

 concepts

# Concepts Manual

infinite, flexible sketching



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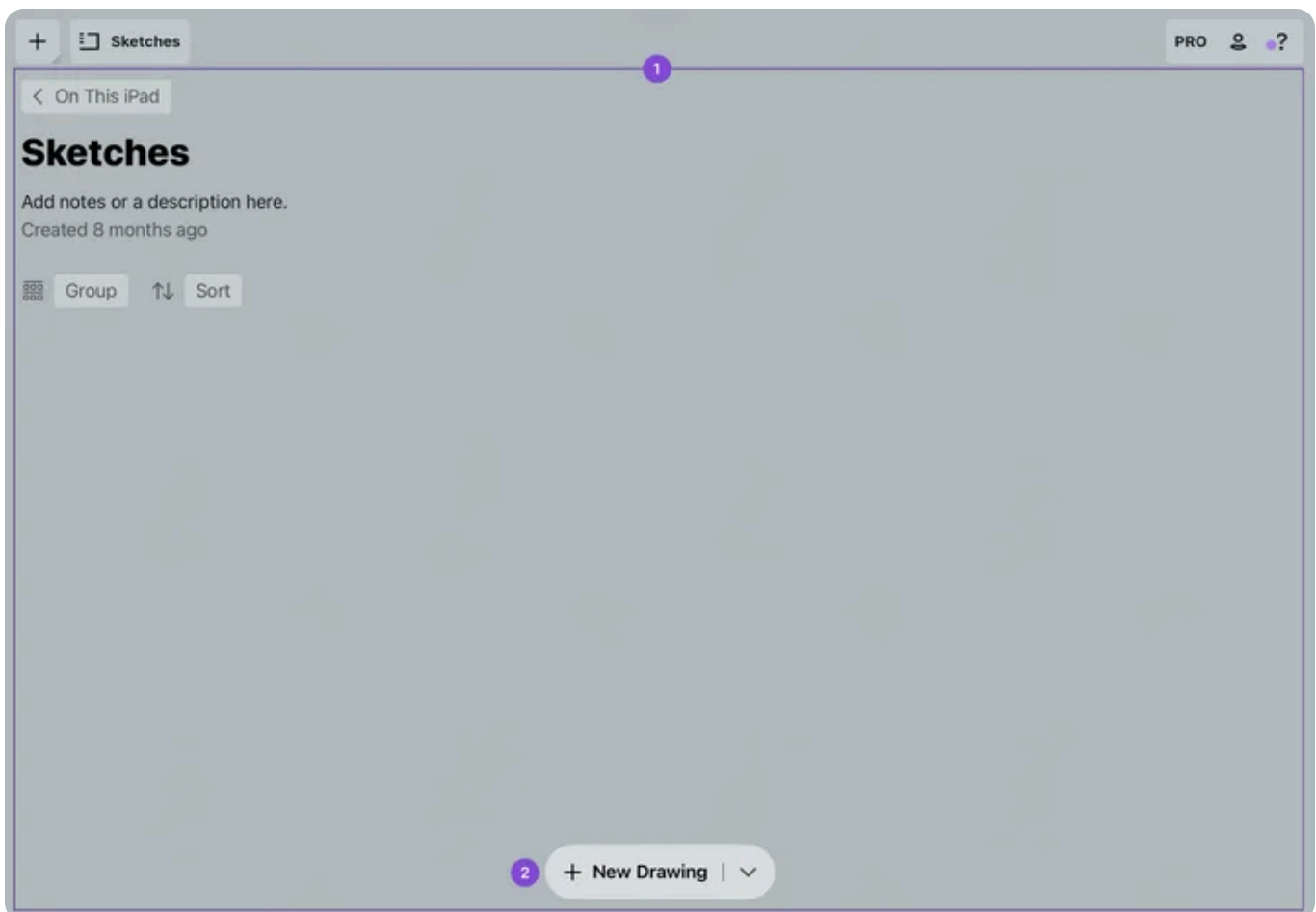
# Getting Started

## Getting Started with Concepts

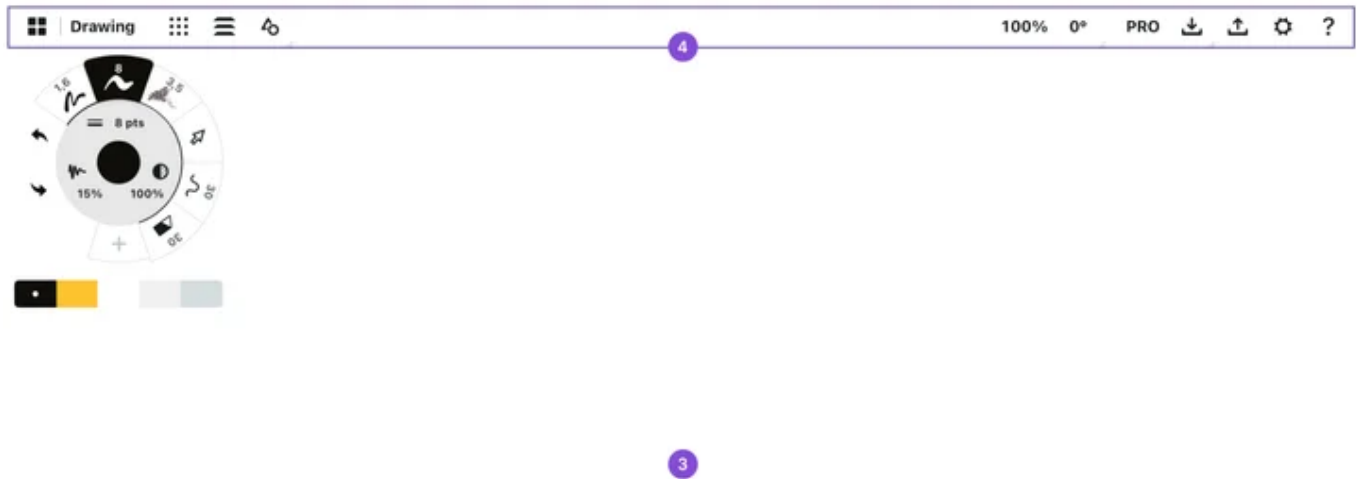
Concepts is a flexible tool for sketching, note-taking, and design. Imagine traditional paper upgraded to an infinite canvas where every stroke is adjustable. This allows you to fully explore, communicate, and develop your ideas. Concepts is optimized for touch and stylus devices and is available on iOS, Android, Windows, and ChromeOS.

Watch our **Start Creating with Concepts in Only Ten Minutes** video or read through the **Quick Start Guide** below.

## Quick Start Guide



1. When you first open Concepts, you are taken to the **Gallery**, where you can view, manage and organize your drawings.
2. Tap the **+** button at the bottom of the screen to start a new drawing.



3. When you start a new drawing, you're taken to the **Infinite Canvas**.
4. At the top of the screen, you'll find your **Status Bar**.

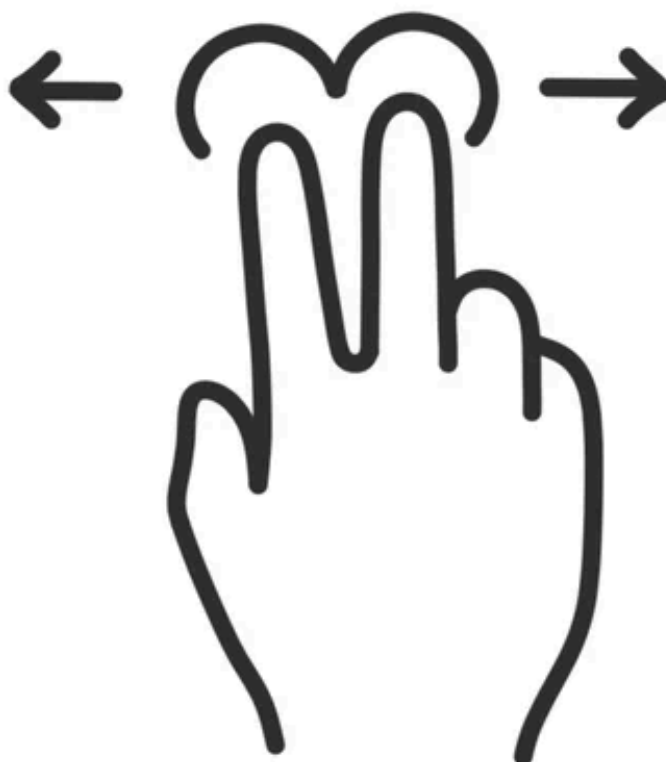


5. In your **Status Bar**, you'll find several important options:
  - a. **Return to Gallery** button
  - b. **Drawing name** (tap it to rename your drawing)
  - c. Toggle **Precision** (shows/hides Precision menu)
  - d. Toggle **Layers** (shows/hides Layers menu)
  - e. Toggle **Objects** (shows/hides Objects menu)

- f. **Zoom** and **rotation** options
- g. **Pro Store**, to get what you need
- h. **Import**
- i. **Export**
- j. **Settings**
- k. **Help**

## Canvas Gestures

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6. Concepts is optimized for touch-based devices. To **move** or **pan** the Infinite Canvas, place two fingers on the canvas and drag them around.

