



Welcome to Concepts!

Concepts is a flexible tool for visual discovery, note-taking, sketching and design. Imagine traditional paper upgraded to an infinite canvas, where everything you draw is adjustable so you can fully explore ideas, communicate them, and follow them to their highest potential.

Concepts is smart, portable, and helps you to get things done. This is your instruction manual.

To start learning about Concepts, please choose a category from the sidebar or dropdown menu. You can also read the full manual as a [PDF](#).

Like any idea, Concepts is a work in progress. We update frequently, adding new features and improvements based largely on your feedback. If you have suggestions, [let us know](#).

Help Doesn't End Here

While this manual has detailed information on specific features, we write and publish how-tos and interviews with industry experts almost weekly - check out our Help page in-app or [Infinite, Flexible News](#) for the latest. If you're a visual learner, you might appreciate our video tutorials and workflow videos on [YouTube](#). If you still can't find what you're after, find us on your favorite social channel, email us at support@concepts.app, or tap *Help* → *Ask Us Anything* in app for some lovely, direct conversation.



Your fans,

The Concepts Team @ TopHatch

Contents

Welcome to Concepts!	1
Help Doesn't End Here	2
Contents	3
The Gallery	8
Managing Drawings	9
Gallery Interactions	11
Concepts Accounts	12
Your Workspace	14
The Status Bar	15
The Infinite Canvas	16
Customizable Menus	18
The Tool Wheel Bar	20
Undo / Redo	21
The Color Mixer	22
Left Handed Support	25
Brushes and Tools	26
Brush Gestures	26
Brushes Menu	27
Basic Brushes and Tools	28
Pens	28
Wire	28
Soft & Hard Pencils	28
Marker	29
Watercolor	29
Airbrush	29

Filled Stroke	29
Dotted	30
Selection Tool	30
Nudge	31
Slice	31
Pan	32
Text	32
Hard Mask & Soft Mask	32
Brush Market Brushes	35
Creating a Custom Brush	37
Core Setup	38
Stamp & Grain	39
Presets and Basic Dynamics	41
Working With the Variance Curves	43
Shape Controls	47
Advanced Settings	49
Brush Sharing	51
Exporting Brush Packs	52
Importing Brushes	52
Colors	54
The Color Wheels	54
The Copic Color Wheel	55
The HSL Color Wheel	57
The RGB Color Wheel	58
The Colors Menu and Color Palettes	59
Sharing Color Palettes	62
Color Picker	64

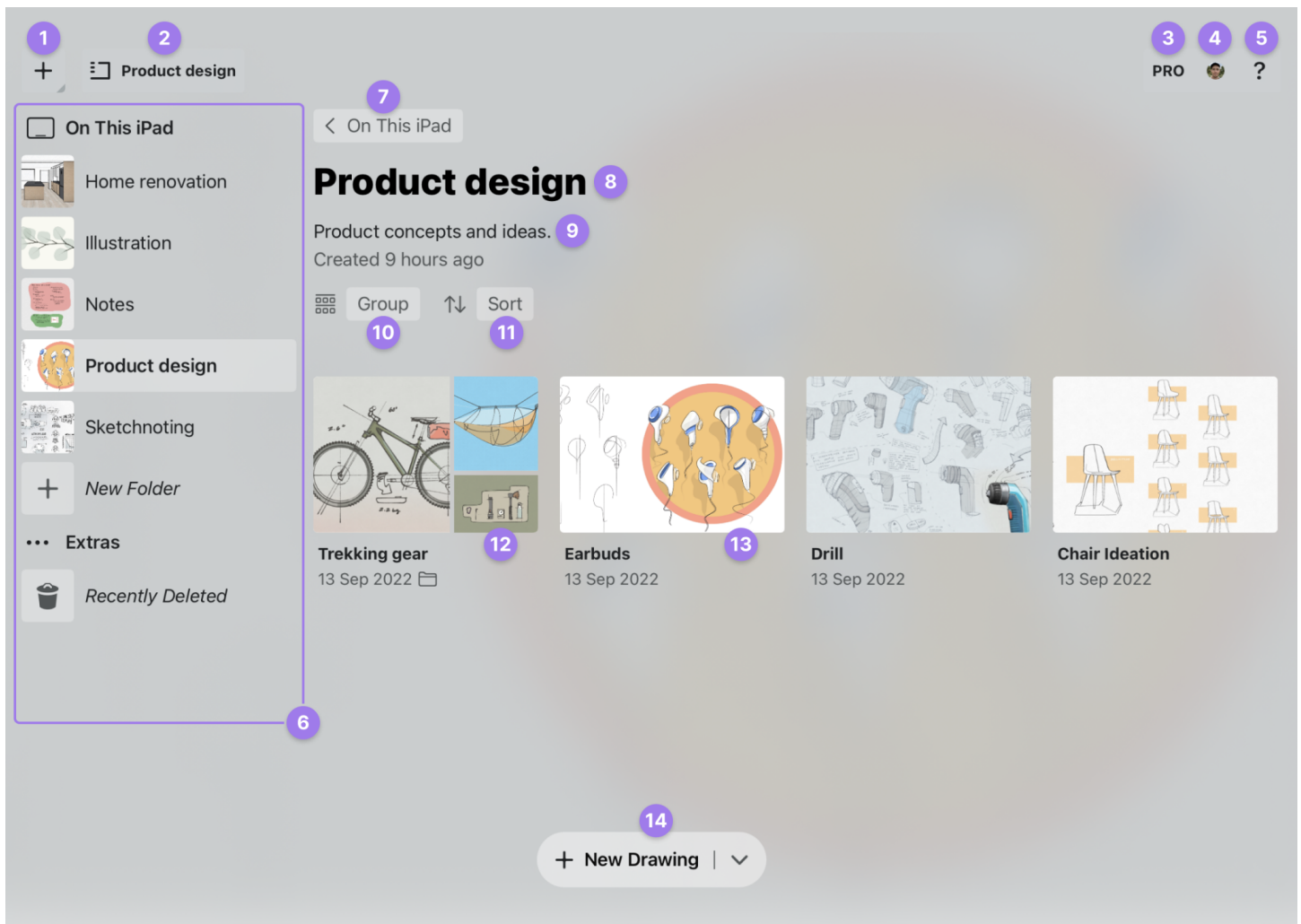
Selection	67
The Selection Menu	68
Lasso	70
Item Picker	72
Color Picker	76
Adjusting a Selection	77
The Selection Popup	79
Highlight Selection	81
Precision Tools	83
Grids	83
Grid Types	83
Editing Grids on Canvas	86
Snap	89
Snap While Drawing	89
Snap While Editing	91
Drawing with Snap + Grids	91
Grid Drawing Tutorials	92
Measure	93
Measurement Popup	95
Scale	96
How to Set Scale with an Imported Plan or Photo	98
Shape Guides	99
Layers	101
Objects	104
Working with Objects	105
Object Market and My Objects	106
Make Your Own Objects (MYOO)	107

Sharing Object Packs	110
Objects as iMessage Stickers	112
Import	113
Import Menu	113
Clipboard	114
Drag & Drop	114
Importing a .concept File	116
PDF	116
“Open In”	116
Export	118
JPG	119
PNG	120
SVG	120
DXF	120
PSD	120
.concept	121
PDF (Adobe PDF, Flattened)	121
PDF (Adobe PDF, Vector Paths)	121
Exporting a .concept File	121
Exporting a PDF	121
Drag & Drop	122
Exporting via Clipboard	123
PDF	125
Importing a PDF	125
Interacting with your PDF	128
Exporting a PDF	129
Settings	132

Workspace	132
Stylus	134
Gestures	135
Presenting	137
To connect your iPad or iPhone to a secondary source:	137
Presenting in the app:	138
Team Features	139
The Pro Shop	140
Basic	140
Subscribe to Get Everything	141
Pick Your Favorite Features	142
The Essentials	143
PDF	143
Objects	144
Brushes	144
Again, Help Doesn't End Here	145

The Gallery

The first time you open Concepts, you'll start in the Gallery. This is where all of your drawings are stored. They're organized into folders.

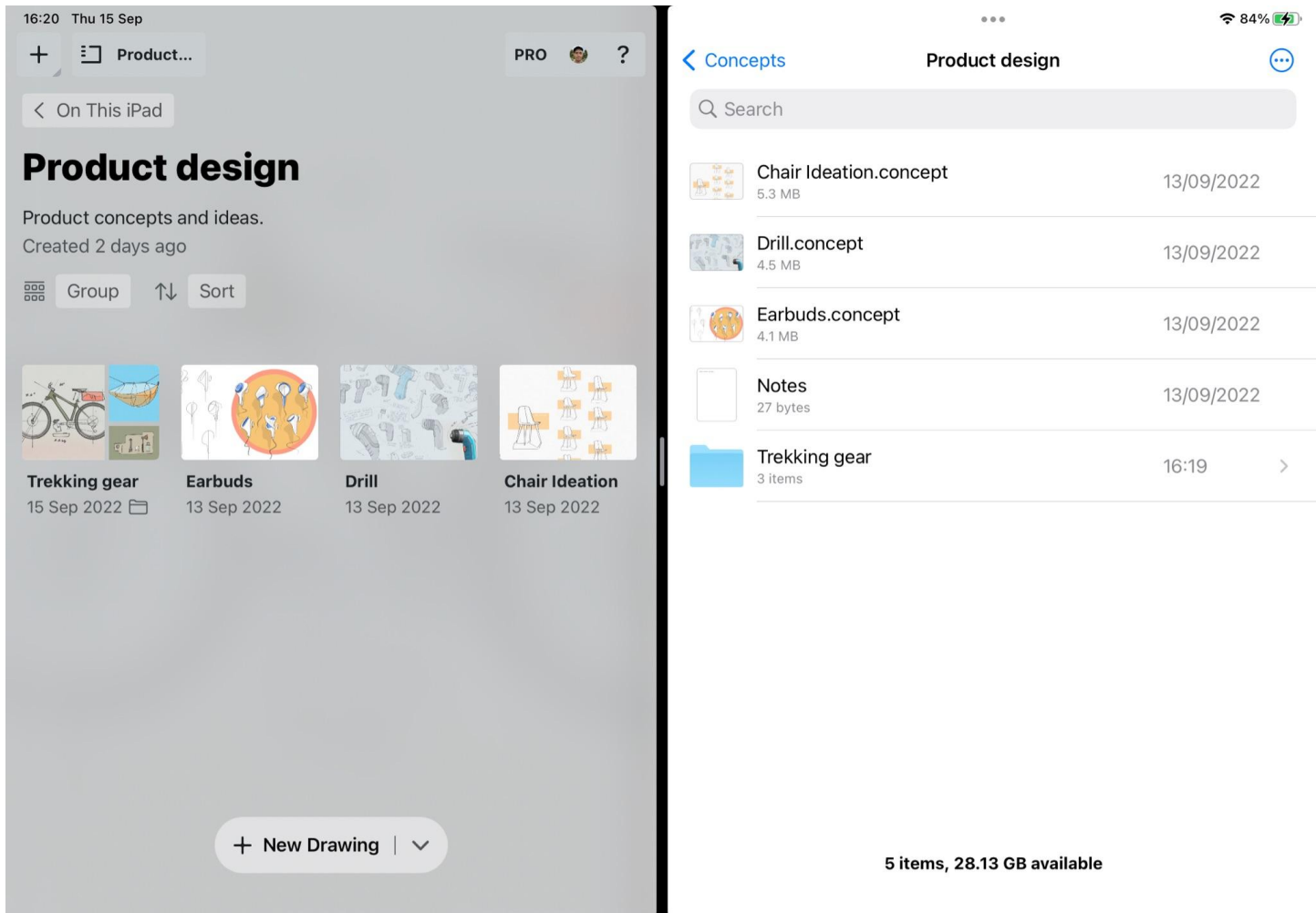


1. **Start Something New.** Start a new drawing, create a new folder, import from Files or Photos, paste from the clipboard, or take a quick picture for later markup.
2. **Sidebar Toggle.** Tap this to hide/show the sidebar. The button always has the name of the folder you are currently in.
3. **Pro Shop.** Show your status, find tools and libraries to make your life easier, and support us!

4. **Account.** Create an account or sign in to an existing account. This menu has all your account details.
5. **Help.** Find quick access to our in-app support as well as links to our tutorials and manual. Remember to check the newsfeed to read latest updates and find creative advice from our users.
6. **Sidebar.** The Sidebar can be collapsed or remain on screen. It shows all of your top level folders in a single place for easy navigation. Tap on a folder to access it. Tap on “New folder” to create a new one. Under "Extras", it also offers access to Recently Deleted.
7. **Navigate Back.** Tap here to navigate back to the parent folder.
8. **Project Meta.** Folder name. Tap to rename.
9. **Notes.** Add important notes about your project here.
10. **Grouping.** Keep your work organized the way you like. Group by Date Created, Date Updated, Folder or None.
11. **Sorting.** Sort the contents of your folders by Name, Date Created or Date Updated.
12. **Subfolder.** Create as many subfolders as you like in your main folders to keep your projects tidy.
13. **Drawing.** Tap to open. Tap+hold to rename or other options.
14. **New Drawing.** A shortcut for quickly creating and opening a new, empty drawing. Tap on the arrow to find more options for importing and creating folders.

Managing Drawings

You can access your Concepts drawings inside the Gallery. Just as in a typical file manager, you can create folders and subfolders to organize your work, and stack them as deep as you like. Move drawings and folders with drag & drop. Rename, duplicate, delete or share with a tap+hold gesture. See a full list below.



Concepts also has a dedicated "Concepts" folder in the Files app, under the location "On This iPad/iPhone". This is where all of your work is stored, and the Gallery inside the Concepts app directly reflects the contents of this folder. Feel free to reorganize your work in either the Files app or the Concepts Gallery as you prefer. Any updates you make to drawings or folder details in Concepts will also update them in Files, and vice versa.

Moving your files away from the "Concepts" folder will remove them from the Concepts Gallery. That doesn't mean they don't exist, just that you've moved them somewhere away from where Concepts can reach them. You can always open a .concept file on a device where Concepts is installed, even if it isn't in the "Concepts" folder, they just won't appear in the Gallery.

You can easily create backups of your drawings by copying them in Files and pasting them into a folder in iCloud or other storage location.

Please note that deleting the app from your device also deletes the "Concepts" folder in Files and all of its content from your device. If you have a problem with your app or drawings, reach out to our team first - tap Help → Ask Us Anything in-app to reach us, or send a support email to support@concepts.app. We do everything possible to keep your work safe, but we also advise you to back up your devices regularly. To learn more about backing up your drawings, please read our [article on creating backups](#).

Gallery Interactions



Tap on drawings and folders to open them.



Tap+hold to Rename, Duplicate or Delete drawings and folders. Drawings will also show a Share option.



Drag & Drop to move drawings between folders or to other apps. You can drop into folders in both the Gallery and Sidebar views.



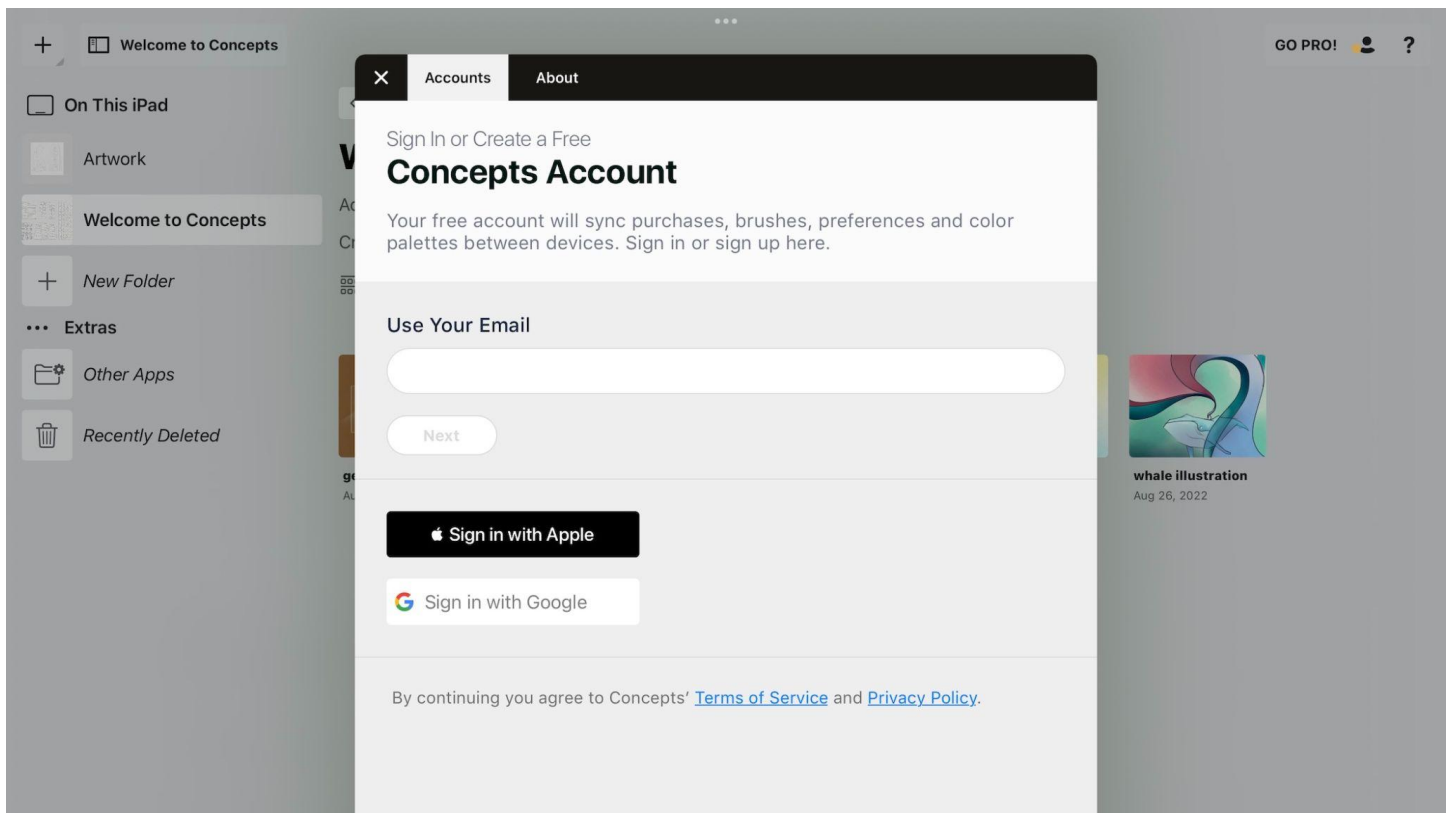
Scroll to search through your drawings in the Gallery view. You can scroll the Sidebar to scan your top level folders.



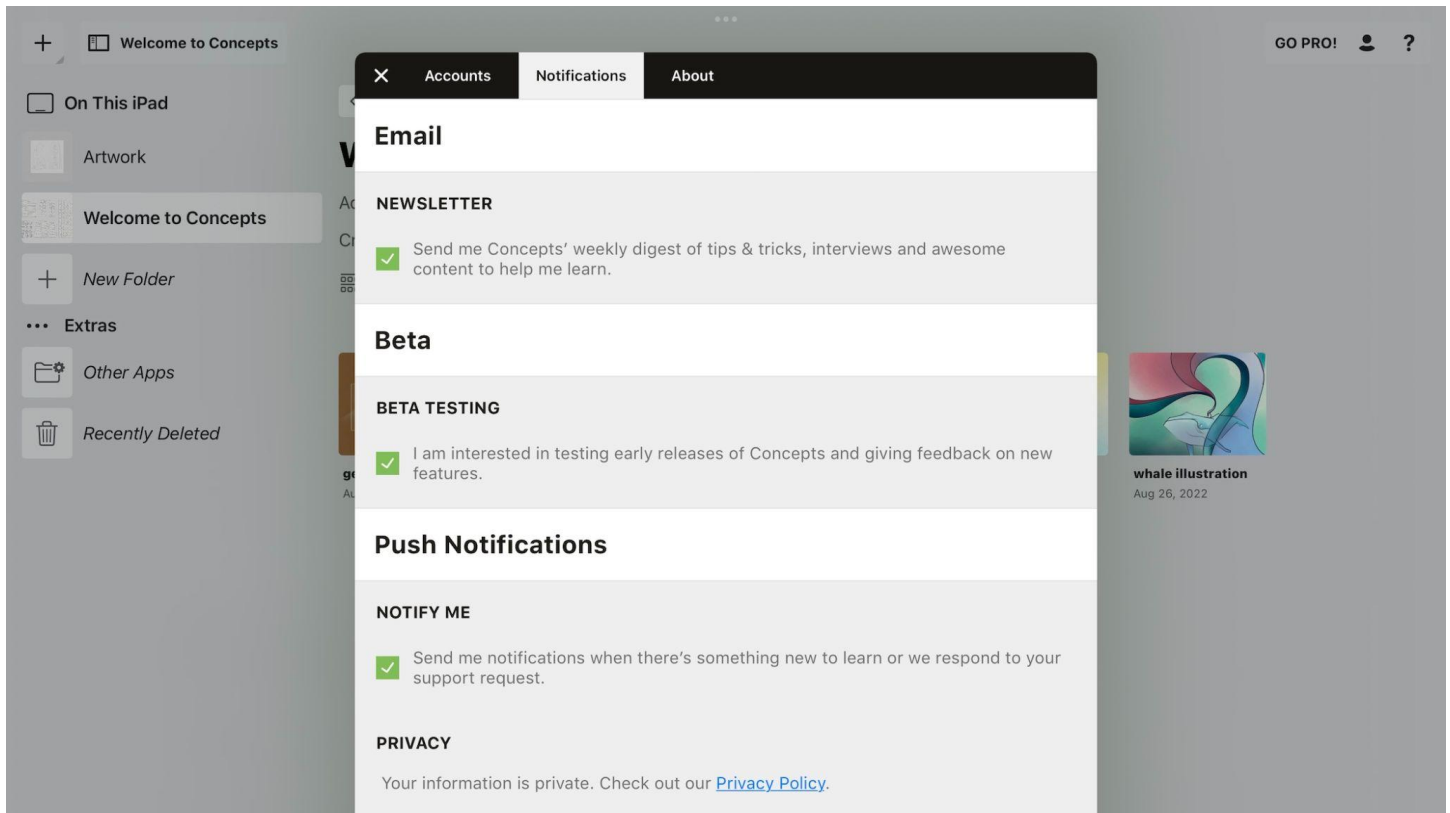
Zoom into your drawings with two finger pinch/spread.

Concepts Accounts

You can create a free Concepts Account to securely sync your **workspace preferences**, **subscriptions**, **brush and object libraries** and **color palettes** between your devices. (Note that drawing sync is not available at this time, but is high on our list and in development.) Access the account menu by tapping the account icon in the Status Bar.

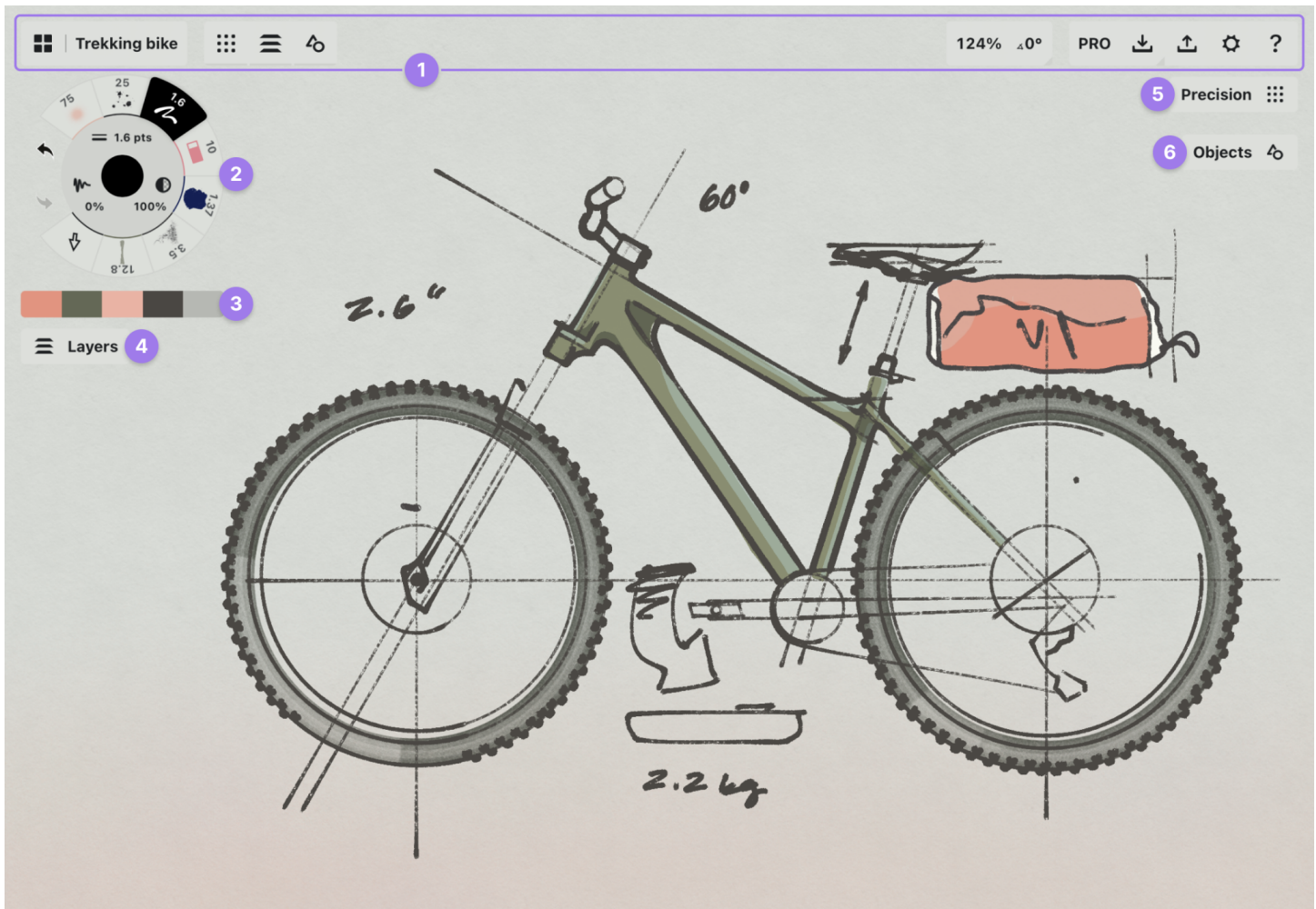


You can create an account using your email, or alternatively sign in with Apple or Google. Follow the instructions in-app to get your account set up. Your [privacy](#) is important to us and we won't share your email with anyone.



After signing up for your account, you'll see a new tab appear in the Accounts menu. Go to the Notifications tab to manage your notifications and newsletter subscription, and to sign up for our beta group.

Your Workspace

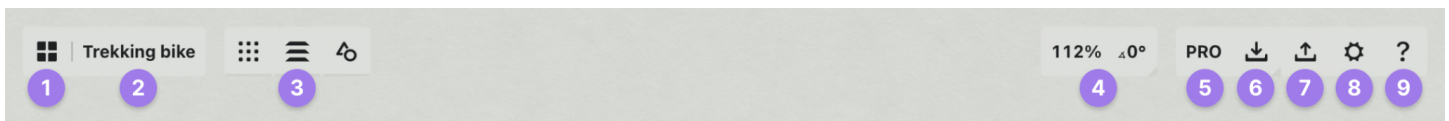


Freehand Interface. It's customizable, so your experience may vary.

- 1. The Status Bar.** From left to right: Gallery, Drawing Name, Menu Toggles (tap to add or remove menus from the canvas), Measurements (Zoom, Angle are shown), Pro Shop, Import, Export, Settings, Help.
- 2. The Tool Wheel.** Eight of your favorite tools, each configurable, plus undo and redo. You can drag+drop it on the side of the canvas to change it to a Tool Bar, if you prefer.
- 3. Color Palette & Mixer.** A configurable on-canvas palette. Swipe to scroll through your active palettes (set these up in the [Colors Menu](#)). Tap+hold to mix the palette colors into a gradient selection.

4. **Layers.** A way of organizing your drawing elements, for example by tool, idea set, or artistic effect. Toggle between Automatic (tool-based) or Manual (custom) modes.
5. **Precision Tools.** Find Grids, Snap, Measure, and Shape Guides in this menu to help you draw precisely.
6. **Objects.** Tap to open your currently active Object Library. Tap More to find the Object Market and My Object libraries.

The Status Bar

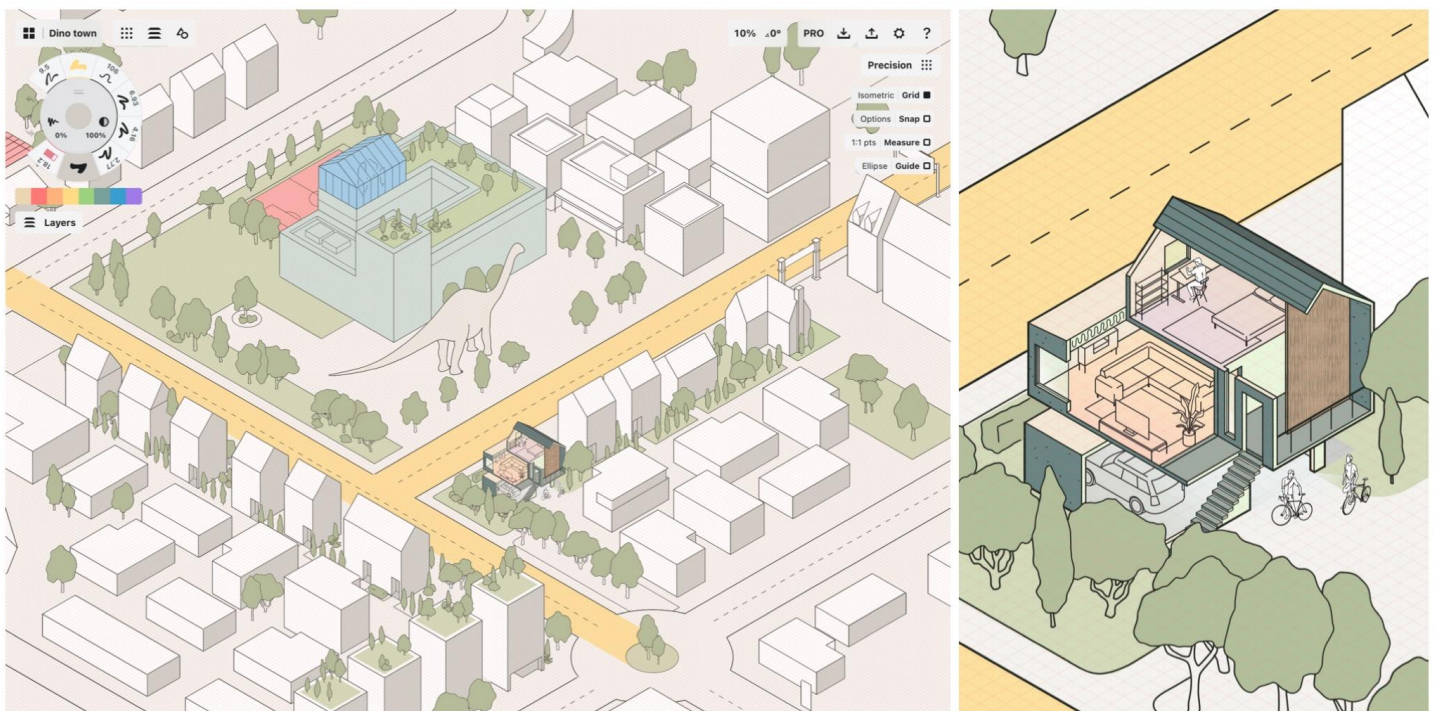


Much like the Gallery, the Canvas has a persistent Status Bar that displays and controls information relative to your current state.

1. **The Gallery.** Tap here to exit to the Gallery.
2. **Drawing Name.** This displays your working drawing name.
3. **Menu Toggles.** These buttons toggle the menus active on canvas: Precision, Layers and Objects. Maximize your drawing space by hiding menus you don't currently need. The line at the bottom of the button indicates when a menu is open on canvas.
4. **Canvas Status and Measurements.** The contents of this area depend on the status of your canvas. By default, this area shows the current canvas zoom and rotation; if there's an active selection, its measurements will appear here. Tap on the values to open a measurement popup with more controls, or tap+hold on the values to inline edit them.
5. **Pro Shop.** Tap here to open the Store. The button represents the status of your purchases: PRO when you have purchased either a Subscription or the Essentials, and Go PRO when you haven't made purchases. You can also Restore Purchases here.
6. **Import.** Tap this button to access Import options.
7. **Export.** Tap this button to open the Export menu.

8. **Settings.** The Workspace tab offers drawing specific settings like Background Type, Artboard Size, Units and Scale. Tap the Gestures tab to configure your gesture preferences. Tap the Stylus tab to configure your stylus options.
9. **Help.** Access our in-app support via Ask Us Anything, and find links to our latest stories, video tutorials, FAQ and more.

The Infinite Canvas

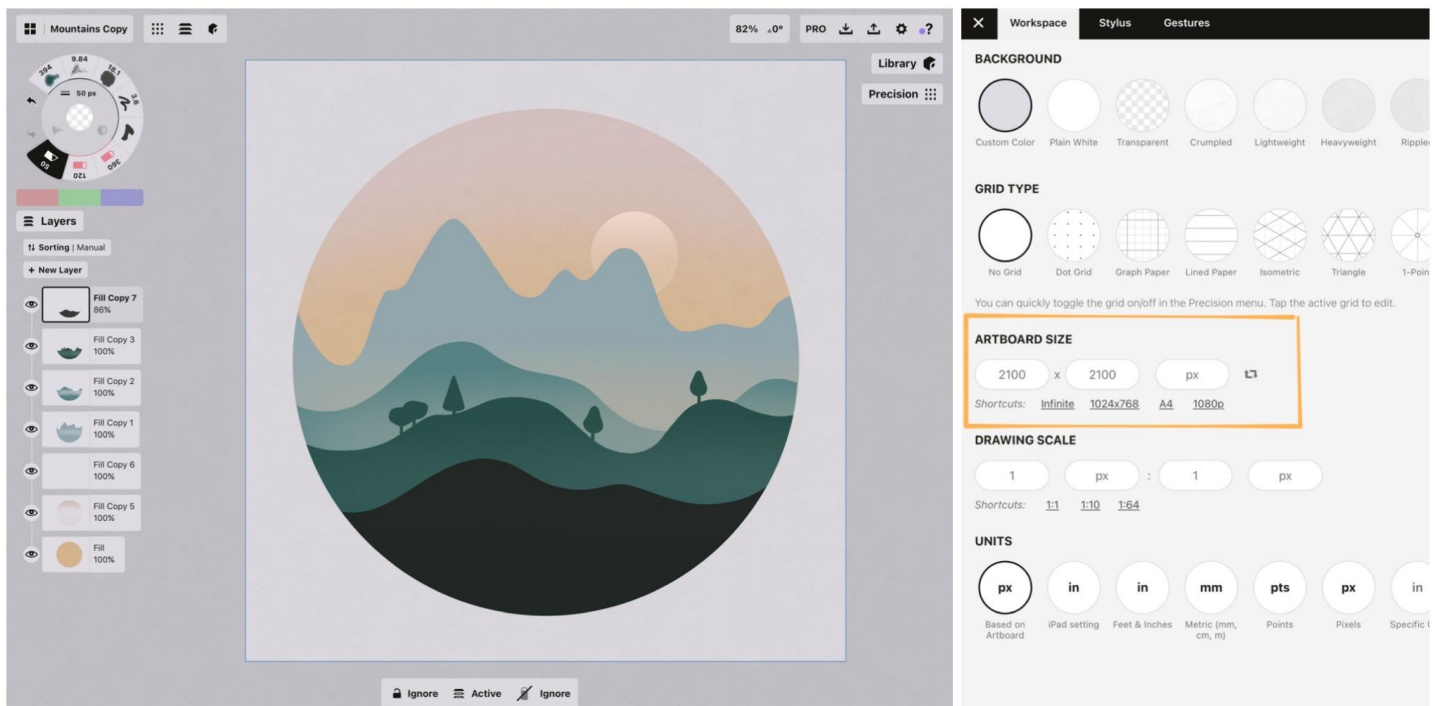


Work on the bigger picture or zoom in to focus on the details. With the infinite canvas, there are no boundaries (unless you set them yourself with one of our movable artboards).

Concepts is equipped with an **infinite canvas**, which is our way of saying you can extend your paper in any direction you need it, as far as you need it to go. Pan around using two fingers normally, or one finger while using the Pan tool. If you're using an Apple Pencil, you can set your Finger Action to pan around as well, which makes navigating while drawing more convenient.

To zoom in and out, or to rotate the canvas, use a two finger pinch / spread gesture. Lines stay sharp no matter how far you go - one of the many benefits of a vector-based platform. You'll notice there are "zoom steps" at common increments which help you find standard sizes and rotations by feel. For a more precise level, *tap* the zoom/rotation values in the Status Bar to bring up an editor (or tap+hold to edit them inline).

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

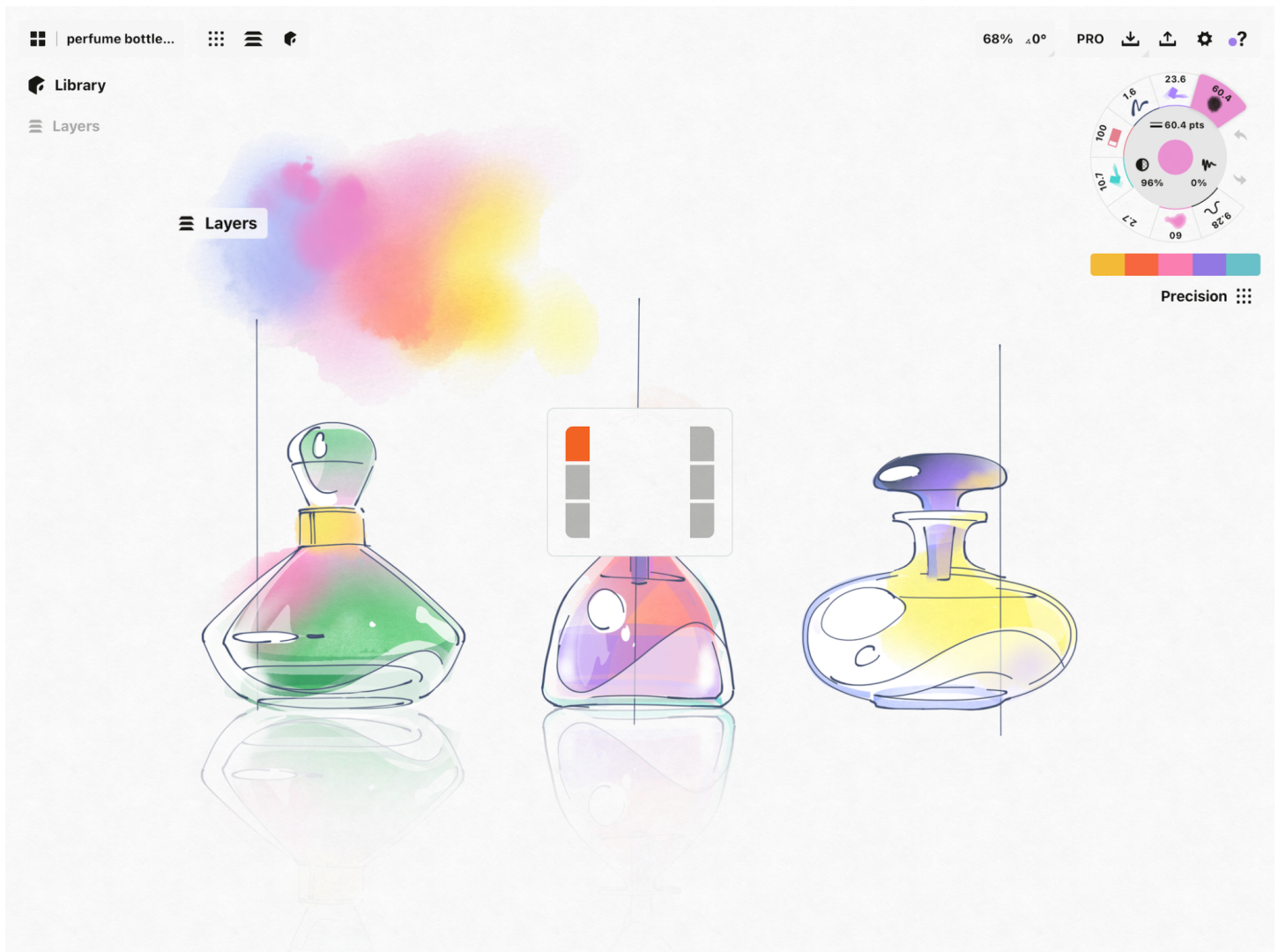


If you need to work with a defined canvas size, you can add a scaled boundary or artboard to your infinite canvas. Go to [Settings](#) → Artboard, define your custom size or choose from the popular choices. You can edit or move your artboard on the canvas at any time.

Tap+hold a corner of the artboard to move it about. This comes in handy for framing parts of your drawings (they can get big on an infinite canvas), cropping images to exact sizes, and getting a reference for how big / small your drawing is based on real-world scale. When you [Export](#), you can choose to capture the image according to the artboard's sizing.

To learn helpful techniques on applying artboards, importing and exporting work, and getting the most out of your infinite canvas, enjoy our tutorial [Working with Your Infinite Canvas](#).

Customizable Menus



Every designer works differently, so we've made your workspace customizable. Every menu on the screen can be moved to where you want it, to maximize your canvas space and comfort.

To move a menu, *tap+hold+drag* it. To move the tool wheel, *tap+hold+drag the outer ring* of the wheel (as the center and middle rings bring up other menus). A map of possible zones will

appear to help guide you. Let go when the menu is where you want it. Menus can stack in the same port, just drag a menu up or down to rearrange their order.

The tool menu will appear as a tool wheel in any corner. It can be docked way up into the corner as a spinnable wheel to maximize your canvas space, or if you drag it to either edge of the screen, it will change to a more classic tool bar.



Possible toolbar configurations.

It's also possible to hide the Precision, Layers and Objects menus if you don't need them. Just tap on the canvas menu toggles in the status bar to choose whether to show or hide them.

You can also define your space with three different modes - **normal**, **compact** and **hidden modes**.

- In **normal mode**, all menus are visible and the tool wheel is completely on canvas.
- Enter **compact mode** by swiping outwards on the canvas menu buttons. This minimizes the labels into simple icons, and docks the now spinnable tool wheel into the corner.
- Swipe outward an additional time on any of the menu buttons to use **Hidden mode**, which hides all of your menus to maximize your workspace. Tap the dot visible on the edge of the canvas to bring them back. You can also configure one of your gesture shortcuts to toggle hidden mode, see [Gestures](#) to learn more.

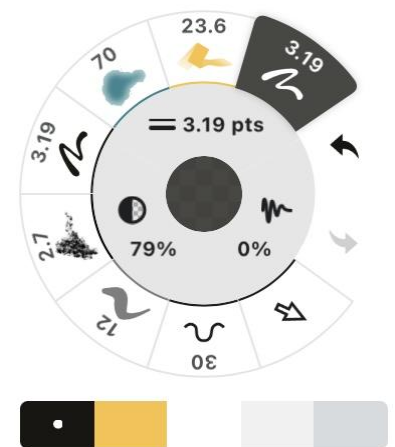
To return your menus from hidden → compact or from compact → normal mode, swipe inward on any menu, or feel free to tap+hold+drag on your tool wheel back to its preferred spot.

With the menu toggles in the Status Bar, you can also choose to hide or show your Precision, Layers and Objects menus - just tap on the toggle.

The Tool Wheel | Bar

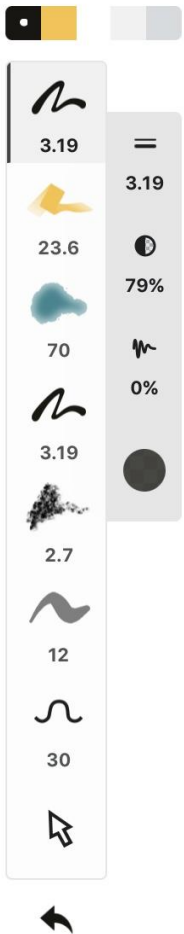
The focal point of the Concepts interface is the **Tool Wheel**. This is where you access your favorite tools, configure them, and choose your colors.

If you drag the tool wheel to the right or left edge of the screen, it will become a **tool bar**. The same abilities are available with the tool bar as with the tool wheel, with customizations and color options available along the inside edge when in normal view (swipe inward on a menu if they've hidden away).



The *outer ring* of the tool wheel contains your tools - eight completely customizable tools of your choice, plus undo and redo buttons. *Tap* a tool to activate it and draw with it. *Tap again* to

bring up the [Brushes menu](#), where you can choose among the different brushes and set your tool's **presets**.



The *middle ring* contains shortcuts to your **brush size**, **opacity**, and **smoothness**. *Tap* one to bring up a slider and find your tool's presets. Select a preset by tapping on it, then drag your finger along the slider to set its value, or *tap+hold* the preset value to manually enter a new value. *Tap* again to dismiss the menu.

If you want to adjust the size, opacity or smoothness values quickly in flow, just *tap+hold+slide* on any of the shortcut buttons to adjust immediately. The slider will open as you slide it and close as soon as you lift your finger from the screen.

The *innermost circle* inside the tool wheel displays your current color and its opacity. *Tap* the circle to bring up the [color wheels](#) and find the [color picker](#). *Tap+hold* the circle to bring up your [Colors menu](#), which is where you can customize your **color palettes** and **color mixer**.

Some people prefer their buttons larger or smaller to fit their fingers. You can **scale the tool wheel** by pinching or expanding your fingers on it, and find the size that is most comfortable for you.

