland

★ Hunter Wolf