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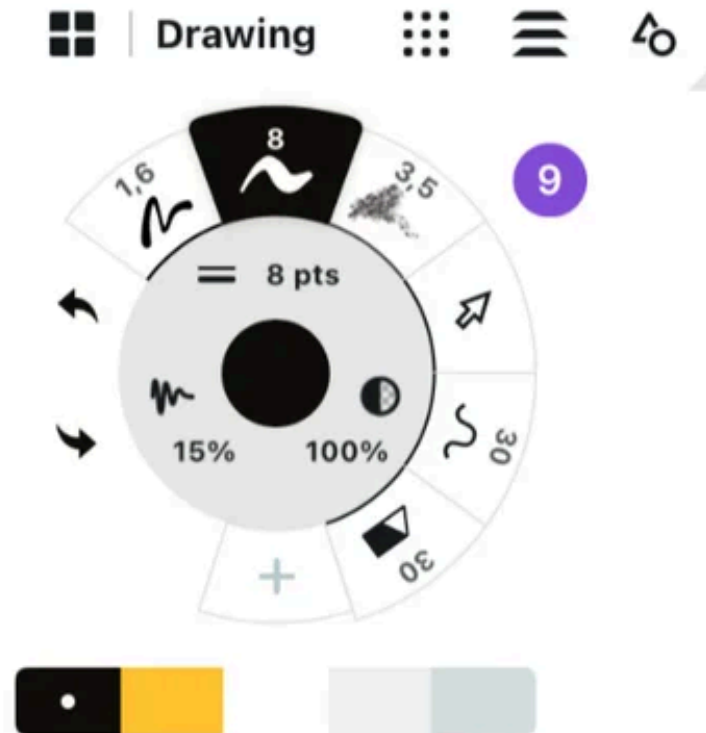


7. To **zoom in** and **out**, try pinching and spreading your fingers.

8

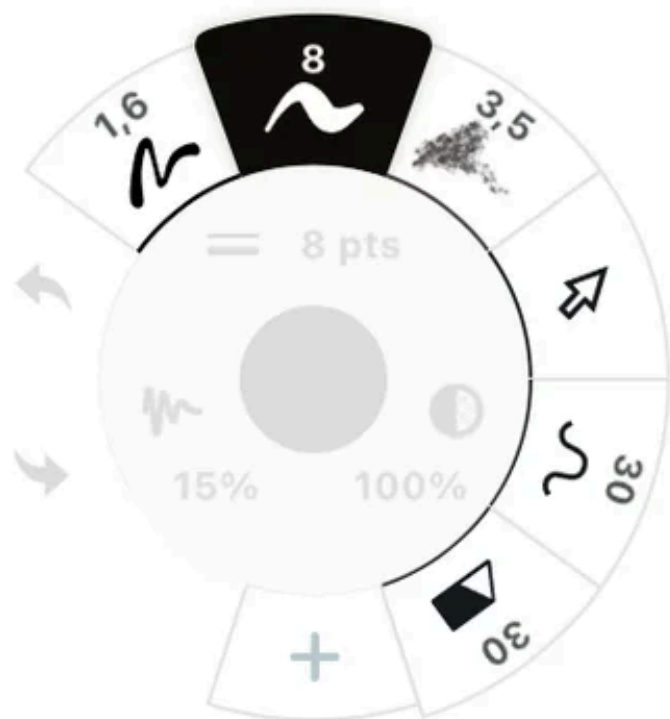


8. You can **rotate** your canvas by placing two fingers on the screen and turning your hand.



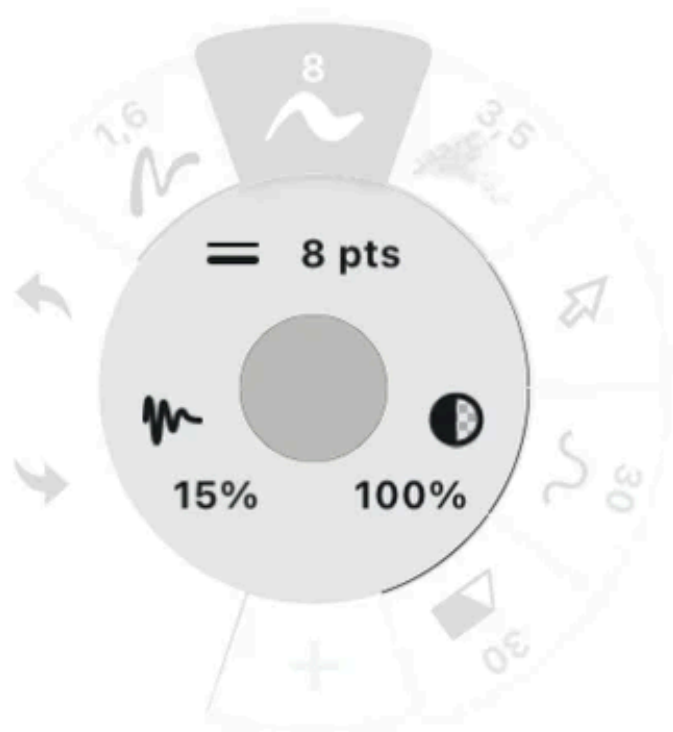
9. The most important menu on your canvas is the **Tool Wheel**. You can have up to eight configurable tool slots, along with Undo and Redo buttons, plus property sliders and the color menu.

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10. To select a tool, **tap on one of the tools on the outer rim** of your Tool Wheel. If you tap a selected tool again, you can access the brush menu, where you can find all the brushes and tool options.

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11. The middle ring of the Tool Wheel has **adjustment sliders** for your brush size, opacity and smoothing. You can easily make adjustments to your tool by **tapping** on one of the symbols, or just by **dragging**. If you want to draw straight lines, try setting your smoothing to 100%.

12

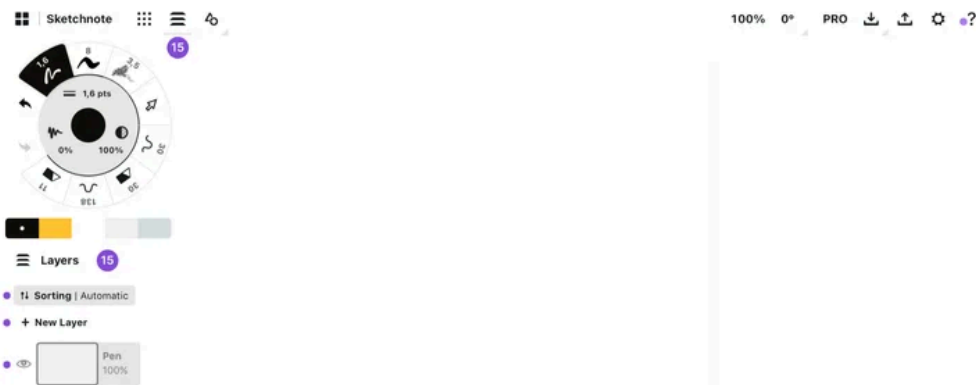


12. In the Tool Wheel, there's also buttons for **Undo** and **Redo**. You can also use the default gesture of tapping with two fingers to Undo and tapping with three fingers to Redo.