Undo / Redo

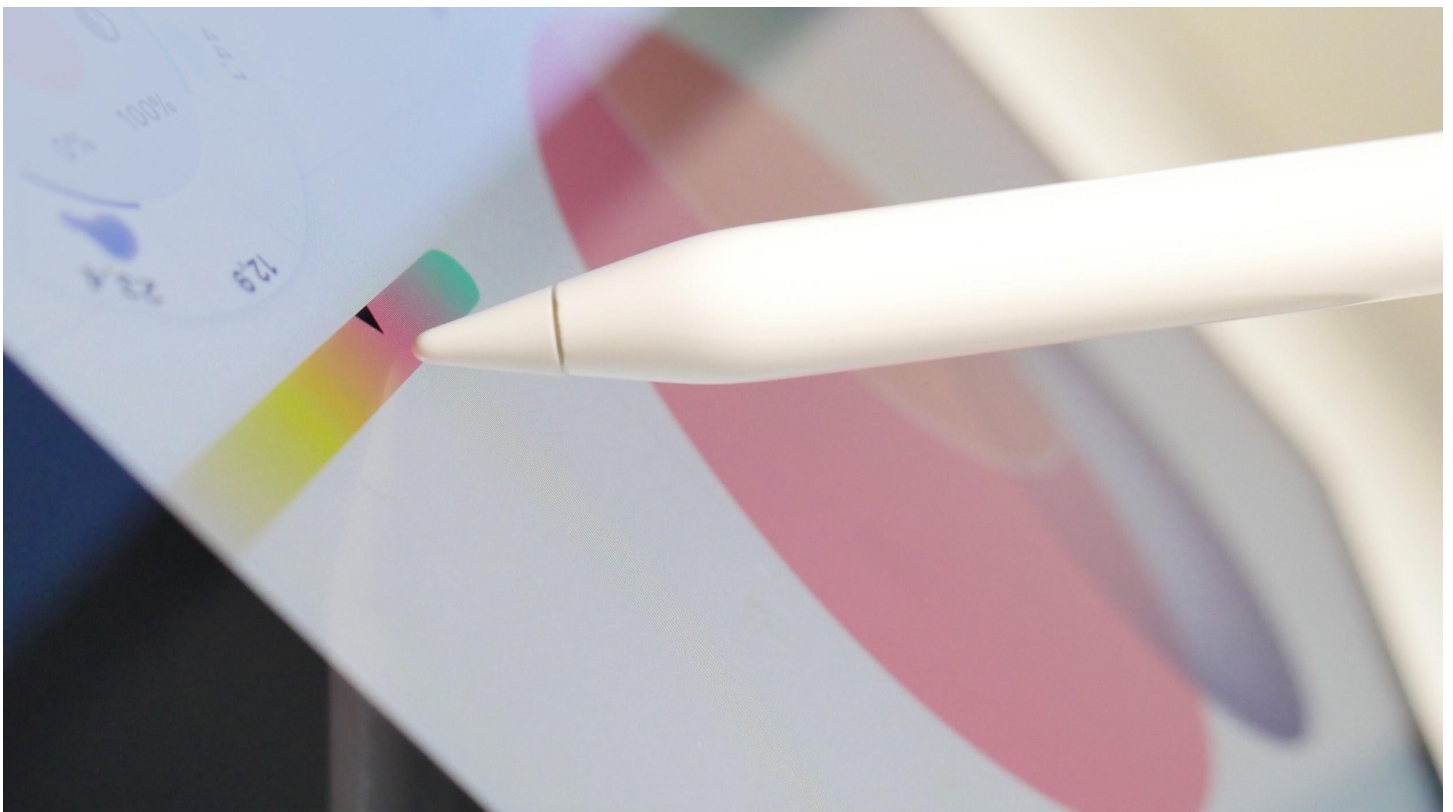
Mistakes can be wonderful, but sometimes they're not. In case you need to take a step back and change something, you can always use the **undo and redo buttons**. The buttons are on the outer ring of the tool wheel or beneath the tool bar. But you may use them less than you think, since every line in the app is a vector, and every vector is movable and editable.

You can configure gesture shortcuts for undo and redo in [Settings](#) under Gestures. Our most popular setting is a two-finger tap to undo, to the point we've heard our designers wail about not having a two-finger undo on a normal piece of paper.

You can also configure shortcuts for undo and redo on any of the supported active styli that have physical buttons. Again, check out [Settings](#) to configure them.

The biggest reason you might not use undo so much is that you'll decide to edit your line work instead. Because we're vector-based, you can [Select](#) and adjust the offending line, [Nudge](#) it, [Slice](#) it, or delete it entirely *whenever you want*. This is a flexible way to alter your sketch without being limited to a brute force undo that loses all of your latest work. We think you'll prefer it.

The Color Mixer



Below the tool wheel is an interactive color palette aka the **Color Mixer**. This mixer is scrollable left and right, and can be customized from your [Colors menu](#). Any palette you activate in the Colors menu will appear on screen in this mixer, in the order you tapped them in.

As a mixer, it also has the ability to blend your chosen colors into a gradient, allowing you to choose complementary shades inside your palette. *Tap+hold* on the mixer to activate this feature, then slide your finger or stylus to the left or right, and let go to select your preferred color.

You can add this complementary shade to your palette from the Colors menu. Learn more about using, mixing and customizing your on-canvas color palettes in the [Colors](#) section.

Using a Stylus



Concepts is at its best with a **stylus**. Of course, you can use any standard capacitive stylus -

these don't need to be connected in any special way beyond touching them to the screen to draw.

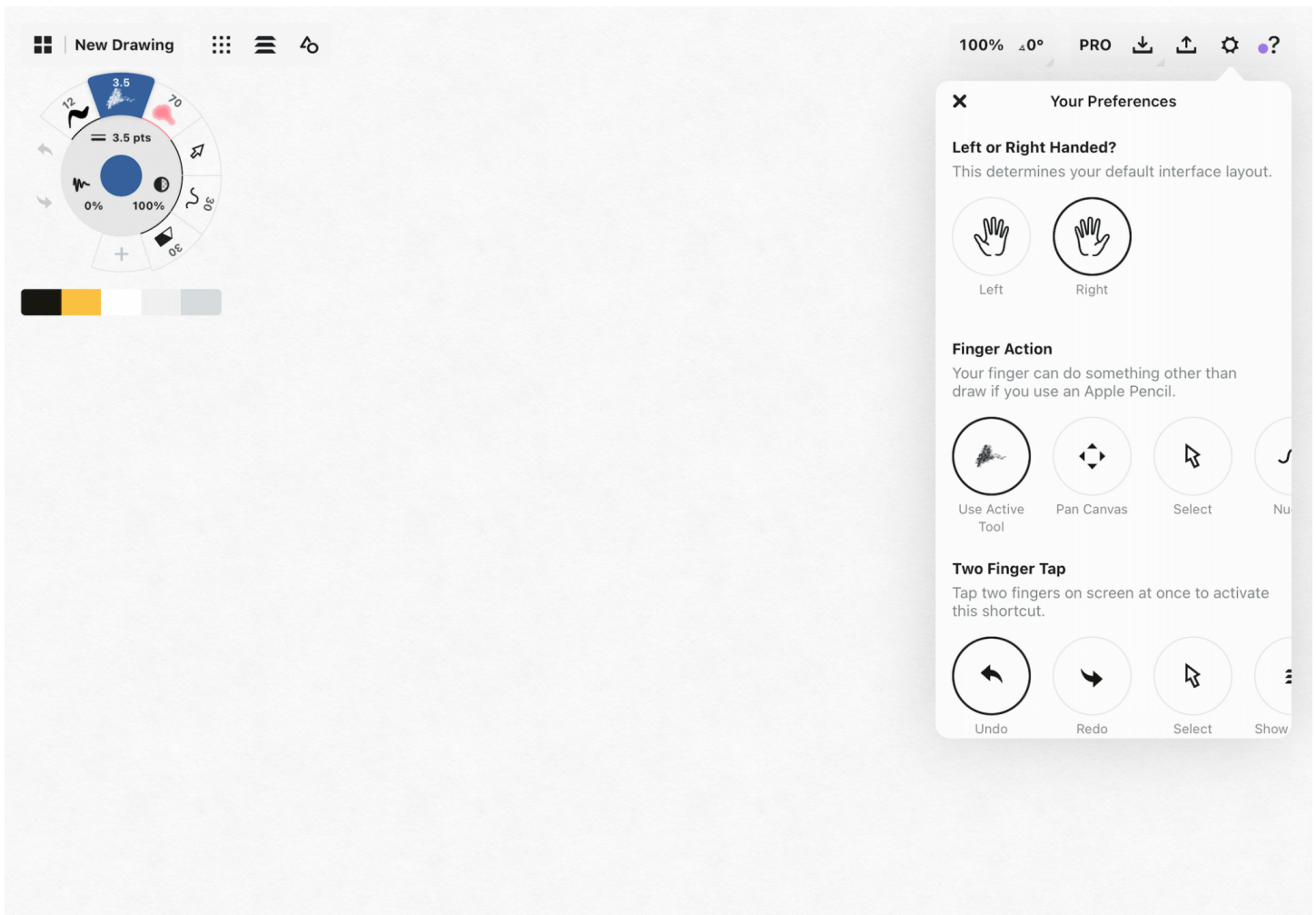
We also support the most popular Bluetooth styli, which bring greater control over line weight through surface pressure and in some cases, configurable shortcut buttons. We support Palm Rejection, writing angle adjustments, and pressure curve trimming. Here are the models we support, and Amazon partner links to them:

- [Apple Pencil](#) (*on supported iPads*). This stylus has by far the best experience, as latency is very low and you get native hardware support and tilt/pressure response on supported tools. You also get the ability to separate Finger actions from Pencil actions, allowing you to draw with the Pencil and perform a separate action with your finger.
 - These extra actions include: *Do nothing* (for extra robust palm rejection), *Use active tool* (the default), *Nudge*, *Pan Canvas* (to move around with a single finger vs. the standard two-finger zoom/pan), *Select* (a quick way to make selections), and *Configured tool (8)* (the final tool beneath the redo button on the tool wheel, i.e. whichever tool you've selected for slot 8).
- [Adonit Jot Touch](#), [Script](#), [Pixel](#) and [Note+](#). These are good for all iPads and any iPhone model. The Script doesn't support pressure sensitivity.
- All [Wacom Styli](#). Long an industry standard, Wacom hardware is reliable and well-supported.

The **shortcut buttons** on some styli can be configured once the pen has been connected. Buttons can be configured to: No Action, Undo, Redo, Select Last Item, Show Layers, Show Color Wheel, Tool Setup, Show Objects.

Note when using Palm Rejection: Make sure you turn off "Multitouch Gestures" in the device's Settings app (under General). If you don't disable it, it will cause conflicts and the screen will jerk around a bit.

Left Handed Support



Concepts works great for lefties and righties. While the app gives you some default options the first time you launch, they're really just suggestions - try moving the tool wheel to the opposite side of the screen and watch the menus switch orientation. Move your menus where they won't be in the way.

For a step-by-step walkthrough on setting up your workspace comfortably for you, read [Setting Up Your Menus, Brushes and Presets](#).

Brushes and Tools

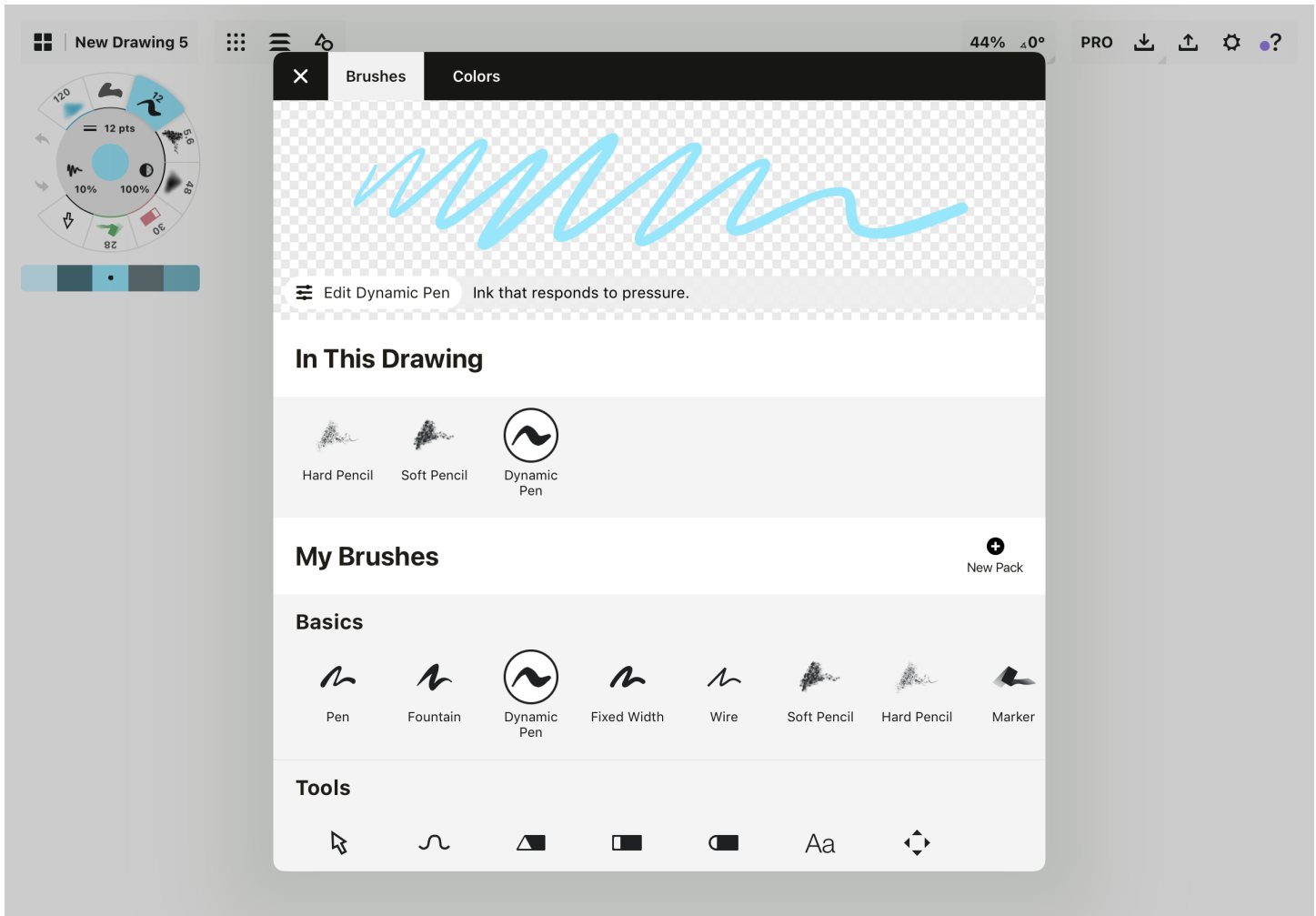
Brush Gestures

To use a tool, just *tap* on it and start sketching. Tilt and pressure are supported with some styli (like Apple Pencil) and with some tools (each tool is a bit different), and will happen naturally as you tilt or press on the screen. Try them out and see which you like best.

As mentioned in the [Tool Wheel](#) section, the *middle ring* allows you to adjust the active brush's **size** (how big it is), **opacity** (how transparent it is), and **smoothing** (how bumpy or smooth you want your line to appear once it's drawn. 0% is no smoothing, 100% gives you a perfectly straight line between your starting and ending points no matter how wriggly you get) *Tap* on one of these options to bring up your presets, or for a shortcut, just *drag* across it with your finger to adjust.

To access the Brushes menu, *tap* again on the active tool, or *double-tap* on an inactive tool.

Brushes Menu



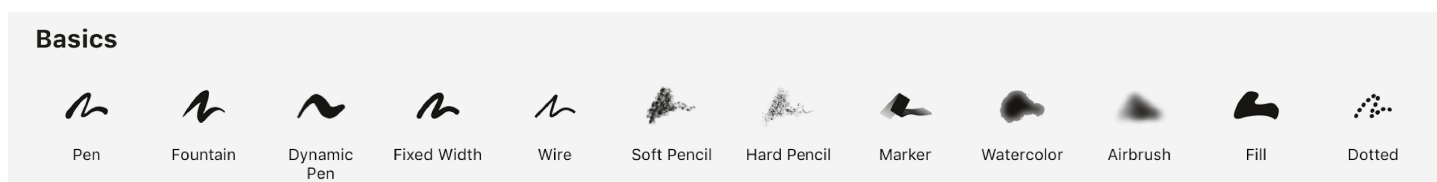
In the **Brushes menu**, you can configure your tools with the bigger picture in mind. Up at the top is your brush viewer, which actively changes according to your settings. You can draw inside it yourself and try out the tool.

Below the viewer, you can find the brushes you've used in the current drawing. Then under **My Brushes**, find the basic set of tools (non-editable), where you can select from a variety of organic or engineering styled brushes. You also have the ability to create your own brushes (more on this below) and purchase brushes from the Brush Market. Any brush or brush pack

that you create will be shown in My Brushes, and all the purchased ones will be available in a section called Purchased.

Scroll down further and you'll find the **Brush Market**, with different types of artistic brush libraries that you can unlock by subscription or with credits, the same as with object libraries. These are carefully crafted, editable stamp-based brushes with all the vector maneuverability.

Basic Brushes and Tools



Pens

Pens are most widely used in sketching when you want to make a statement or reflect permanence. Our **Pen** and **Fountain Pen** tools react to *velocity* to vary their line width - draw fast to get a thicker stroke. Our **Dynamic Pen** reacts to pressure. The **Fixed Width Pen** does what it says on the tin - it maintains a constant width from cap to cap.

Wire

This tool behaves like a traditional CAD or vector tool would - the line width is maintained at any zoom level, making it perfect for wireframes, light CAD drawings, perspective layouts, and more. [Export](#) an SVG file using Wire into another vector program and find the same clean line.

Soft & Hard Pencils

Slightly different in texture and feel, these traditional sketching tools are modeled on real pencils. They react naturally to tilt, pressure and velocity with a supported active stylus like Apple Pencil. For great shading, tilt your stylus like you would a real pencil.

Marker

Have you ever used a COPIC marker? Our markers have the same texture, transparency and edge that these popular markers have, making them great for highlighting, texturing and illustration work. Give yourself a wide tip or a narrow one, or increase / decrease the opacity to your liking.

Watercolor

This artistic wet brush blends beautifully with consecutive watercolor strokes in the same layer. Within a single layer, you can interrupt the blending by using other types of strokes in between (like Pen). You can use the eraser tool (below) to mask different pieces without affecting the blending. Enjoy using this brush with infinite [Layers](#) for an organic, dry edge effect.

Airbrush

The airbrush flows onto the screen with subtle texture and soft edges like the real medium. It's popular with sketchnoters for highlights, for painting, and gives your design some sheen.

Filled Stroke

Not to be confused with Bucket Fill (which we're currently working on - lots of definitional bits to think about with the interactive parameters of vector strokes), the Filled Stroke tool is a brush unique to Concepts. It allows you to draw any type of shape - simple, wiggly, complex - with a stylus or finger, and fill the positive space inside.

"Positive space" refers to any area inside your drawn line between start and end point that is original to the stroke - as in, the area hasn't been drawn over a second time during the same stroke. This crossing over of a filled area causes it to become "negative space" and remain empty. Of course, if you draw over the area a third time within the same stroke, it becomes positive again and is filled.

Your resulting fill is a clean finish, customizable with opacity and line smoothing. Excellent for shadows, light, and complex figures, we think you'll appreciate the possibilities this brush offers your design + art toolkit.

Troubleshooting. Since Filled Stroke takes into account the start and end points of your line, *make sure Line Smoothing is set below 100%*. Otherwise your shape will disappear into a line or a point as though the rest of the stroke never happened. Also check that your transparency is above 0%, or like all strokes it may disappear, only to be found when Selecting in the area.

For a fun tutorial on the Filled Stroke tool, check out [Drawing Shapes Instead of Lines: 8 Exercises for Filled Stroke](#).

Dotted

Great for annotations, partial boundaries or a bit of variety, the dotted line is a single stroke, not thousands of dots. Treat it as a textured stroke susceptible to color, opacity and smoothing.



Selection Tool

The Selection tool can be added to any of your tool slots and has two modes: a single-select *Item Picker* and a multi-select *Lasso*. Toggle between these two options using the popup at the bottom of your canvas, or put a second finger down anywhere to temporarily toggle the mode.

The Selection tool can also be activated via *tap+hold* anywhere on the canvas - helpful for when you're in sketching flow and don't want to change tools. It can also be assigned as your finger gesture in [Stylus settings](#). To learn more about this tool, see [Selection](#).

Nudge

The Nudge tool allows you to push and pull your lines about like a piece of string. Touch your stylus directly onto a stroke and drag it to pull it. To push a line, touch your stylus *away* from a line and watch the circular nib appear, then nudge at your line. You can adjust the size of the tool using the size preset in the tool wheel. Use a smaller size and zoom in to nudge tight corners, use a larger size and zoom out to nudge gentler curves.

[We have an illustrated tutorial on using the Nudge tool here.](#)

[We have a great video tutorial on creating icons with Nudge here.](#)

Slice

The Slice tool is about as close to a real eraser as you'll get in the vector world. It's not exactly a pixel eraser... you can't rub away edges of strokes, but you can cut strokes into pieces - redefining them into separate, independent strokes - and erase aka destroy your vector data by sliding the puck across them.

The Slice puck is adjustable for size. Make it bigger to "erase" a scribble with a swipe, or make it smaller for more precise incisions, then select and delete the remaining line.

You can also set the size to zero and divide your strokes without chopping away at their length (handy for strokes that use exact measurements). It might not appear that anything happened when you ran your puck through the line, but try selecting one end of the stroke and you'll see that it was cut in two.

When slicing shapes made with the Filled Stroke tool, you can cut from an outer edge into the shape and carve out full areas.

For a full tutorial on how to use Slice (and when to use it versus the Hard and Soft Erasers), check out [The Slice Tool: Divide and Conquer Your Ideas](#).

Pan

Whether you want to showcase your work to your client or just pan through your infinite canvas, you can use the Pan aka View Only tool. It allows you to pan and zoom without accidentally selecting or changing anything in your drawing.

Text

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

1. Set the active tool to Text. It might already be on your toolbar, or you may need to select it from the Brushes menu.
2. *Tap* anywhere on screen to add a new text label. The keyboard will appear; type or paste text, then dismiss the keyboard by tapping done to solidify the label.

To edit a text label, [Select](#) it, then tap the text edit icon in the popup. It will take you back to the keyboard.

You can select and modify the appearance of your text label just like you'd select any other stroke. Select the text, then change its color or opacity via the tool wheel, use the [Selection popups](#) to rotate, flip, scale, group, lock, delete it (etc), or use the **control points** to stretch your text into Star Wars-like perspectives and align it with your drawing.

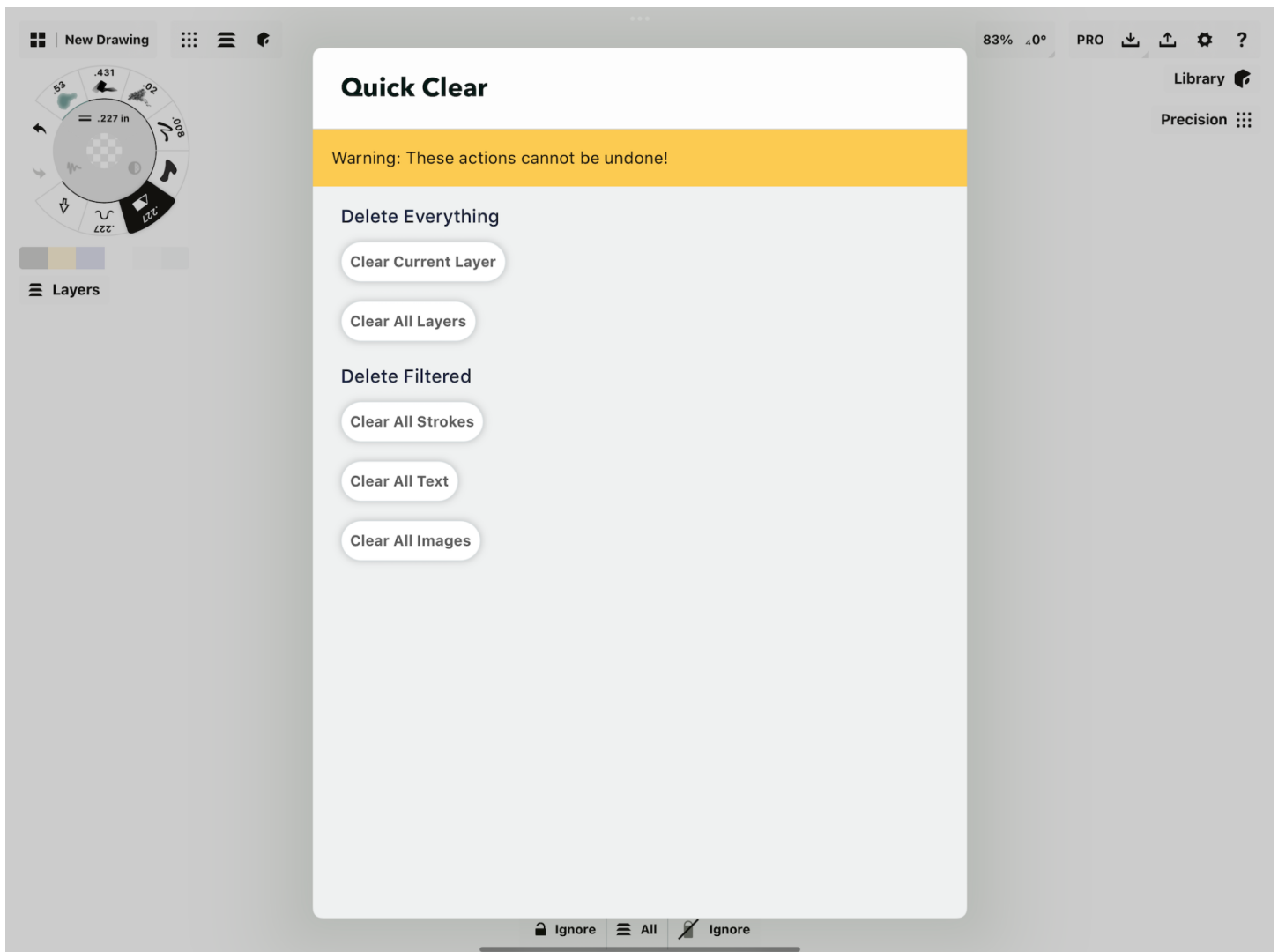
Concepts has full support for any language your device can input, including emojis :). We are currently limited to a single font, but we plan to allow font selection in a future update.

Hard Mask & Soft Mask

In a traditional pixel-based world, erasers delete things permanently. But vectors aren't pixels, they behave and remember data differently, and if you're comfortable with programs like

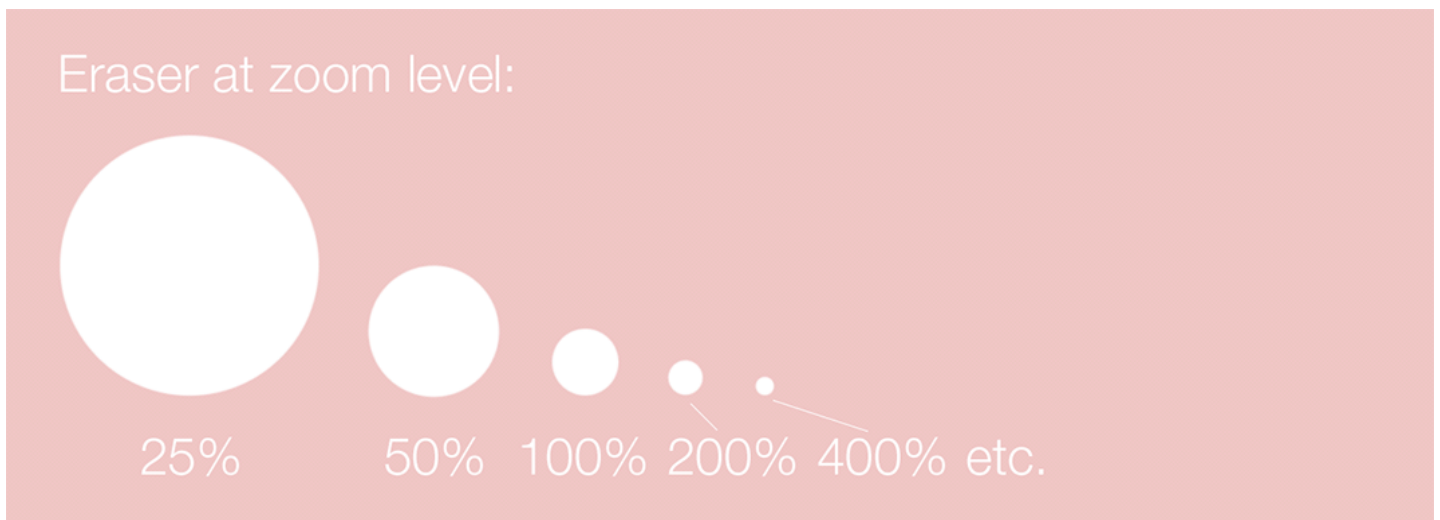
Adobe Photoshop or Autodesk Sketchbook Pro, the mask tools will function similarly to masking tools in aforementioned software. They visually remove anything underneath them, but the data isn't actually gone. You can still retrieve old strokes later, or adjust your mask as your drawings progress.

If you want to remove strokes completely, try selecting them with a *tap+hold* and then use Delete, or use the Slice tool to incise and delete sections or destroy them from the canvas.



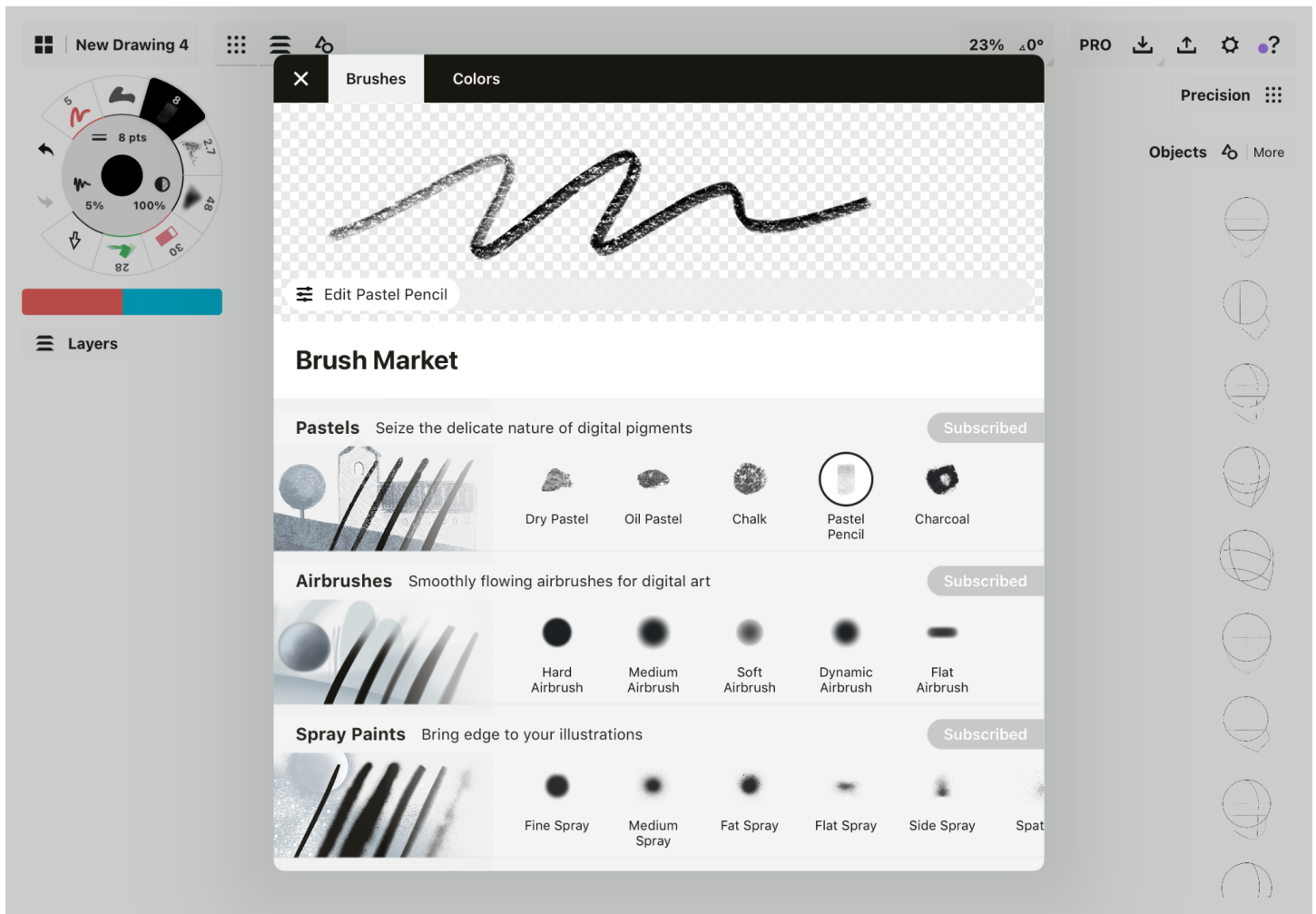
Double-tap the mask button to open a **Quick Clear** menu. Here you can choose to delete everything on the current layer, or clear everything in the drawing.

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



The Hard Mask gives you crisp, clean edges; the Soft Mask works beautifully with the pencils (and any other tool) to soften edges in a true-to-life, artistic manner.

Brush Market Brushes



The brushes in our Brush Market are specialty brushes that add artistic texture to your drawings. These brushes are designed to work with our brush editor and use stamps and grains as their base. They are fully adjustable like all of our vector tools, but they differ from the basic brushes in that they're created using pixel-based images or "stamps".

The only place this might get in your way is if you are creating giant-sized posters where resolution matters. When you zoom in far enough, you start to see the pixels the stamps were created from. If this is an issue for you, stick with the Basic Brushes up top, and also avoid the

Dynamic Pen, it's also stamp-based. We hope to update this pen to act resolution-independent soon.

Any brush in the Brush Market can be edited. Tap "Edit" in the preview window at the top of the menu to bring up the brush editor. We recommend you duplicate the brush first and then make edits, but you can tap "Reset" at the top of the brush editor to restore the settings back to original at any time. You can alter the brush grain's size and rotation here to match your project's scale. Read more on editing your brushes and editor controls in [Creating a Custom Brush](#) below.

[Tiling Patterns](#) - An Interior Design library of classic and trending floor and wall patterns to add fast design elements to your floor plans. This library was created by Interior Architect Jessika Wendel (@visualisieren.koennen.alle). *25 brushes.*

[Crosshatching](#) - Add instant depth perception to your drawings with these crosshatch patterns by Artist MiksKS. *14 brushes.*

[Ink and Blot Textures](#) - Richly textured ink, sponge and spray brushes add real-world grit and grunge to your paintings, created by Artist MiksKS. *14 brushes.*

Memphis Patterns - These brushes let you add a variety of playful design patterns to your work, just by coloring in. *22 brushes.*

[Waterful](#) - An artistic ocean of wet watercolor styled brushes, created by artist Matthew Baldwin. *36 brushes.*

Exterior Walls - Apply natural, realistic faces to your designs. Try the different types of stone, paneling, concrete, plaster and steel. *9 brushes.*

Pastels - Captured from their actual physical counterparts, the dry pastel, oil pastel, chalk, pastel pencil and charcoal look and feel very much like the real thing. *5 brushes.*

Pencils - These pencils complement the basic hard and soft pencils to give you a full set of traditional sketching pencils, including a 4B Solid Graphite, 2H Solid Graphite, Knife-Sharpener

Pencil, Carpenter's Pencil, round and square Graphite Sticks and a Mechanical Pencil. *7 brushes.*

Pens - These pens round out your ink drawing set, including a Ballpoint Pen, a Gel Pen, firm, medium and soft Brush Pens, a Felt Tip Pen and a Felt Tip Marker. *7 brushes.*

Spray Paints - Add some beautiful spatters and sprays to your art with these graphitic paint tools. They come in fine, medium, fat, flat, side and spatter sprays. *6 brushes.*

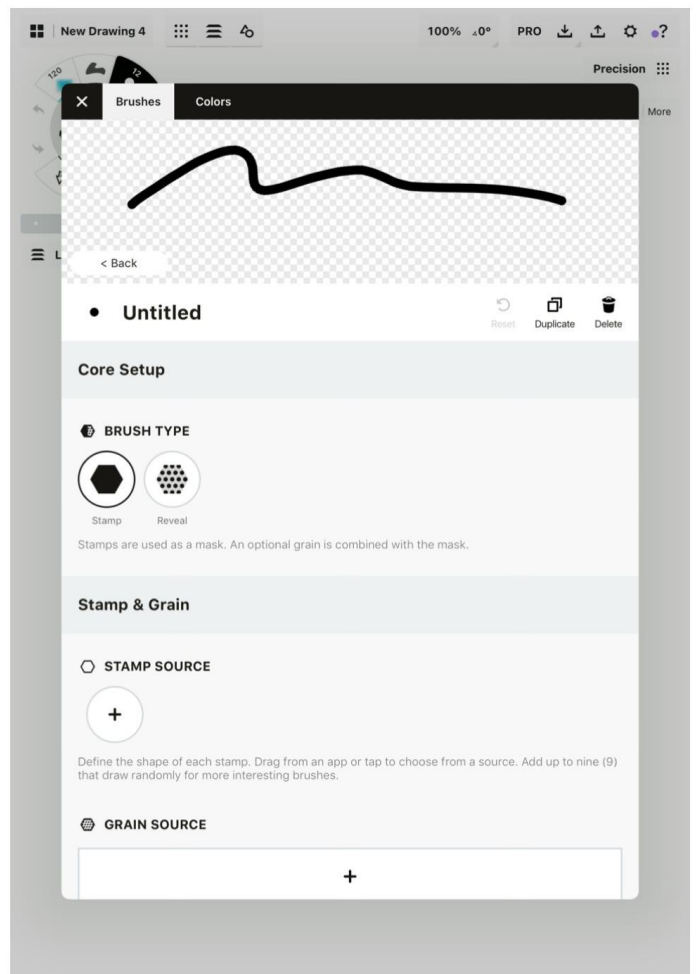
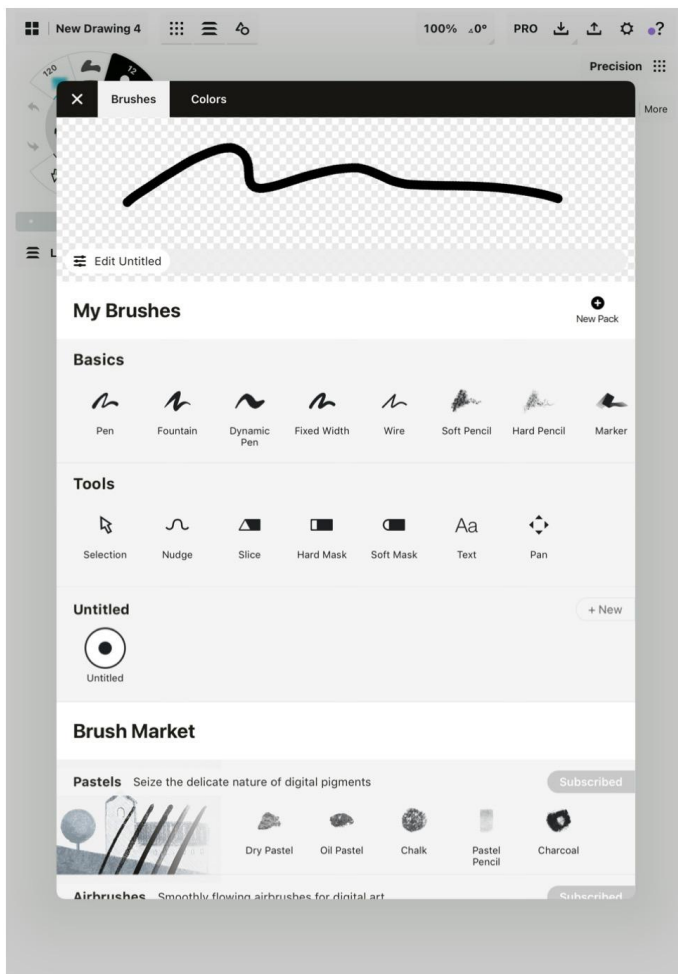
Airbrushes - Our airbrushes are soft, smooth and even for coating any design. They come in hard, medium, soft, dynamic and flat brushes. *5 brushes.*

Halftones - These vintage halftone brushes stem from printing techniques from the 1890s onward and add some classic style to your comics and illustrations. *14 brushes.*

Creating a Custom Brush

You can create your own brushes and edit brushes from the Brush Market in the Brush Editor (with [Subscription](#) or [Essentials](#)). These brushes are image or “stamp” based brushes that you can apply pressure, tilt or velocity settings to, as well as spacing, scatter and rotation settings. You can create simple or deeper responsive brushes that fit your style very easily.

To create a brush, find the My Brushes section in the Brushes menu, tap **+ New Pack** to create a new brush set, then tap the “Untitled” brush that appears in the set or tap Edit Brush up in the viewer. You'll be brought to the Brush editor.



Left: In the Brushes menu, tap the Untitled brush. Right: Enter the Brush editor.

Here you'll see the live viewer, then the title of your brush (tap to rename) with the abilities to reset, duplicate or delete the brush.

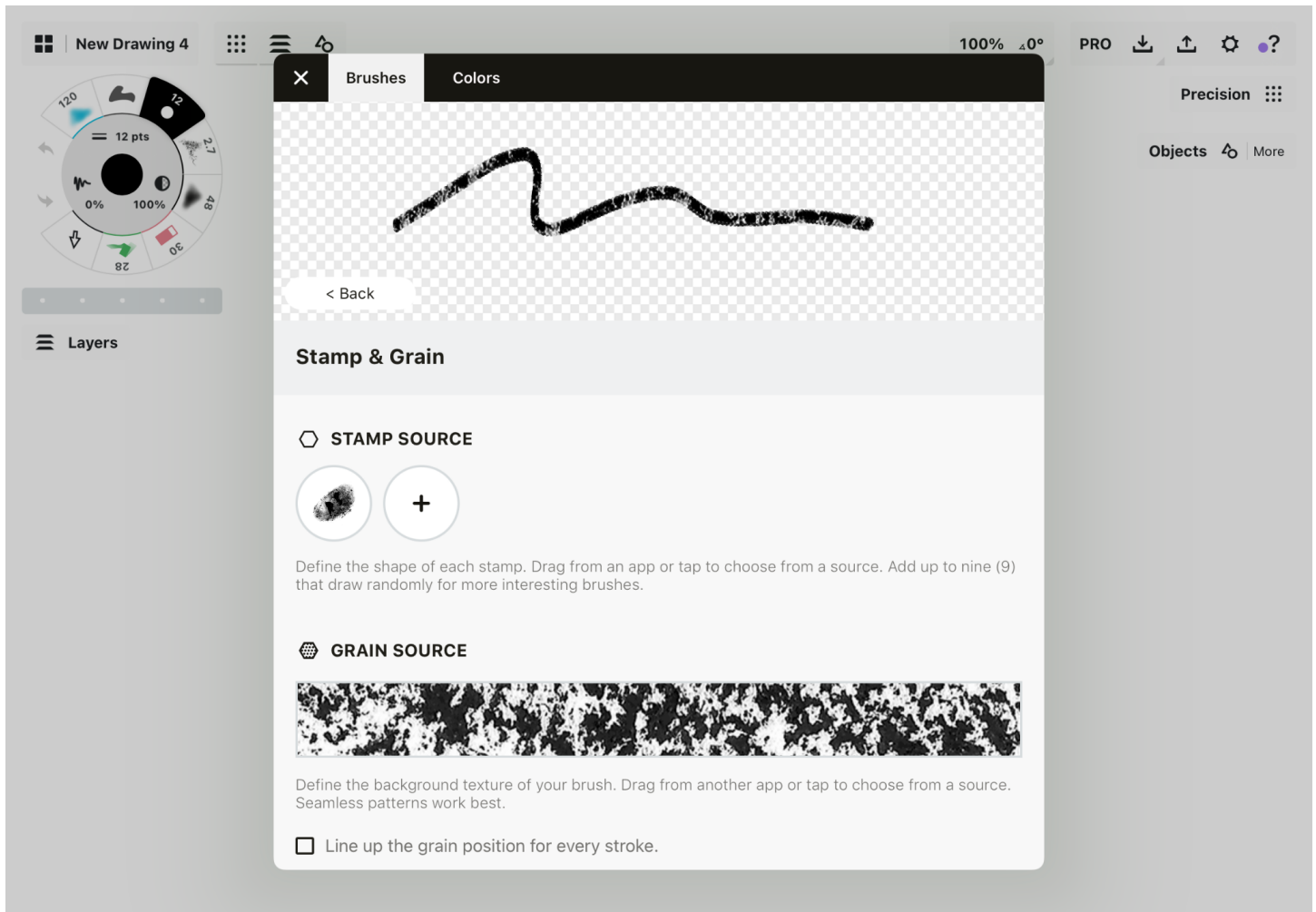
Core Setup

Next you'll find the Core Setup for your brush. You have two types of brushes to choose from - a **Stamp** brush and a **Reveal** brush. These function oppositely from each other in a fundamental way.

- A **Stamp** brush creates a stamp using one or several images, and stacks these stamps on top of each other at intervals you set to create your brush texture. Think real-life ink stamps built on top of each other, repeating as they create a stroke.
- A **Reveal** brush uses its image base to unmask a grain underneath. A good metaphor for this might be watercolor paint—it seeps into the textured paper to enhance the paper with pigment and reveal the texture further. The resulting stroke of this brush type is even and consistent, there is no “overlap” when a stroke doubles back on itself.

Stamp & Grain

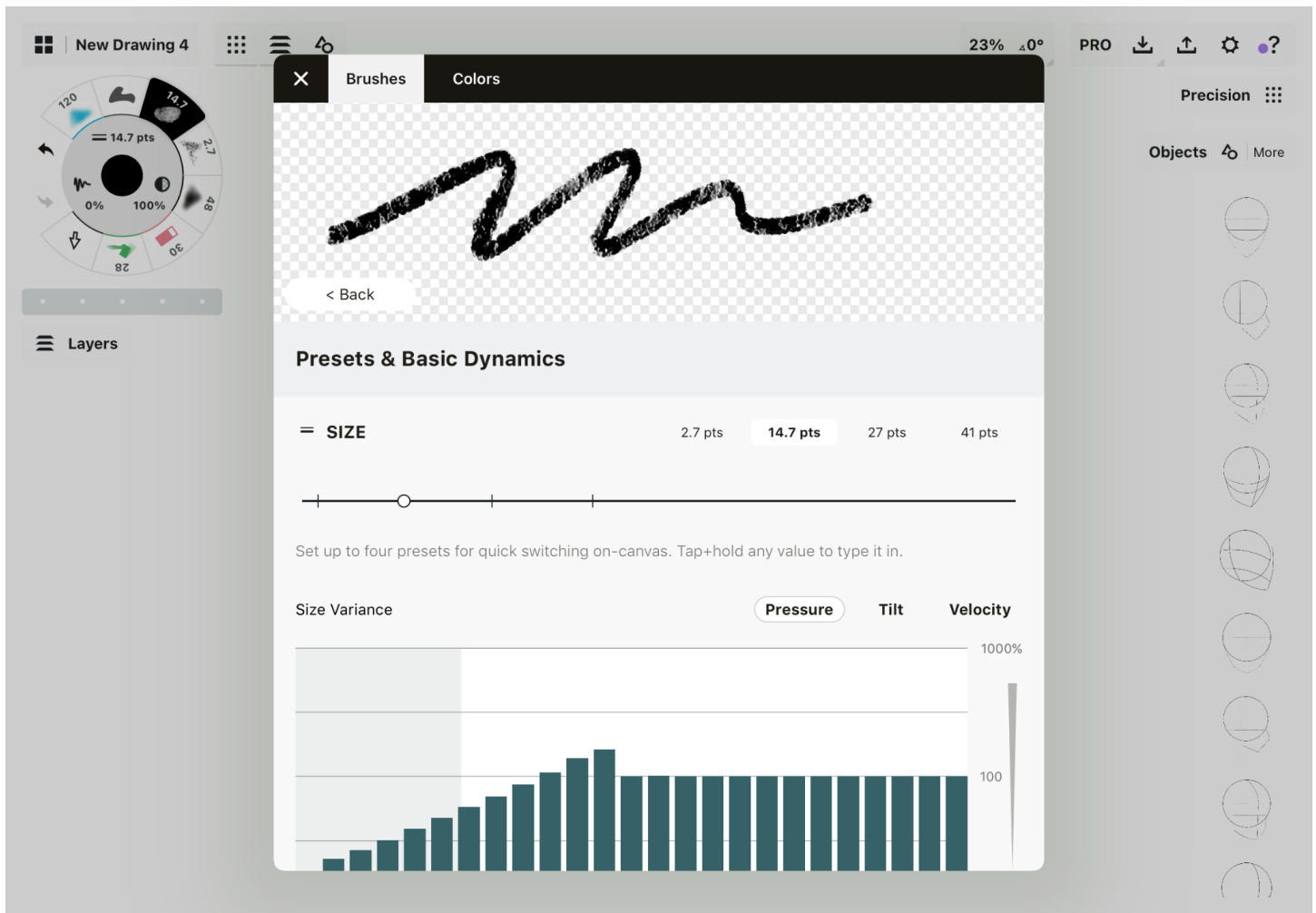
Choose a brush type and then move down to **Stamp & Grain**. Here you’ll be able to upload images (JPG or PNG) to use as an image base for your brush. “Stamp” here refers to the image, not to the brush type above. We’ve created a complete tutorial on creating stamps and grains for your brushes [here](#).



One of the hardest problems to solve with digital media is creating a truly random stroke like traditional tools can create - natural brush strokes and “happy accidents” are difficult to replicate. To help with this, we’ve given you the ability to import up to 9 stamps, more than any other professional illustration app. Stacking these stamps on top of each other can give you a wonderful level of depth, richness and randomness when combined with the other controls.

Import your stamp(s), then import your grain. The grain is a background image that adds additional texture to your brush. Grains work best when they are “seamless” - you don’t want to see the edges of the image when it repeats. Again, you can learn how to make a seamless grain [here](#) (and find an example to work with if you don’t want to create your own).

You can edit your grain's rotation and scale using the sliders beneath the source image. If you check the box next to “Line up the grain position for every stroke”, you’ll lock in the grain so that it doesn’t overlap when you lift your stylus to color in further – it will appear as a seamless pattern on the canvas.



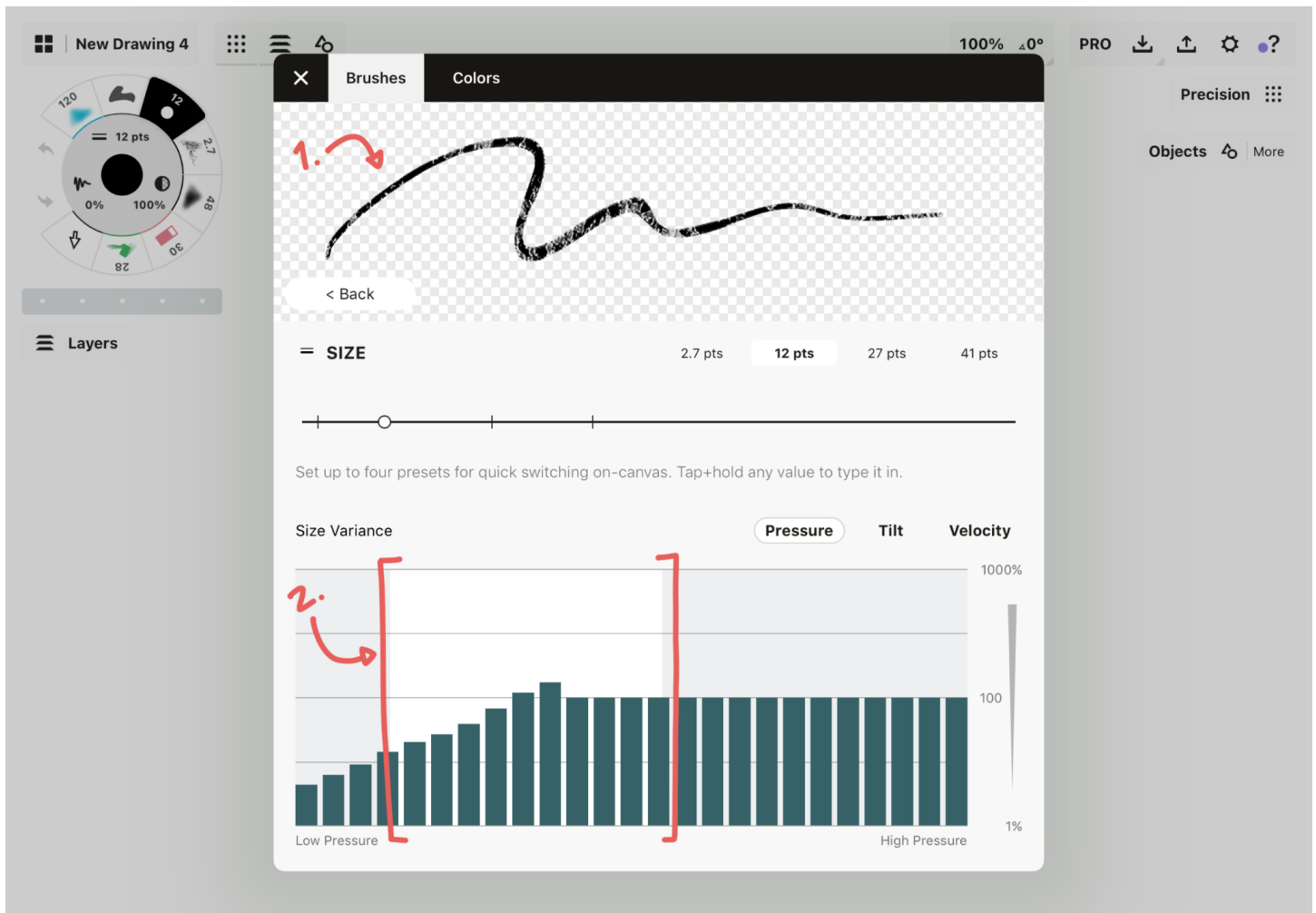
Presets and Basic Dynamics

In **Presets & Basic Dynamics**, you’ll find the Size, Opacity and Smoothing presets that you’re used to from the main canvas, as well as variance graphs that help you to fine tune the brush action to your stylus’ pressure, tilt and velocity inputs.

- **Size.** Use the size slider or tap+hold the preset field to enter a custom value to determine your brush's median size. This is the size that in the graph is represented at the 100% line. Depending on how you adjust the variance for pressure etc, your brush will range around this size.
- **Opacity.** The same principle applies to the Opacity slider and graph. Note that there isn't a variance graph for opacity when the Reveal brush is selected, as when it draws over itself, it doesn't build up opacity. You can still make the brush more transparent overall with the slider, but there is nothing to adjust during the stroke action itself.
- **Smoothness.** Smoothness is a simple percentage and doesn't have a graph.

Working With the Variance Curves

Before adjusting one of the graphs, we recommend you draw a stroke in the live preview area.

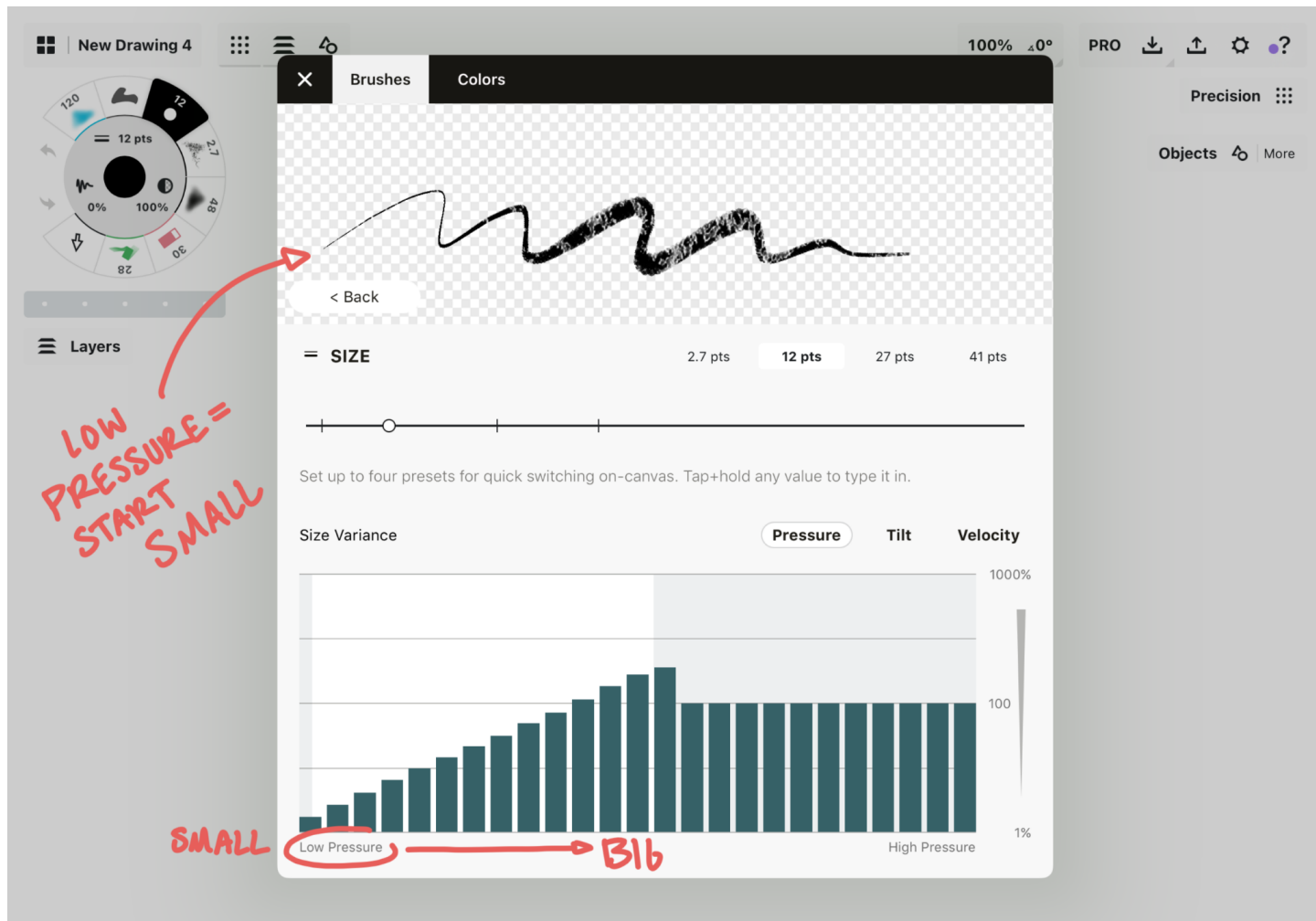


1. Draw a stroke in the viewer. 2. Notice the white range area appear behind the graph.

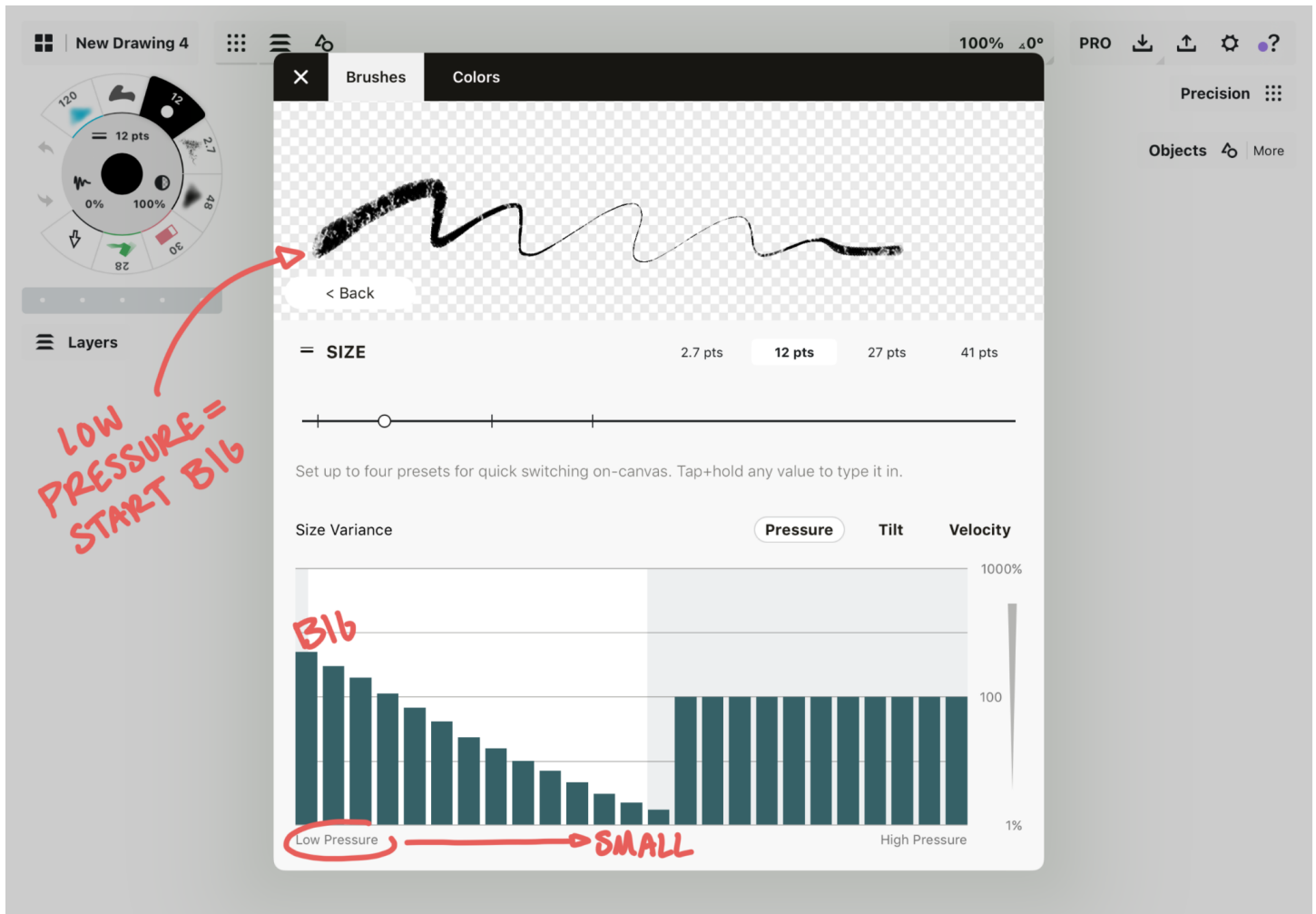
While you draw, take a look at a graph: you'll see a white area appear behind the bars while drawing. This is a live match to your brush stroke on the viewer, reflecting the range of pressure, tilt or velocity (depending on your selection) you are applying as you draw. As you adjust the bars in the graph, you'll see the effects in the viewer. Experiment with these different types of input, and see what feels natural for the brush you'd like to create.

Typically, you want a nice smooth line upward or downward across the white range box. A pressure-sensitive fountain pen, for example, will start small and gradually increase in size

depending on how hard you press the pen to the paper. You would use the Size preset with the Pressure dynamic for this pen, and draw a smooth line upward from the left side of the graph to the right side. It would look something like this:



If you want the stroke to start wide and get narrower as you press or increase speed etc, you can draw the variance curve downward—bigger to smaller.



Applying extreme ups and downs to the bars in the middle of a stroke represent “accidental” or “unexpected” variations to your brush stroke. You might like these if you’re feeling artistic—try a “rough” graph and see what happens to the stroke in the viewer.



Generally, however, smooth is the norm. Just a fairly quick, simple upward or downward stroke along the graph - all the way across your white range area - will work fine.

As you apply these settings to your brush, notice how it responds in the live viewer. If at any time you don't like what's going on, you can reset your graph. **To reset a graph, double-tap the vertical value axis (1%—1000%) beside it.**

Notice that on the value axis, the bottom half of the graph is 1 - 100% (the size or opacity value you entered), whereas the upper half is 100 - 1000% - an exponential level larger. The majority of your graph will be within the bottom half of the graph, while continuing the stroke along past the 100% mark will create larger differences in your brush stroke in the viewer.

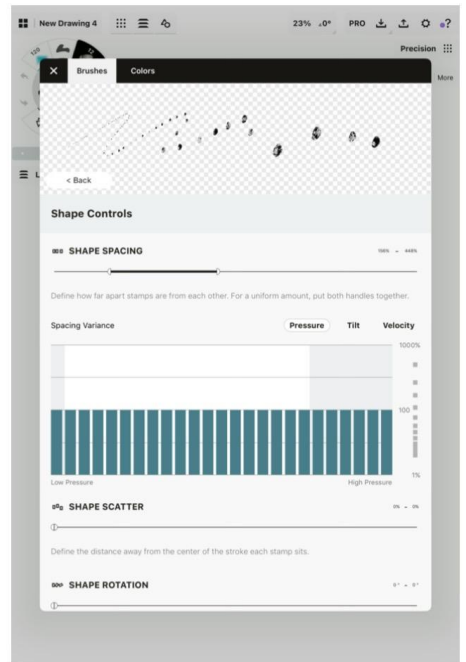
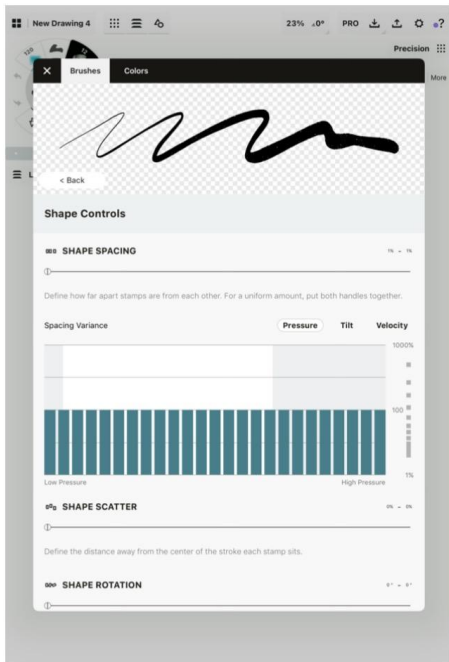
An additional note - the range on the white box for pressure is directly related to the pressure setting for your stylus in Settings → Stylus. You can adjust this setting to between 30 and 70% for a nice clip to your brush's action.

Shape Controls

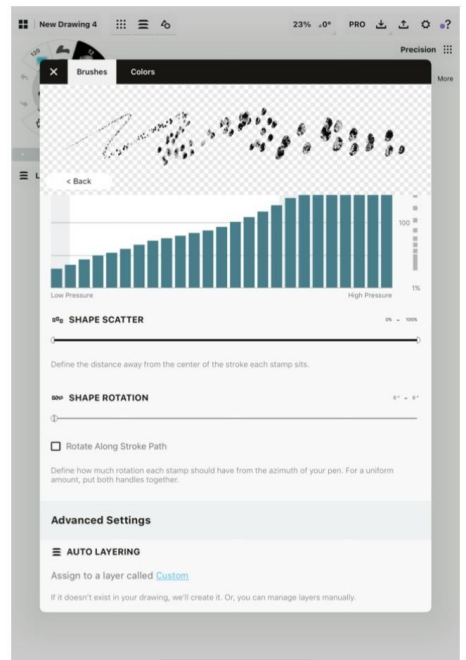
Now continue on to the **Shape Controls**. In this section, you can adjust the spacing, scatter and rotation of your stamps. Pay attention to the live viewer as you play with these controls and enjoy seeing the stamps respond to your adjustments.

With each of these controls, you'll notice the handle is split down the middle. This allows you to create a range of random "jitter" for your shapes to appear in. When the handles are together, there is no jitter, they will appear along the stroke path with an even spacing or rotation etc. If you pull the handles apart, you create a range of randomness that the stamps can appear in.

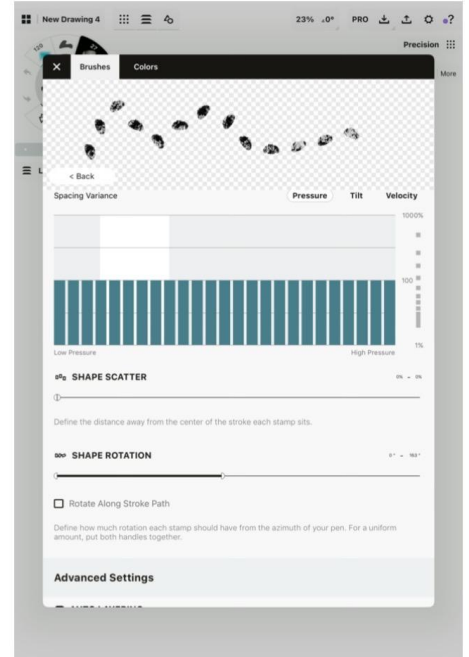
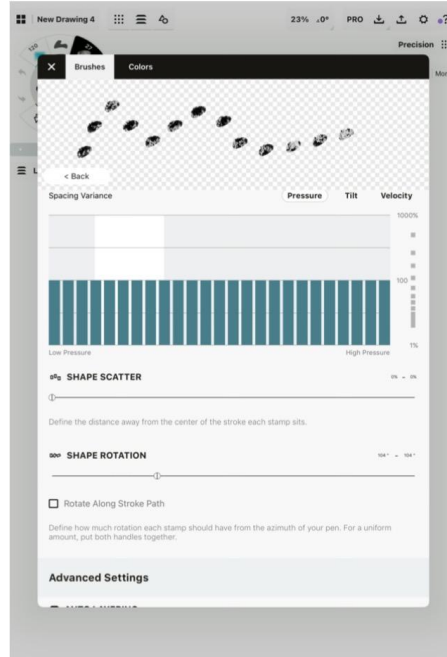
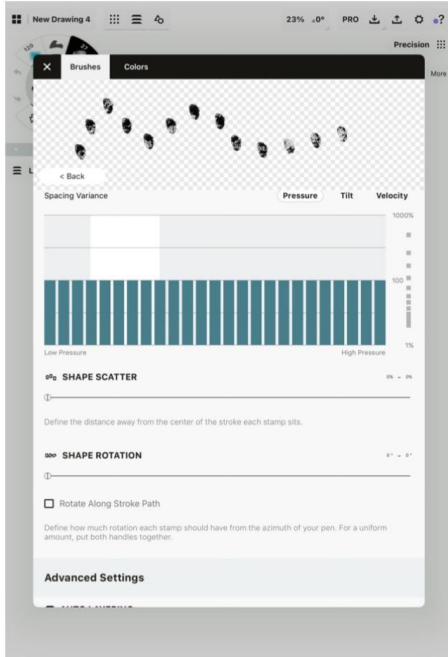
- **Shape Spacing** allows you to adjust the distance your stamps appear from each other. Separate the handles to create more random spacing.



- **Shape Scatter** gives your stamps an additional vertical field to appear in along the stroke path. Separate the handles to create a more random scatter.



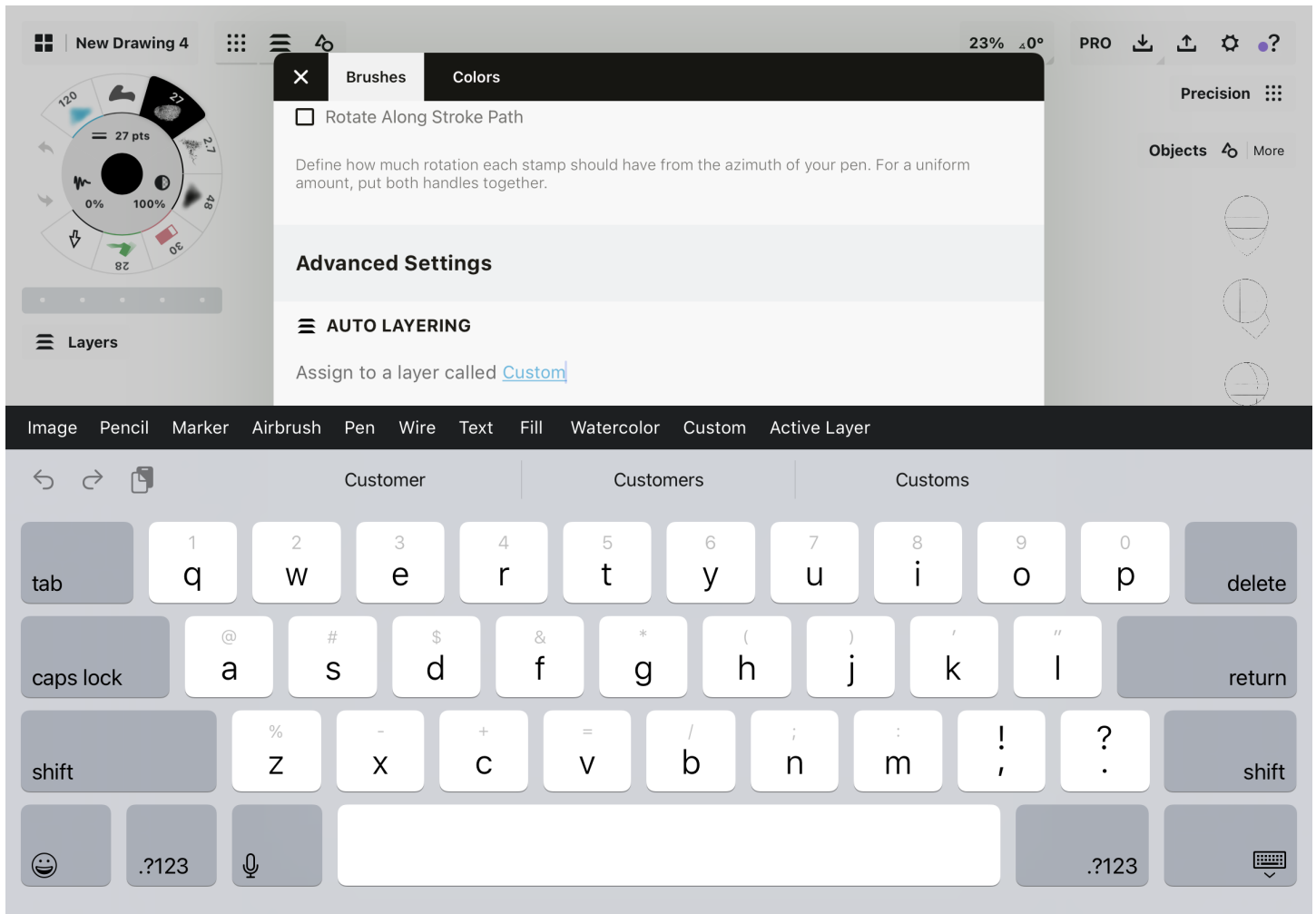
- **Shape Rotation** affects the rotation of the stamp along the stroke line. Separate the handles to create a more random rotational effect.



- **Rotate Along Stroke Path.** By default, your stroke follows the azimuth of the stylus, so if you turn your stylus upward or downward, the stroke will rotate along with it. If you want to disable this rotation, you can check this box.

Advanced Settings

Finally, under **Advanced Settings**, you have the ability to define the layer your brush will appear in. Automatic layering separates your strokes by tool type, so defining your brush as a Pen, for example, will make the brush appear in the Pen layer along with any other Pen tool you've used in the drawing.



Tap on the layer label (“Custom” in the above image), and a keyboard along with several pre-set layer labels will appear. You can tap one of these options to define your brush as an Image, Pencil, Marker, Airbrush, Pen, Wire, Text, Fill, Watercolor or Custom tool type, set it to appear in your Active Layer, or enter in your own brush title.

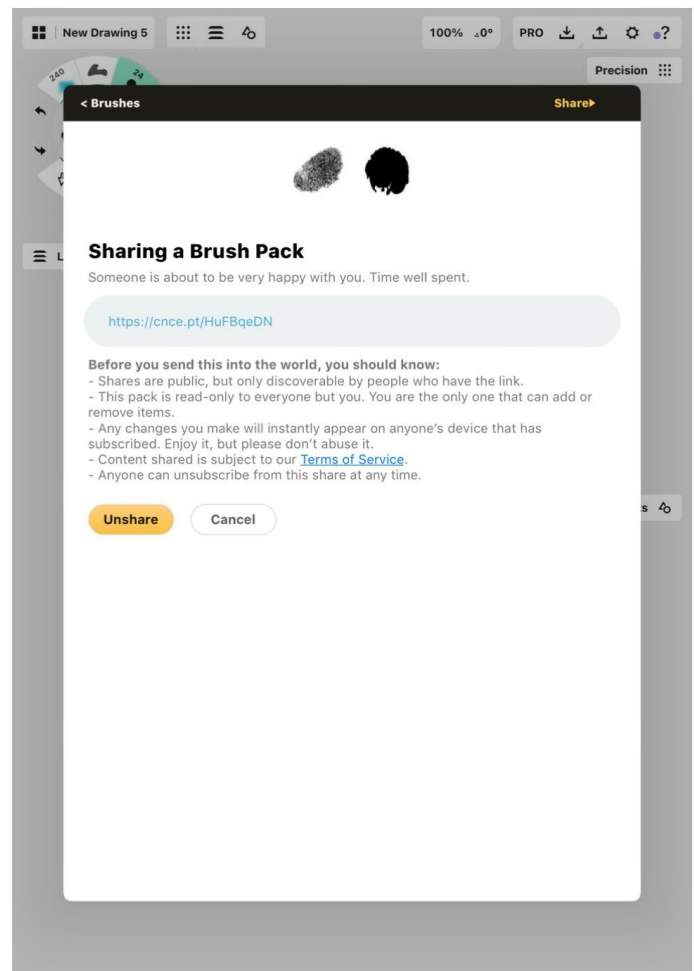
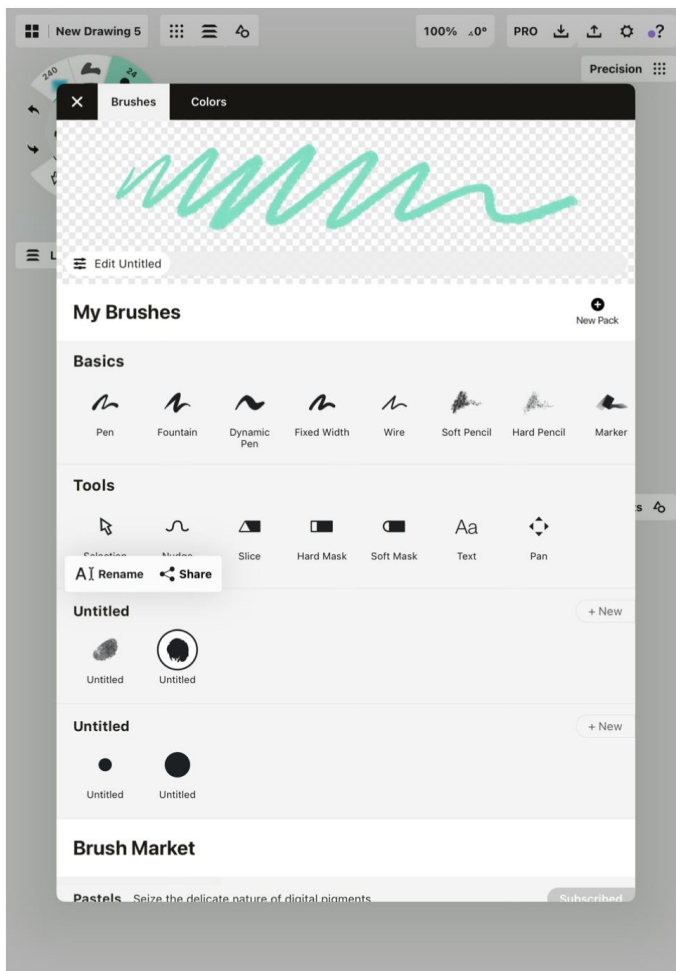
We hope you enjoy creating your own brushes. It might appear overwhelming at first, but as you play and experiment with the editor, you’ll find it’s very simple and can give you very satisfying results.

For more practice, try our [photo-based brush tutorial](#) and create an easy brush using your own hand, face or other photograph. You can also try your hand at [creating an acrylic-based brush](#)

with ready-made stamps provided in the tutorial.

Brush Sharing

With the team-sharing capability that comes with a subscription, you can share your custom-made brushes with any colleague or friend who has a free Concepts account, or even sell a link to your brush library in an online store. These are read-only brushes, non-editable by anyone except for you. Any change you make to a brush will update live on the accounts you've shared your brushes to.



Tap+hold the title of the brush pack you wish to share, tap **Share**, and find a link you can text or email along, or tap Share in the upper corner of the popup and send it off. At any time, you can unshare your pack.

Exporting Brush Packs

In addition to live sharing, you can export your brush packs to share them with your colleagues and friends. This feature is only available for users who have purchased [Essentials](#) or [Subscription](#). To export a brush pack, go to your brush library and tap+hold on the pack you want to export. This initiates drag&drop, after which you can drag the pack to Files and drop it to your desired location. Only packs made by you can be exported.

If you want to share your brushes with the world via a store of your choice, you can do that, too. Some of our users already sell Concepts brushes on Creative Market and Gumroad. If you want to learn more about this or have a chance to promote your brushes in the Brush Market, let us know. Send us a message at support@concepts.app and we'll help you.

Importing Brushes

Brush pack import is available for users who have purchased either [Essentials](#) or [Subscription](#).

If you want to buy brushes made by our users or import brush packs made by your friends or colleagues, you can import them straight into your brush library. There are two ways of doing this: 1. Via the Import menu, and 2. Using the 'Open In' command in Files.

For both options, start by saving the brush pack file to Files.

To import the pack via the Import menu in Concepts:

1. Tap on 'Import' on the status bar on your canvas.
2. Choose Files.

3. Select the brush pack file.
4. You will get a message that the brush pack was added to your library. Tap “OK”.
5. Open the brush menu by tapping the active tool in the tool wheel / tool bar.
6. Scroll down the menu. The brush pack has been added under “Imported”.
7. You’re all set up. Pick the brush you want to use and start creating!

To import the pack from Files:

1. Open Files and search for the brush pack file.
2. Tap on the file to open it.
3. Tap on the export icon in the top right corner.
4. Select ‘Copy to Concepts’.
5. Concepts will open and you’ll get a message that the brush pack was added to your library. Tap “OK”.
6. To use the brushes, open the brush menu by tapping the active tool in the tool wheel / tool bar.
7. Scroll down the menu. The brush pack has been added under “Imported”.
8. You’re all set up. Pick the brush you want to use and start creating!

Note that the Imported brushes and Brush Market brushes behave a bit differently from the ones you have made yourself. If you have purchased Essentials or subscribed, you can duplicate and edit the brushes within the pack, but can’t move them out of that pack, to preserve the rights of the creator. If you accidentally edit the original brush, you can always reset it in the Brush editor.

Colors

The Color Wheels



At the center of the tool wheel is a circle representing the current color and opacity of your current tool. *Tap+hold* this to bring up the color menu, or simply *tap* it to bring up your current color wheel. Concepts has three color wheels to choose from: Copic, HSL, and RGB. Each of these uses its own approach to color selection.

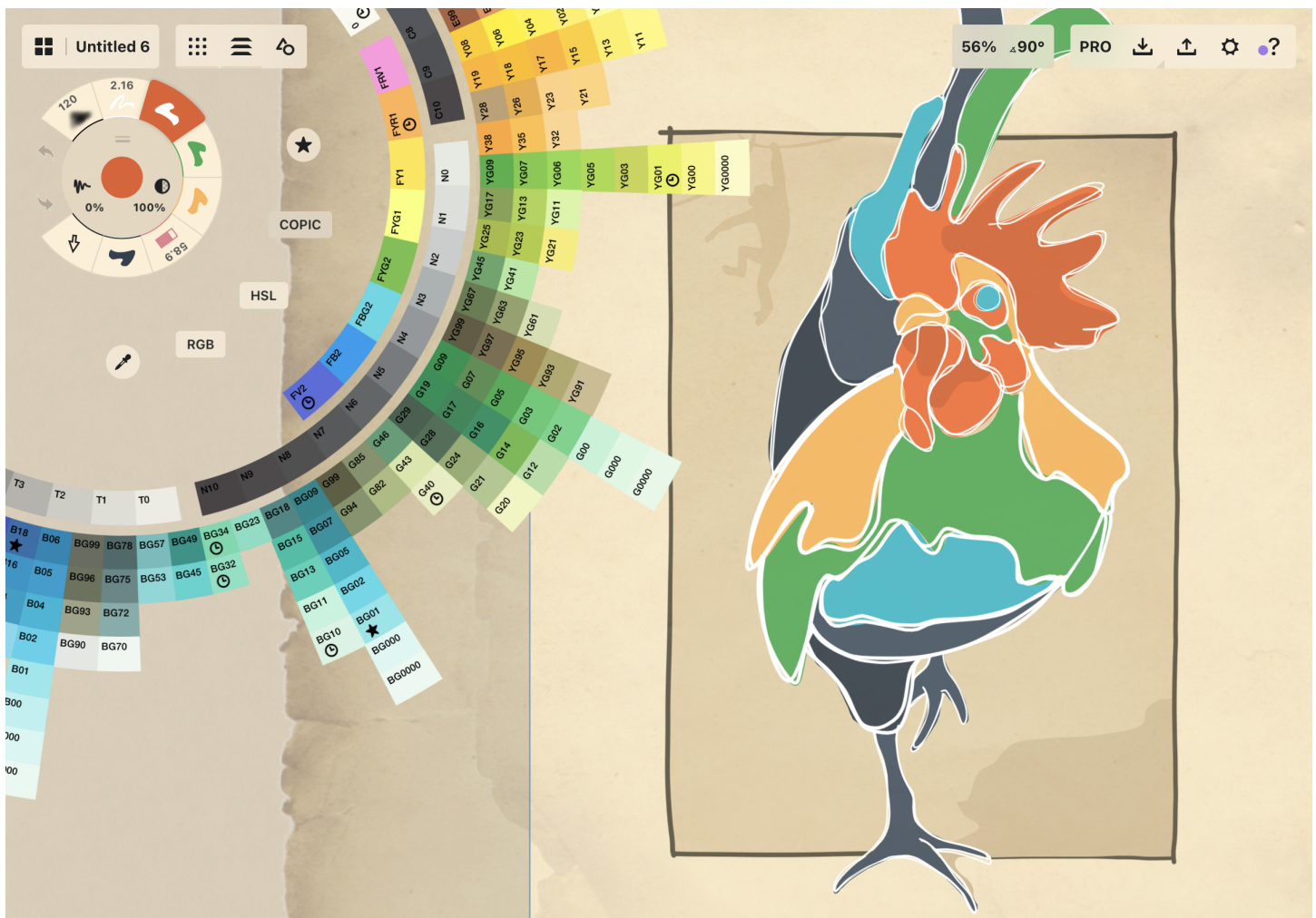
Regardless of which wheel you have open, the innermost ring of your wheel has some important tools for you to take note of:

- **Star button.** This will take you to the Color menu, where you can find your color palettes and your current color information.
- **Buttons for the Copic, HSL and RGB color wheels.** Tap these to switch between them.

- **Eyedropper button.** This will activate the Color Picker.

On to choosing colors.

The Copic Color Wheel



This wheel is a spectrum of colors hand-picked by *Too Corporation* to help artists and designers add consistency and beauty to their work while simplifying the matching process. These colors are mathematically sorted by pigment and saturation, and are represented on the wheel by a letter+number code. Visit [here](#) to learn more about Copic color theory. The values in Concepts are as similar as they can get to their real-life marker complements.

The color wheel is spinnable. *Drag* your finger up or down to turn the wheel.

At the center (beyond the tool wheel), you'll find a star denoting your favorite colors, which will bring you to the Colors menu and color palettes, and an eyedropper activating the [Color Picker](#).

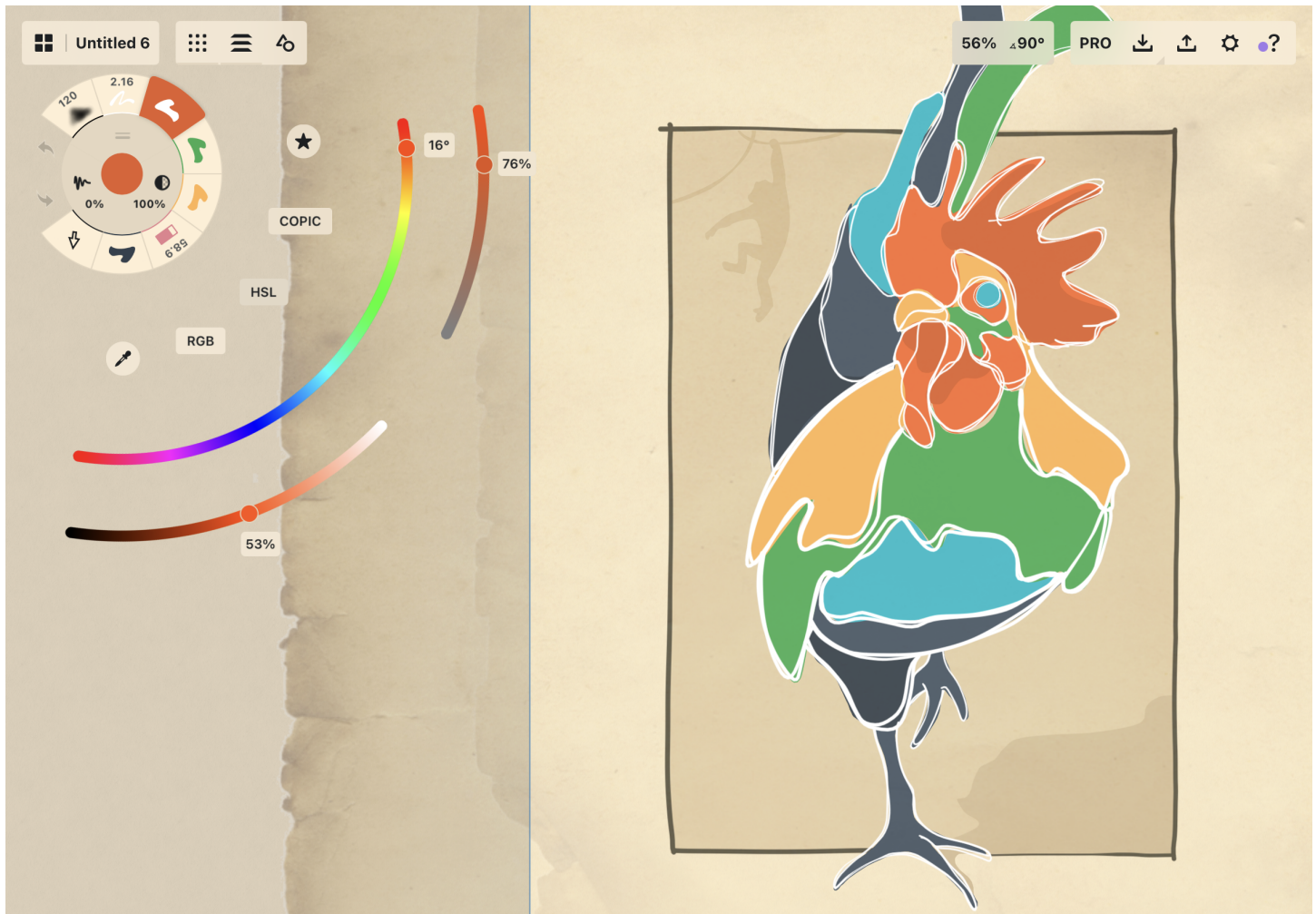
Next you'll see a tonal value spectrum, true black and white, and when a color is available to your **clipboard**, another block containing that special color. Next is a ring of your cool, warm, neutral and tonal grays. Then the colors in their particular blending gradients in all their glory.

The occasional clock tells you it was one of your latest used colors. The star marks any colors you have added to your palettes already.

Tap on a color to set it to your active brush.

Tap+hold a color to drag & drop it into another supported app.

The HSL Color Wheel



This wheel consists of three sliders—Hue, Saturation, and Lightness.