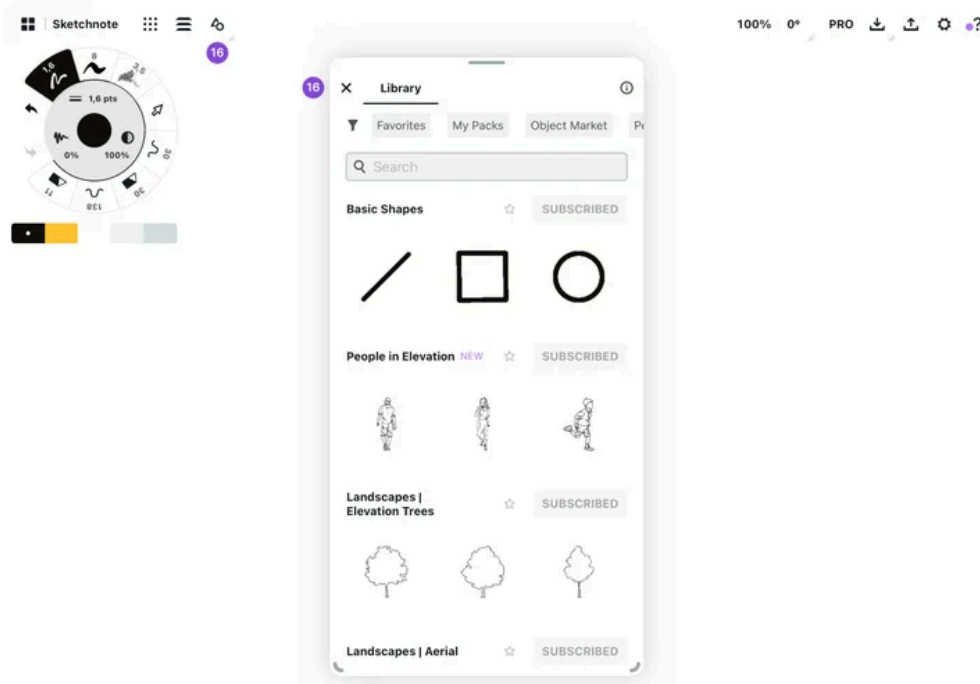


14. Tap the **Precision Icon** in the status bar to bring up the Precision Menu. In the Precision Menu, you have controls for Grid, Snap, Measurement and Shape Guides. Toggle the box to turn the feature on or off. Tap the opposite side to bring up configuration options for each.

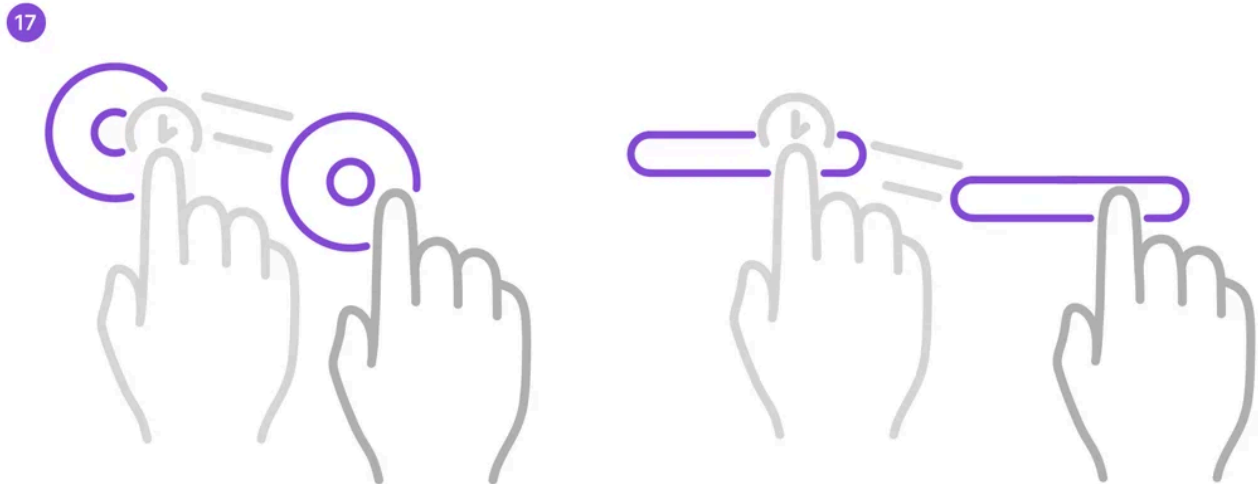


15. Tap the Layers Icon to bring up the Layers Menu. You might be familiar with **Manual** Layering already, but one place where Concepts stands apart is an **Automatic** layering mode that sorts your strokes by tool type while you draw. You can toggle between the two modes by tapping the sorting button. Manually adjusting or selecting a different layer will automatically switch you from Automatic sorting into Manual mode.

In Manual mode, tap any layer to activate it, or tap again to bring up options like select, delete, merge and opacity.

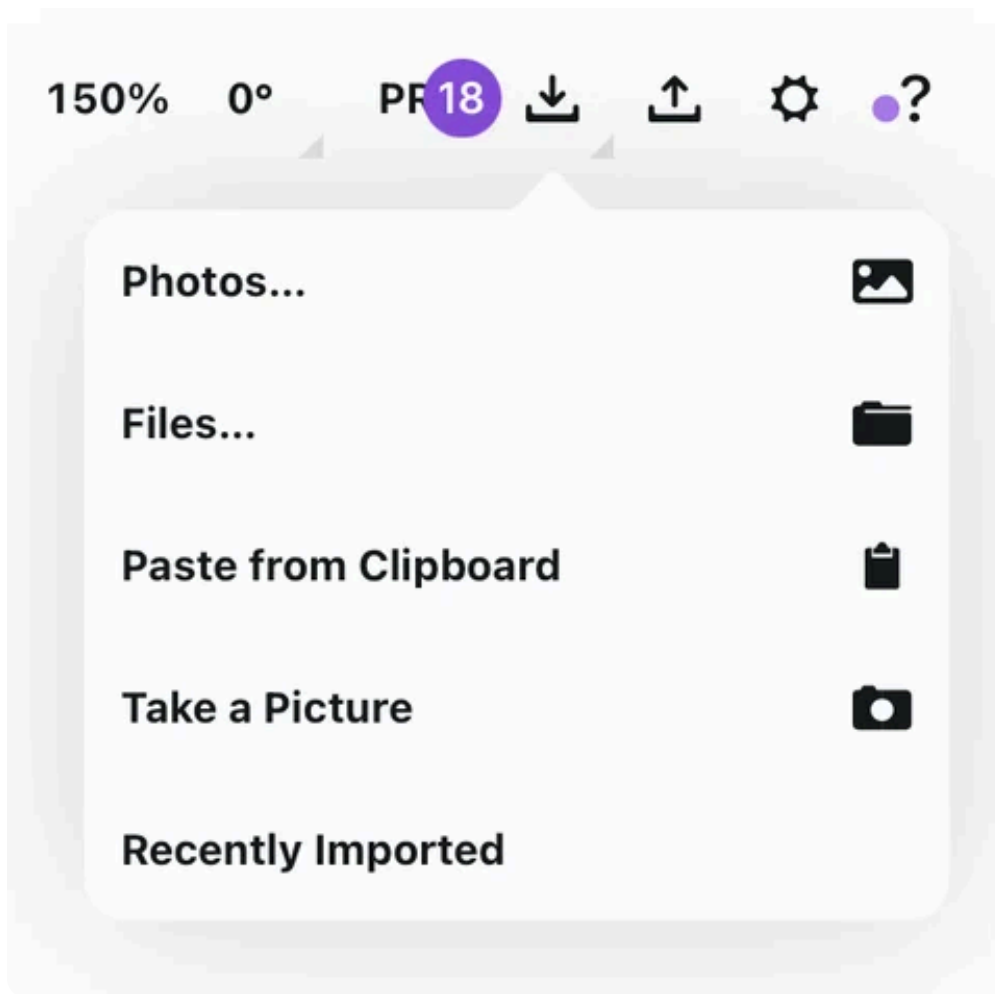


16. Tap the **Objects Icon** to bring up the Objects Library. Objects are pre-made assets that can significantly speed up your design work. You can find a library full of royalty-free Objects in the Object Market. You can also **Make Your Own Objects**. Choose a pack and drag the Objects directly to canvas.

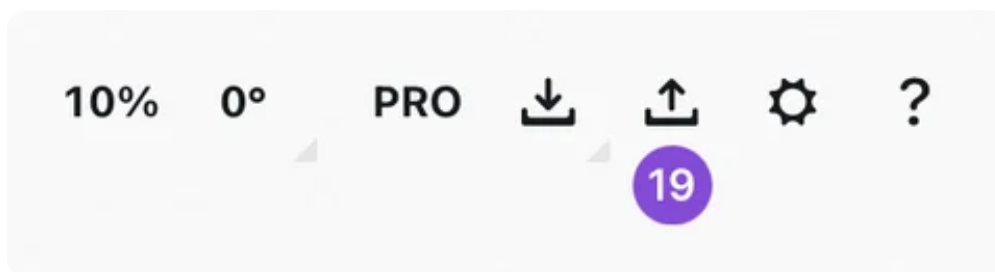


17. The Tool Wheel, Precision Menu, Layers Menu and Objects Library are **moveable canvas elements**. You can customize the canvas to make it more suitable to your workflow. You can relocate the canvas elements by **long-pressing, dragging, and dropping** them on the canvas.