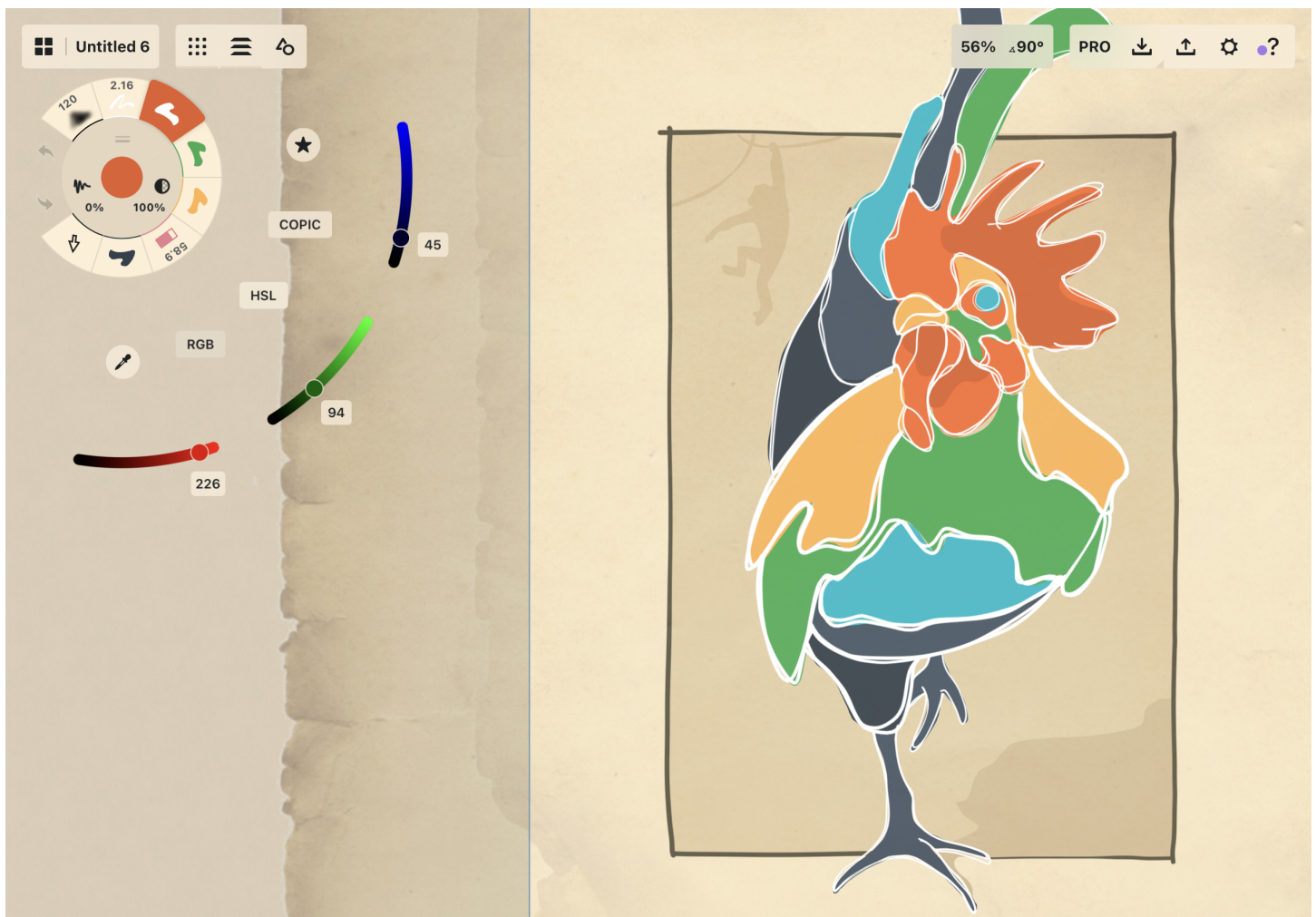
The **Hue Slider** is the inner slider on the wheel, and it allows you to change the base shade of your color.

The **Saturation Slider** is the slider closest to the top of your screen, regardless of your tool wheel's placement on your canvas. It appears as a slider with grey on one end and your pure hue on the other. This allows you to change how much pigment is in your color.

The **Lightness Slider** is the third slider, located underneath the Saturation Slider. This allows you to change how light or dark your color is, with the lightest being white and the darkest being black.

To adjust any of these sliders, slide the little circle markers back and forth.

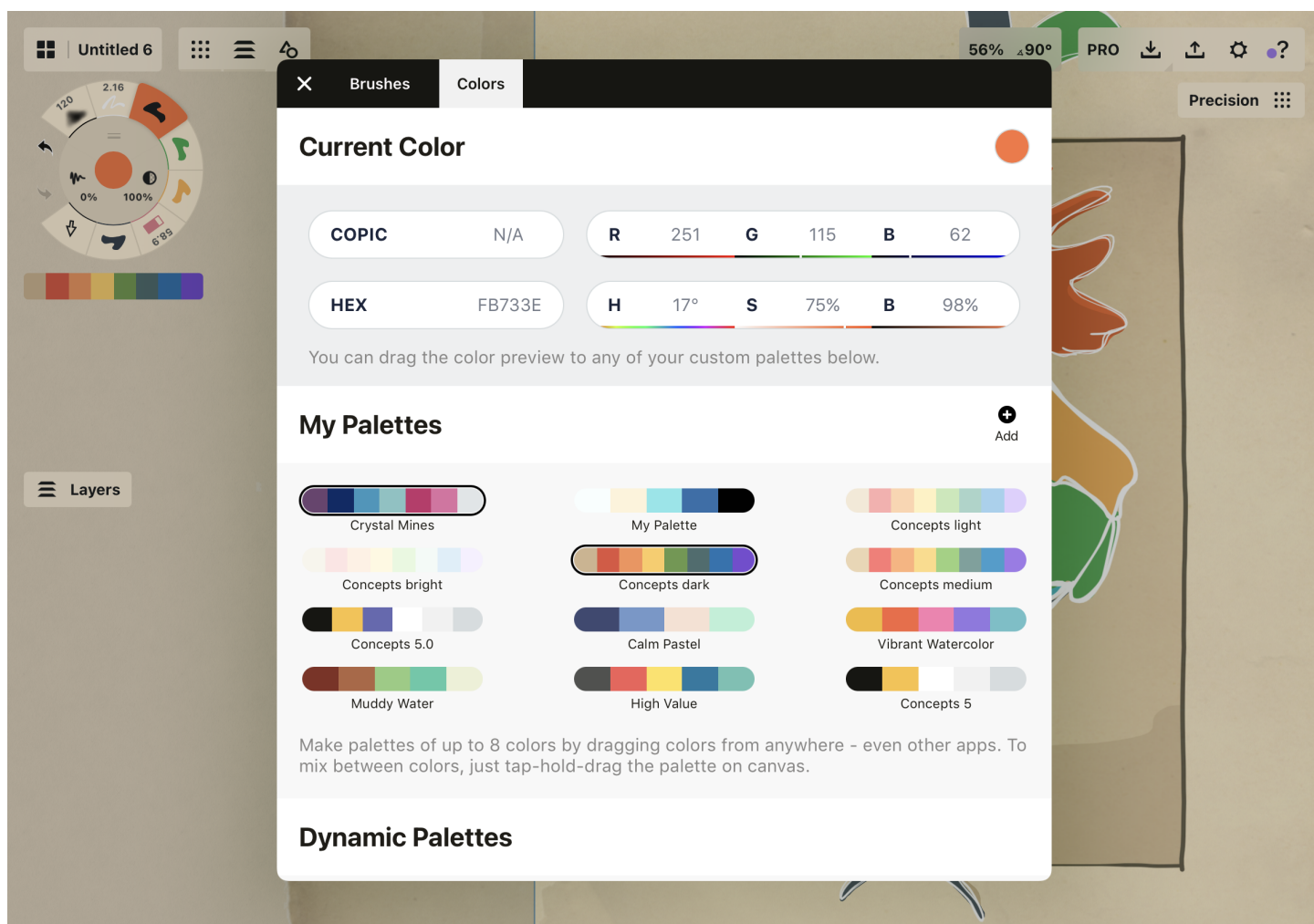
The RGB Color Wheel



Like the HSL wheel, the **RGB wheel** consists of three sliders. However, rather than picking a hue and then controlling the saturation and lightness, this wheel allows you to combine different amounts of red, green and blue to create the hue you want. Red and green make

yellow, blue and green make cyan, and red and blue make magenta. Set your sliders to 0 if you want pure black, or set them all to 255 if you want bright white.

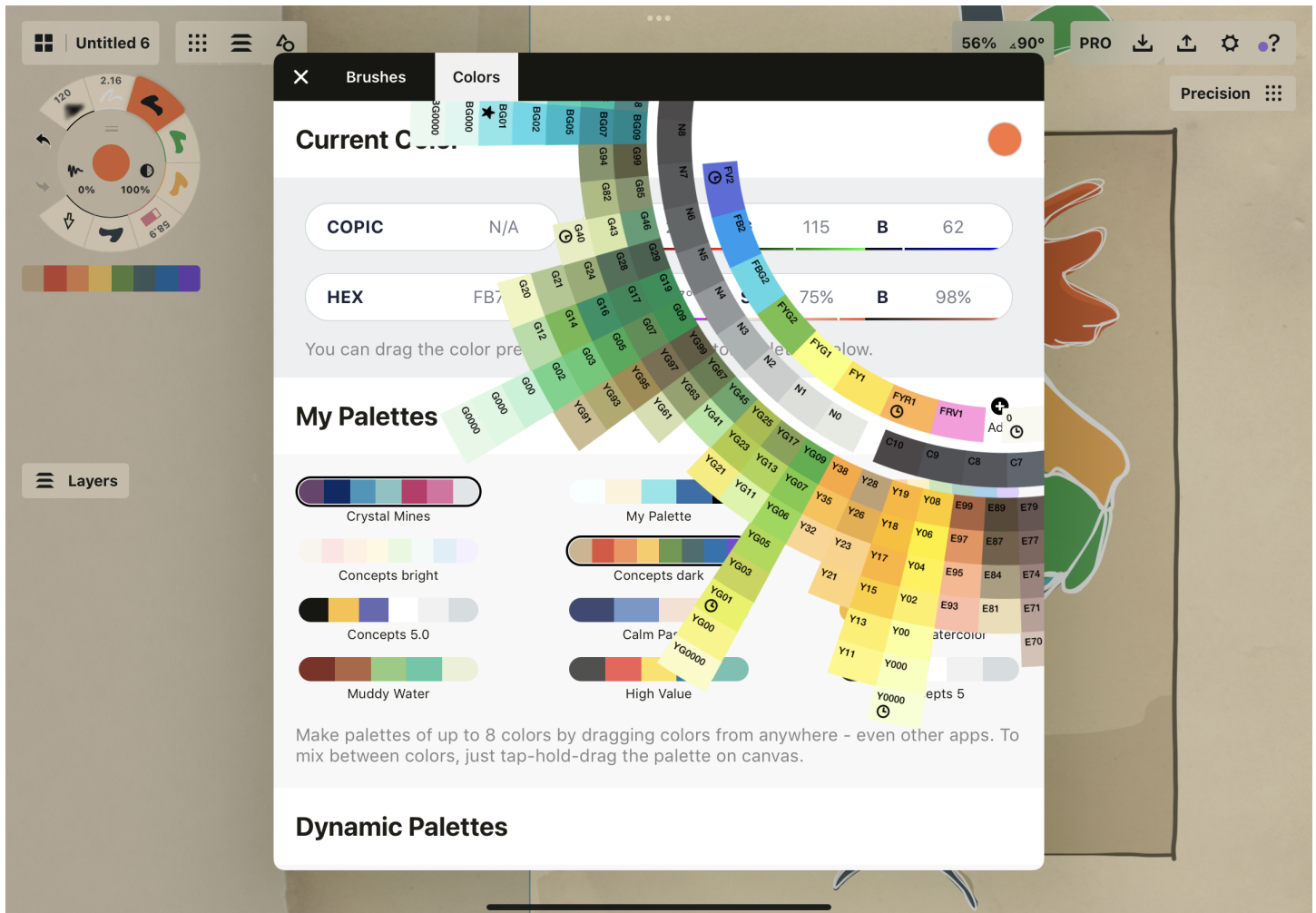
The Colors Menu and Color Palettes



Here in the Colors menu, you can find color values, create custom colors, and customize palettes unique to your project. You can access these from the main canvas via the **Color Mixer**. From the top:

1. Your current color is shown in the circle to the upper right. *Tap+hold+drag* the circle to pull the color into any of the color palettes lower down on the menu.

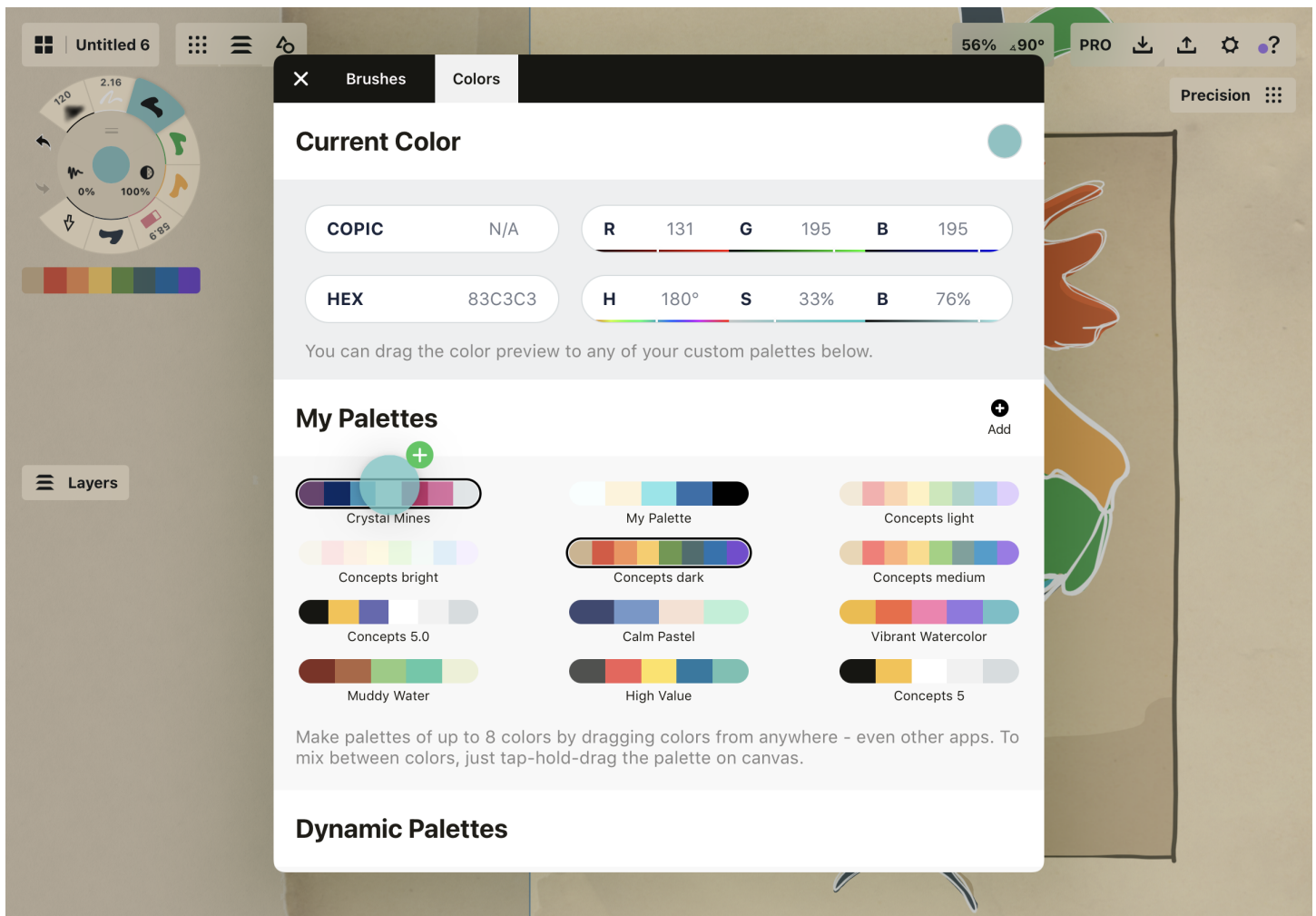
2. Tap the current color circle to bring up the COPIC color wheel inside the menu.



3. In the next section, you can manually type color values into the COPIC, RGB, HEX and HSB fields to find custom colors, or drag the tip of your finger / stylus along their spectrums beneath. The color will appear in the color circle up top. You can hang onto that custom color by dragging it into a color palette below.

4. In **My Palettes** are your custom palettes. Tap a palette to activate it and access it from the main canvas via the scroll-able color mixer. They will appear in the color mixer in the order you tapped them in.

Tap the + button to create a new palette. You can have an infinite number of palettes, and each palette can have up to 8 colors inside it.



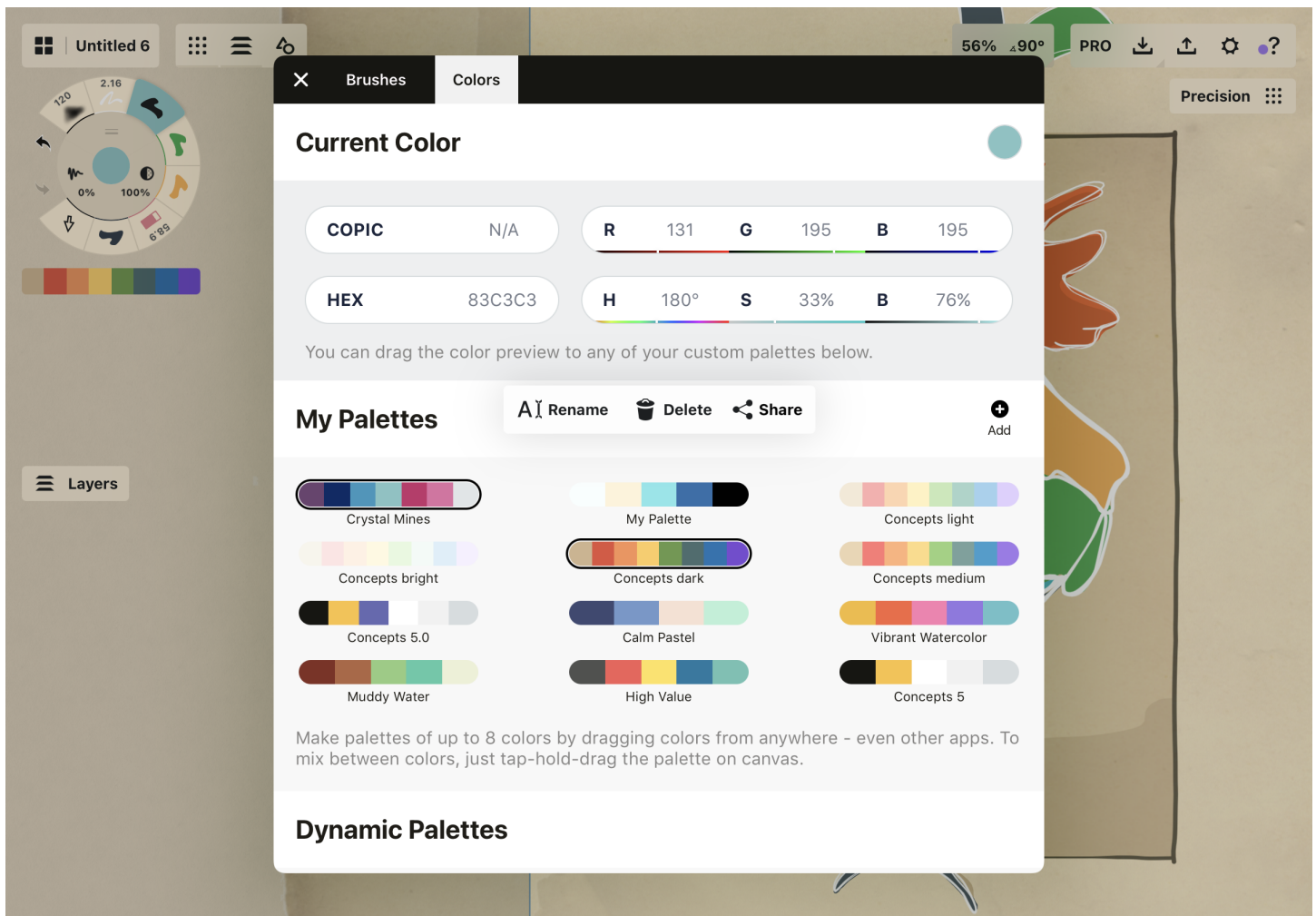
To **add a color** to a palette, *tap+hold+drag* any color on screen (or from **Drag & Drop** supported apps) and pull it into the palette. The animation will guide you. You can drag from the current color circle, from the COPIC color wheel (tap the circle to bring it up), or from any other palette in the menu, including the dynamic ones below.

To **rearrange colors** in a palette, *tap+hold+drag* the color, and move it to its new spot.

To **remove a color** from a palette, *tap+hold+drag* the fated color away from the palette and release it.

5. At the bottom are your **Dynamic Palettes**. Helpful for choosing shades based on color math and recently used colors, you can always rely on them to give you a good match.

Sharing Color Palettes



When you [subscribe](#) to Concepts' team-sharing capabilities, you can share your color palettes with your team members, colleagues, or anyone who has a Concepts account. Helpful for keeping projects synced and to standard, it's also super simple.

1. *Tap+hold* your palette to bring up its popup menu.

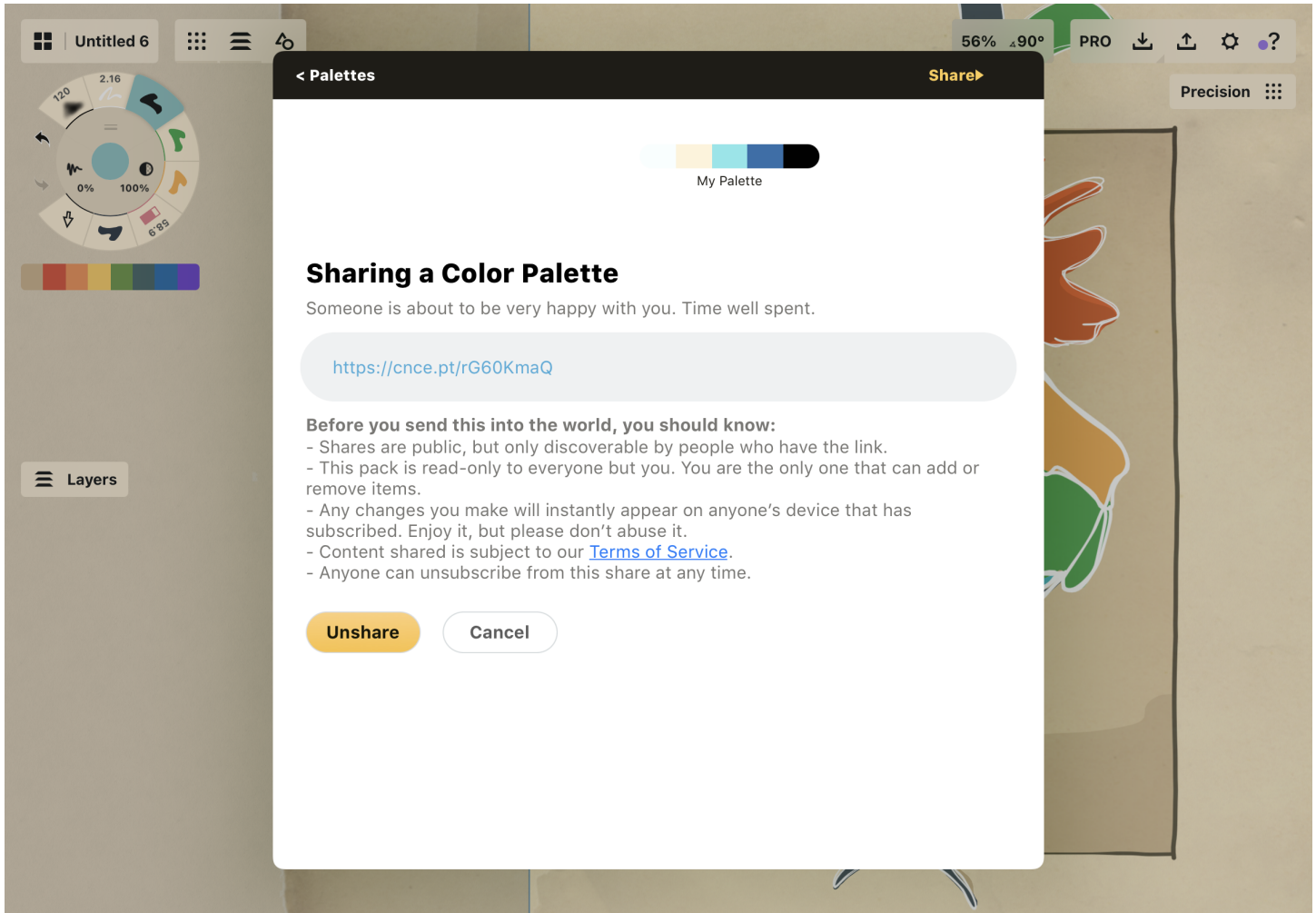
We highly recommend *naming your palette* before sharing it. Since it's read-only to everyone but you, this helps your colleagues to remember exactly what your special palette was for.

2. Tap **Share**.

A few things you should know about sharing:

- Sharing is public, but is only discoverable by people who have the link.
- Your palette is read-only to everyone except you. You are the only one who can add or remove items, or rename the palette.
- Any changes you make will instantly appear on anyone's device that has subscribed, with whom you've shared your link.
- Any palette that you have created, you can share. Content shared is subject to our Terms of Services.
- Anyone can unsubscribe from your share at any time.

3. A menu will appear with your palette preview and its own Direct Link. *Tap+hold* the link or just tap Share in the upper right corner to bring up your device's sharing menu.

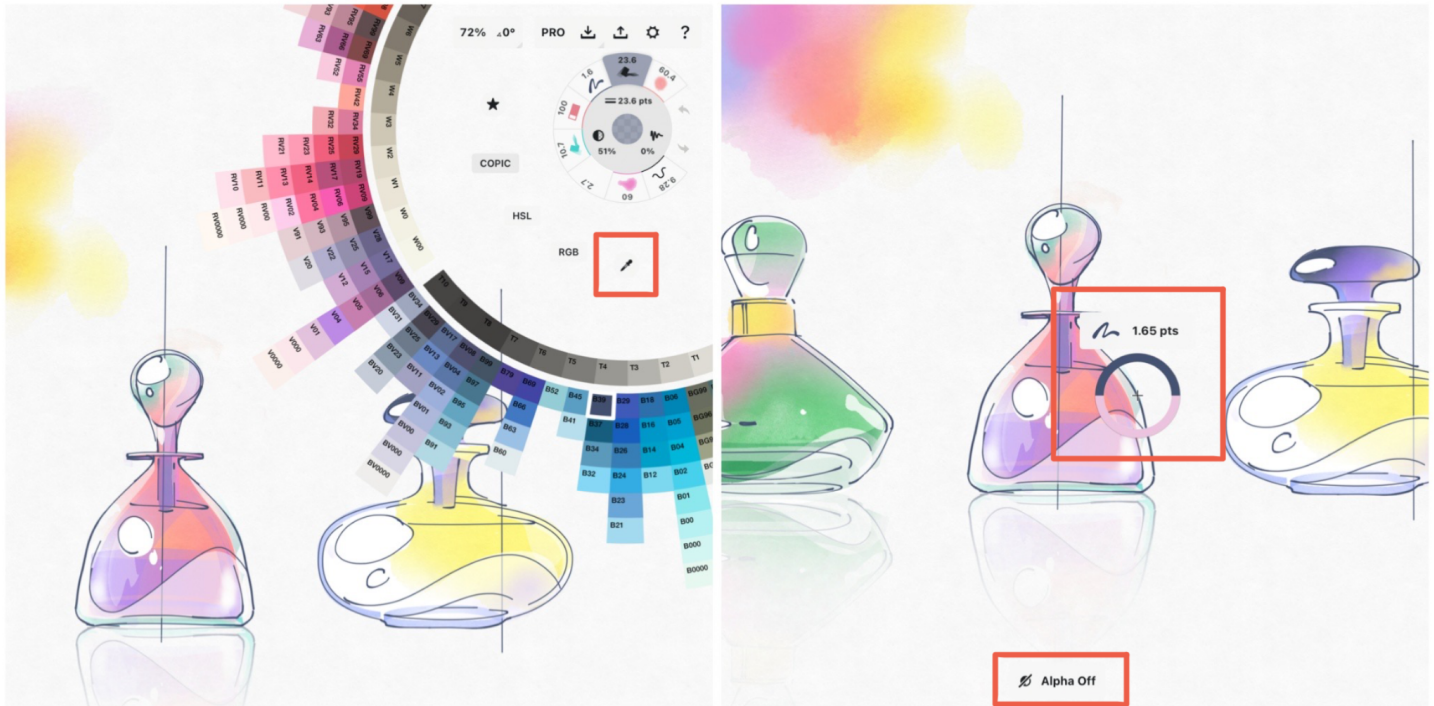


4. Paste your link into a message, email or other application, or touch a location on the sharing popup to share your color palette.

5. Anyone with the link can load your palette to their device for use in their own projects. Any time you update your palette, their palette will update, too.

Color Picker

The Concepts **color picker** is certainly a traditional color picking tool, but it also has some neat properties as part of a vector-based application.

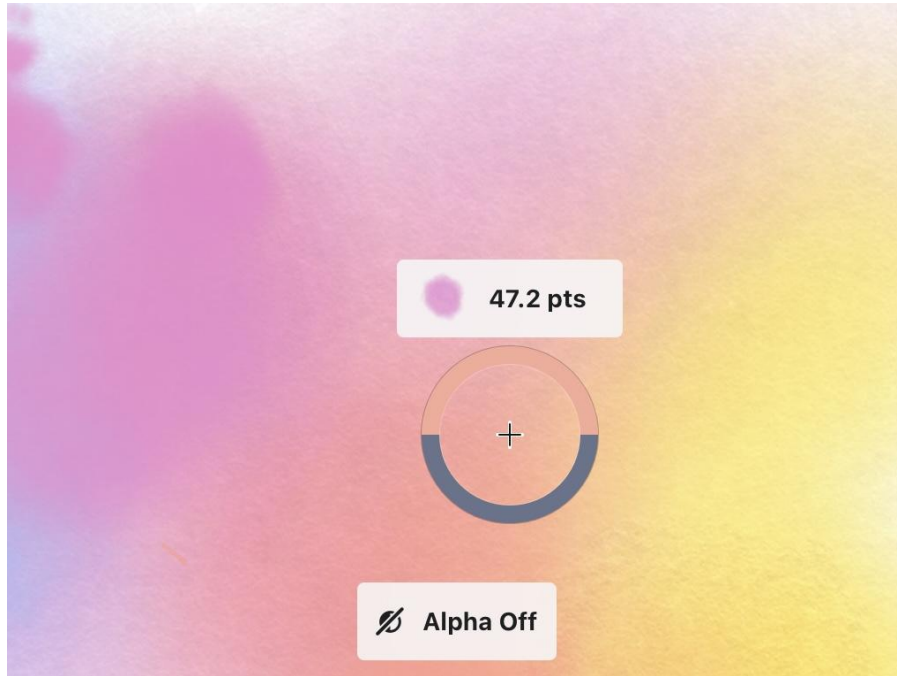


You can access the color picker in a couple ways:

1. *Tap* the color circle in the center of the tool wheel to bring up the COPIC color wheel and find the **eye dropper**.
2. *Tap+hold* anywhere on the canvas to bring up the **Selection** menu. With another finger, you can tap the left button to toggle from *Lasso* to *Item Picker* to *Color Picker*. This is a great shortcut for selecting colors and brush properties without having to break your drawing flow.

As you drag the color picker about your screen, you'll notice:

1. Its shape. The circle acts as your target zone, with the crosshairs at the center giving you the exact point of choice.
2. The solid color on the bottom half of the rim is your currently selected color for your brush. It won't change until you tell it to.



3. The changeable color along the top half of the rim is the color your crosshairs are currently touching. This is the color your brush will take on if you let go of the color picker. The color picker searches among all layers of your drawing.

Notice that in the bottom of your screen is a popup where you can toggle between **Alpha On** and **Alpha Off**. With alpha on, the color picker will ignore the background and also detect the opacity of the color. With alpha off, you will always get a color with 100% opacity that includes the background color in the mix (like traditional pixel apps).

4. While the ring analyzes the color and opacity of the stroke, the tag floating above the circle shows the vector details—its brush type and size etc. These are the characteristics of the brush you used when initially drawing the stroke. If you *tap the tag* instead of letting go of the ring, it will assign the exact brush you used to your tool slot.

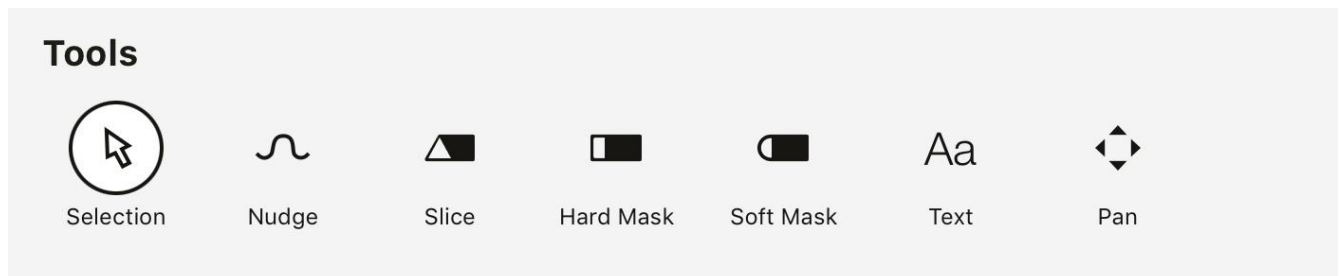
You can find an illustrated tutorial about the Color Picker here - [How to Use the Color Picker](#).

Selection

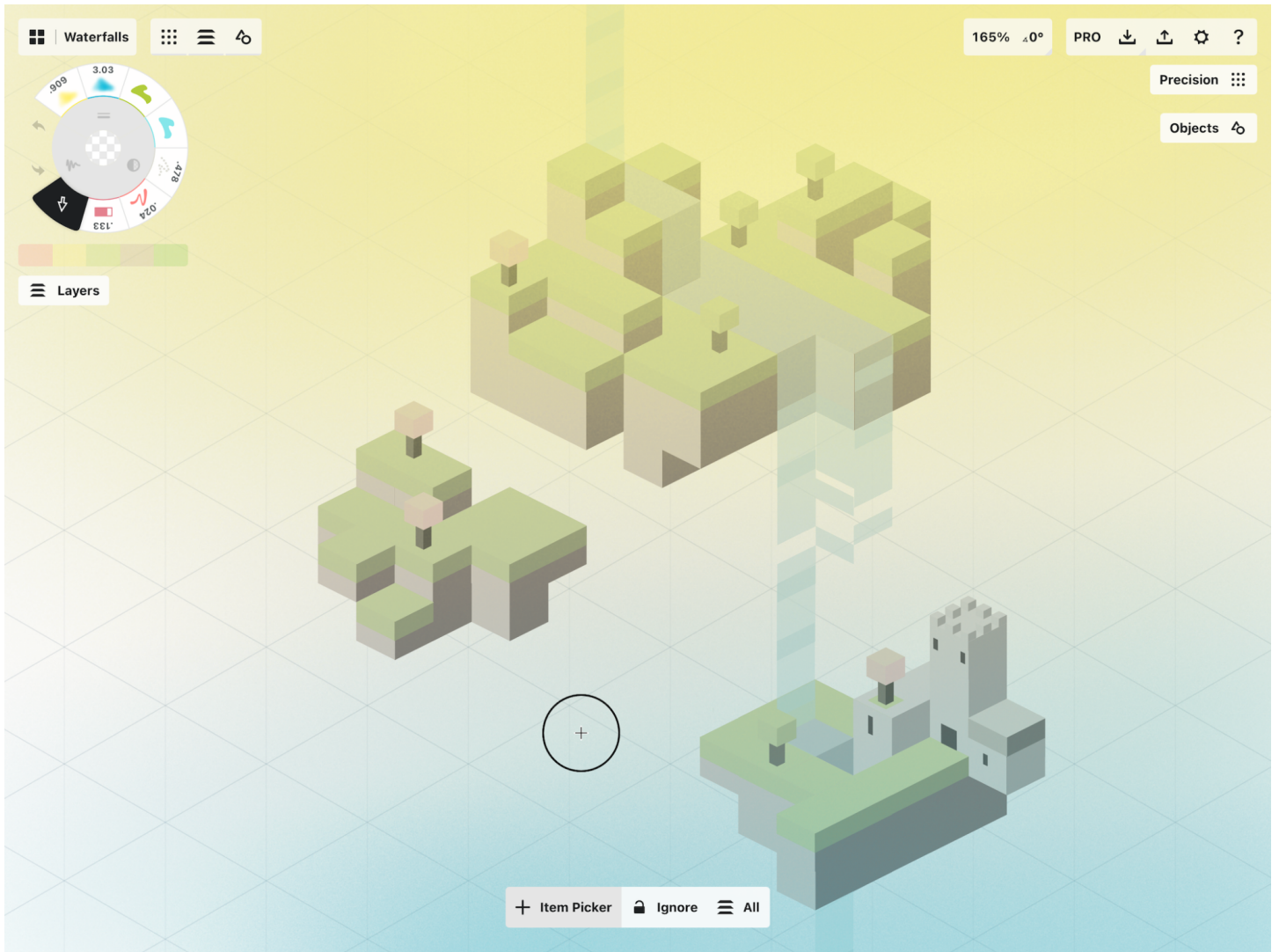
Concepts is a vector-based app, which gives you the powerful freedom to pick up and move, tweak or change any stroke at any time, even after it's drawn. It allows you to make changes to your designs with minimal effort - instead of redrawing an entire project, you can just select what needs to be adjusted and change it. Perfect for design iterations, reorganizing mind-maps, or preparing materials for clients after feedback, Selection frees you to accomplish more.

There are four ways to Select (aka pick up) a stroke or multiple strokes in your sketch.

1. Use the Selection tool. In the Brushes menu, you can choose the Selection tool (the arrow) and set it as a separate tool on your tool wheel or bar. Touch the screen to use it like you use any tool.



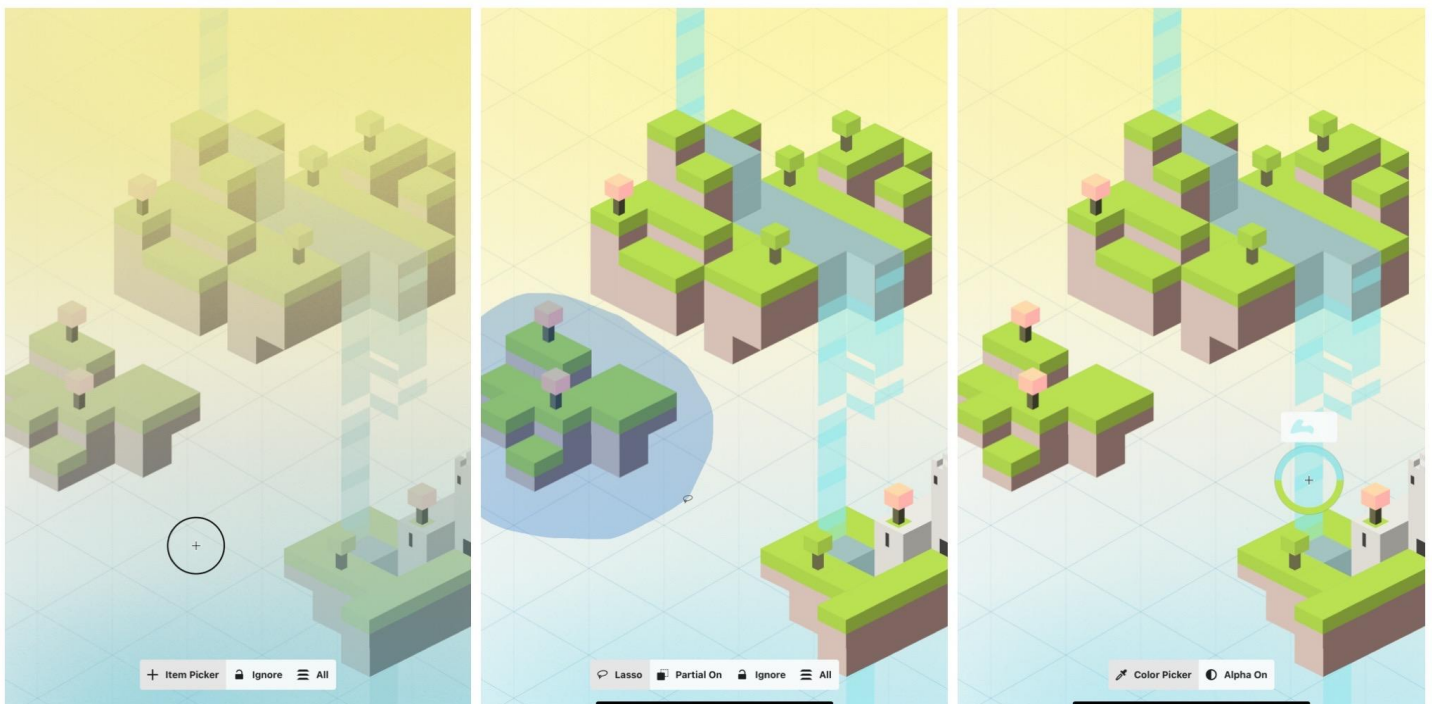
2. *Tap+hold* anywhere on canvas to activate Selection. This is a really nice shortcut so you don't have to interrupt your drawing flow by changing tools.
3. If you're using an Apple Pencil, configure your Finger Action to *Select* (Settings → Gestures). Your finger will work as the Selection tool while the Apple Pencil follows your selected preset in the tool wheel.
4. If you want to select all strokes on a single layer, you can tap on the active layer to open the [Layer Selection](#) pop-up. Tapping the *cursor icon* will select everything on that layer.



The Selection Menu

Once you've activated selection by any of the above options, you'll find a popup at the bottom of the screen. This is your Selection menu. The Selection menu helps you to filter the strokes you'd like to select from, so whenever you select something, this menu will hang around.

- When using the *Selection tool* from your tool wheel, the menu will remain on screen as long as the brush is active.
- When Selecting via the *tap+hold*, the menu will remain for as long as your finger rests on screen. With a second finger, you can toggle the menu buttons to set your filters (we'll talk about those below).



Item Picker, Lasso, Color Picker and their respective popups.

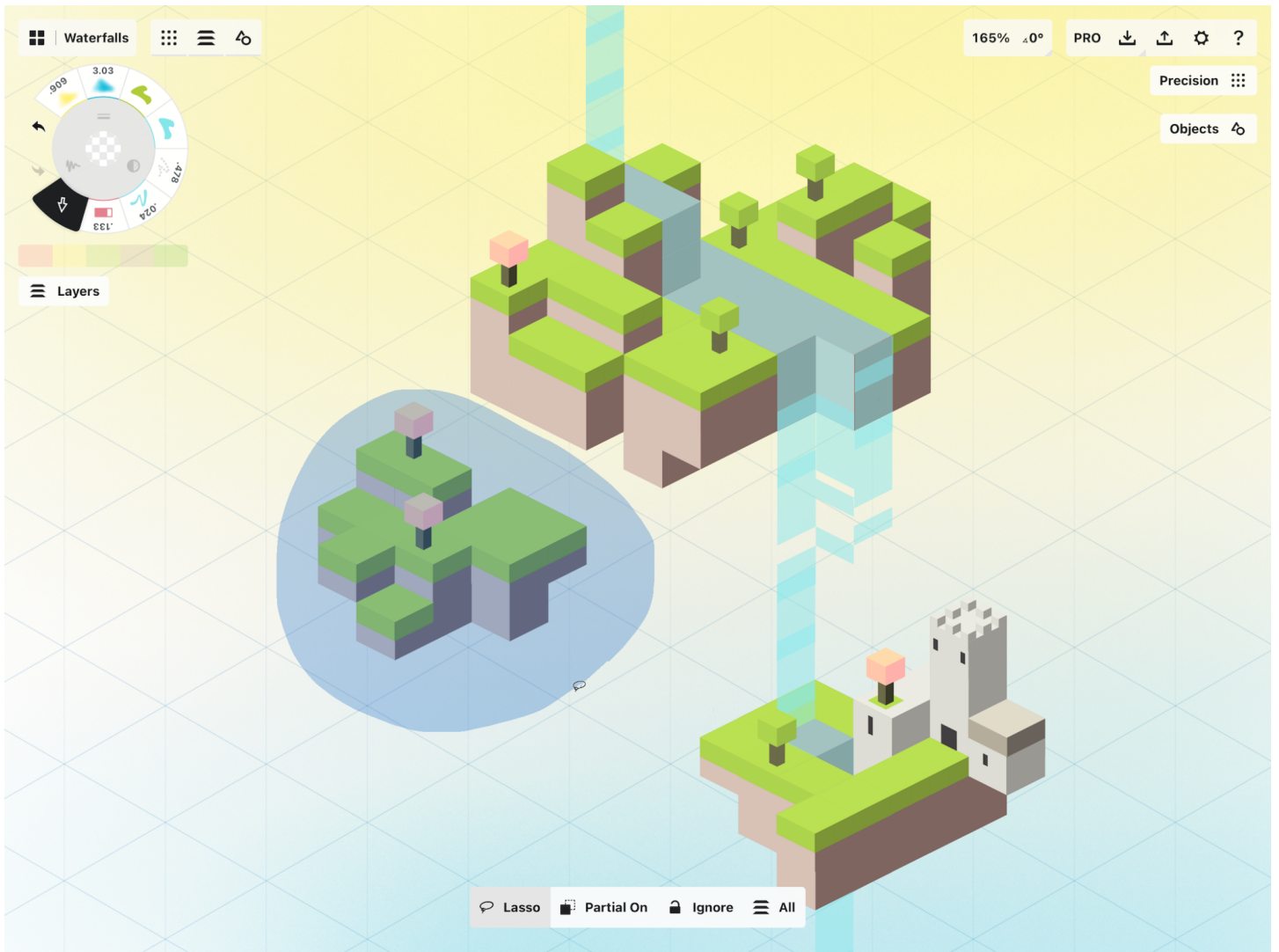
In the Selection menu, depending on which toggle you have active, you'll find from left to right:

1. A *Selection Type* toggle, for which selection method you'd like active. Tap it to toggle between Item Picker (single item selection, with the ability to add or subtract strokes individually), Lasso (multi-select using drag to lasso your strokes), and Color Picker (select color and vector properties from strokes).
2. A *Stroke Type* toggle, allowing you to choose whether you'd like to select Partial or Complete strokes inside your selection.

3. A *Lock* toggle, which includes or ignores any strokes you may have locked while drawing.
4. A *Layers* toggle, so you can choose whether to select inside your Active layer only, or inside All layers at once.

Lasso

On the first, left-hand toggle is your **Lasso**. The lasso allows you to select items by dragging your finger across or around your strokes. Whatever the blue lasso touches will be part of your selection. Lasso again to subtract from the selection.

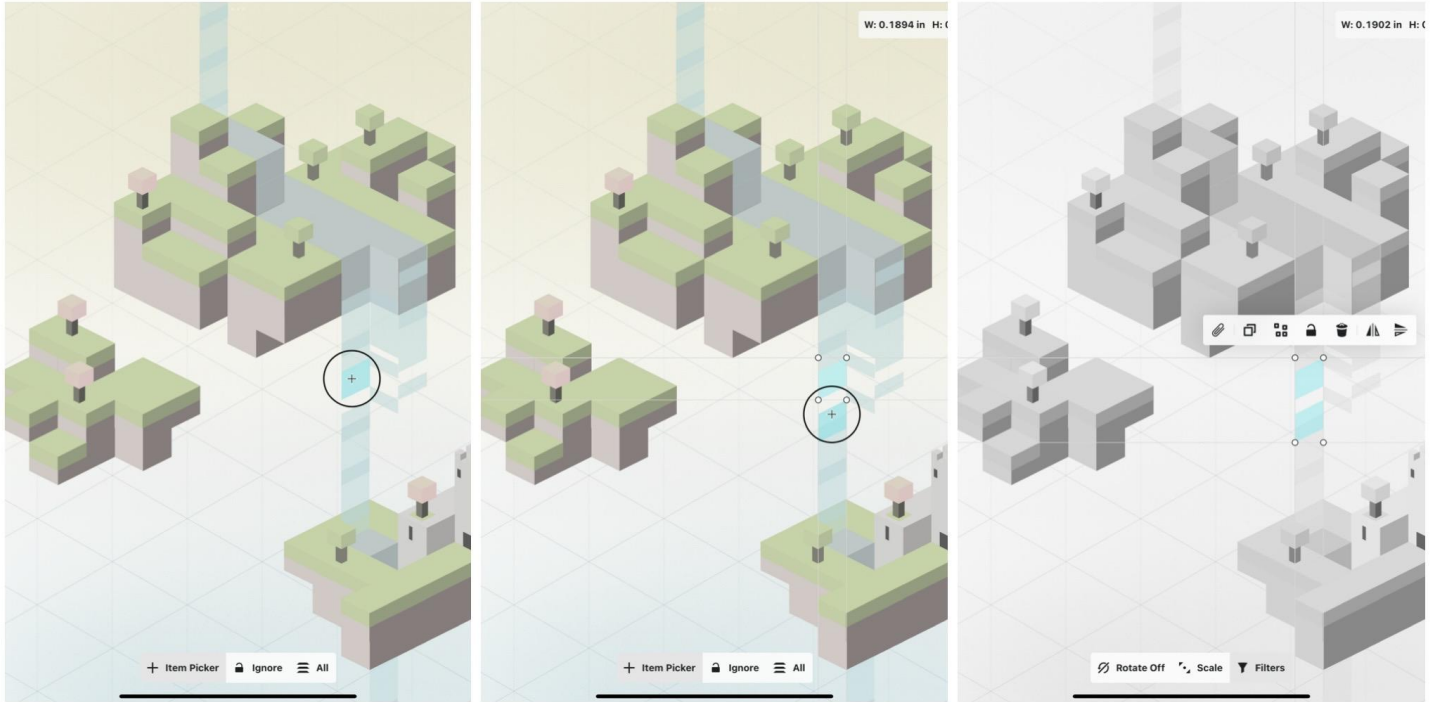


If you lasso a selection and decide you want to add further individual strokes, toggle to Item Picker via the Filters button and continue making your selections.



Item Picker

If you tap the Selection Type toggle again, you'll find the **Item Picker**. This is a single item selection mechanism that allows you to add and subtract individual strokes to your selection.



Drag the crosshairs over a stroke. For a single selection, let go. To multi-select, tap the screen with another finger to select the stroke, then move to another stroke and repeat.

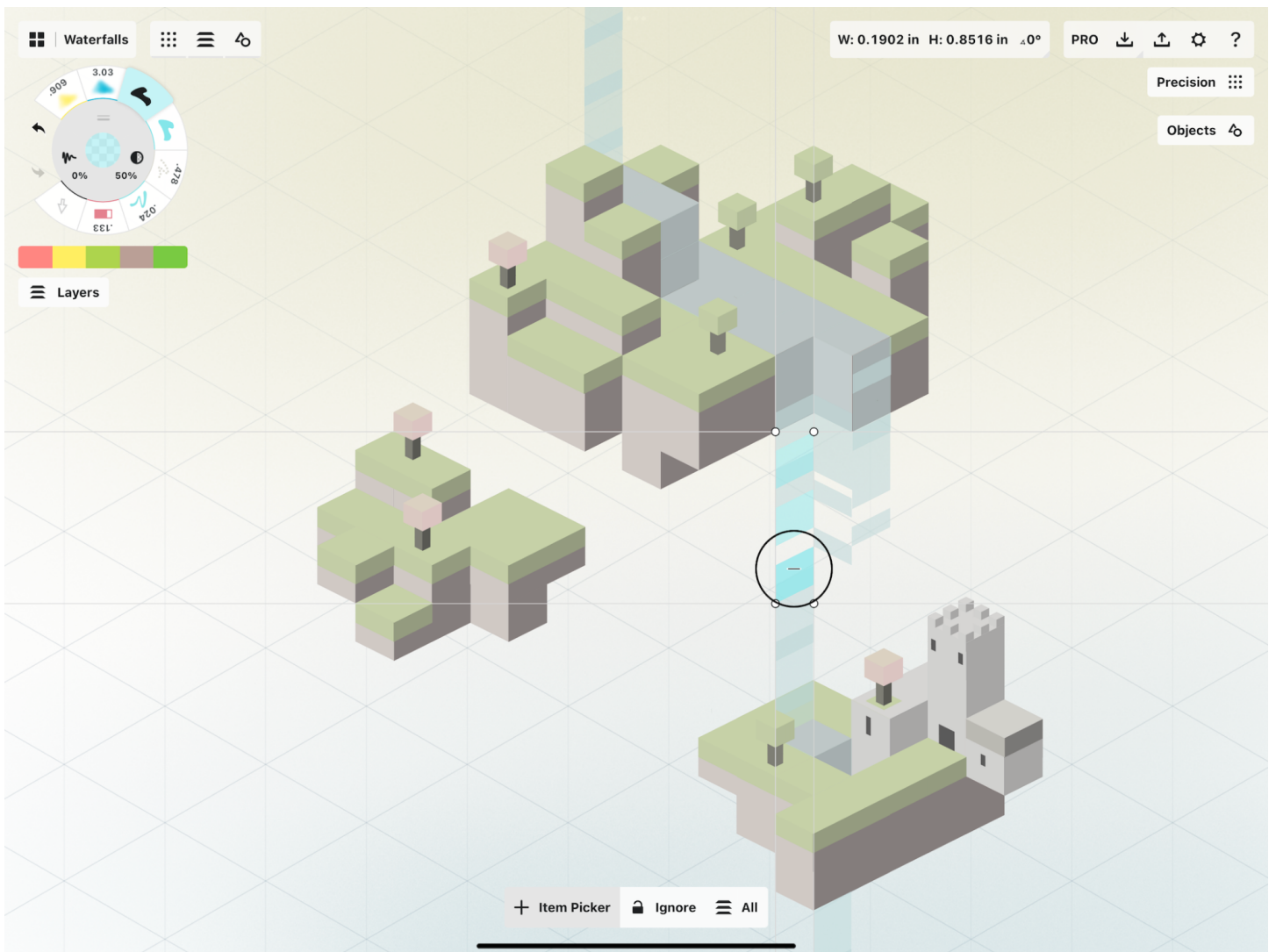
To use Item Picker, set your finger or stylus on the screen. A small crosshairs or plus (+) will appear above your finger, or at the tip of your stylus.

When you touch the crosshairs to a stroke, a circle will appear, telling you it has located a stroke. Tap the screen to validate the stroke, and lift your finger from the screen. The stroke will be selected.

To add strokes to your selection, just drag the crosshairs to your next stroke and tap the screen to select it. It doesn't matter whether you have lifted your finger from the screen or not, you can select as many strokes as you'd like.



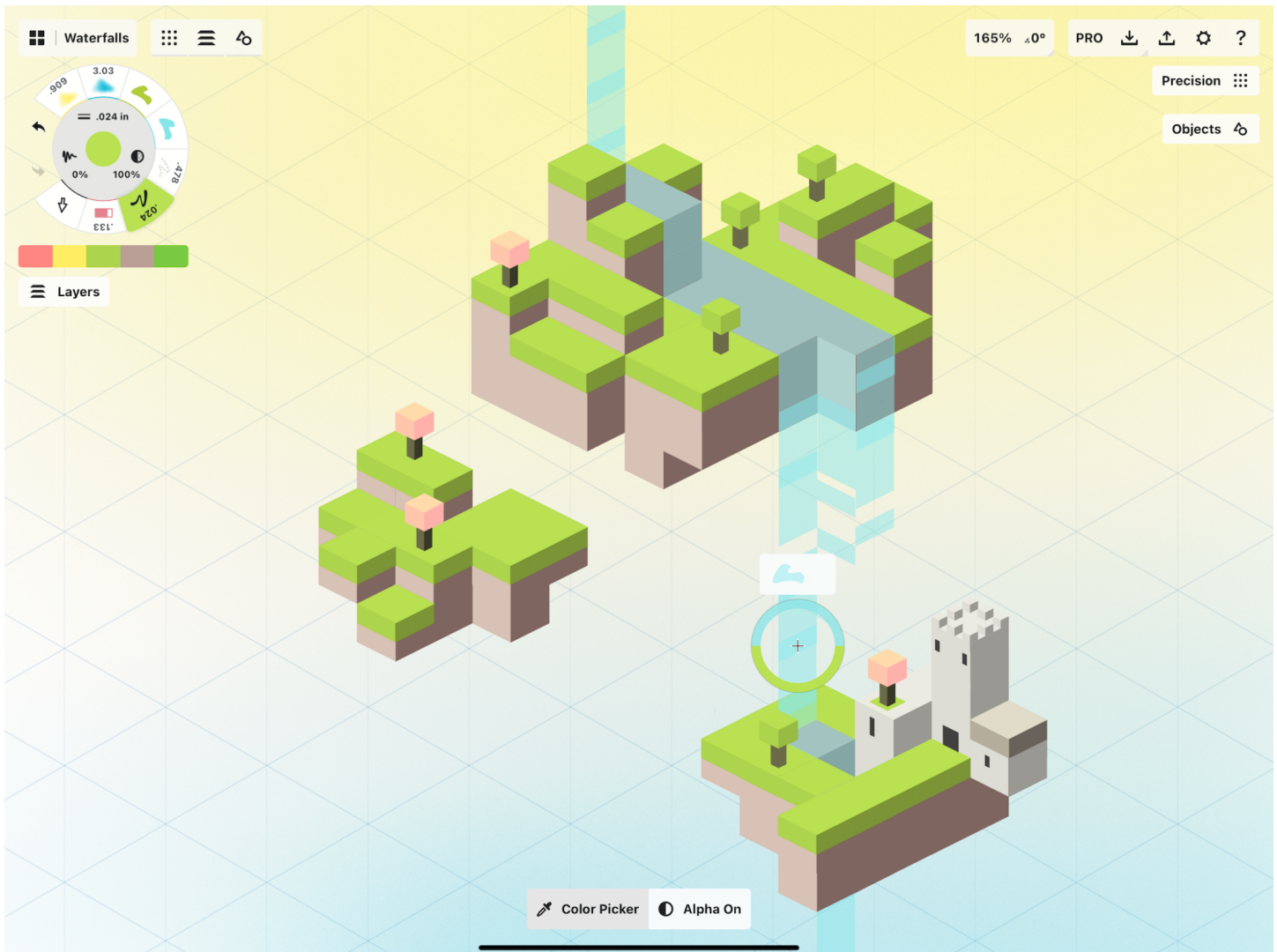
To subtract a stroke from your selection, drag the crosshairs to an already selected stroke. You'll see the plus turn to a minus. Tap the screen to accept it.



Tip: While using the selection tool, toggle between the Item Picker and Lasso by putting another finger on screen. This changes the selection mode. Lift the finger to return to the other mode.

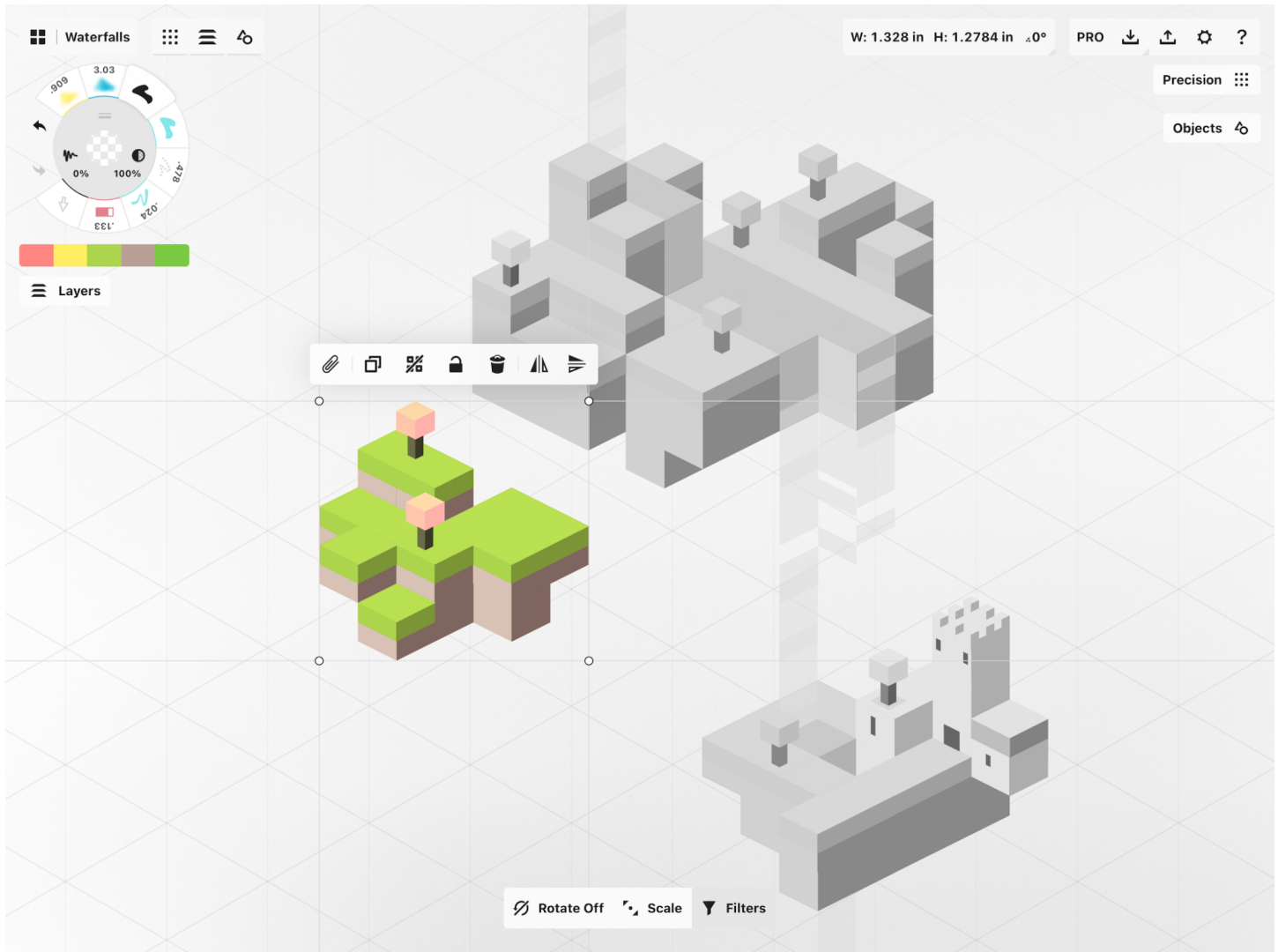
Color Picker

If you tap through the Selection toggles from Lasso to Item Picker, the third toggle is the **Color Picker**. This is a vector color picker with a few more capabilities than standard color pickers in other apps. It allows you to select and remember color, brush and stroke properties, and set them to your tools. [You can read how to use the Color Picker here in the Colors section of the manual.](#)



Adjusting a Selection

Once you've selected a stroke or group of strokes, you'll notice the Selection menu at the bottom of the screen has shifted to give you a few more helpful toggles.



- **Rotate.** Allows you to rotate your selection. Tap it on or tap it off.
- **Scale / Stretch / Off.** Toggle between these to *scale* strokes (changes the stroke width while scaling the selection), *stretch* strokes (maintains the original stroke width while scaling the selection), or lock your strokes from scaling or stretching.

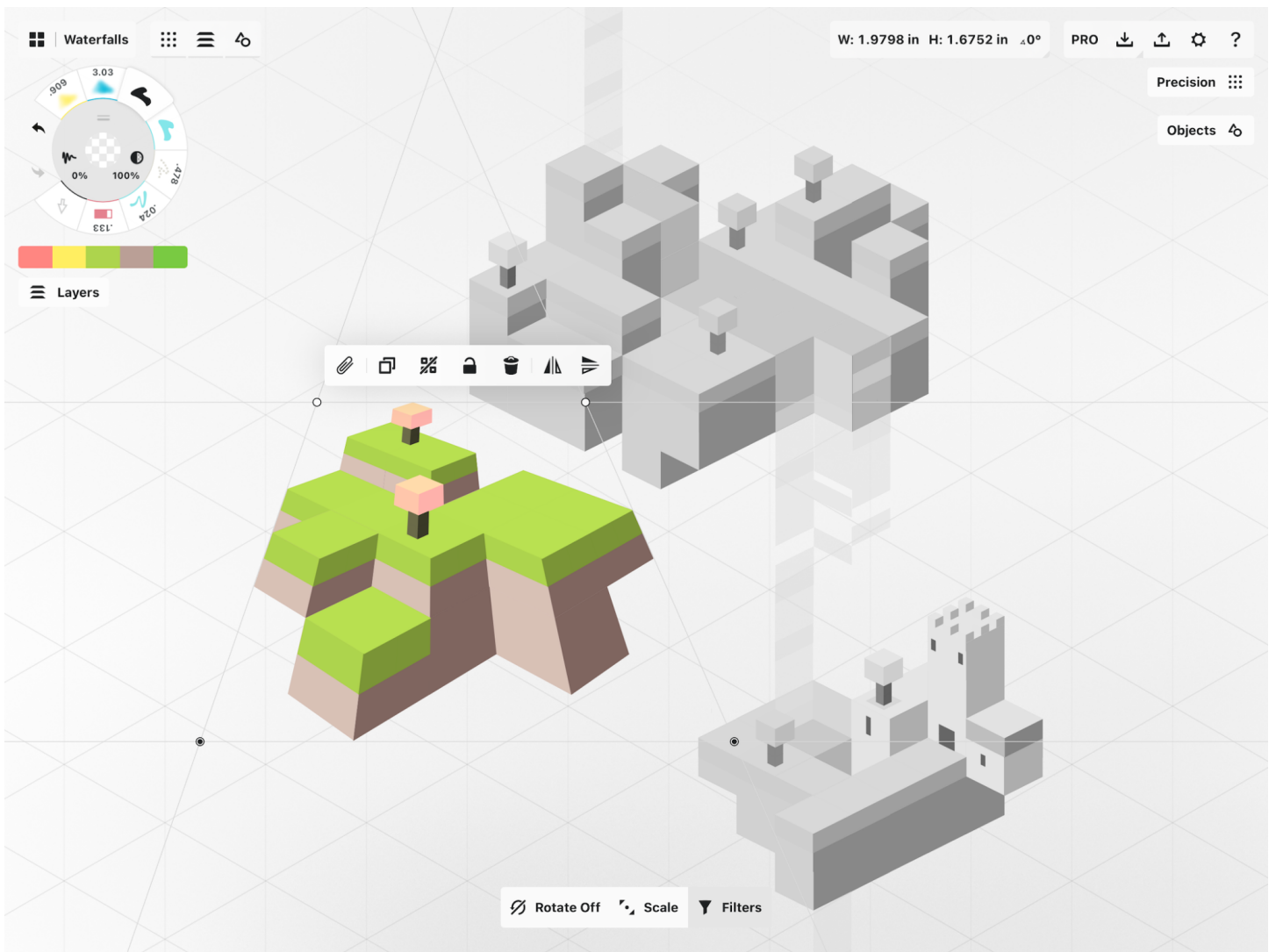
- **Filters.** Tap this to return to the original Selection menu filters—Item Picker, Lasso, Color Picker.

You can use a two finger gesture to scale and rotate selections.

You can also do an **exact angle rotation** of your selection using the angle field on the status bar at the top of the canvas. Tap+hold the angle field to bring up a keyboard and a set of presets. Tap an angle value from the presets or type in your custom degrees value. Objects will rotate clock-wise. It helps to lock your rotation toggle on the selection menu first to avoid turning it again when moving the object.

You can also use the four corner handles around a selection to adjust the selection. These handles are your **Control Points**. You can tap, then drag a single point to scale/stretch the selection. Or you can tap a corner point or two and distort, skew and warp your selection just by pulling with one or two fingers. These are excellent for tweaking size and shape to make your drawing proportions right. They're also helpful for aligning strokes, text or other images into your sketch's perspective.

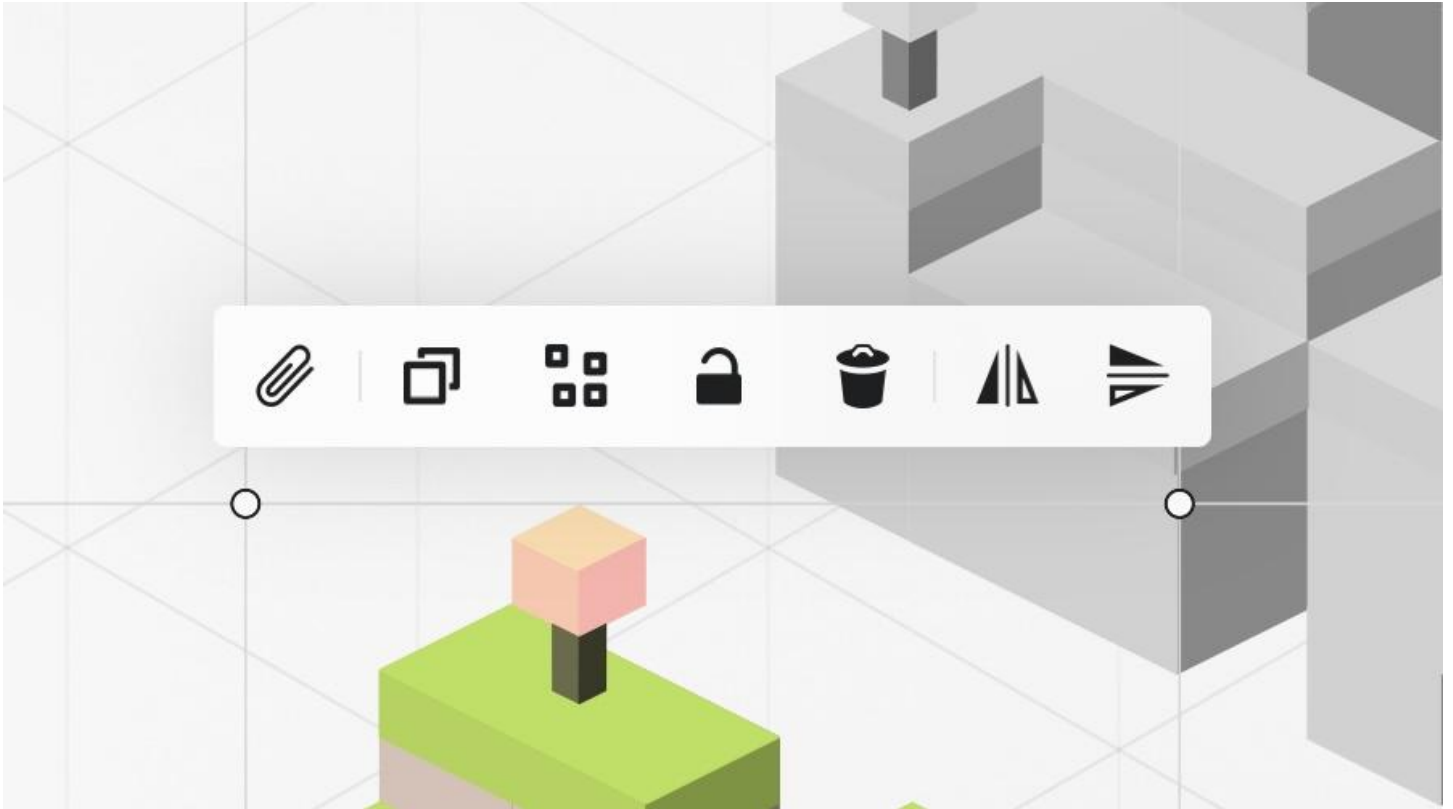
- **Scale/Stretch.** Drag one of the corner points to resize the selection. Put another finger on screen to lock the aspect ratio while resizing.
- **Distort.** Tap one corner and drag anywhere on screen to pull it around
- **Skew.** Tap two corners at once, and use one finger to pull the entire side about.
- **Warp.** Tap two corners at once, and use two fingers to either pinch or expand your selection. This makes your drawing act like the Star Wars credits.



May the Force be with you.

The Selection Popup

Above the selection box is a Selection popup. This has many useful features you might use to adjust your strokes.



Clipboard. The clipboard copies your selection to your main device's clipboard, just like when you copy text from an email or link. Tap *Paste* in any email, message, document editor etc. to paste in a transparent PNG version of your selection. Inside the app, you can find the clipboard from your Gallery, at the top of your current object library, from inside the Import menu → Imports, or just by a *tap+hold* on the screen. You can also attach colors from other apps to your clipboard, and access them on the Color wheel.

Duplicate. Anything you select, you can also copy, as many times as you'd like. Just touch Duplicate and it will create an exact match for fast iterations. Drag the duplicate to a new layer to keep or hide your old selection, and iterate on the new.

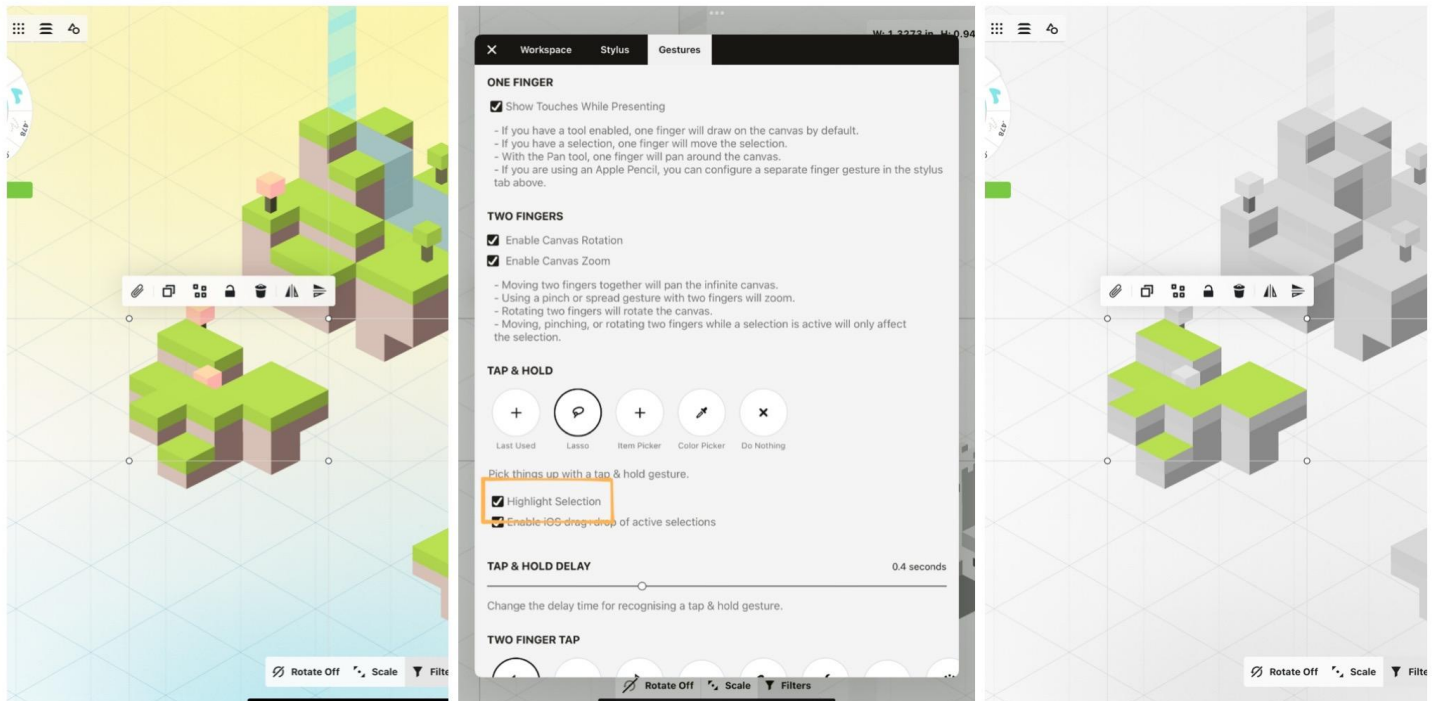
Group. This button allows you to group all items inside your selection together, into a single "object." You can then select the entire object with a single tap, instead of having to re-select multiple strokes. To ungroup them, just select the object and tap the button again.

Lock. The Lock button locks your selection from all other selections and adjustments you might make in the future. You can access it again by selecting and unlocking it, or by changing the Lock filter on the Selection menu.

Delete. The best way to erase a vector stroke is to delete it. You can use the Slice tool to erase and Mask tools to hide strokes, but the quickest way to remove an entire stroke is to just select and delete it. Of course, you can Undo.

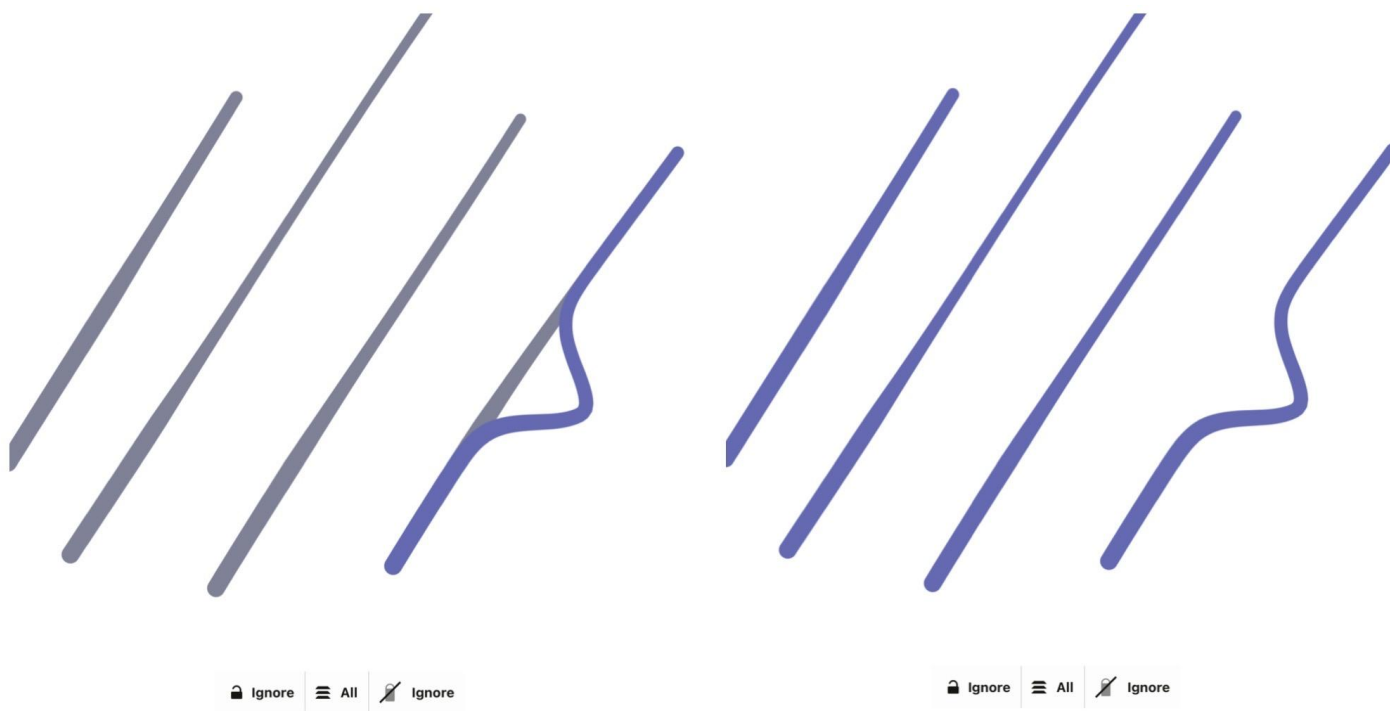
Flip and Mirror. The final two buttons allow you to flip your selection from side to side, or to mirror it vertically. These are great for creating reflections and shadows, as well. If you want to rotate your selection, tap the [measurement](#) button in the Status Bar and choose a rotation value.

Highlight Selection



In the Settings → Gestures menu, you'll find an option to "Highlight Selection". Tap the checkbox to toggle this on or off as you prefer.

Highlight Selection allows you to clearly see the strokes you have selected. When you have an active selection, the selection maintains its actual colors and everything else is greyed. The active selection also pops to the front, meaning that if the stroke you selected is behind other strokes, it will be presented on top for as long as the selection is active. If you turn off Highlight Selection, the only thing differentiating the selection from other strokes is the bounding box.



You can also use Highlight Selection with the Nudge tool. When it's turned on, you'll see both before and after strokes as you nudge lines on your screen, with the original stroke slightly greyed out. Turn it off to only see the adjusted stroke.

You can turn Highlight Selection on or off in Settings → [Gestures](#).

Precision Tools

When your design is in need of precise lines, shapes, measurements and scaling - all the things that allow you to keep those real-life dimensions and estimates accurate - our Precision tools have you covered.

If you tap the Precision button on the canvas, you'll see some options expand beneath the menu - Grid, Snap, Measure and Guide. We'll also discuss setting Scale to your drawings and plans.

Precision 

No Grid | **Grid** 

Options | **Snap** 

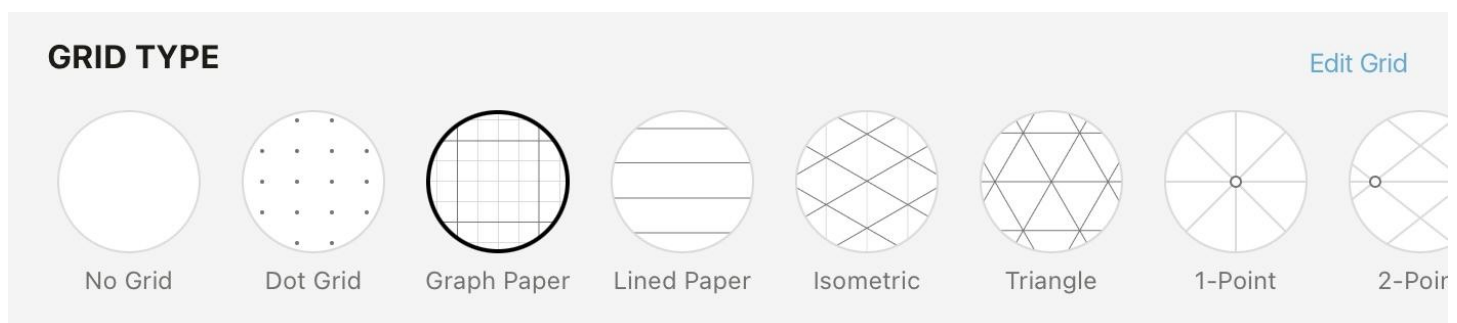
1:1 pts | **Measure** 

Line | **Guide** 

Grids

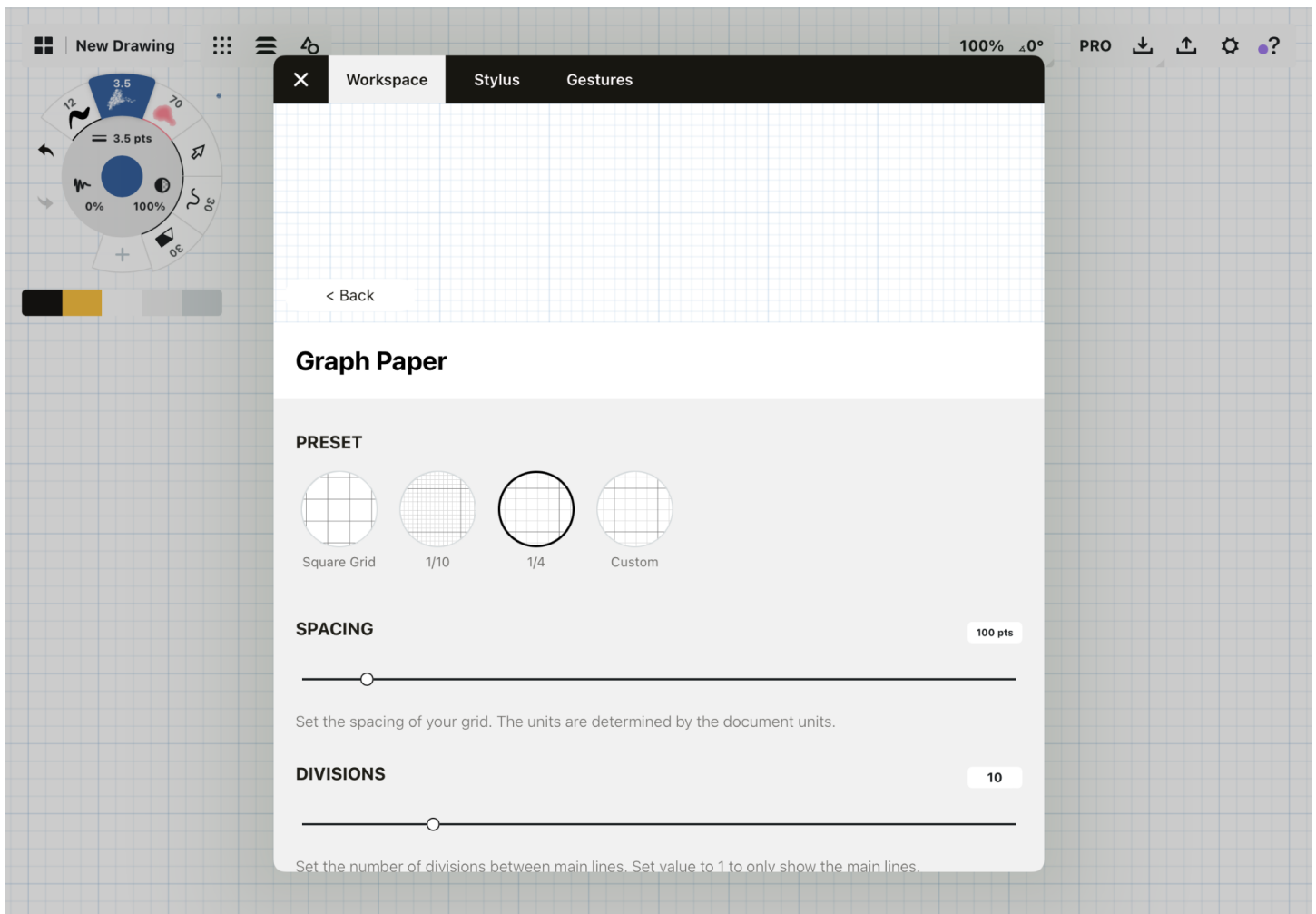
The grid is a smart underlayment to your canvas that allows you to not only visually reference the grid, but interact with it via Snap, our grid drawing guide. *Tap* Grid under Precision to turn the grid on or off. Touch the label with the grid name next to the Grid button to bring up the Workspace menu and select a new grid.

Grid Types



Concepts has five **regular grids** and three **perspective grids**: Dot Grid, Graph Paper, Lined Paper, Isometric Grid, Triangle Grid, and 1, 2 and 3 Point Perspectives. Select the grid from the

list in the Workspace menu. Scroll the list sideways to access all the options. To edit the grid or choose from pre-made grid presets, tap on the active grid or tap the “Edit Grid” button.

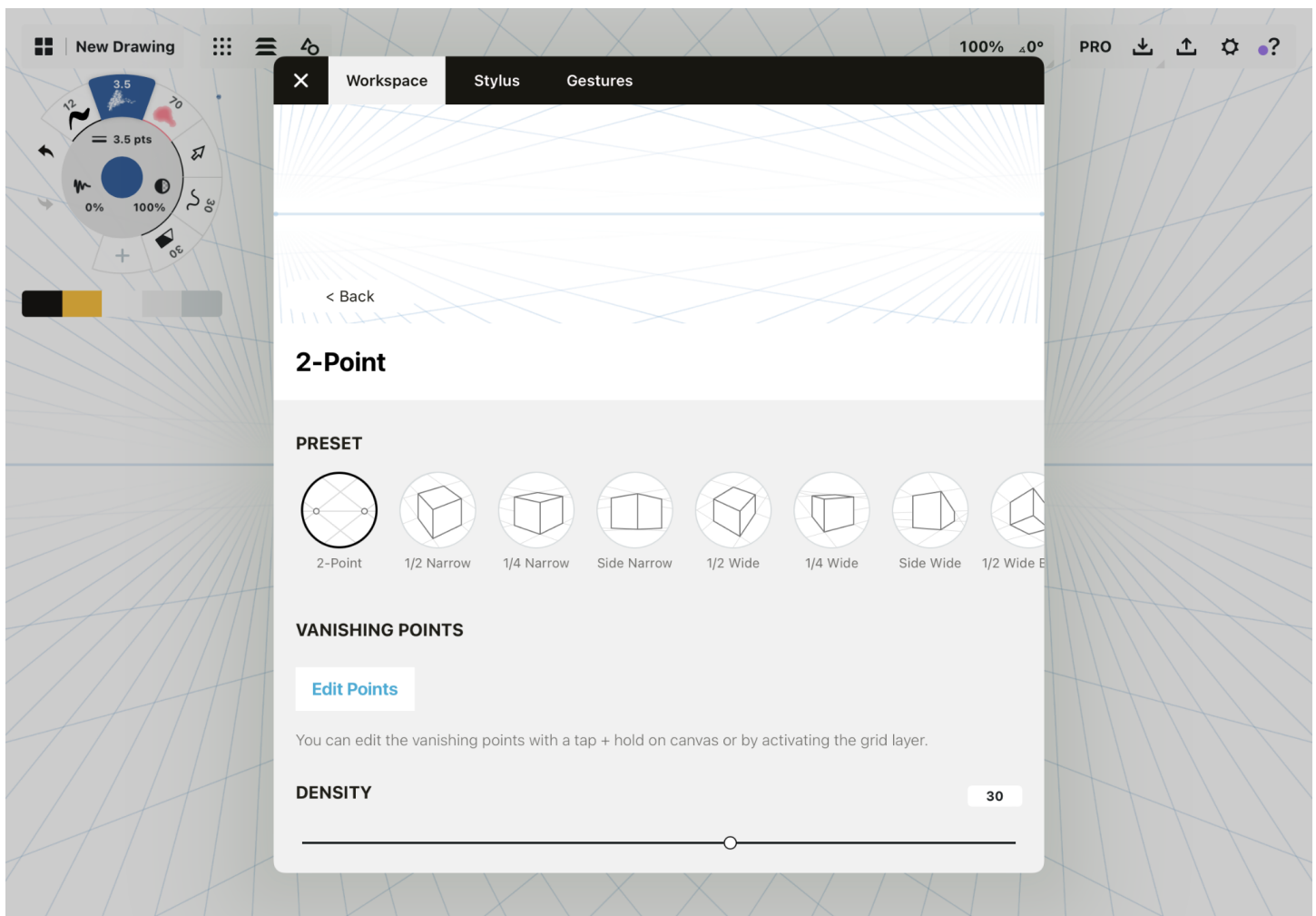


With the five regular grids, you can edit:

- **Preset** – Choose from a variety of pre-made grids.
- **Spacing** – The distance between the main lines/dots.
- **Divisions** – Determine how many subdivisions there are between the major lines. Set value to 1 to only show the main lines. Available for Graph Paper and Lined Paper grids.
- **Line Weight** – The thickness of the grid lines.
- **Color** – Select the automatic color that adapts to your canvas or choose a custom color.
- **Opacity** – Set the opacity of the grid. This option is available when using a custom color.

- **Orientation** – Set the orientation of the grid to landscape or portrait. This is useful if, for example, you want to use vertical lines for lined paper. Available for Lined Paper, Isometric Grid and Triangle Grid.
- **Confine to Artboard** – Check the box to only show grid lines within an artboard. This only applies if there is an artboard on canvas.

Note that the grid units are determined by the drawing units you've selected in the Workspace menu.



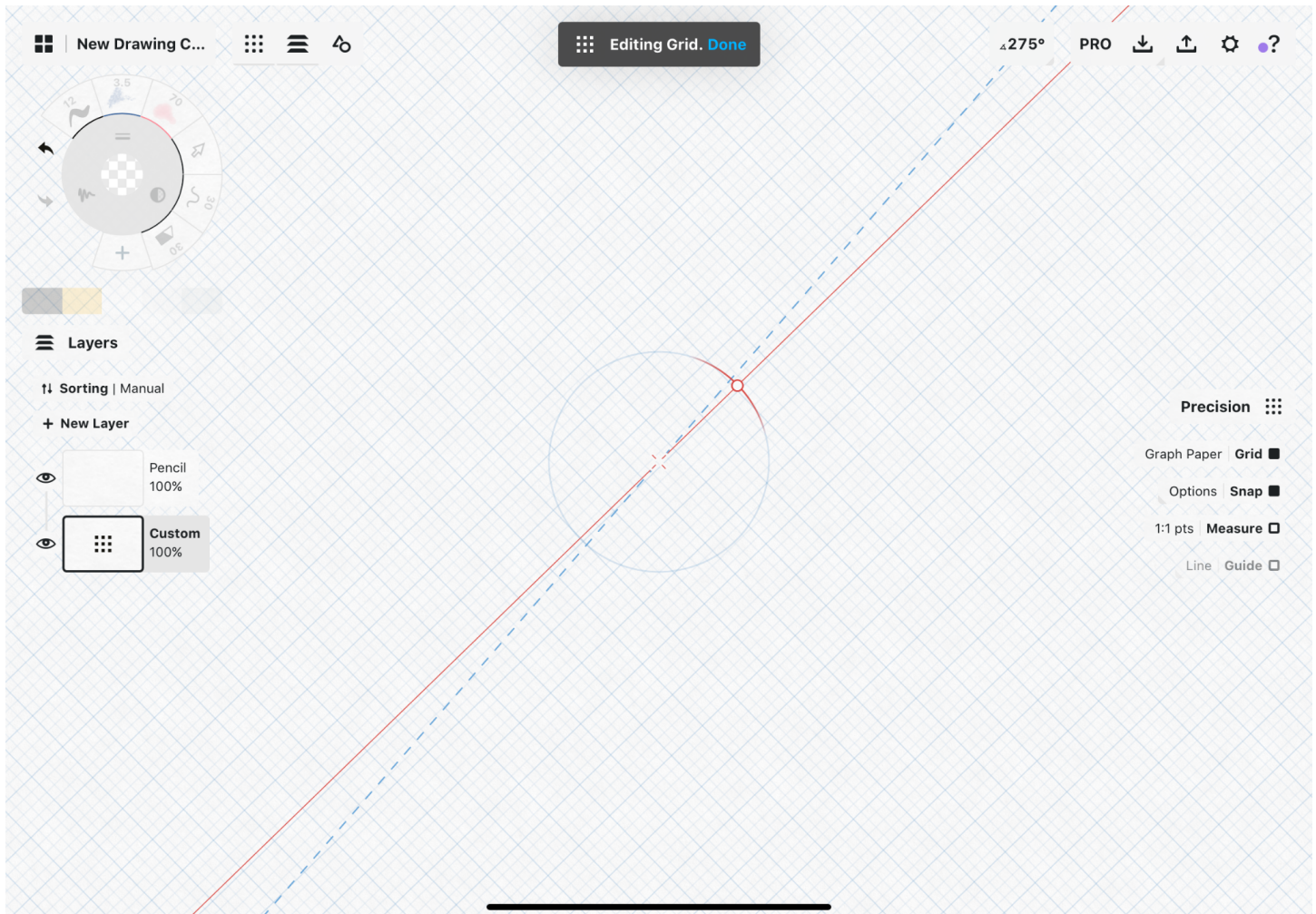
The settings are slightly different for the perspective grids:

- **Preset** – Choose from a variety of pre-made perspectives. Tap on a preset to activate it.