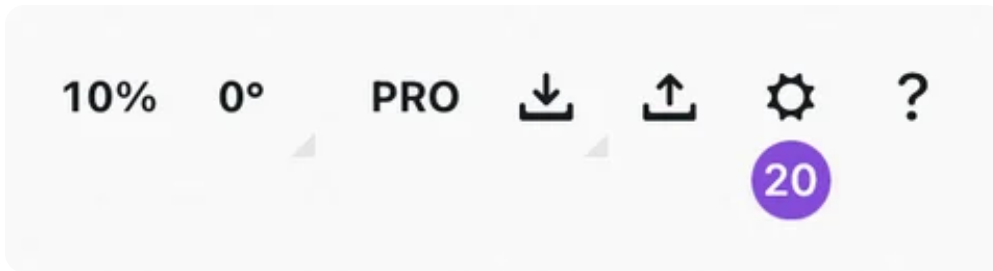
In the **Status Bar** you will find some more useful features to try out.



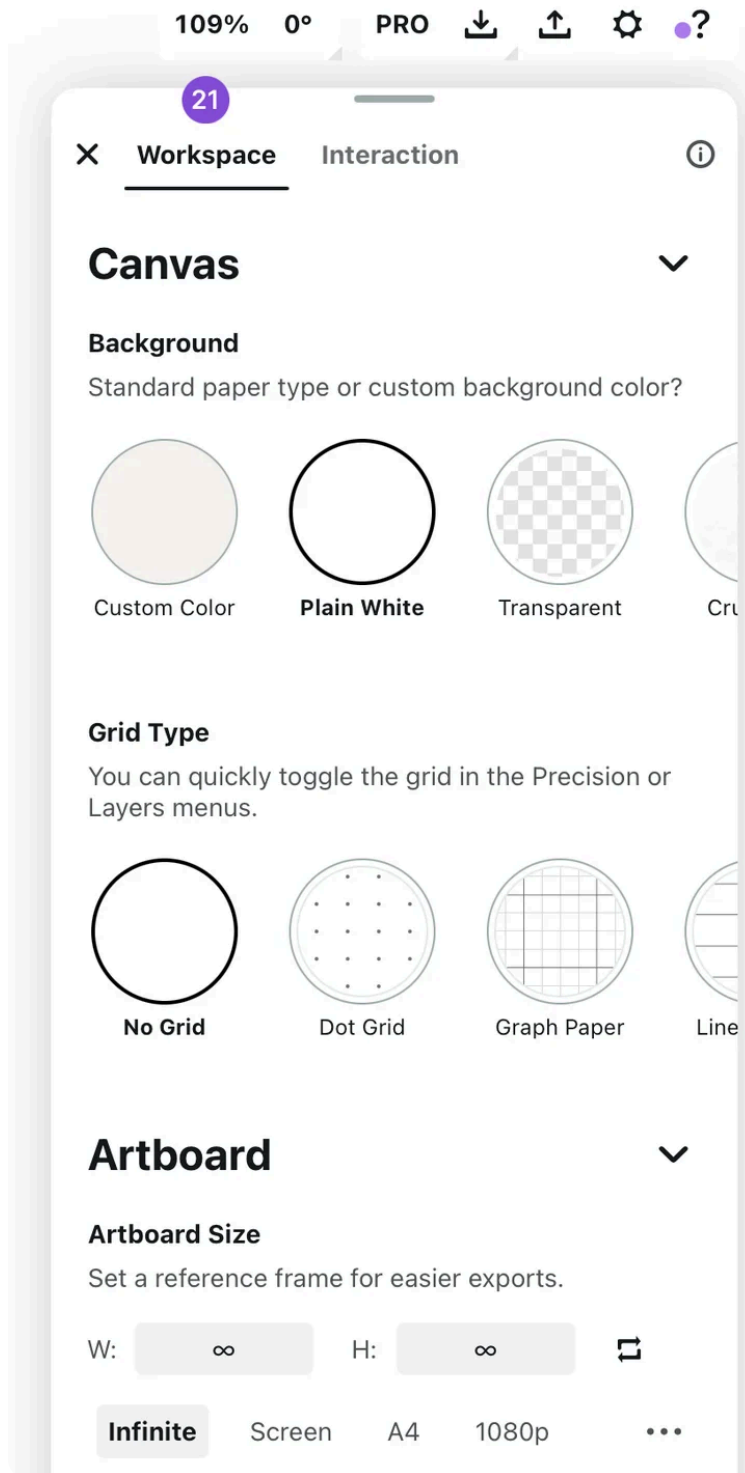
18. To add images to your canvas, tap the **Import Icon** in the Status Bar to open the Import menu.



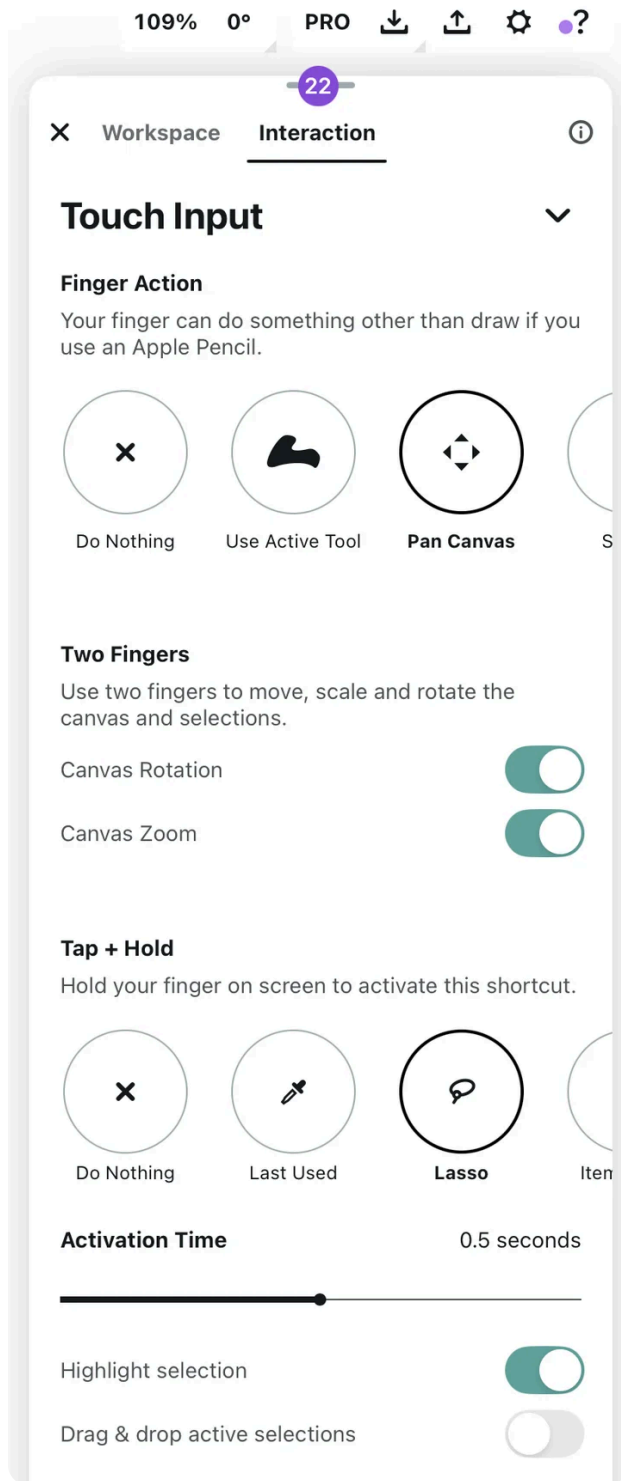
19. When you are ready to share your drawing with your teammates or clients, tap the **Export Icon** in the Status Bar. You can export in various formats, sizes and resolutions to your photo library, the Files app, various cloud drives, messaging apps, and more.



20. You can find your **Workspace** and **Interactions Settings** by tapping the **Settings icon** in the Status Bar.



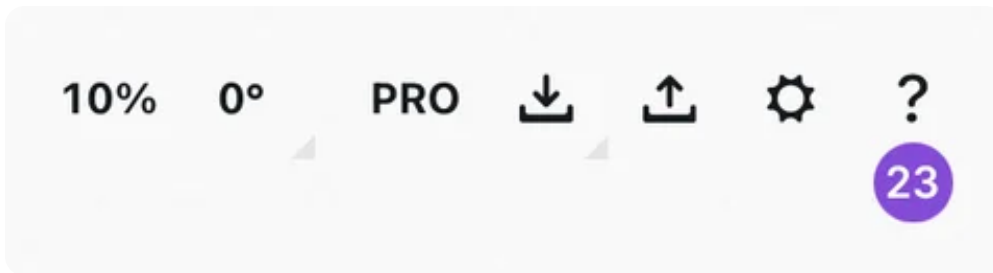
21. In the **Workspace** tab, you can make adjustments to your canvas by changing the background, grid type, artboard size and measurement settings.



22. The **Interactions** tab allows you to configure options specific to your input preferences. Concepts is optimized to be used with a stylus. If you don't have one, we highly recommend it for its natural feel and shortcut options. You can set your stylus to draw and your finger to pan. Other gesture options are available for things like the two-finger tap to Undo or three-

finger tap to Redo.

One of the most useful gestures in Concepts is the **Tap+Hold**. You can use this on canvas as a color picker, or by default as a selection tool. As Concepts is based on a vector drawing engine, every single stroke can be picked up and moved around, duplicated and adjusted.



23. If you ever get stuck, tap the question mark to access the **Help menu**. In the help menu, you'll find our latest news at the top, this manual, which you can open in the app and follow along with. You can also find links to our social media and **Ask Us Anything**, which you can tap to chat with our team.

You should now know enough about the Concepts interface to start exploring the Infinite Canvas and your ideas. If you're new to sketching, be sure to check out our free Learn to Draw Series on YouTube to get better at drawing and visualizing your ideas.

To learn more about Concepts, please choose a category from the sidebar or dropdown menu. Each section starts with a short summary to help you get started quickly. You can also read the full manual as a PDF.

Concepts is always evolving. We update frequently, adding new features and improvements based largely on your feedback. If you have suggestions, let us know.

**Sign up for the free trial** to get the most out of Concepts!

## Stay Connected & Get Support

### Stay Up-to-Date

[Sign up for our newsletter](#) to receive the latest news and feature releases.

### Get Help

Check out our Help page in-app for how-tos and expert interviews.

Explore our video tutorials and workflow videos on [YouTube](#).

[Join our Discord Community](#) to connect with other creators, chat with the Concepts team, find inspiration and stay up to date on all things Concepts.

For direct assistance, email us at [support@concepts.app](mailto:support@concepts.app) or tap *Help > Ask Us Anything* in the app to chat with our team.

### Want to Use Concepts with Your Team?

If you're looking for more information about using Concepts with your team, navigate to our dedicated Concepts for Business page [here](#).

# The Gallery

## The Gallery

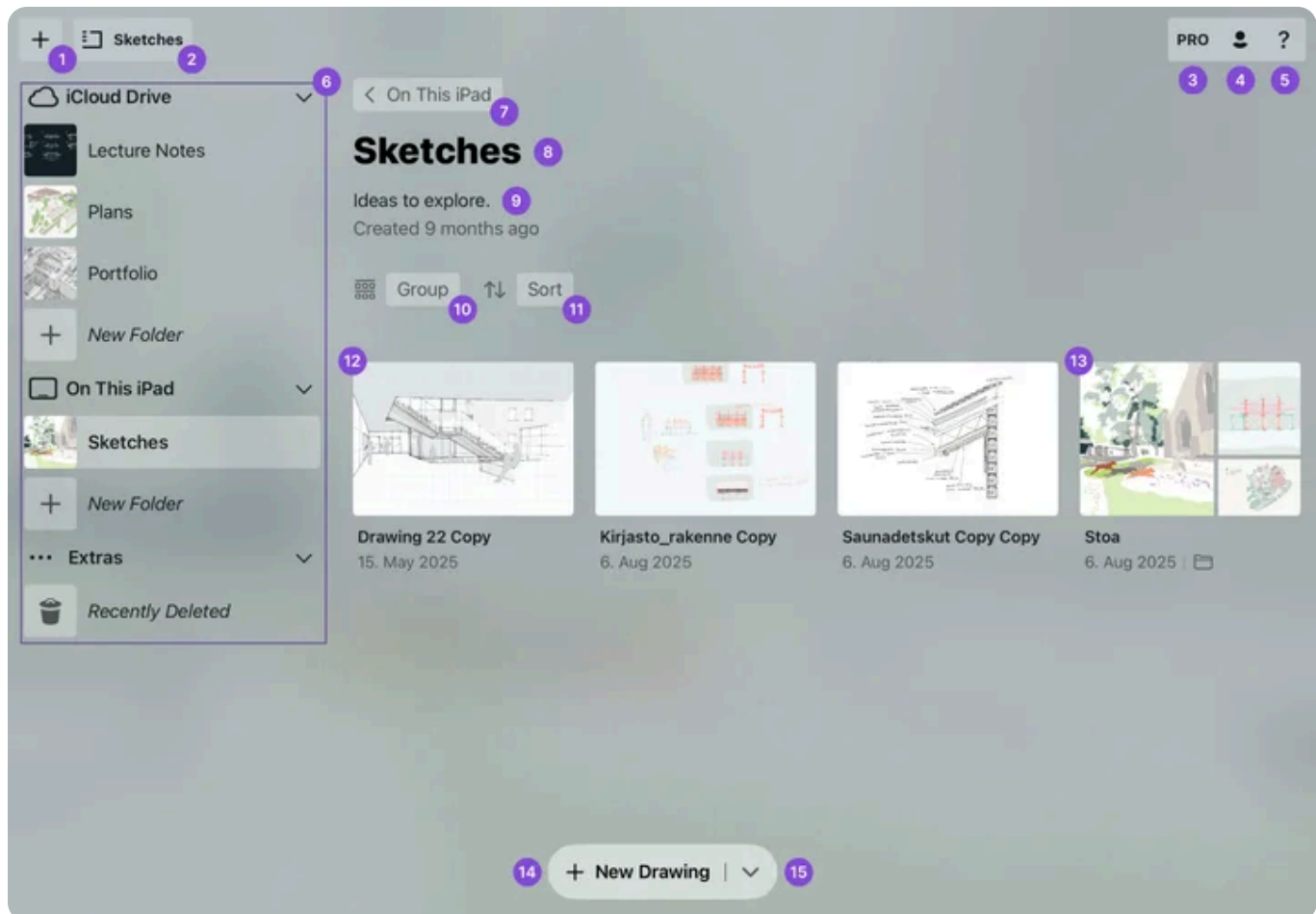
### QUICK SUMMARY

1. All your drawings can be viewed, managed and organized in folders in **the Gallery**
2. Tap the **+ New Drawing** to create a new drawing in the current folder
3. Tap+hold on the drawing thumbnail to duplicate, rename or delete your drawing

The first time you open Concepts, you'll start in the Gallery. This is where all of your drawings are stored and organized into folders. You can create new drawings, open existing drawings, import images, PDFs and more.

# Interface

## Concepts Gallery



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 or show the sidebar. The button shows the name of your current folder.
3. **Pro Store.** Shows your purchase status and all three available plans: Everything Subscription, Essentials, and Free.
4. **Account.** Create an account or sign in to an existing account.

5. **Help.** Tap to access the Manual and other learning material. If you encounter a problem or get stuck, contact us via Ask Us Anything.
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 a folder to access it. Tap **New folder** to create a new one. Under "**Extras**", you can find your Recently Deleted drawings.
7. **Navigate Back.** Tap here to navigate back to the parent, or top-level folder.
8. **Folder name.** Tap to rename.
9. **Notes.** Add 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. **Drawing.** Tap to open. Tap+hold to duplicate, rename or delete your drawing.
13. **Subfolder.** Create as many subfolders as you like in your main folders to organize your drawings.
14. **New Drawing.** A shortcut for quickly creating and opening a new, empty drawing.
15. **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.

## Gallery Interactions



- **Tap or click** on drawings and folders to open them.



- **Tap+hold or right-click** to rename, duplicate or delete drawings and folders. On iOS and Android, 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.