- **Vanishing Points** – Tapping this button takes you to the canvas, where you can move the vanishing points and adjust the grid to your liking. You can also edit the grid on canvas at any time by tap+holding on the vanishing points or by activating the grid layer.
- **Density** – Choose the number of vanishing lines that appear in the grid.
- **Line Weight** – Set the thickness of the grid lines.
- **Color** – Select the automatic color that adapts to your canvas, or choose a custom color. Tapping on the Custom color option selects the current color, tap it again to bring up the color wheel and choose a new color.
- **Opacity** – Set the opacity of the grid. This option is available when using a custom color.
- **Orientation** – Use this setting to match the orientation of the grid to the screen. By default, the grid is created in the same orientation the device was in when the drawing was created.
- **Confine to Artboard** – Check the box to only show grid lines inside the artboard if there is one configured on canvas. This is a universal setting that applies across all grid types.

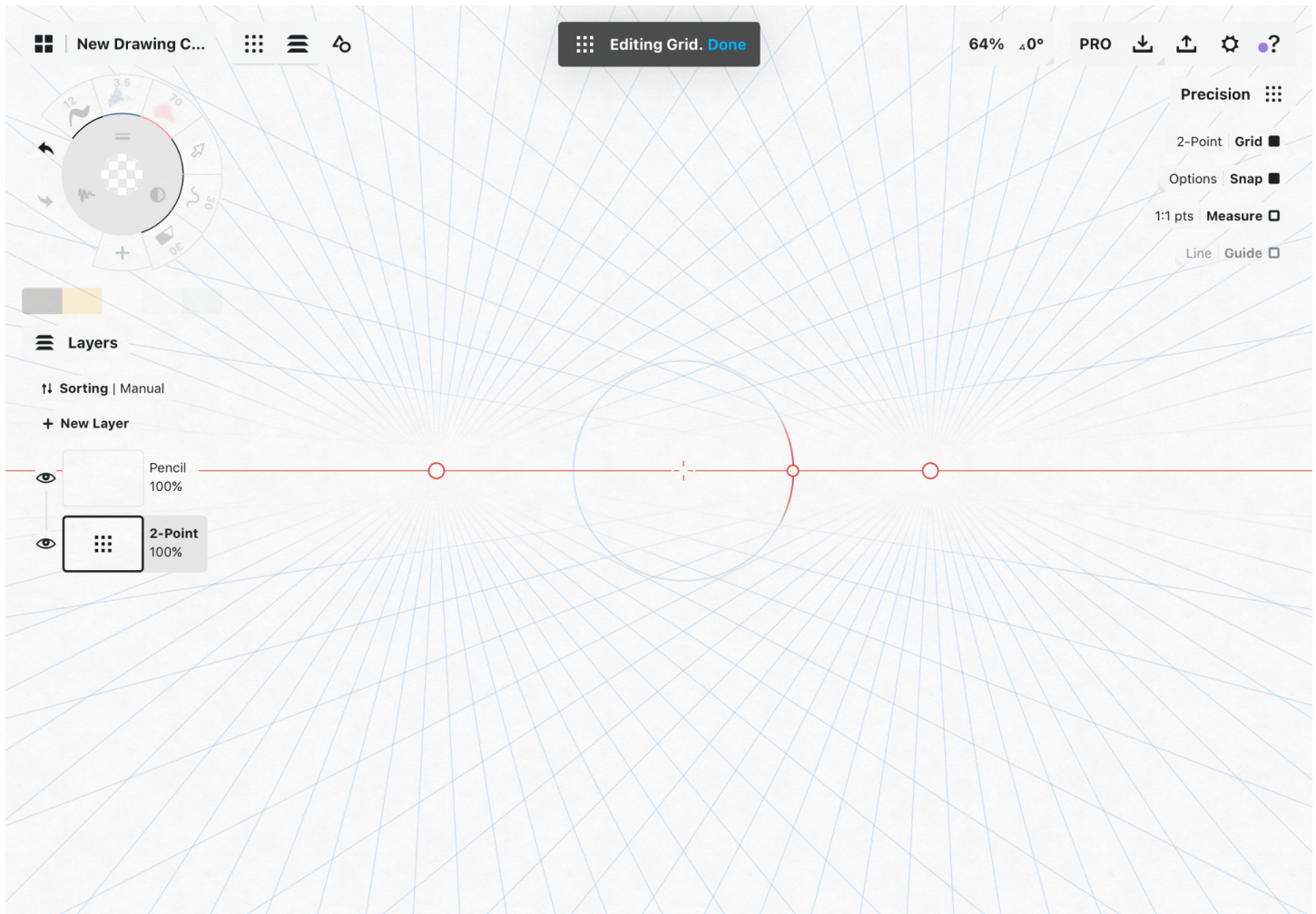
Editing Grids on Canvas

The grids can be also edited on canvas. To enter the grid edit mode, activate the grid layer in the Layers menu. With perspective grids, tap+holding on a vanishing point also activates grid editing. While the grid layer is active, zooming and panning the canvas works normally, but it is also possible to edit the grid.



All grids have a rotation handle that can be used to set the grid to a specific angle. When dragging the handle, a snap target line is shown every 45°. Let go of the handle while the snap target line is showing to snap to that angle, or keep the handle still and wait for the snap target line to disappear to set a specific angle close to the snap targets. When rotating the grid, the angle is shown in the status bar. Tap+hold on the value to edit it directly.

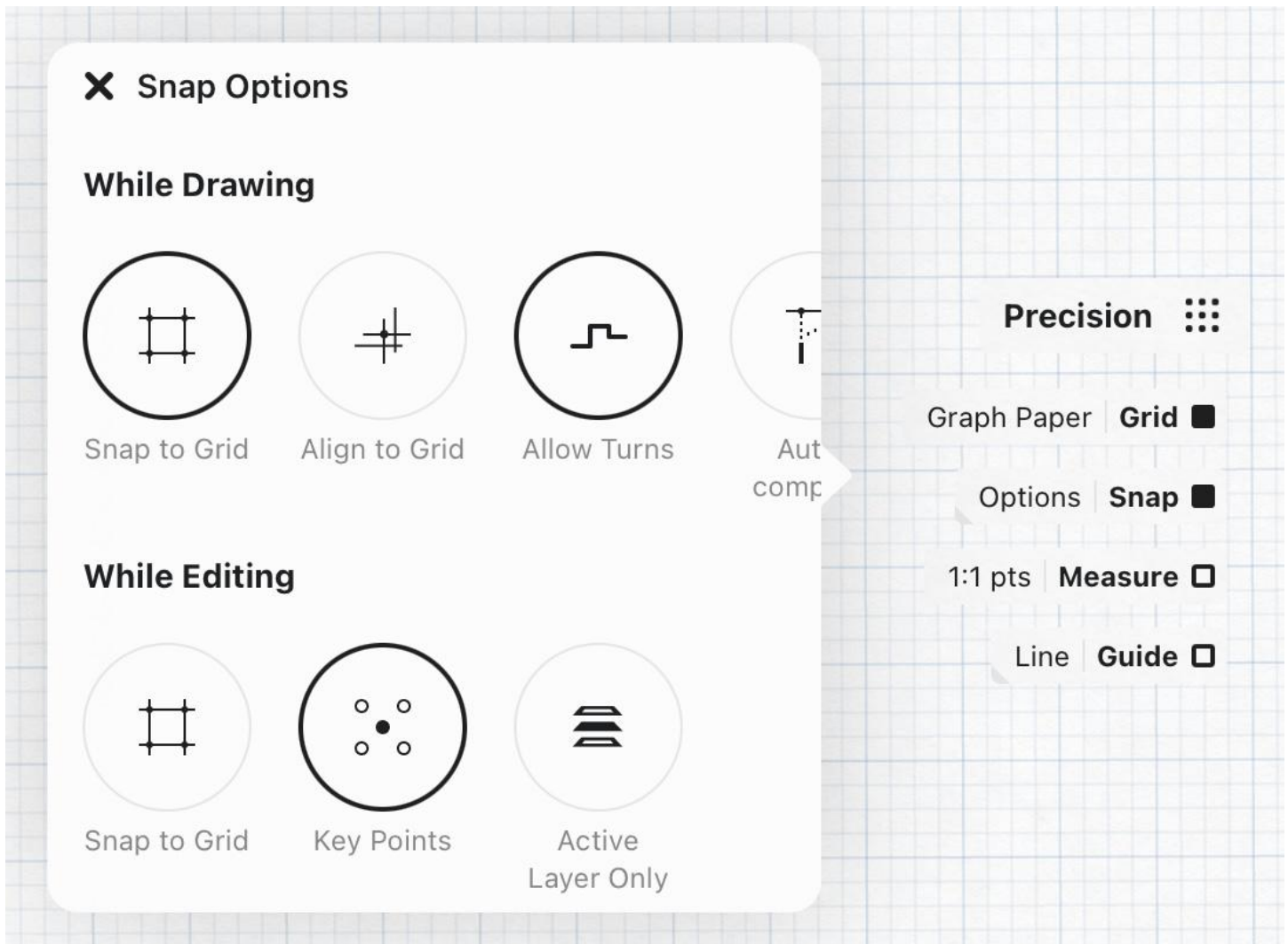
To move the grid, drag the grid from the crosshairs at the center of the horizon line, or drag the line itself.



With the perspective grids, all of the vanishing points can be moved by dragging them. The vanishing points can also be activated by tapping on them. It is possible to activate more than one point at a time. When the points are active, you can pan them with one finger or move them around with two fingers just like when adjusting a selection. To scale the grid, select all vanishing points and use two fingers to scale.

To exit the grid editing mode, tap anywhere away from the editing controls on canvas, activate another layer, or tap “Done” in the notification.

Snap



There are two ways to use Snap in Concepts: **live snapping while drawing**, and **snapping while editing**. You can customize these options in the Precision menu - tap Snap to turn it on/off, tap Options to change the snap settings.

Snap While Drawing

There are three types of Snap guides for drawing: Snap to Grid, Align to Grid and Autocomplete. There is also an Active Layer Only option. These Snap guides can help you to

draw straight lines according to a grid's directional set, create precise floor plans or style patterns.

Snap to Grid

With this option enabled, all strokes are drawn on top of the closest grid line available. All of the brushes will maintain their dynamics, so you can use tilt, velocity and pressure to add variance to your strokes.

The Wire and Fixed Width brushes can be used to draw clean strokes with fewer points. These tools will only create points at the end points of the stroke and in the apexes. Try these tools if you want to export clean SVG or DXF.

Align to Grid

This option aligns strokes directionally with the grid lines, yet does not snap them to the grid. Use this for quick, accurate sketching guided by the grid's directional constraints.

Allow Turns

Enable this option to allow making turns when drawing with Snap to Grid or Align to Grid. Sometimes it's easier to just draw with straight lines without lifting your stylus, and this option makes this possible. When Allow Turns is on, it is still possible to go back and forth on the same line.

Autocomplete

This connects the start and end points of your strokes. You may see small circles appear showing you possible points to connect to - tap one if it's useful, or ignore them if not. Autocomplete can be used together with Snap to Grid and Align to Grid. In that case the strokes can snap to any strokes intersecting with the trajectory of the stroke.

Active Layer Only

This option only applies to autocomplete. Activate this option to only snap to lines on the currently active layer.

Snap While Editing

When you [Select](#) a previously drawn stroke, you can adjust it using Snap. The Snap points are:

- With single-stroke selections, Snap points are the beginning and end points of any given line.
- If the stroke is drawn with Snap to Grid, the apexes work as Snap targets as well.
- With multi-stroke selections, Snap applies to the four corners and the center point.
- When used with [Shape Guides](#), Snap applies to the handles and the center point.

If you select the Snap to Grid option, you can also snap the key points of your selection to the grid. Active Layer Only allows you to snap to strokes on the current layer only.

Drawing with Snap + Grids

When drawing with Snap, each grid has its own guide settings that correspond with the grid's directional constraints.

Dot Grid - Snap: draw horizontal and vertical lines only. Align: draw horizontal, vertical and 45° diagonal lines.

Graph Paper - Snap: draw horizontal and vertical lines only. Align: draw horizontal, vertical and 45° diagonal lines.

Lined Paper - Snap: draw horizontal and vertical lines only. Align: draw horizontal, vertical and 45° diagonal lines.

Isometric Grid - Snap + Align: draw 60° diagonal lines only.

Triangle Grid - Snap + Align: draw 60° diagonal lines only.

1 Point Perspective - Align: draw horizontal and vertical lines, and perspective lines directing toward the single vanishing point on the horizon line.

2 Point Perspective - Align: draw vertical lines, and perspective lines directing to each of the two vanishing points on the horizon line.

3 Point Perspective - Align: draw perspective lines only that direct toward any of the three vanishing points on the canvas.

Grid Drawing Tutorials

We have several illustrated tutorials available for learning to set up and draw with the grids, and improve your perspective drawing skills.

[How to Edit Your Grid](#) - Learn how to set up and customize grids in Concepts.

[How to Create Lined Paper](#) - Learn how to set up lined paper for note taking and handwriting practice on your infinite canvas.

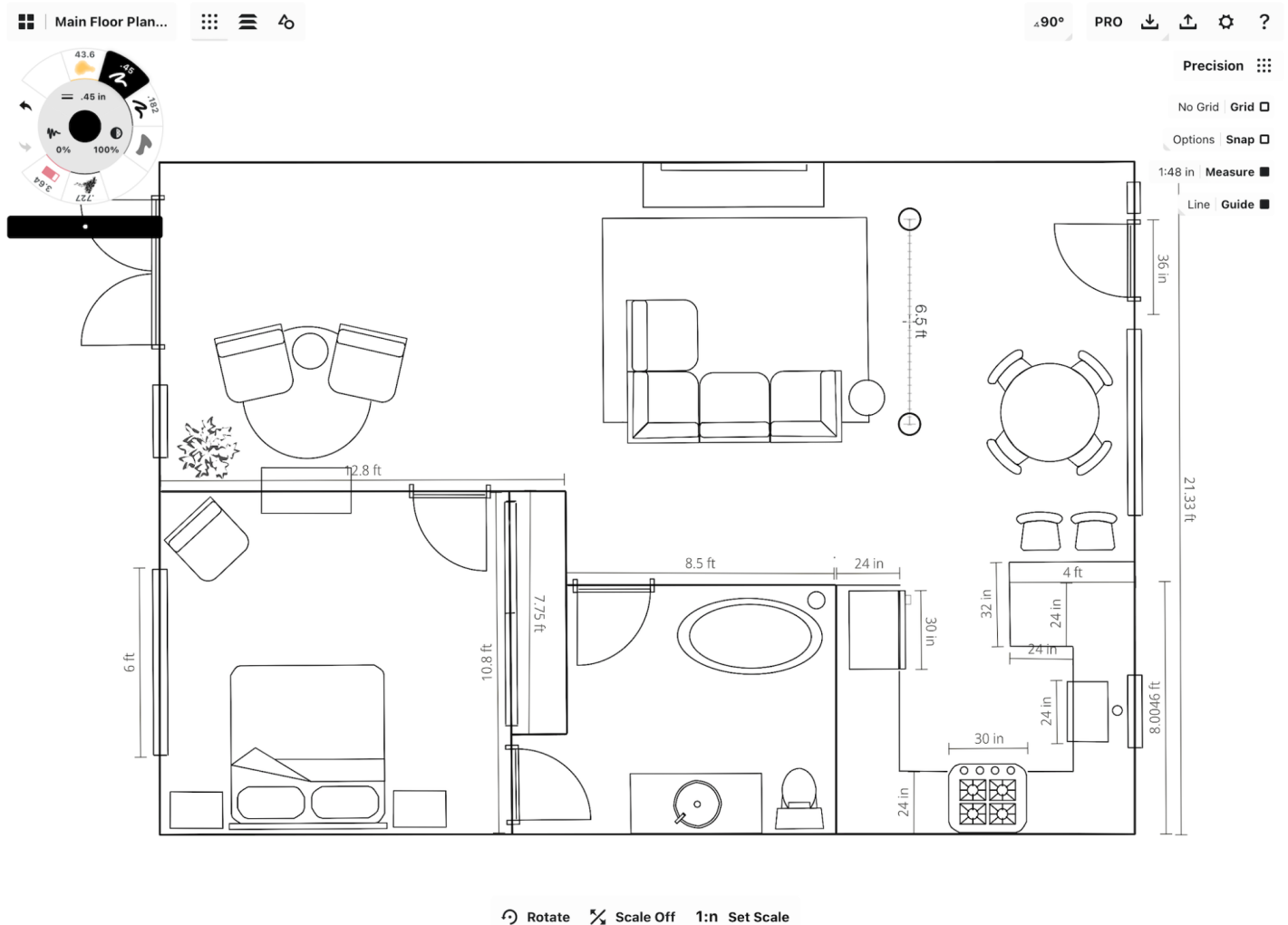
[How to Set Up a Perspective Grid in Concepts](#) - Learn how to set up and customize your perspective grids in Concepts.

[How to Sketch with a Perspective Grid](#) - These drawing exercises will help you learn how to use 1 point, 2 point and 3 point perspective grids to sketch designs and illustrations.

[Learn to Draw: Basics of Perspective](#) - Part of our Learn to Draw Series, this video tutorial will help you to understand the fundamentals of perspective drawing.

Measure

When Measure is active, you'll see real-world measurements appear beside your strokes. The units and **Scale** of these measurements are based on your current app [Settings](#). Choose points, units as defined by your iPad settings (may read as inches or metric), inches (Feet & Inches), metric units, or specify your exact desired unit you'd prefer your measurements to appear as (pixels, feet, centimeters etc).

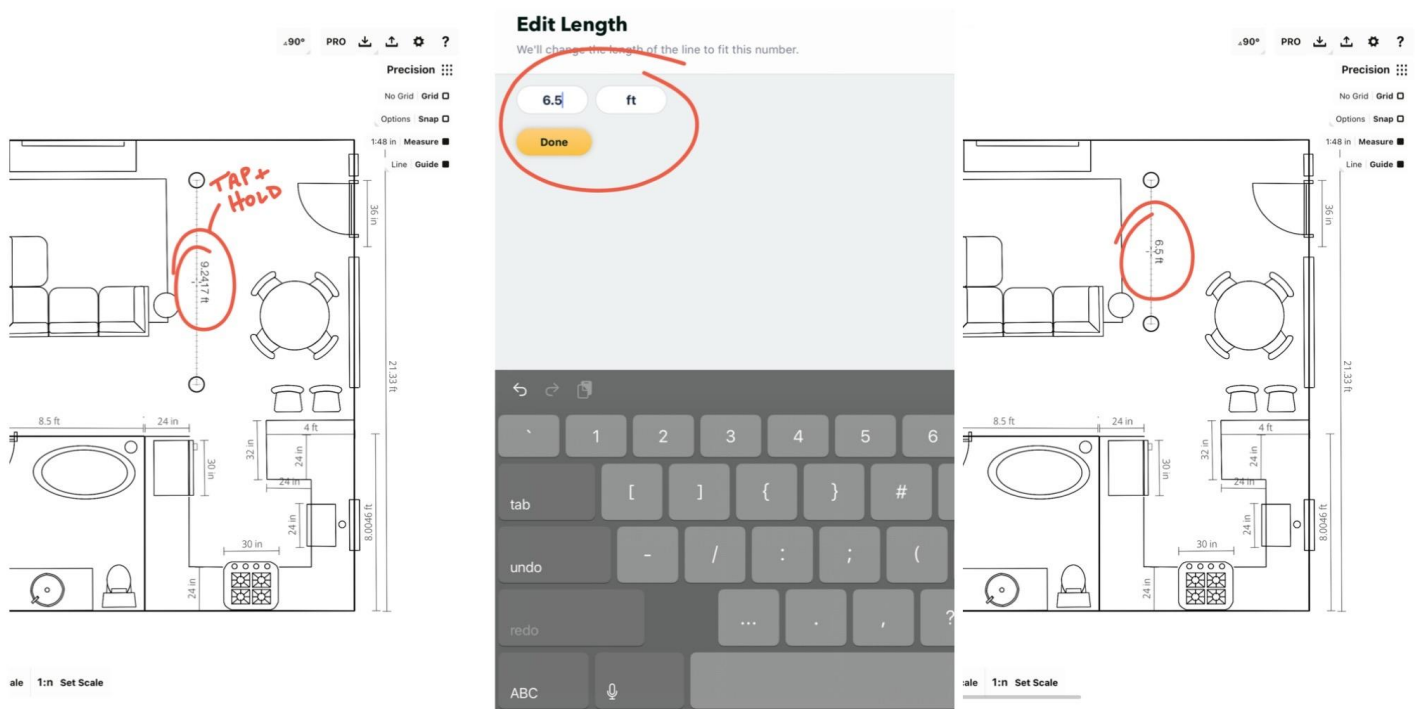


An example of measurements labeling an interior layout.

To keep those measurements on screen, *tap* the measurement tag to "stick" it to the canvas. You can Select a measurement tag with Item Picker or Lasso to flip, mirror or otherwise adjust its positioning on the canvas. Note that tags will only appear and Export with your drawing *while Measure is active*.

Select a stroke and then *tap+hold* a measurement tag to enter a custom length. It will change the length of your line to be the value you entered. You can also change the length of the selection by *tap+holding* the length indicator up in the status bar.

Tap+hold+drag a measurement tag to reposition it along your drawn line.



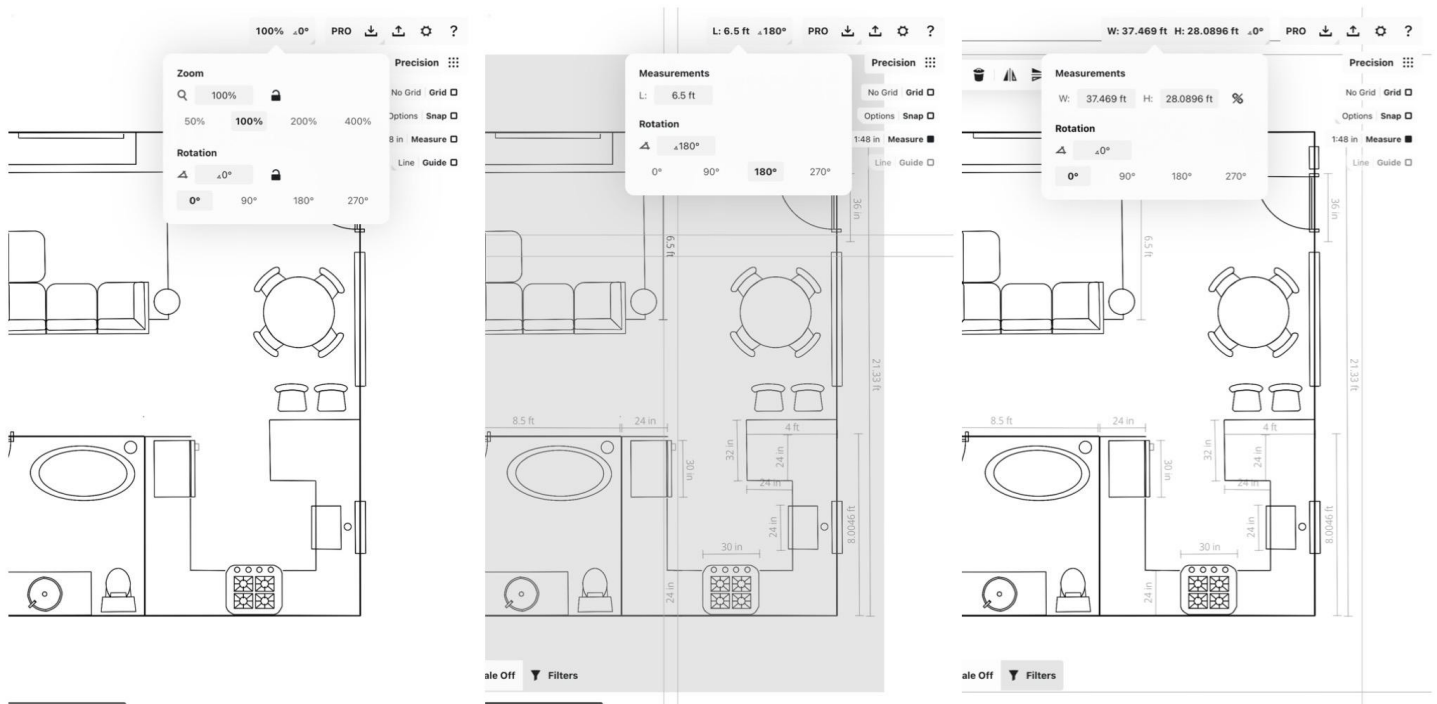
Entering a custom measurement value with the Line Guide.

Measure is also useful when working with the **Shape Guides** to help your design plans retain exact dimensions. Enter a custom value with a *tap+hold* on the measurement tag, and the entire guide will adjust to your value. Specify the length of the side of a rectangle, and the

rectangle will adjust accordingly. *Tap+hold* the radius of your circle and enter a value, and the circle will adjust likewise. The same applies to any value of any shape guide, including angles.

You can also create floating measurements that aren't attached to any stroke in your drawing. Read more in the [Shape Guides](#) section.

Measurement Popup



Various relevant measurement statuses. The Measurement Popup gives you quick access to relevant, available measurement workflows. This includes zoom, rotation, and length / width / height values as applicable to your canvas or selections.

On the Status Bar, you'll see a field stating your current relevant zoom, rotation and selection status. Tap on this field to open the **Measurement Popup**. Here you can quickly access zoom and rotation presets for your canvas or selection, lock and unlock canvas zoom and rotations, and use the fields to control a selection's dimensions.

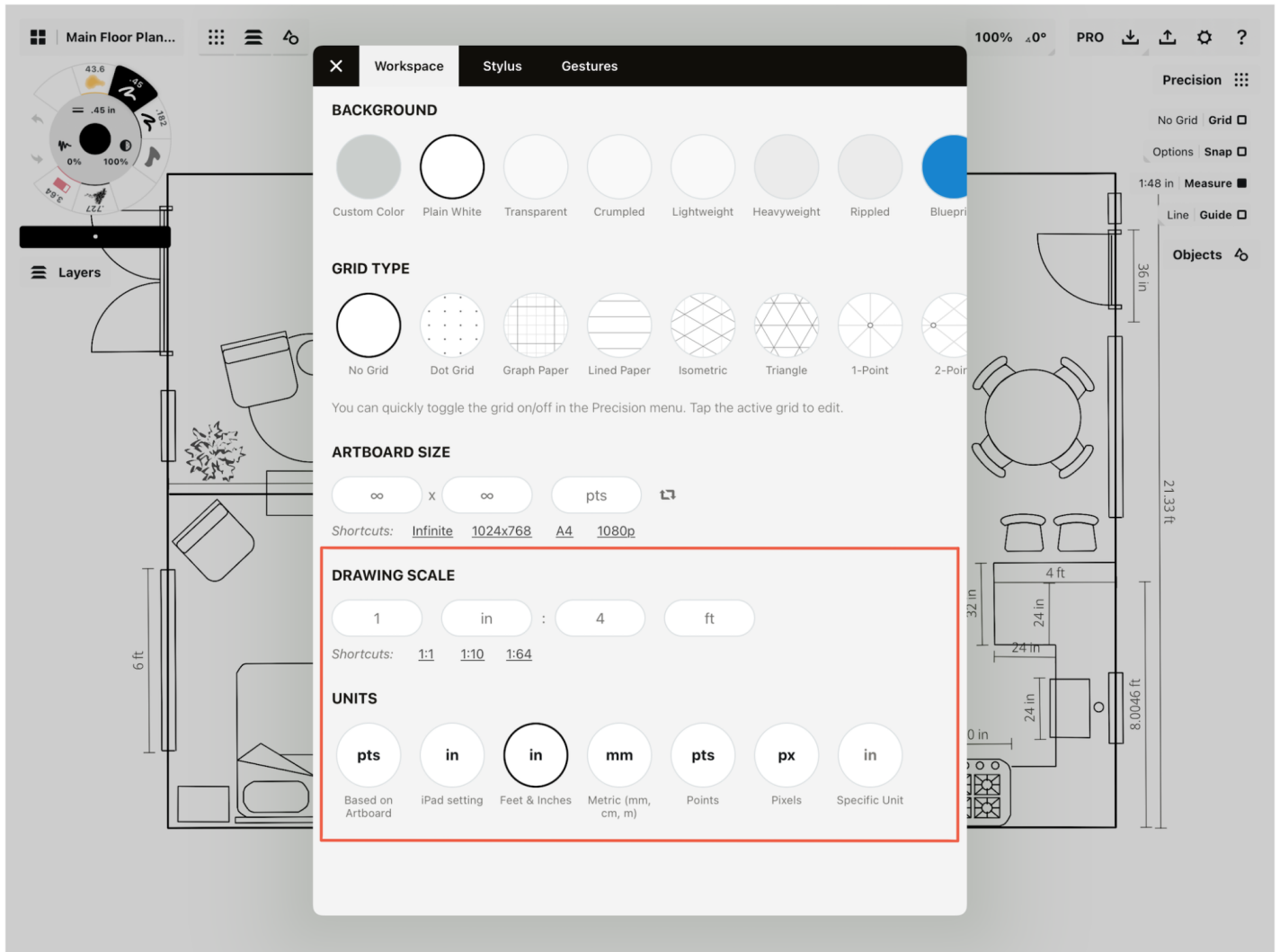
With a single stroke selected, you'll see the length and rotation of the stroke. With multiple strokes or an image selected, you'll see the width, height and rotation of the selection. You can also choose to lock/unlock the relation of width and height when adjusting the values - tap the lock to toggle.

The values in the popup can be inline edited with a tap. Enter measurements in any units and they will be automatically converted to match the document units you have selected in the Workspace Settings. You can also enter percentages and the app will calculate the matching values for you.

Scale

Scale is a multiplier that defines how big an object is in real life as compared to its size on screen. Popular scales for model airplanes, for example, are 1:24 or 1:72, which indicates that the drawing is 1/72nd of the real size.

A giant part of the app's Precision toolset *that affects every tool and guide in the app*, you can set your **Drawing Scale and Units** by touching the ratio / units button just to the left of Measure. You can also access it from the [Settings](#) gear on the status bar.



The Workspace tab of the Settings menu will appear - find Drawing Scale and tap one of the popular scale shortcuts or enter your own scale. Be sure to set your Units at the same time, just below Drawing Scale, or it will revert to your Units set.

- At 100% zoom level, a 1:1 ratio on the iPad is true-to-life. Place a ruler on the screen and 1:1 in will actually be 1 inch both on ruler and on screen.

From this point onward, all tool and measurement values will appear according to this scale, so don't be surprised when a pen set to 2 points is suddenly .015 inches. Your tool presets will be

the same as you've set, but the units will display as converted.

How to Set Scale with an Imported Plan or Photo

1. *To set scale in a project, you need one accurate measurement of your real space.* Take out your tape measure or ruler, and measure one actual length of a wall or section represented on your plan. It doesn't matter which one it is, so long as it's clear and easy to mark on your screen.
2. **[Import](#)** your photo or plan onto your canvas. (A helpful, in-between step is to lower the opacity of your image (see **[Layers](#)**) so you can see your tools and drawing easily.)
3. Turn on Precision, and activate Measure.
4. Activate the Line guide, and align the handles on your plan to the same segment of wall or other item that you measured in real life. It helps to *double-tap* the crosshairs at the center of the Line guide, to contain the boundaries of the line to your measurement when you draw.
5. *Tap* the 1:1 ratio beside Measure. You'll notice the values under Drawing Scale have been filled in with the current length of the Line guide according to your current units, scale and zoom level.
6. Enter your real-life measurement in the *second field*, and tap anywhere to dismiss the menu. Now when you look at the ratio beside the Measure button on canvas, you'll see a new ratio - 1:your-new-calculated-value. This will remain the same regardless of zoom level, and regardless of how much you shrink or expand your Line guide.

For a fully illustrated tutorial on setting scale, check out **[Scale and Measurement in Concepts](#)**.

Shape Guides



The **Shape Guides** are your design-sketching friend. Different from pre-set stamps like [Objects](#) (which do work with Measure when on but not to the same level of control), the Shape Guides give you precision control over every edge and radius you draw. Use them to sketch partial or complete perfect shapes, and adjust them to any size, shape or angle.

When you activate a Shape Guide, you'll see a number of features appear.

1. The *shape* of the guide itself. The gray boundary is a reflection of the brush you're using - narrow or fat - and is the area that will fill when you trace the shape. *Trace anywhere on screen* to draw the shape.
2. The circles or *handles* of the guide. Touch a handle and pull it, and watch the shape stretch or shrink accordingly.
3. The *crosshairs*. Located at the center of the guide, *tap+drag* the crosshairs to move the entire guide without altering it. If you *double-tap* the crosshairs, each guide will respond with a special function:
 - The Line guide will limit your drawn stroke to between the handles.
 - The Arc tool will become a perfect half-circle.
 - The Angle tool will snap to 90 degrees.
 - The Ellipse tool will become a perfect circle.
 - The Rectangle tool will become a perfect square.

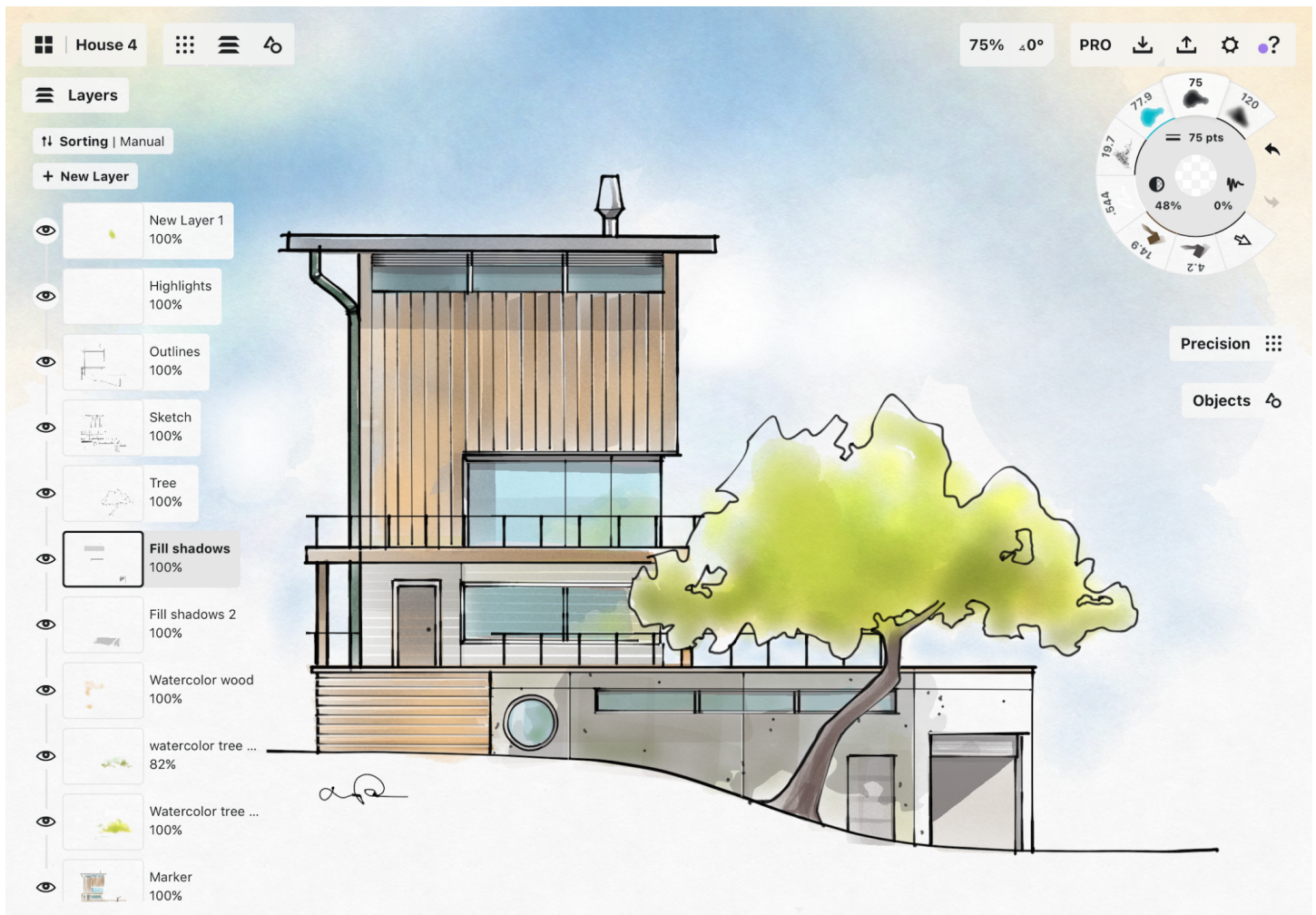
The Shape Guides are really powerful when combined with **Measure**. If you have both enabled, you can draw lines and other shapes with precise measures and angles. You can see the Measure labels on your guide and tap them to stick them to your plan. (As long as Measure is active, they'll export with your plan, too.) *Tap+hold* them to edit the values via keyboard.

You can also use Shape Guides to create **floating measurements** that aren't attached to a stroke or group for more general use, like adding a scale indicator on the drawing. To do this, just tap the measurement and it will stay on your canvas. You can Select the label and move it around, and scale it like any other stroke.

To rotate a shape guide or any selection to an angle, tap+hold the **angle field** in the status bar at the top of the canvas and a keyboard will appear. Choose a preset from the list at the top, or type in a custom value. The selection will rotate in a clockwise direction.

If you're just getting started using the Precision Tools and want some practice using the tools, check out our beginner tutorial [How to Design in Concepts](#).

Layers



Concepts comes equipped with a fully adjustable set of layers to help you design as flexibly as you need. Enjoy five layers if you're a free user, or infinite layers as a Pro. Some of our architects have over a hundred layers in a drawing as they create iterations for clients, and many of our illustrators are a close match.

Layering comes in two modes - Automatic and Manual. Switching between them is as easy as a *tap* on the appropriate "Automatic" or "Manual" button at the top of the Layers menu.

↕ Sorting | Automatic

- **Automatic layering** is the default and sorts your layers by *tool type*. Any time you switch to a different tool, it will draw on its namesake layer. (Note that Pen, Fountain Pen and Dynamic Pen all share a layer, as do Soft and Hard Pencils.) Tool based layering is helpful for note taking, sharing presentations, and any time you want to retain control over your strokes but not think about them (write first, edit later) - it's built in.

↕ Sorting | Manual

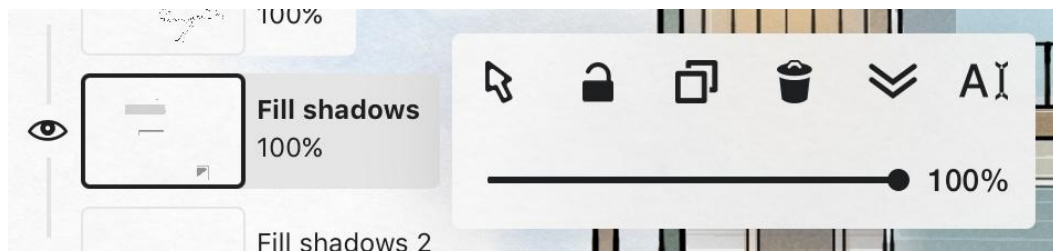
- **Manual layering** allows you to draw with any tool on any layer, with as many layers as you'd like for each tool. Infinite layers allow for infinite sorting, stacking, and control of your textures, lines, colors, shapes and subject matter. As you use them, you'll appreciate just how much control you have to adjust and make changes.

These modes will generally take care of themselves as you draw, depending on which / how many layer types you have, or you can switch between them with a tap. If you've broken the Automatic layering rules by having more than one layer for a tool or by having more than one tool-type in a layer, it will always remain in Manual.

Each layer comes equipped with its own set of controls:

- *Tap* on a layer to activate it for drawing.
- *Tap + New Layer* to create a new layer. It will always appear directly above your current layer. You can also select strokes from the canvas and drag them to this button, where they will create a new layer just for themselves.
- Likewise, you can make a selection from your drawing and *drag* it to any layer, where they will nestle into their new home.
- *Tap+hold and drag* a layer to rearrange layers into your preferred order.

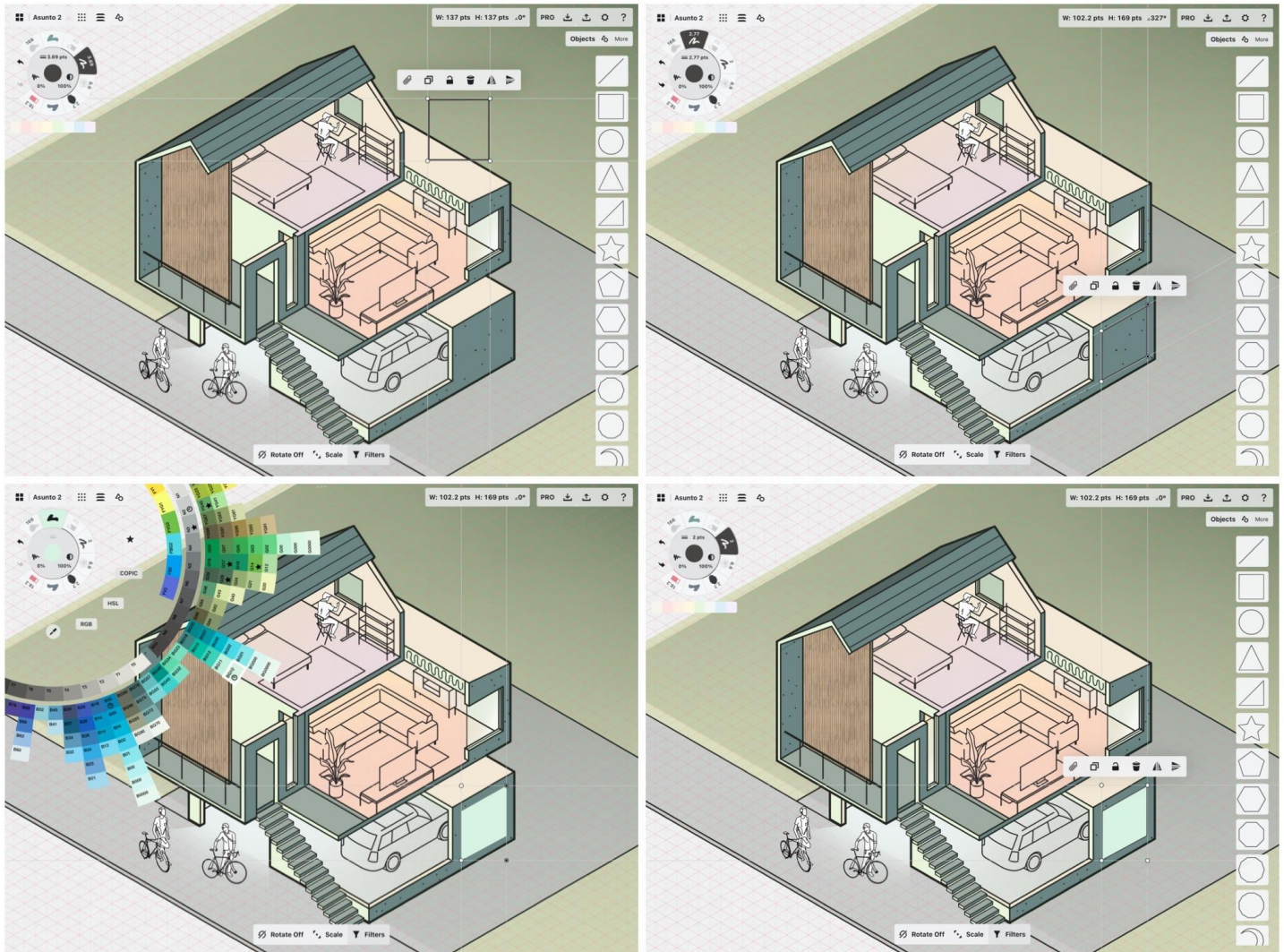
- Tap the **eye** to the left to switch on / off the layer's visibility. It's still there, it just doesn't show up when off.
- *Double-tap* a layer or *scrub* through the eyes (aka rub your finger quickly up and down them) to enter **Focus Mode**. This mode isolates the layer and allows you to work in or view only that layer. Double-*tap* the layer again to return to full visibility.
- *Tapping* an active layer brings up the layer's **selection** popup. From here you can *select everything* on the layer, *lock* the layer, *duplicate* it, *delete* it, *merge* it down into the layer beneath, and *rename it*. You can also adjust the full layer's *opacity* level by dragging your finger along the slider.



For tips and techniques on how to use Layers for your projects, check out [How to Use Layers to Take Notes, Illustrate and Design](#).

Objects

In Concepts, objects are your ultimate, super-powered stickers. Royalty-free and 100% vector adjustable, you can drag & drop them straight onto your canvas from the Objects library and cut your workload into a fragment of the time. Purchase pre-made objects for any workflow from our [Market](#), create infinite libraries of your own objects with [Make Your Own Objects](#) (MYOO), or [Share](#) your object libraries with colleagues to help your collaboration efforts.



A flexible objects workflow. This example shares how to add a window to a home concept. 1) Tap an object onto the canvas. 2) Use the control points to adjust the shape. 3) Change the tool to create a filled version. 4)

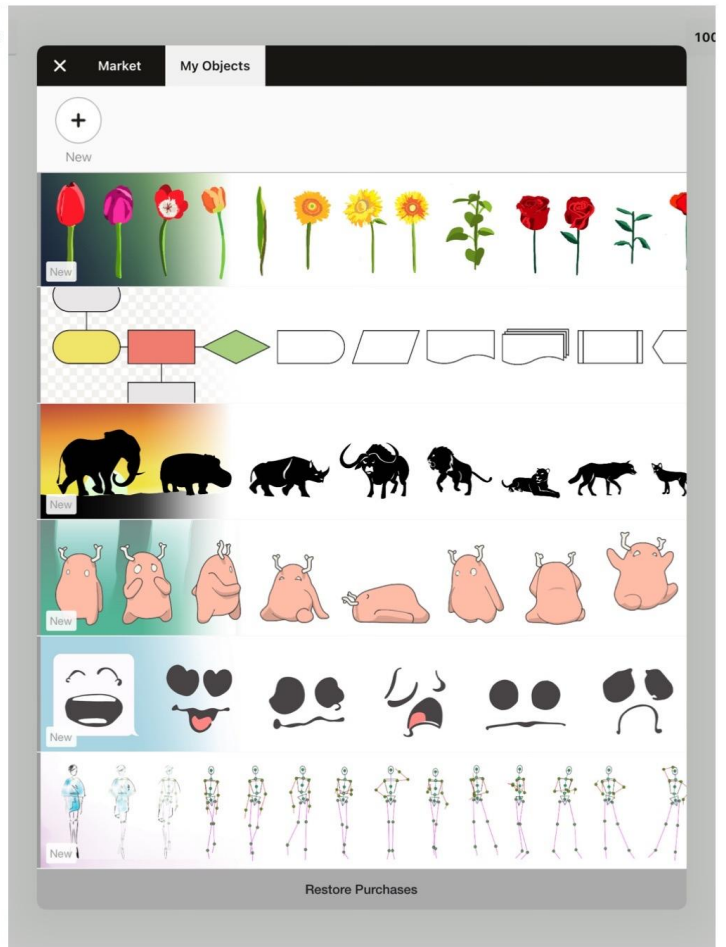
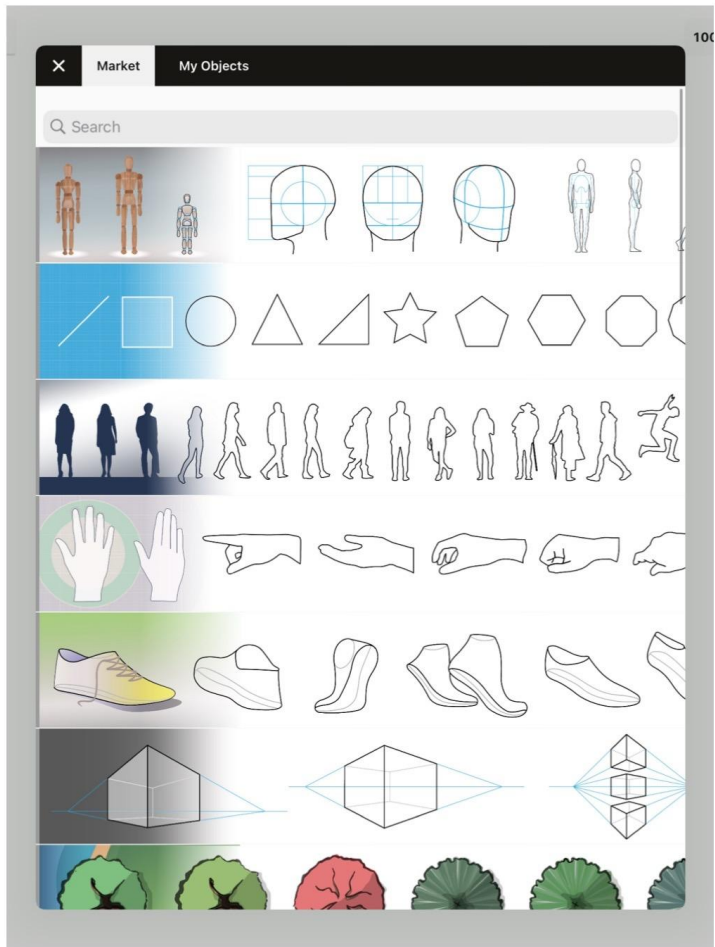
Duplicate the object, and edit the tool and color to add a "frame."

Working with Objects

Tap the Objects button in the menu toggles on the Status Bar to add the Objects menu to your canvas (tap it again in the menu toggles to put it away).

Tap the menu to open your Object Library, which will display a scrollable set of objects. Tap on an object or drag & drop the object to add it to your canvas. It will appear in **Selected** mode so you can adjust it (move, resize, duplicate, mirror, change color or tool etc), before placing it onto the canvas. Tap on the canvas to set the object.

To switch to another object library, tap the *More* button and you'll be taken to the Objects Menu. Here you can find the *Market* tab, containing pre-made objects for different workflows available for purchase, and the *My Objects* tab, where all the objects that you've purchased and created live, as well as libraries your colleagues have shared with you.



Object Market and My Objects

When you purchase object packs from the Market, you'll find the option to buy bundles of 3, 5 or 10 packs in the [Pro Shop](#). A bundled purchase places Credits on your account, which you can redeem for packs. If not used, they remain on your account, redeemable at any time. We update our Market often according to our community's feedback. Is there an object pack you'd like to have that you don't see? [Let us know](#).

Once you've purchased the object pack, it will appear under your My Objects tab. Just *tap* on a pack to activate it on your canvas, and find it under the open Import menu.

Tap+hold+drag on a pack to rearrange its position in the menu.

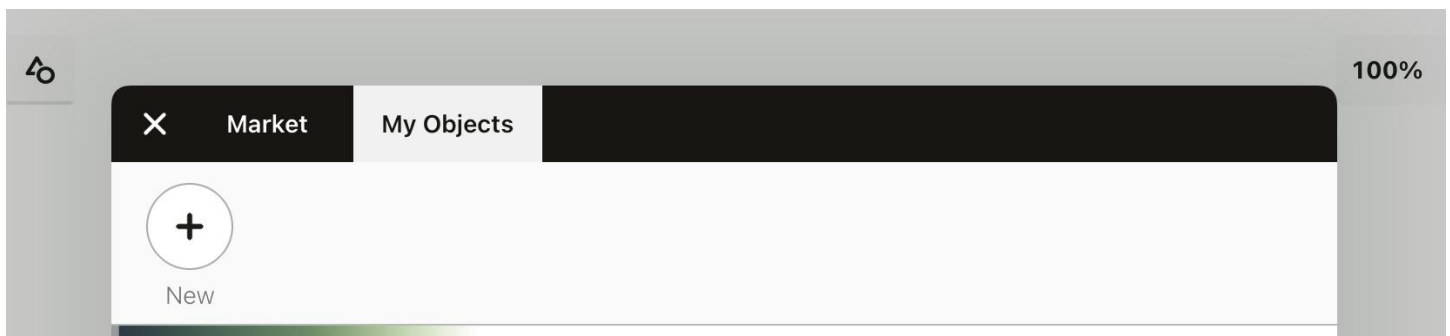
Tap+hold on a pack in My Objects to **Edit**, **Delete**, or **Share** your object library.

When you choose to *edit* your pack, a popup will appear where you can name, describe, and add search tags to your object pack. (Find the *Search* field at the top of the My Objects tab for quick searching through pack names, object names, and tags.) Object packs that are bought from the market or have been shared with you by others are read-only and cannot be edited in any way.

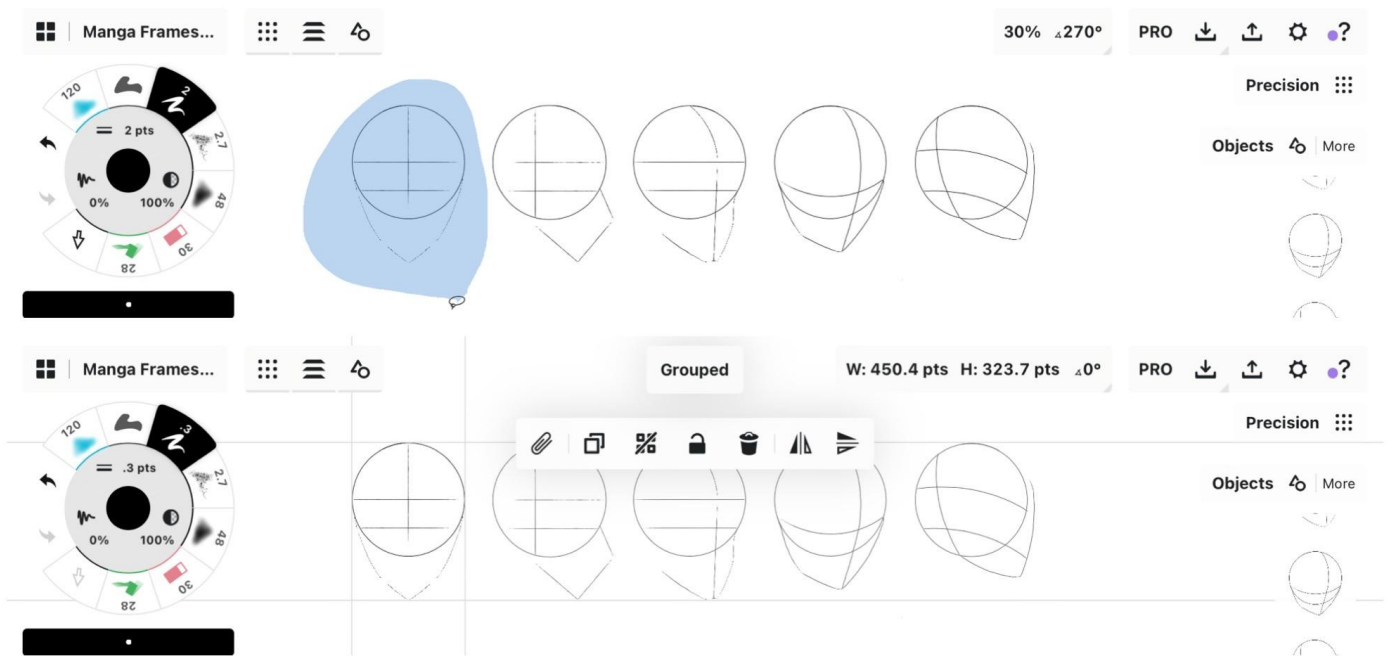
Make Your Own Objects (MYOO)

You can create your own libraries of Objects with anything you draw. To create an object, make sure you've purchased MYOO from the Objects Market.

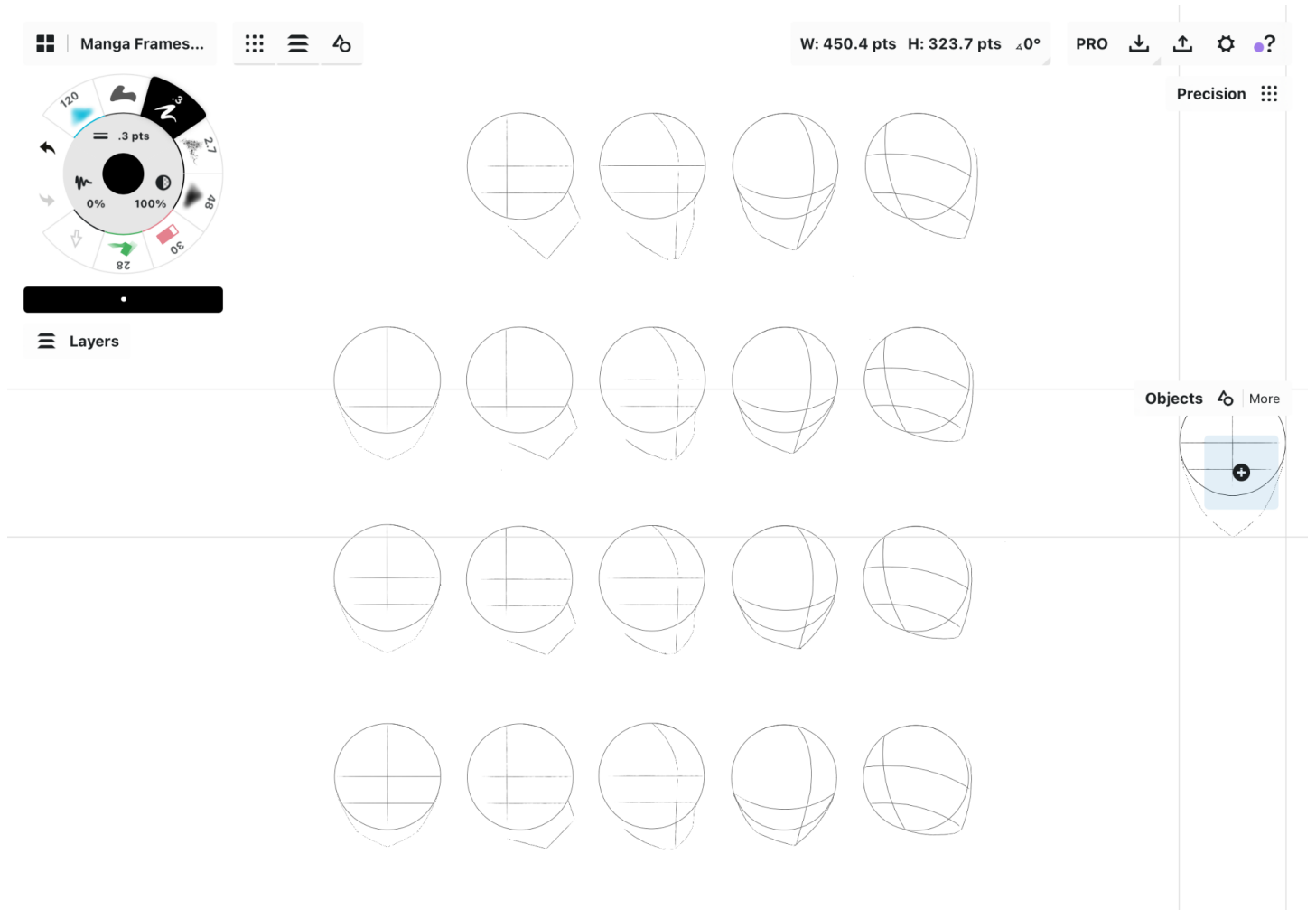
1. To create a new object pack, touch the **New +** button at the top of the My Objects tab. You'll be taken back to the canvas where you'll find a nearly empty library under the Import menu. It will contain a paperclip (access to the Clipboard) and a **+** button.



2. *Select your drawing.* We recommend grouping your strokes into a single object (by touching the squares icon on the popup) so that selecting it later is easy. You can always ungroup it to adjust individual elements down the line.

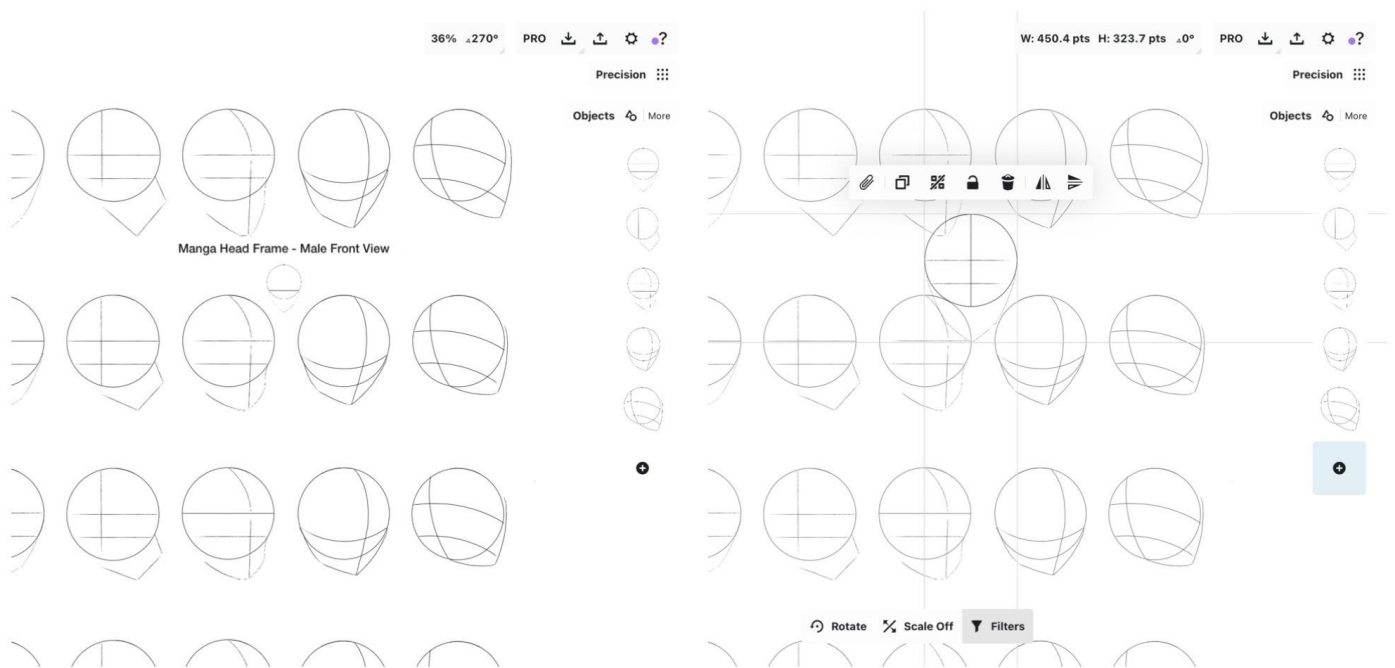


3. Tap the + button on the object pack. Alternatively, you can *drag* your selection anywhere on the object pack and then let go. It will add itself to the pack while your original slides back to its position on your canvas.



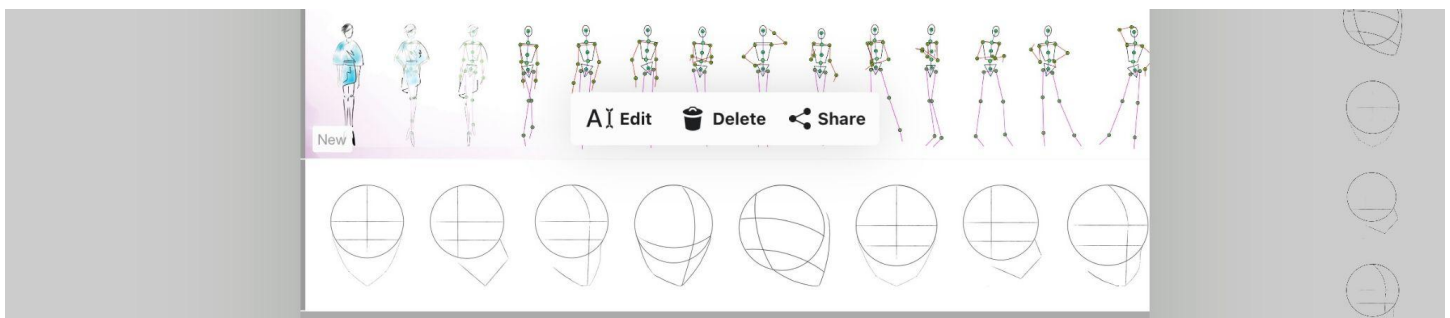
4. *Tap+hold* the object on the pack to **Edit** or **Delete** your object. Giving it a name will help you to search for it from your object packs, and will keep them clear for your colleagues when shared.

When you drag the object onto the screen, its name will appear for reference, and once added to the canvas, the object will appear at the original scale it was added into the object pack.

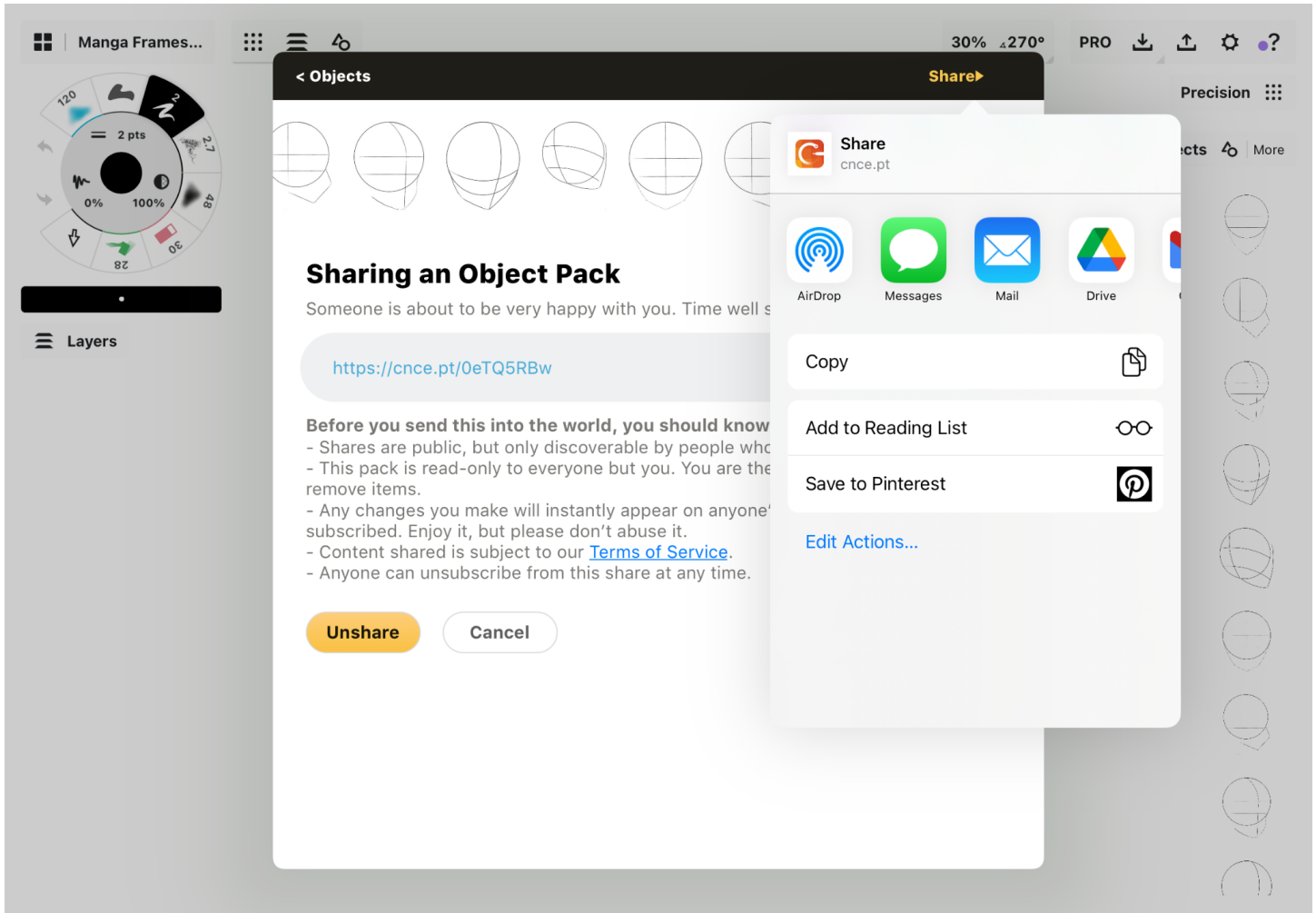


Sharing Object Packs

If you'd like to share an object pack with a colleague who has also subscribed to team-sharing, go to the **My Objects** tab in the Import menu. *Tap+hold* your object pack to select it, and touch **Share**.



You'll be given a Direct Link that you can copy to your device's Clipboard, or just tap Share in the upper right corner. Choose your destination and share the link.



When you or your colleague touch a link and open it in your app, it will ask if you'd like to accept the object pack. Accept it, then find the pack in your My Objects tab in the Import menu.

Troubleshooting. If for some reason you can't find the object pack, log out of your account via your profile icon and log back in, and the object pack will appear. You can also *Ask Us Anything* in app via the question mark on the status bar.

Things you should know about sharing object packs:

- Sharing is public, but is only discoverable by people who have the link.
- Your object pack is read-only to everyone except you. You are the only one who can add, rename or remove objects, or rename the pack.

- Any changes you make will instantly appear on anyone's device that has subscribed, with whom you've shared your link.
- Any object pack that you have created, you can share. Content shared is subject to our Terms of Services.
- Anyone can unsubscribe from your share at any time.

We think you'll find a substantial and enjoyable amount of value in creating and sharing your object packs - time savers plus fun for everyone.

Objects as iMessage Stickers

Concepts works with iMessage directly to display your objects as stickers for your text messages.

1. Allow iMessage to use Concepts. Apple has a quick how-to [here](#).
2. In iMessage, choose Concepts, and tap one of the object packs at the top of the Sticker menu.
3. Tap a sticker and send it.

We have a fully illustrated tutorial on Objects here if you'd like more help: [Using the Object Library and Make Your Own Objects](#).

Import

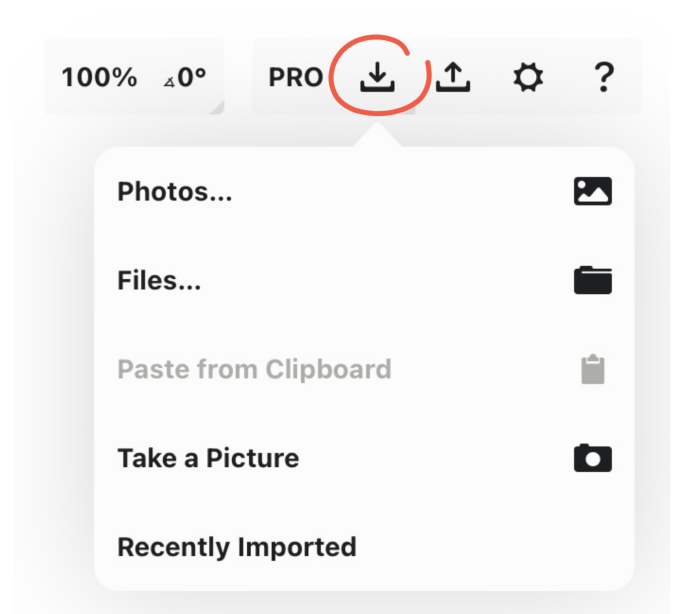
A helpful, often necessary part of any creative endeavor is the ability to import images, [PDFs](#), or other file types into your workspace. Concepts has multiple ways to help you import files - from working with Apple's iOS (including [Drag & Drop](#)) to import directly into the app, to copy / pasting from your device's clipboard, to a comprehensive access of all files via the Import menu.

Import Menu

You'll find the Import button on the right side of the status bar. Tap the button to open a popup with Import options. You can import from the following locations:

- **Photos.** Import any photos from your photo library.
- **Files.** Import images and PDFs from anywhere in the filesystem.
- **Paste from Clipboard.** You can paste in any files supported by Concepts
- **Take a Picture.** Take and import a Photo from the built-in Camera.
- **Recently Imported.** Show the recently imported items for quick access.

Concepts can import text, JPG, PNG, PSD and PDF files. Images are imported to scale onto your canvas.



Clipboard

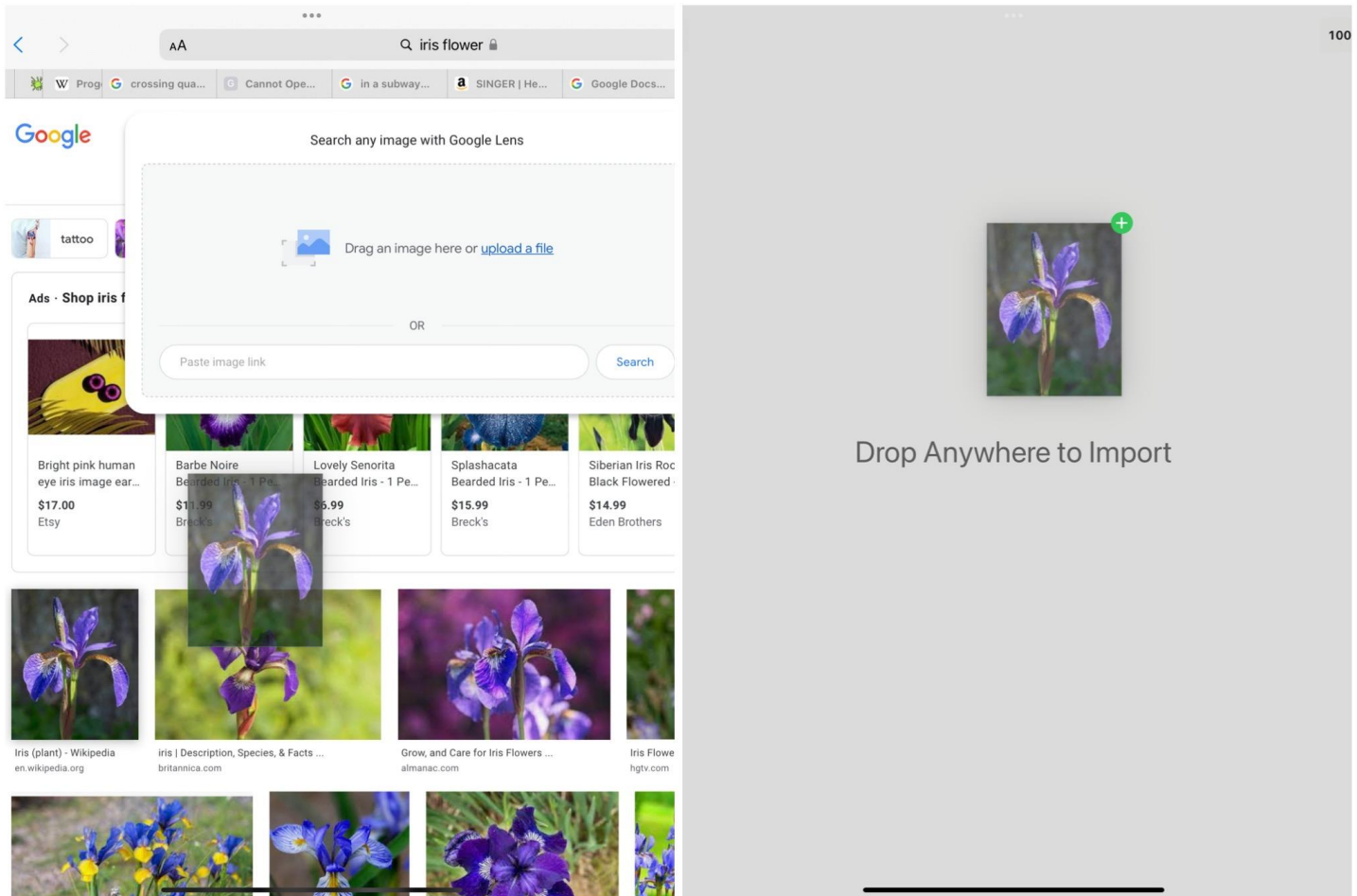
Your device's clipboard is a handy place to store the occasional image, object, or selection, and you can access the clipboard from multiple places to import items quickly into your drawing. Access it from the + buttons in the gallery, via the Import button on canvas, or via a tap+hold on any empty area of your canvas.

Drag & Drop

You can also import via Drag & Drop from any supported app. For example, if you find an image you'd like to reference from a Google image search, you can *tap+hold* the image in the web browser, and drag it straight onto your canvas. You can do the same with colors via supported apps and drag them into your color palettes.

How to Drag & Drop from another app into Concepts

1. Tap+hold the image or selected text you'd like to bring into Concepts.
2. Swipe open your dock with another finger and choose Concepts.
3. When you see the green "+" icon, drop your selection onto the canvas.



How to Drag & Drop Colors into Concepts

You can also drag colors straight into your color palettes from apps that support Drag & Drop. Note that the interactions will differ between apps, depending on each app's workflow—you might have to experiment to see what is draggable.

1. Set up Concepts and your other app to appear together on a split screen.
2. Open your color palettes menu in Concepts.
3. *Tap+hold* your color of choice from the other app, and drag it straight to your Concepts color palette.

Importing a .concept File

.concept is the Concepts native file type, including all data necessary to work with the drawing further in Concepts. You can import .concept files just like any other compatible files; open them from the Import menu or drag them into the gallery.

PDF

For importing PDFs, please see [PDF](#).

“Open In”


All of your Concepts drawings and folders are accessible via the **Files app**. In Files, navigate to **“On This Device”** → **“Concepts”** to find all of your drawing files. Tapping on any file there will open the file in Concepts. Similarly, editing (rename, duplicate, delete) any of the files there will also edit the file in the Gallery, while editing files in the Concepts Gallery will update them in the Concepts folder in the Files app.

You can also open Concepts drawings from outside the Concepts folder. Note that *if a drawing is stored outside the Concepts folder in the Files app, it will not appear in your Concepts Gallery*, but it will still be available to edit in Concepts. Tap on any .concept file in the Files app and it will open in Concepts. When you exit to the Gallery, the changes will be saved to the original file you opened, though the file won't appear in the Concepts Gallery unless the file is moved back into the Concepts folder. You can still access the drawing from Files.

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Product...

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Product design


Product concepts and ideas.

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Sort




Trekking gear

15 Sep 2022 




Earbuds

13 Sep 2022



Drill

13 Sep 2022



Chair Ideation


13 Sep 2022

+ New Drawing


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Concepts

Product design




Q Search



Chair Ideation.concept

5.3 MB


13/09/2022



Drill.concept

4.5 MB


13/09/2022



Earbuds.concept

4.1 MB


13/09/2022



Notes

27 bytes

13/09/2022



Trekking gear

3 items

16:19 >

5 items, 28.13 GB available

Export

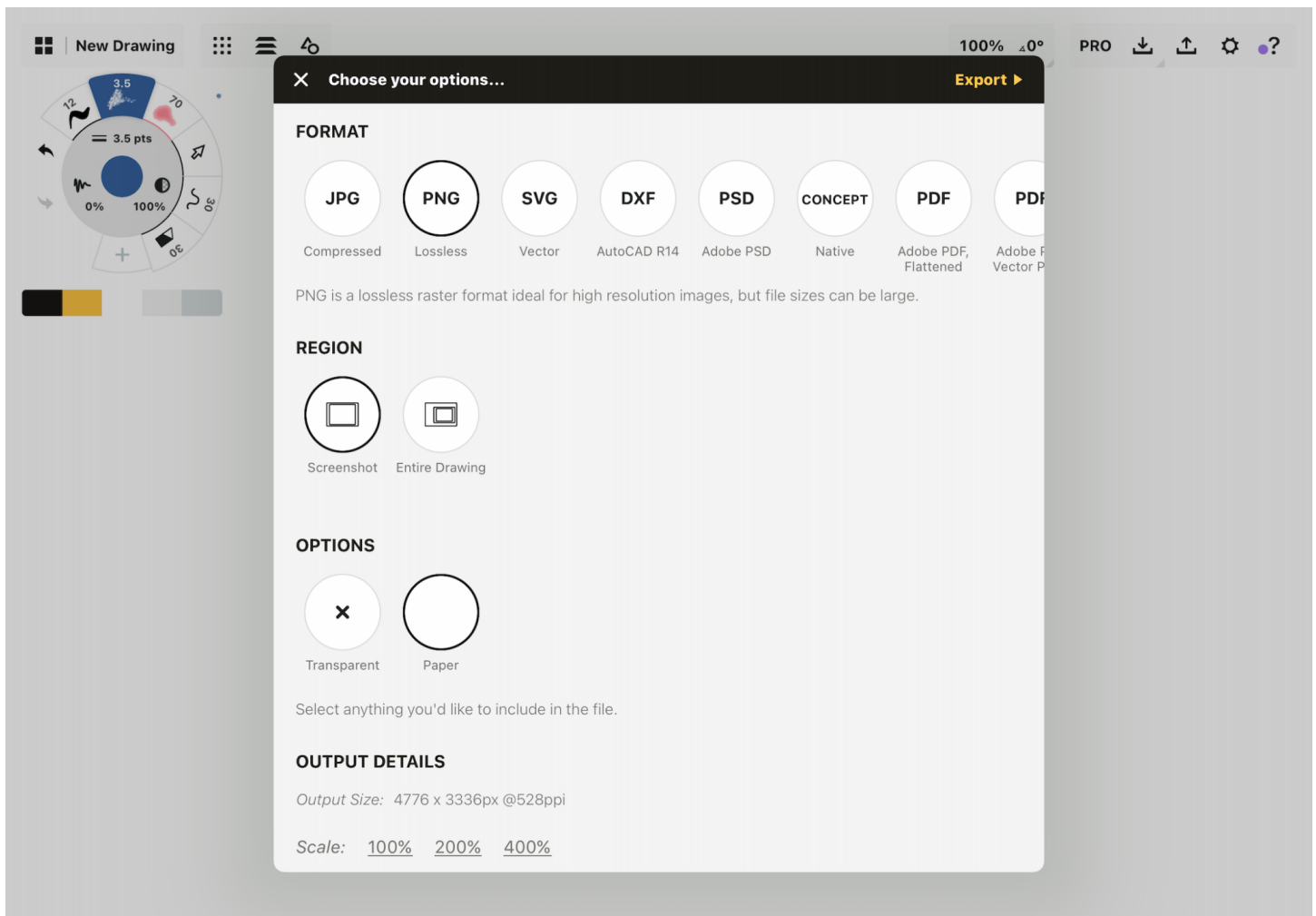
Once your sketch is ready to export, touch the Export button in the Status Bar. The Export menu displays multiple file types you can choose from, to allow efficient bridging with your other apps and destinations.

You'll also notice a *Region* and an *Options* area in the Export menu.

Your *Region* is the area you'd like to include in the export (since you have an infinite canvas to choose from). If you have an [artboard](#) active, you'll see that region available, as well, and you can choose to export to your preset boundaries. If you have an active selection when entering the Export menu, you'll see Selection as the only region option.

Your *Options* include exporting with a transparent background, exporting with your current Paper type, and whether or not you'd like to include your Grid in the export. These options differ a bit depending on which file type you choose - go ahead and select to your desired outcome.

You can also control the Output Details of your export. When exporting using Entire Drawing or Artboard region, you can choose from device specific ppi settings: 72, 150 (on most devices), 300 and 600ppi (on latest iPad Pro models). When exporting a screenshot, you can choose to export at 100%, 200% or 400%.



We support exports to the following file formats:

JPG

Standard, low-resolution export that's best for quick emails or low-res screenshots. On iPad and iPhone it's 72dpi, on iPad Pro it's 150dpi.

PNG

Standard, higher-resolution export for pixel-perfect images that are viewable on nearly any device. This is 300dpi up to a maximum resolution based on the device (4 times the screen size on an iPad Pro, and two times for other devices).

SVG

A standard format for simplified vector paths that include point data and colors, but is limited to a single line-weight per stroke and very rough texture support.

Please be aware that not all SVG formats are equal between apps. In fact, they're all different and proprietary, and you can expect to see inconsistencies between vector stroke appearances in Concepts versus other vector apps.

In addition, Concepts' specialized textured strokes are not supported across other vector apps, so if you intend to export your work to other vector editors, use the **Fixed Width** and **Wire** tools for drawing. Hard and Soft Mask marks will display as white lines, so use the **Slice** tool to trim your line work.

If exporting for Adobe Illustrator, make sure to uncheck 'Filters' in the options.

DXF

DXF is a CAD format from Autodesk (R14) that includes vector paths and basic color representation, useful for organic CAD models and laser / waterjet cutting. As with SVG exports mentioned above, use the **Fixed Width** and **Wire** tools for drawing. Hard and Soft Mask marks will display as white lines, so use the Slice tool to edit line work intended for DXF export.

PSD

Adobe's Photoshop format supports multiple layers in a raster (high-res PNG) format.

.concept

Concepts' native file format. This format is best if you want to preserve your file's unique vector-raster hybrid data, and continue editing the file on another device.

PDF (Adobe PDF, Flattened)

Adobe's PDF is an industry standard for cross-device workflows. This is the raster version that maintains look and feel but loses vector path data. Files can be quite large as they're exported at high resolutions.

PDF (Adobe PDF, Vector Paths)

Adobe's PDF is an industry standard for cross-device workflows. This is the vector version that supports basic paths but loses the textured feel of your brushes.

Exporting a .concept File

You can export native .concept files that can be opened in Concepts on any iOS device running Concepts and the drawing will function just like any other drawing. You can also export as .concept if you want to back up your drawings to the cloud. [Read our illustrated tutorial on backing up your drawings.](#)

Exporting a PDF

Please read more about exporting your PDF files [here](#).

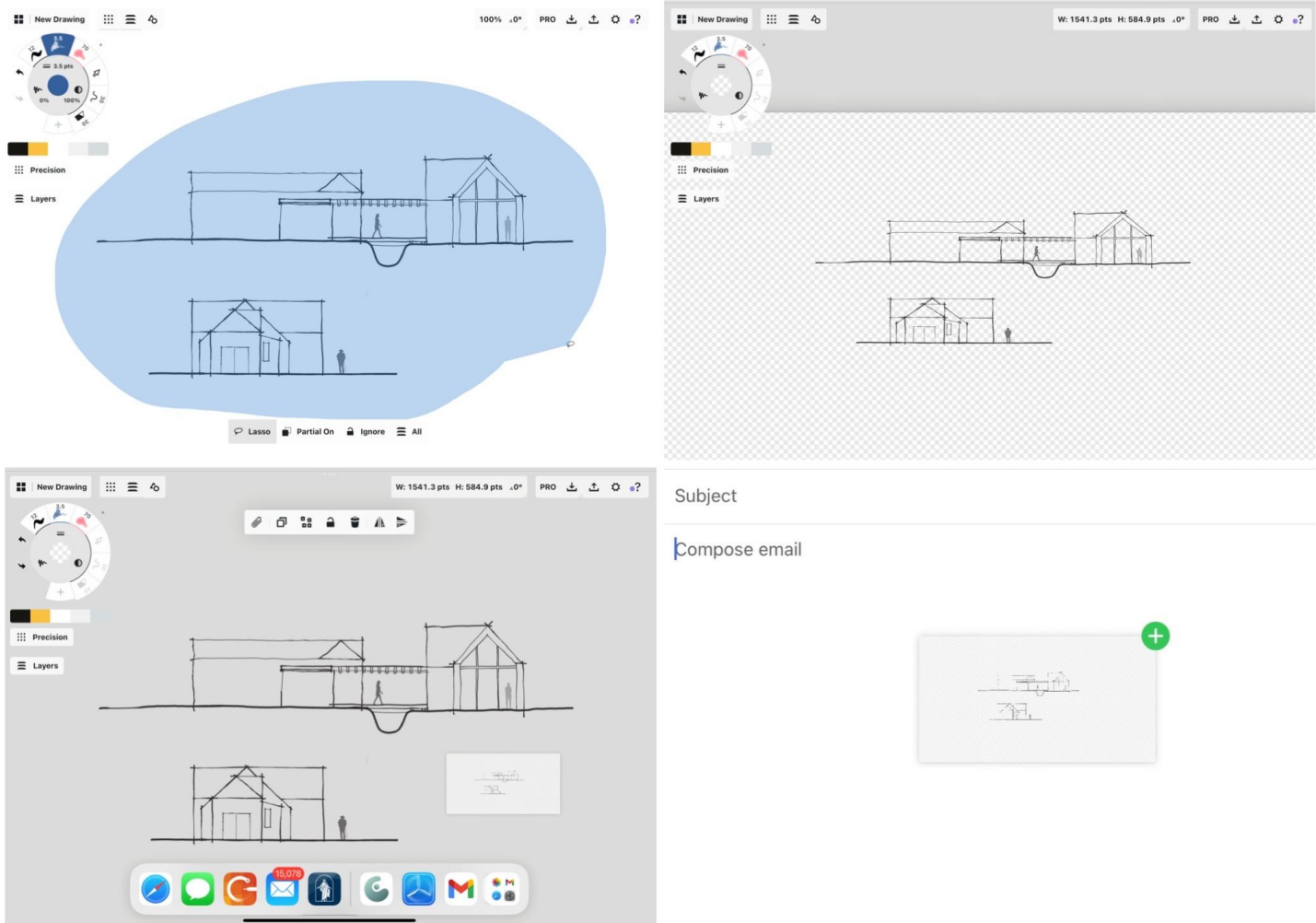
Drag & Drop

Concepts supports iOS' *Drag & Drop* capability. You can drag & drop selections, images, text and colors both into and out of Concepts with supported apps. Images are exported in a transparent PNG file format.

How to Drag & Drop from Concepts to Another App

1. Using the Item Picker or Lasso, select what you'd like to bring to another app.
2. *Tap+hold* your selection. It will pop out from the screen just like any drag & drop image.
3. Start dragging your selection. Swipe upward on the tab with another finger to open your dock and choose your destination app, or have it ready to go split screen.
4. Drag in your selection.

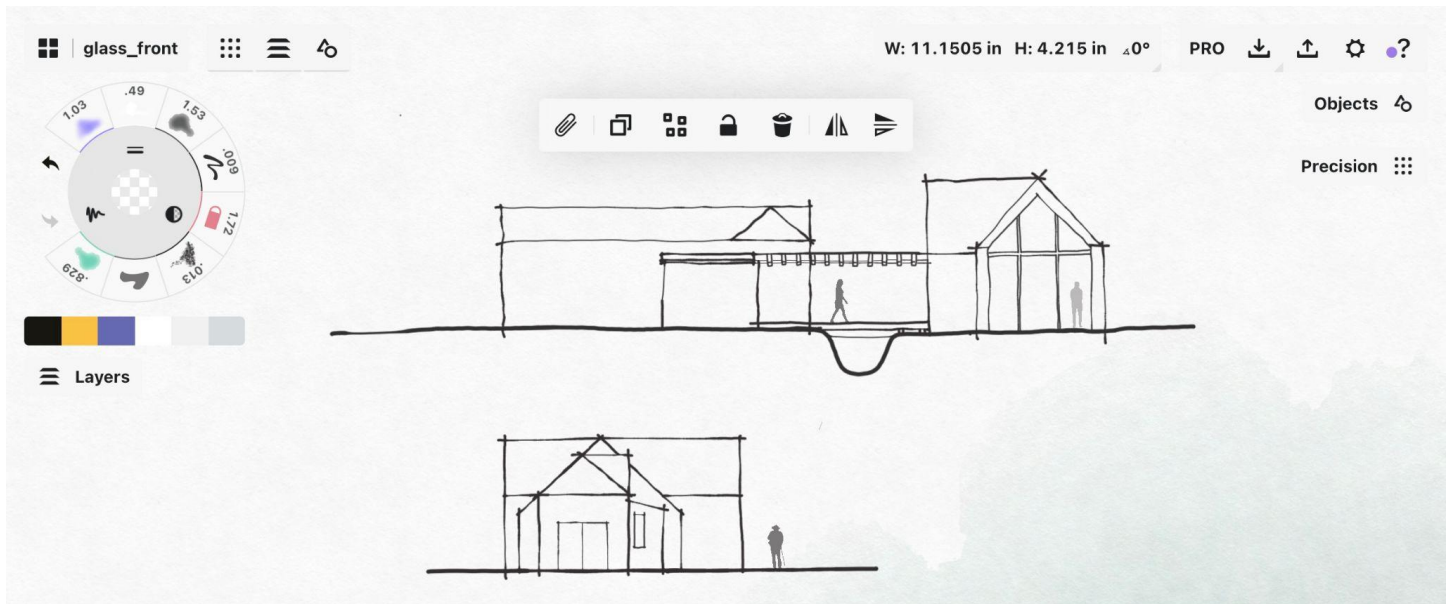
Note that you can disable iOS drag & drop of selections in the Settings > Gestures menu, just uncheck the box if it seems to be getting in the way of your workflow.