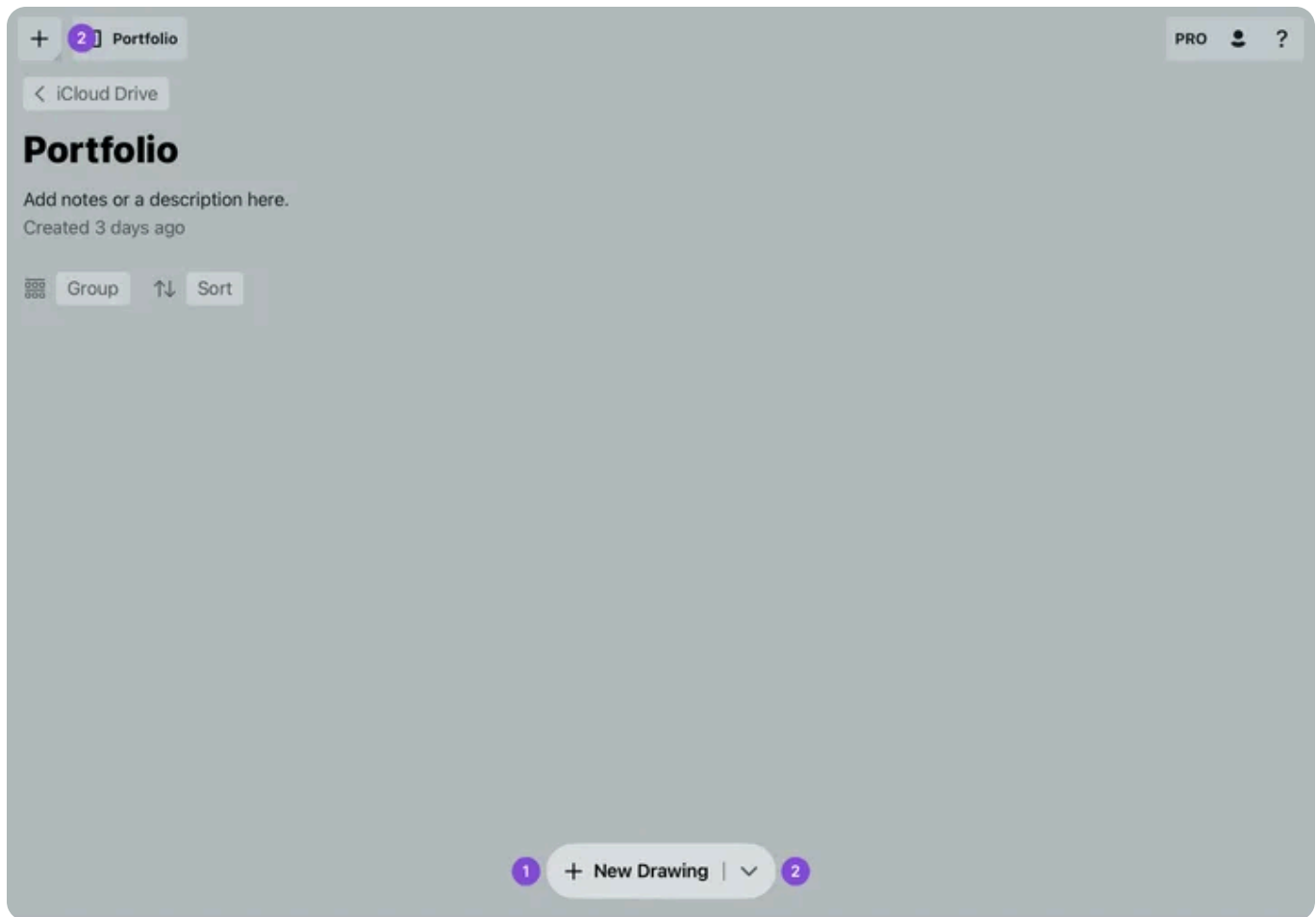
- **Scroll** to search through your drawings in the Gallery view. You can scroll the Sidebar to scan your top-level folders.



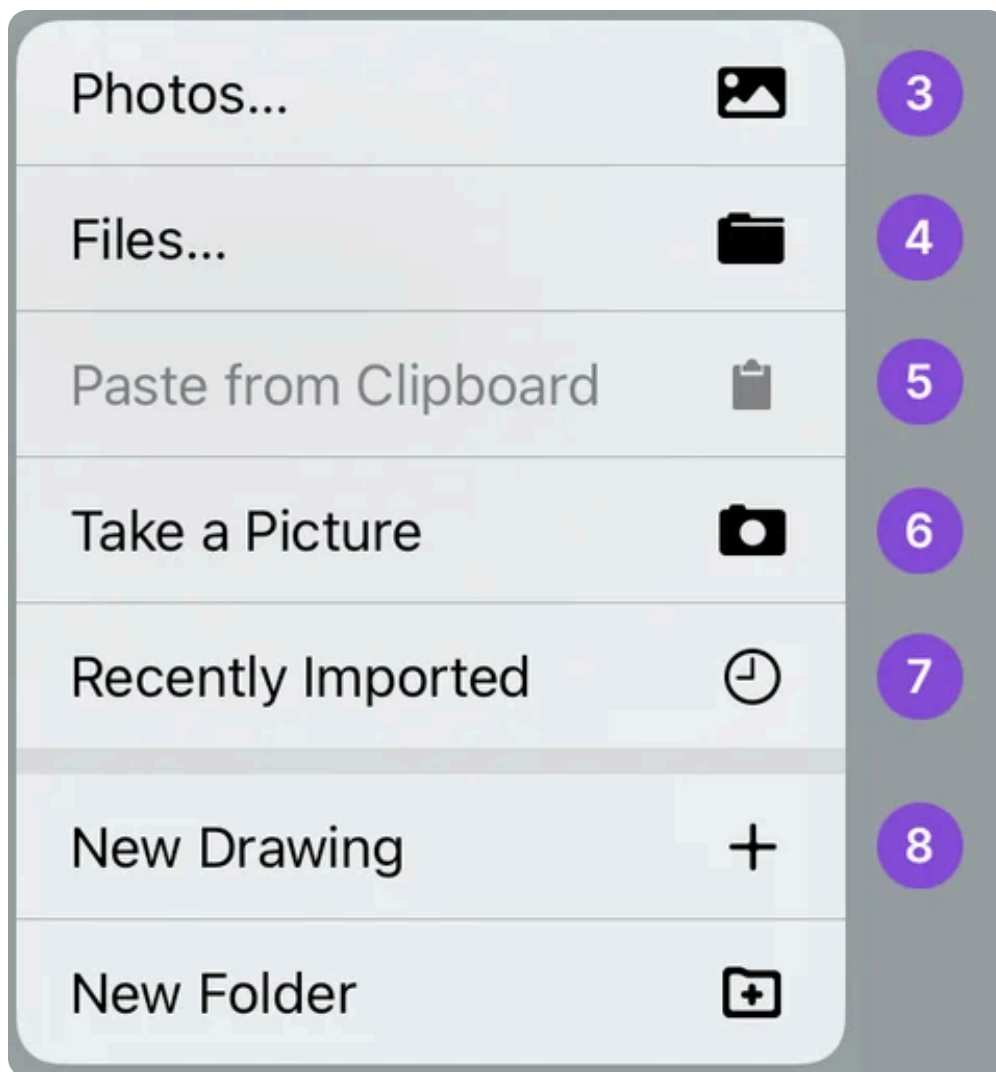
- **Zoom** in and out in your drawings with a two-finger pinch or spread. (Only on iOS and Android)

## Creating Drawings

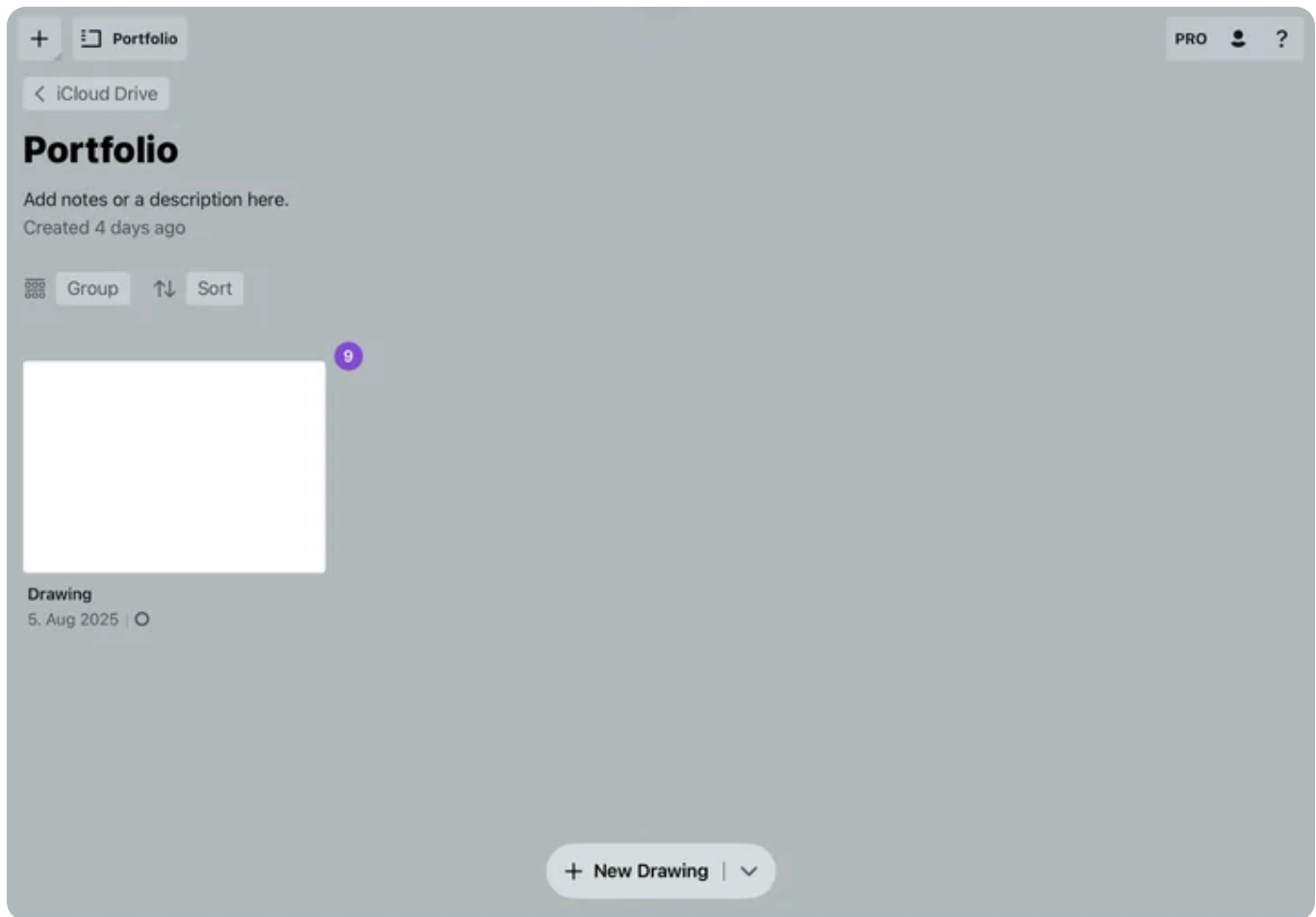
There are several ways to create drawings in the Concepts Gallery.



1. Tap the **+ New Drawing** button to create a new drawing.
2. Tap on either the **+** in the top left corner or the arrow next to the **+ New Drawing** button to see more options for creating a drawing.



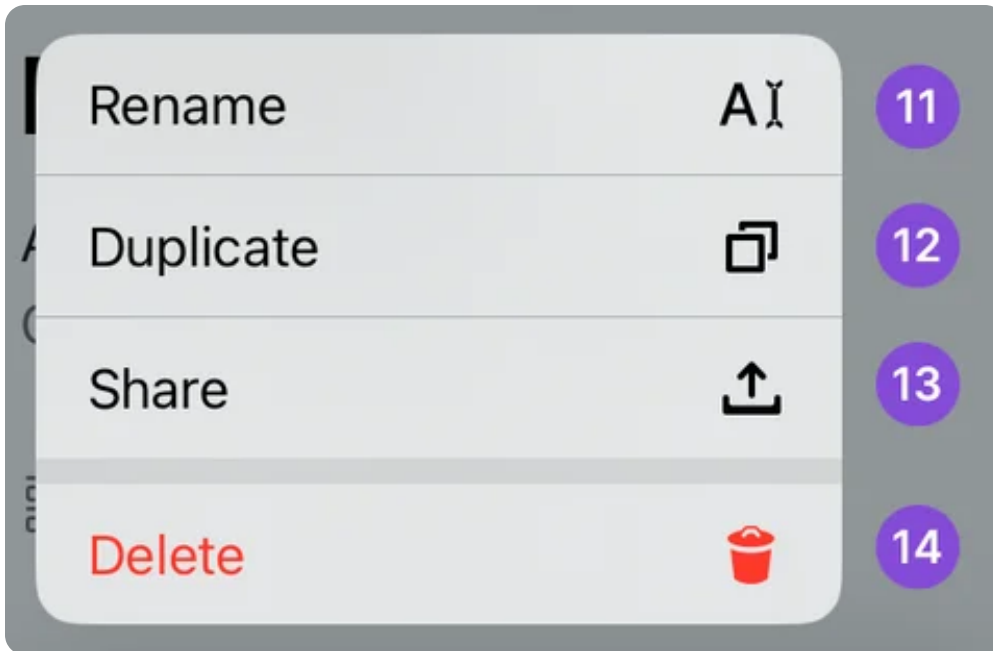
3. In the pop-up that appears, you have several options for drawing creation. Tap **Photos** if you want to create a drawing based on an imported photo from your device's photos.
4. Create a new drawing based on an **imported** file, or import an existing Concepts file.
5. Create a new drawing with the items currently copied to your **clipboard**.
6. **Take a Picture** with your device to create a new drawing.
7. Tap **Recently Imported** to see images and files you have previously imported.
8. Create a new, empty drawing.



9. After creating, you will be taken directly to your new drawing. After returning to the Gallery, you will see a **thumbnail** of your drawing.



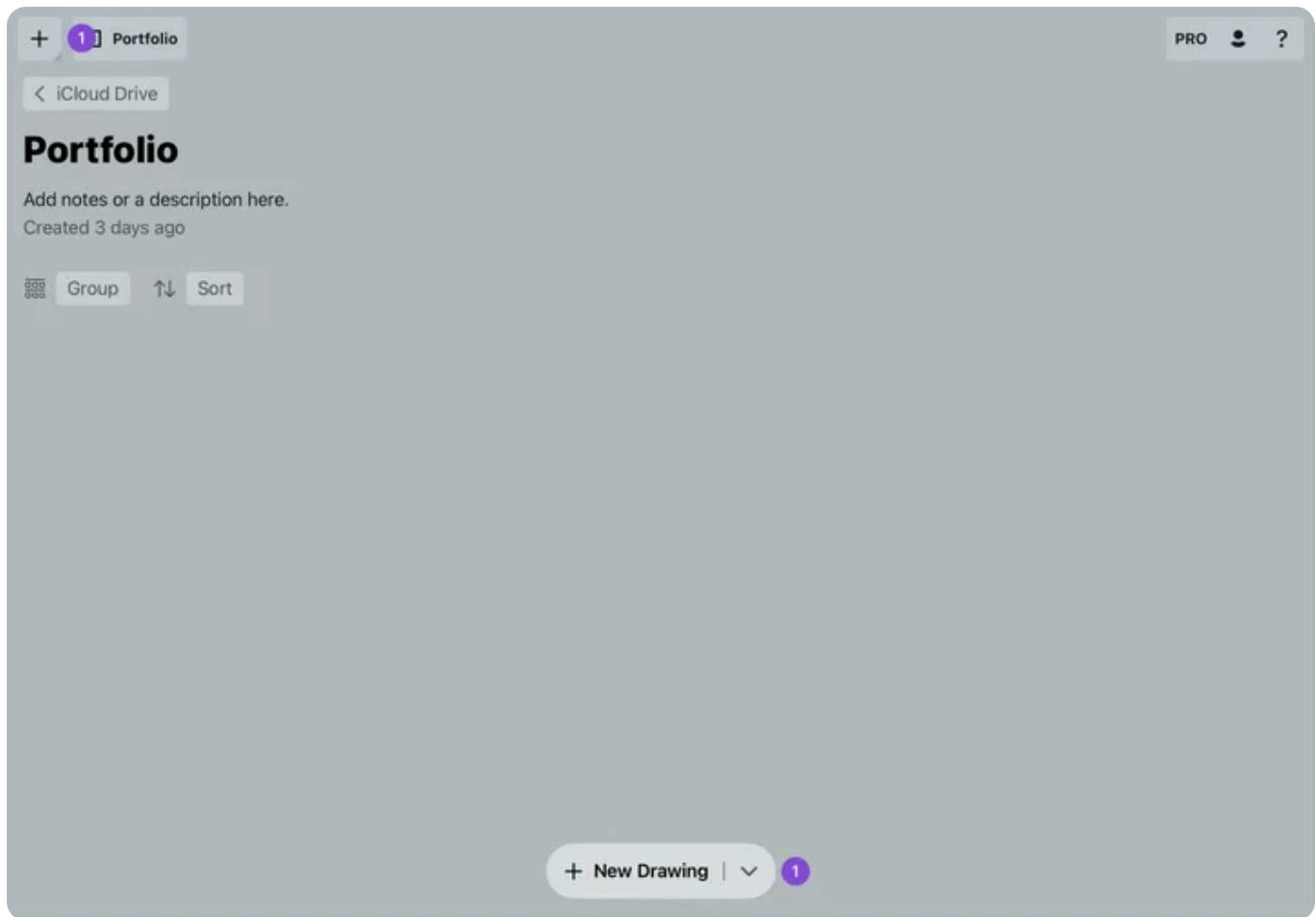
10. **Tap+hold** on the drawing thumbnail to open a contextual menu for more options.