Read how to drag & drop selections *into* Concepts [here](#).

Exporting via Clipboard

You can attach selections, images, colors and text to your device's clipboard, and paste them into email, text, supported document editors and other apps. To copy a selection to your clipboard, select your drawing, drawing portion, or object, and touch the paperclip in the Selection popup. In your destination app of choice, *tap+hold* the screen and touch **Paste**.



For tips on framing your drawings professionally for export, read [Tips for Exporting Your Designs](#).

PDF

PDF or Portable Document Format is the universal language for document shares. It's a file type that allows graphic data - like fonts, images and layouts - to be flattened as-is and shared independently of all software and hardware brands, so that your important work can't get mucked up during the export / import process.

It also means your work can't be edited, which means design iterations are difficult and require lengthy re-drawing. Concepts allows you to create, import, mark up, rearrange, substitute and export crystal clear PDF pages. Available in the [Pro Shop](#) either a-la-carte or as part of subscription, it has a lot of power but is simple to use.

Importing a PDF

To import a PDF, download it via your email, text, Files, Cloud or other preferred method to your device, and open it in Concepts.

pdf file Inbox



Erica Christensen Sep 14

to me ▾

Sent from my iPad

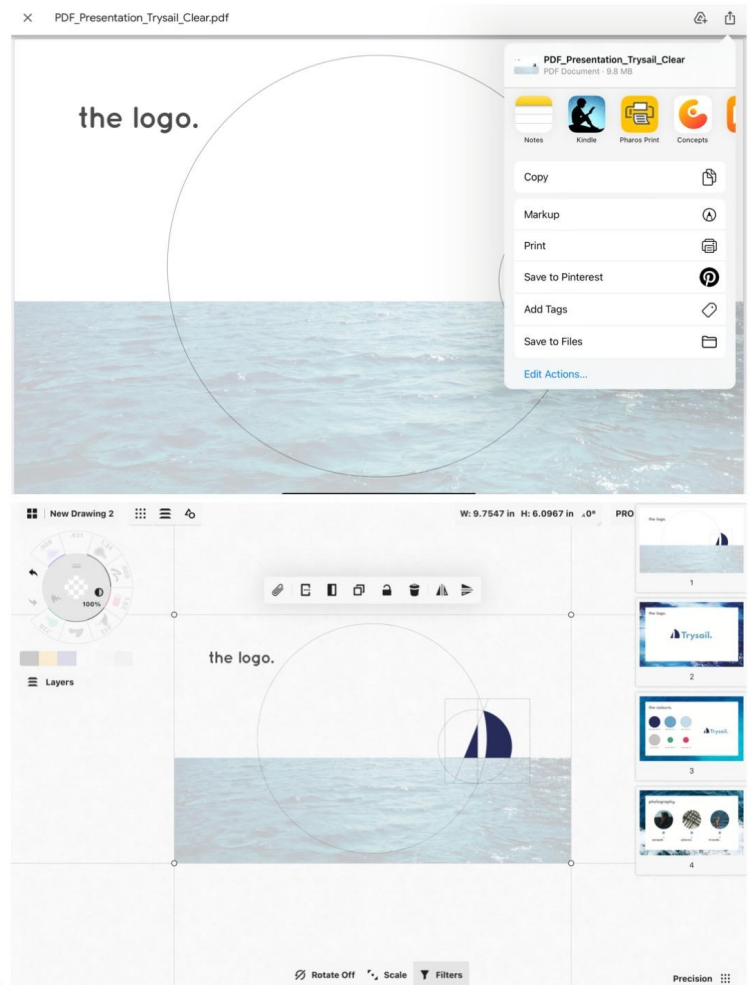
PDF_Presentation
_Trysail_Clear.pdf



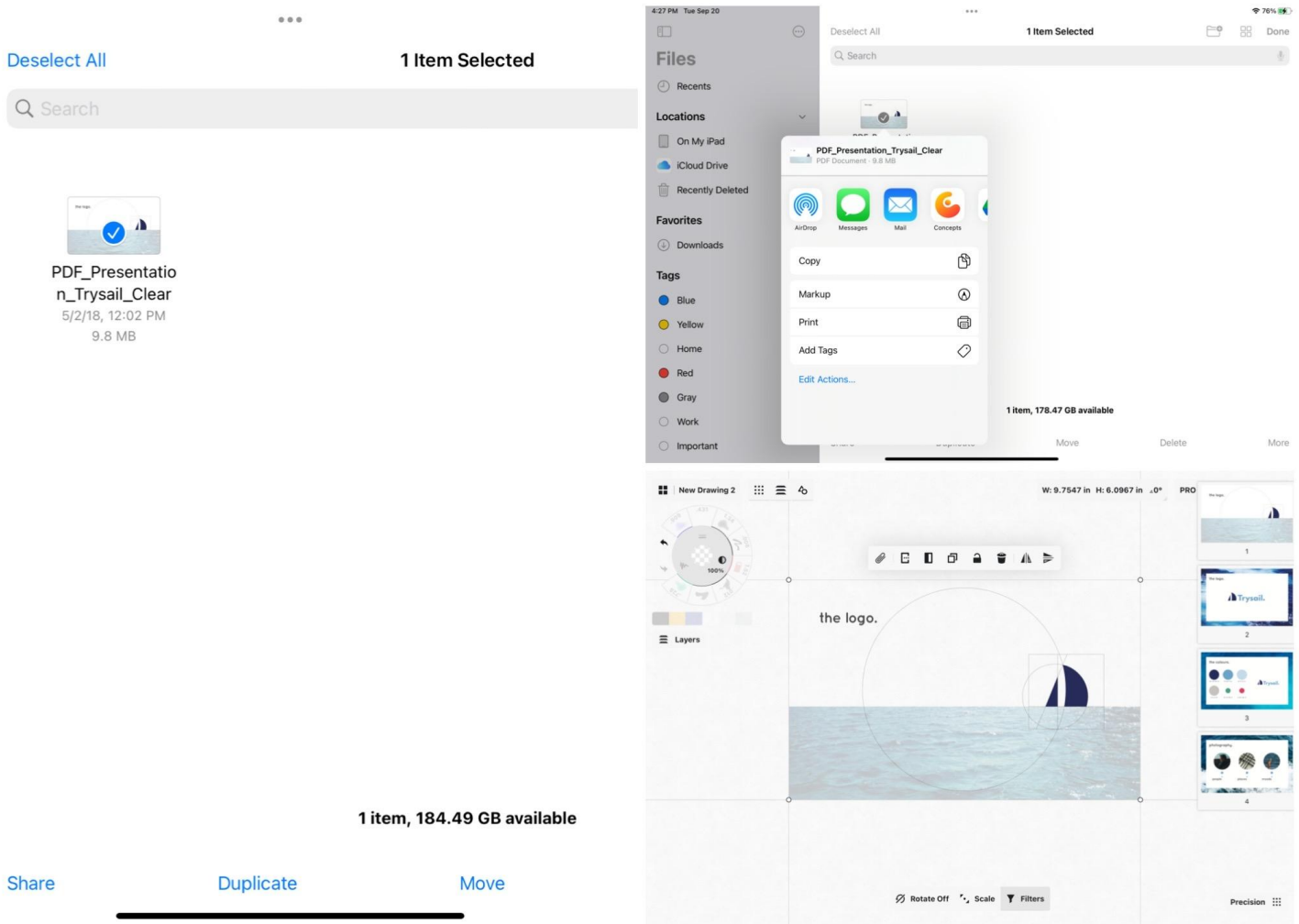
PDF

↩ Reply

➦ Forward



Importing a PDF from email: 1 - Tap the PDF to open it. 2 - Tap the sharing icon in the top right corner to bring up the menu. . 3 - Find and tap the Concepts icon.



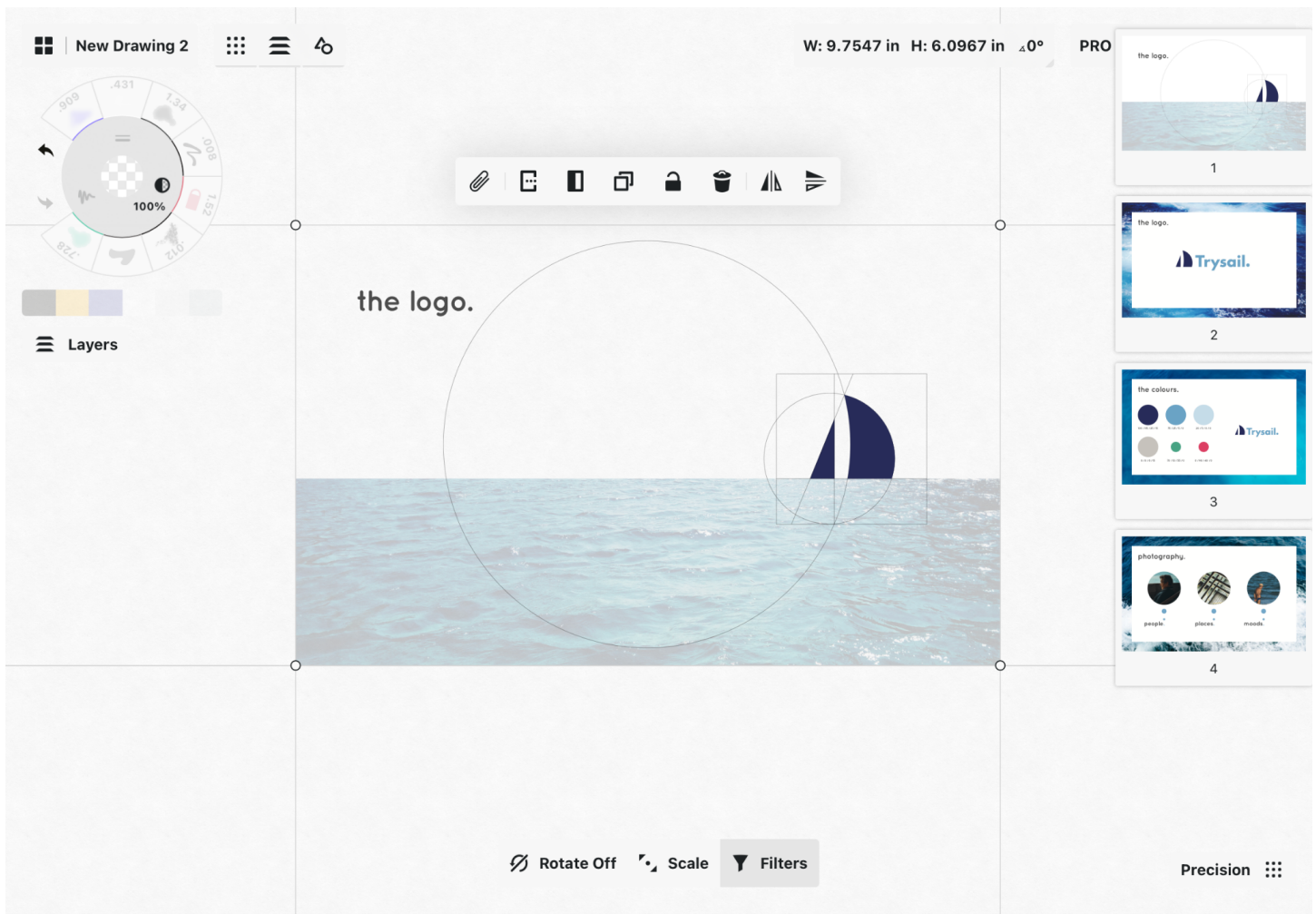
Importing a PDF from Files: 1 - Tap *Select* in the upper corner and select your PDF. 2 - Tap *Share* in the lower corner to bring up Sharing locations. 3. Select the Concepts icon.

With a **single-page PDF**, it will import just like an image onto the canvas.

With a **multi-page PDF**, you'll see a scrollable selection of pages appear at the side of the screen. You can drag these pages onto your canvas and position them exactly as you would an image, object or other selection.

Your PDF will import to scale onto your canvas. A PDF has a “real world” size based on a standard 72dpi. When Concepts imports the PDF, it respects that size - for example, a PDF

that is US Letter size will be shown as 8.5 by 11.0 inches on your canvas. If you enable measurements, the imported document will match the measurements displayed in Concepts.

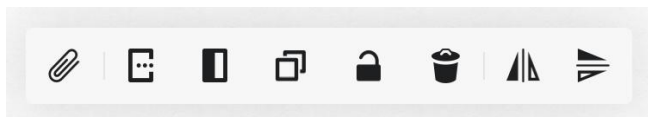


Interacting with your PDF

When working with a PDF, the standard gestures and selection abilities apply, plus a few extras.

- *Drag* a page with a finger or stylus onto the canvas.
- *Tap* to set the page onto the canvas.

- *Tap+hold* the page to select it, move it about, and perform all the useful abilities selection offers, plus one just for PDF - apply transparency when exported.
- With a multi-page PDF, *swipe* the PDF menu off the edge of the screen to hide it while you work.
- To bring it back, *select* a PDF page and touch the left-most button on the popup with the *rectangle+dots* - another PDF-only button - and it will reappear.



Go ahead and mark up or make edits to your PDF how you'd like.

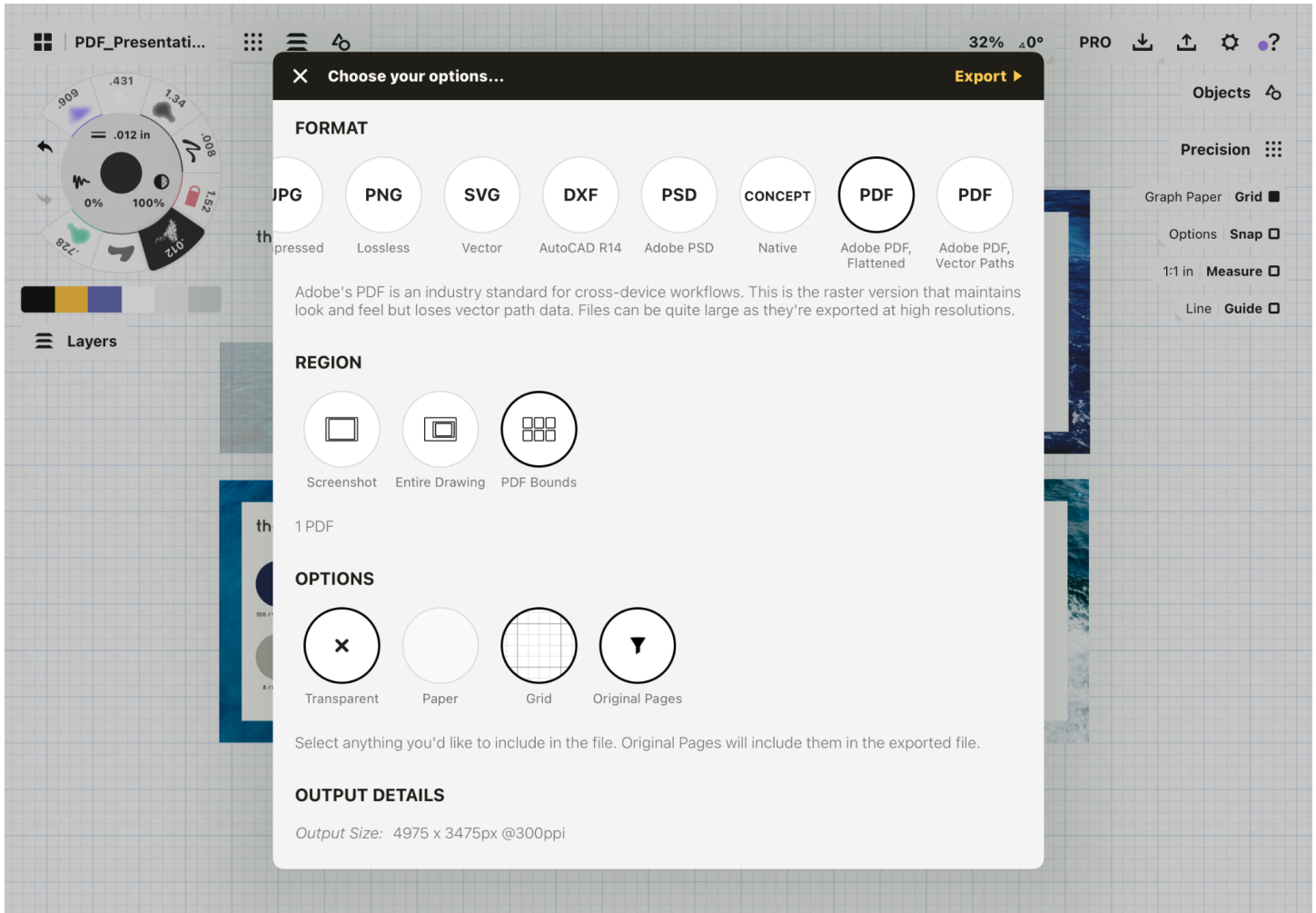
Concepts reads your pages from **top to bottom**, and from **left to right**. If you're looking to *rearrange* pages in your PDF, drag your pages onto the screen into the order you'd like them to appear, then export your PDF.

Don't worry about crooked pages, Concepts will export anything within a page's selection rectangle and true it up to the page, assessing the furthest left / right and top / bottom points. If it's more horizontal, it will export to your true horizontal page; if it's more vertical, it will export to your true vertical page.

For substituting in pages without having to recreate the entire document, read on to **Exporting a PDF** (option 4b).

Exporting a PDF

When your document is how you want it and you're ready to export it as a new PDF, touch the Export button in the status bar. It will take you to this screen:



Notice there are two PDF options. The first is **PDF (Adobe PDF, Flattened)**. This option is the standard PDF export that flattens your work into an untouchable, high-resolution document.

The second option is **PDF (Adobe PDF, Vector Paths)**. This allows you to export the Concepts vector paths to PDF for use in editors that allow you to work with vector PDFs (e.g. Adobe Illustrator). *Warning:* the resulting PDF will not look exactly the same as your Concepts sketch - you can expect your lines to appear as simple, non-textured lines. PDF simply does not support the rich, textured strokes that Concepts produces. If you intend to export your file to other vector editors, use the Fixed Width and Wire tools for drawing, and the Slice tool for trimming.

Select whichever PDF option you prefer, then move to *Region*. Here you see several options, with a Part B on the last. Choose wisely.

1. If you choose Screenshot, whatever configuration of pages or beautiful work you've created that show within the current boundaries of the screen will save as a *single PDF page*.
2. If you choose Entire Drawing, everything you've drawn, including what you don't see in the visible screen boundaries, will save into a *single PDF page*.
3. If you have an artboard on canvas, you'll see this represented in your Region. Choosing this option exports your configured size to a *single PDF page*. We don't support multiple artboards yet.
- 4a. If you choose PDF Bounds, you will create a *multiple-page PDF*. As many PDF pages you have within your drawing, read from left-to-right and top-to-bottom, will export into a full PDF document.
- 4b. If you select *PDF Bounds* and include *Original Pages*, any page(s) you dragged from the PDF and adjusted will **automatically substitute in** for the original pages, giving you an updated version of your original PDF. This is great for signing the last page of a legal document, for example, without having to recreate the entire spread.

Settings

In the Settings menu, you'll see three different tabs, allowing you to configure your *Workspace*, your *Stylus*, and your *Gestures*.

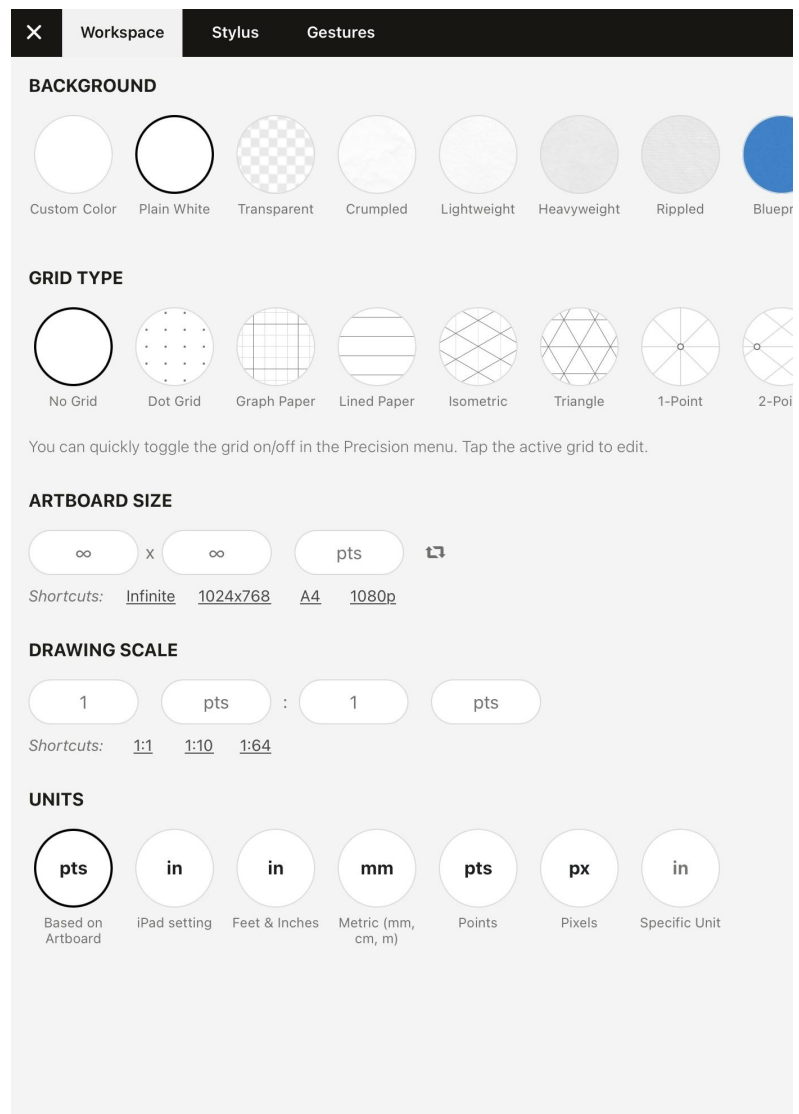
Workspace

In the Workspace tab, you can configure your canvas experience.

The first option in this menu is the **Background**. Concepts offers you nine different backgrounds, including basic paper types with subtle textures, transparent, blueprint and darkprint. We also give you the option to create a custom color background.

The second feature on the menu is your **Grid type**. There are multiple grid types to choose from: Dot grid, Graph Paper, Lined Paper, Isometric, Triangle and 1,2,3 point Perspective Grids. To learn more, see [Grid](#).

Next is **Artboard Size**. If you want to create a certain sized drawing, this is the place to set your boundaries. You can use one of the presets Concepts offers or create a custom-sized artboard - just *tap+hold* on the size to enter the values. We offer four



shortcuts for most-used sizes, but you can find more presets if you *tap+hold* the size, and find the presets field above the keyboard. You can find common paper sizes, screen sizes and even business card sizes.

Pro Tip: On canvas, *tap+hold* a corner of the artboard to move it about - handy for framing your drawing just so, cropping images into an exact size, and getting a reference for how big / small your drawing is based on real-world scale. When you Export, you can choose to capture the image according to the artboard's sizing.

Third on the menu, you can set your **Drawing Scale**. Select from the shortcuts, or *tap+hold* on the value fields to choose from other presets or to enter custom values. *Tap+hold* on the units to change them, as well.

Lastly, select the overall **Units** you prefer to apply them to your workspace.

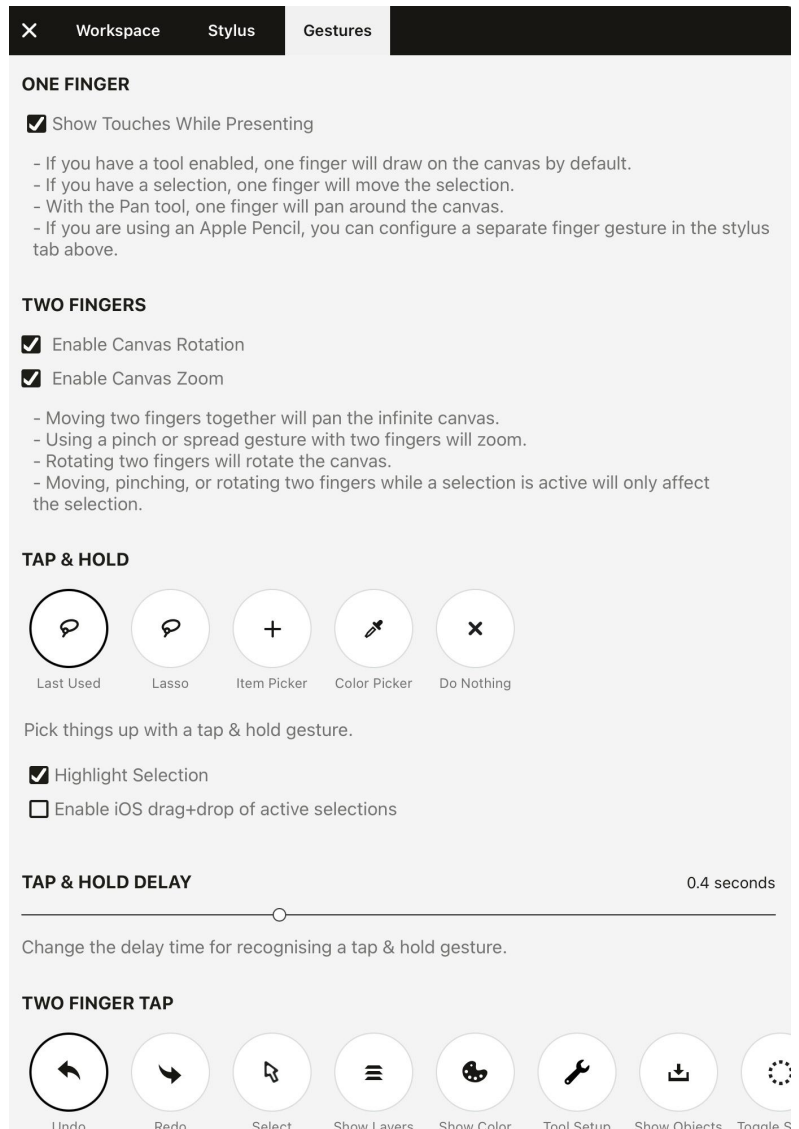
Gestures

Under the *Gestures* tab, you can choose how you want to interact with the app controls. First, find information on one- and two-finger actions. Under One Finger, you'll also find a checkbox - if checked, this allows touches to display on screen when presenting on another screen via AirPlay. This doesn't affect the regular use of Concepts on your iPad or iPhone in any way.

The default setting for Two Fingers is canvas rotation. If you want your canvas to maintain its angle at all times, you can disable canvas rotation by unchecking the second box. If you still need to rotate it every now and then, but don't want to go back and forth from the menu, you can *tap+hold* on the degree value in the upper right corner of the status bar to enter the rotation via keyboard.

Tap+hold delay can be set according to your preferences. If you'd like tap+hold to react faster, just drag the handle left to make the delay shorter, or if it feels too fast, just drag the handle to the right.

Highlight Selection. Concepts is set to automatically highlight the selection by graying out everything else. You can disable that here by unchecking the box.



Two-finger tap, three-finger tap and **four-finger tap** are wonderfully useful for a faster workflow. There are twelve options to choose from for each gesture: undo, redo, select last item, show layers, show color wheel, tool setup, show objects, toggle shape guide, toggle interface, toggle canvas rotation, toggle canvas zoom, and do nothing. Play with these options to find the ones that are most useful for you.

Presenting

Presenting in Concepts is very easy, it simply works when you connect your device to a secondary source via HDMI cable or AirPlay. AirPlay supports connecting to an Apple TV, to video conferencing apps like Zoom and macOS AirPlay apps like Reflector.

Once connected, you can choose whether to present your canvas without menus or mirror the full canvas with controls, as well as toggle whether you'd like to share your stylus / finger touches with the audience.

First, please make sure that Concepts is updated to 5.3.2 or later.

To connect your iPad or iPhone to a secondary source:

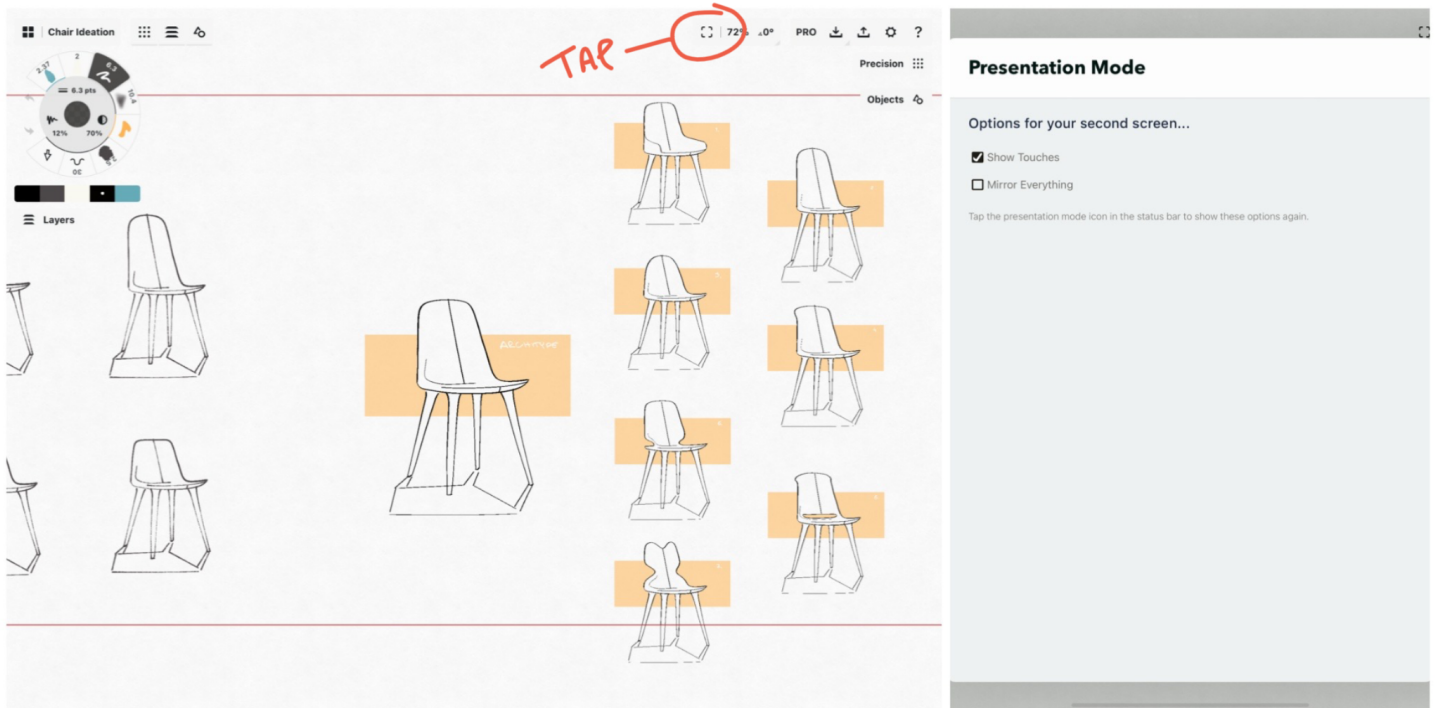
1a. Connect your source (TV screen, monitor etc) to your iPad or iPhone using an HDMI cable (see [Apple's recommendations](#)).

or

1b. Enable an AirPlay connection between your iPad / iPhone and your Apple TV or other AirPlay receiver. To do this, open the command center on your iPad (in iOS 12, drag downward from the top right corner of your screen) and tap "Screen Mirroring". The available screen options will appear.

2. If you've never connected your device to that receiver before, select the device name that appears. A code will appear on the secondary screen. Enter that code into your iPad and the devices will pair. Your iPad will remember the device in the future for instant mirroring.

3. You will be taken back to your main screen, and will see the contents of your iPad screen displayed on the secondary source. If you haven't already, open Concepts and enter a drawing.

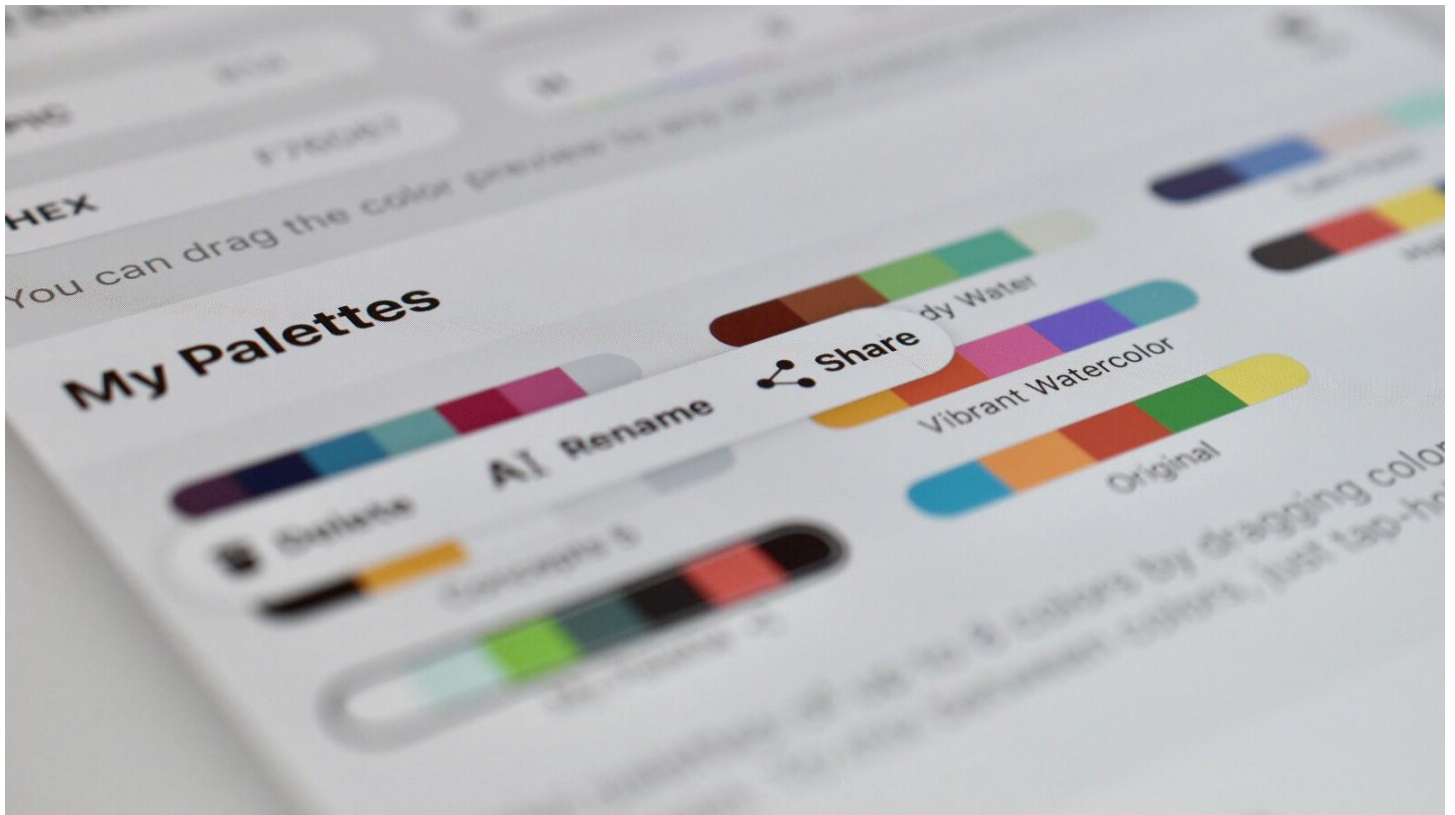


Tap the Presentation Mode icon in the Status Bar to bring up your display options.

Presenting in the app:

1. Once connected, on your device canvas you'll see a Presentation mode icon displayed in the Status Bar at the top of your canvas. Tap the icon to find your toggles.
2. Choose whether you'd like to "Show Touches" as you draw. You can also choose whether you'd like to "Mirror Everything" (your full canvas with tool menus included) or leave it to the default "Presenting" mode that shares only your canvas.
3. In the "Presenting" mode, you may see two horizontal boundaries that show you what your audience views on the other screen. You will only see these boundaries if the shape of the external screen is different than the shape of your device's screen. If the two have the same aspect ratio, your audience will see your whole device screen. You can sketch, zoom, pan, select, adjust and do everything you normally do in Concepts.

Team Features



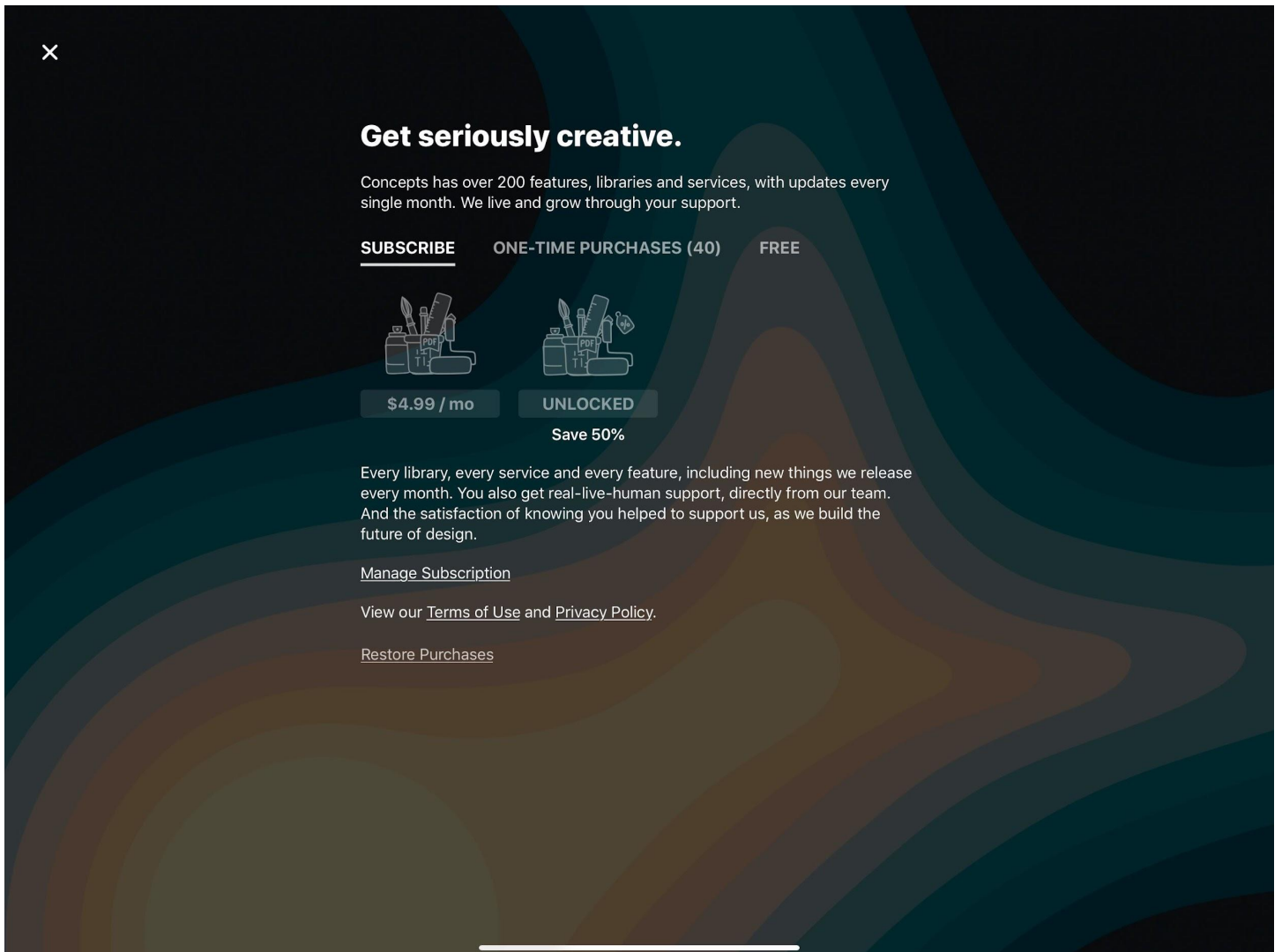
Live Asset Sharing allows you to share your personally created object libraries, custom brushes and color palettes with your teammates or colleagues when you subscribe to our app. Share your most important assets, make edits, and watch them sync live on your colleagues' devices. These shared libraries are Read-Only and are subject to our Terms of Service. [Let us know](#) if you'd like things to be arranged differently.

Read how to share your color palettes [here](#).

Read how to share your object packs [here](#).

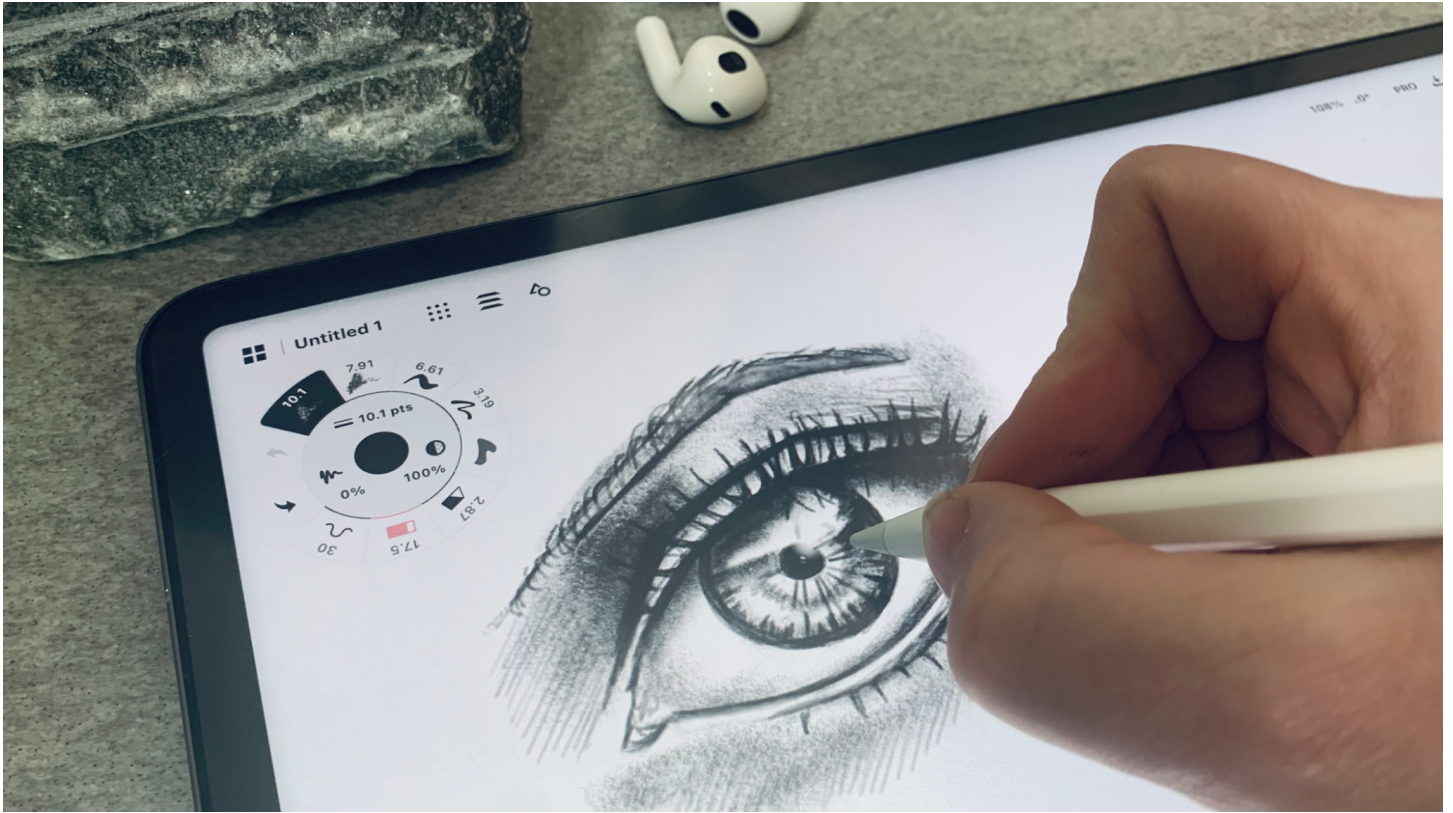
Read about sharing your custom brushes [here](#).

The Pro Shop



Basic

Concepts comes as a free, solid sketching app when you download it from the App Store. You can enjoy it this way for as long as you'd like. We feel like everyone deserves a solid sketching app whether they can buy one or not, so enjoy our basic tools, responsive feel, colors, customizable layout, infinite canvas and basic exports with this free package.



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Pick what you need from the A-la-carte bar. The Essentials gives you a great professional toolkit to sketch with. You might decide you need PDF Import / Export, an object pack or two, or some additional artistic brushes. Feel free to choose just what helps your work along.



The Essentials

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PDF

Our PDF editor is a deep feature requested by our deeper pros. Find tons of functionality including crystal clear readability no matter how far you zoom, the ability to make mark ups, and create transparent or standard exports in vector or high-res flattened formats.

Objects

Our royalty-free, customizable vector objects are a win for making your design-work efficient yet elegant. Discounts for 3, 5 and 10 packs in the Pro Shop give you more choice and flexibility. When you buy bundles, you'll have Credits applied to your account. You don't need to use them all at once, they'll remain on your account until you redeem them.

[Make Your Own Objects](#) (MYOO) is admittedly addictive for storing your one-of-a-kind, hand-crafted objects, so you can add a quick, unique touch to your projects. Create infinite libraries with infinite objects using this feature.

Brushes

In the Brush Market, we've crafted some beautiful brushes that add instant artistic elements to your drawings like pastels, chalk, sprays, pens and background textures. Every brush is fully adjustable like all of our vector-based tools, and can be duplicated and edited using the Brush Editor. Purchase these brush packs with Credits just like you do with objects. You can read more about these brushes and how to use and edit them in [Brush Market Brushes](#).

Thanks for all the support. You make a world of difference to us - in fact, you are our entire world. We appreciate you.

Happy creating,

The Concepts Team @ TopHatch

Again, Help Doesn't End Here

While this manual has detailed information on specific features, we write and publish how-tos and interviews with industry experts almost weekly - check out our Help page in-app or [Infinite, Flexible News](#) for the latest. If you're a visual learner, you might appreciate our video tutorials and workflow videos on [YouTube](#). If you still can't find what you're after, find us on your favorite social channel, email us at support@concepts.app, or tap *Help* → *Ask Us Anything* in app for some lovely, direct conversation.