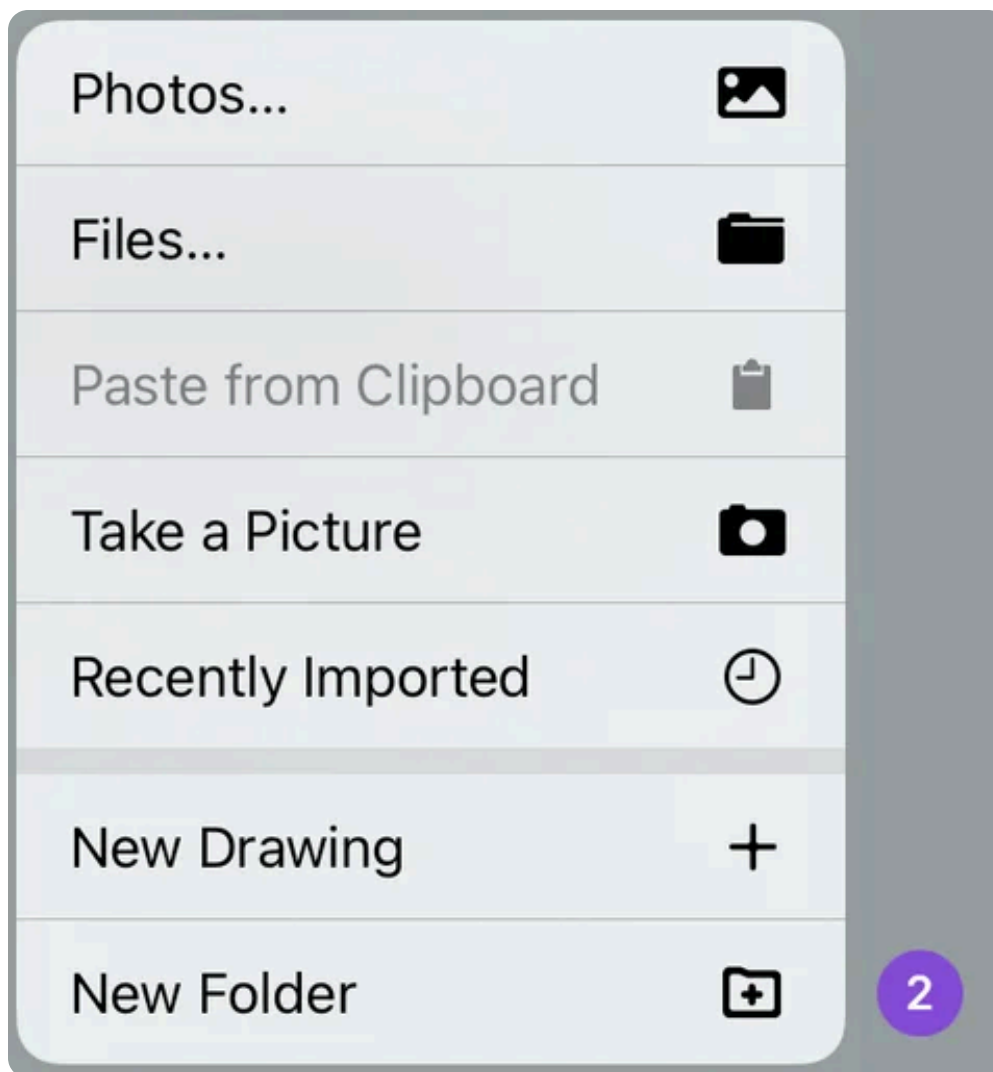
11. Tap **Rename** to rename your drawing.
12. Tap **Duplicate** to make a copy of your drawing.
13. **Share** your drawing file via email or other supported methods.
14. You can also **Delete** your drawing. Deleted drawings will be moved to the Recently Deleted section of the Gallery.

## Creating Folders

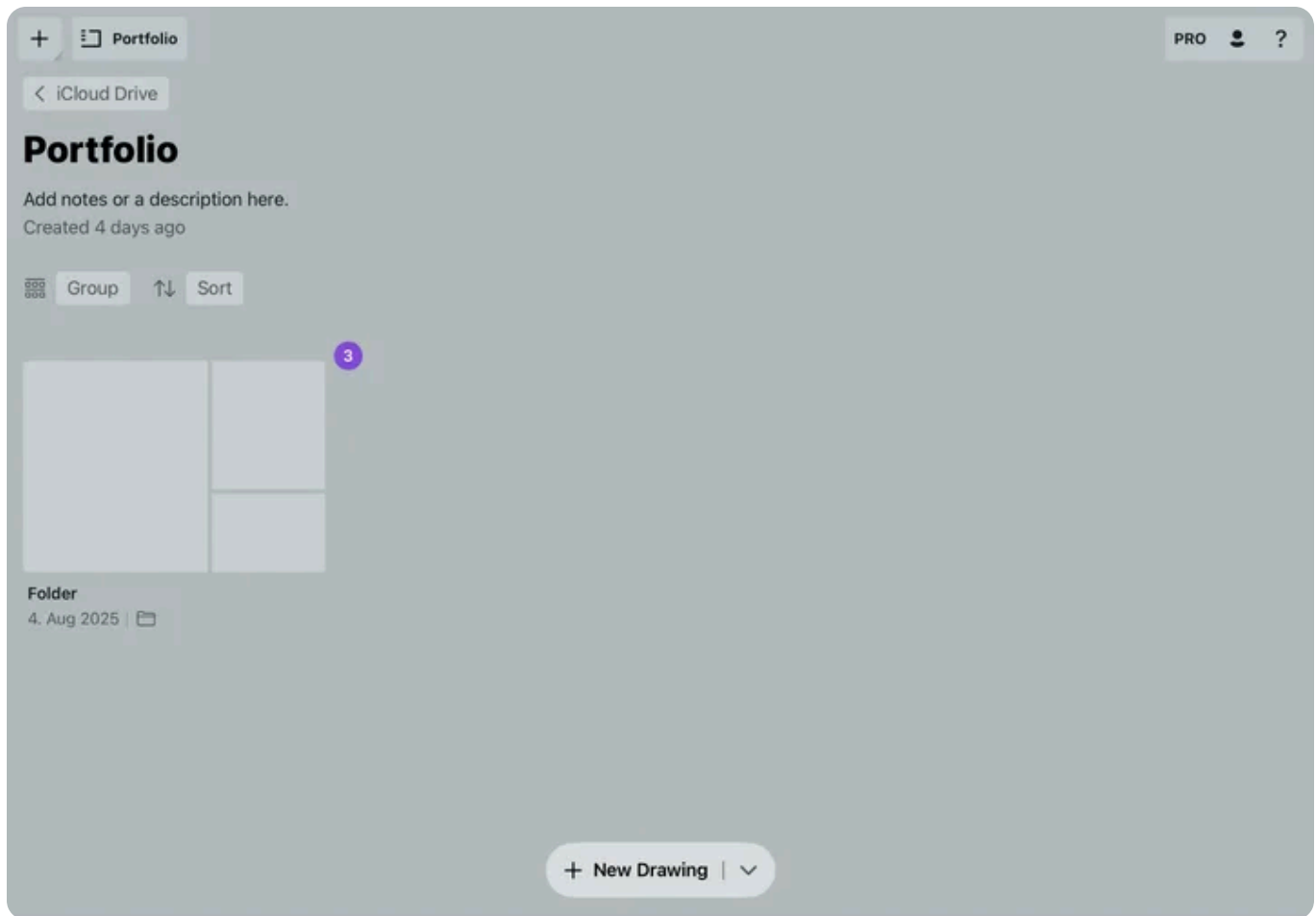
To add structure to your Gallery, you can create as many folders and subfolders as you need.



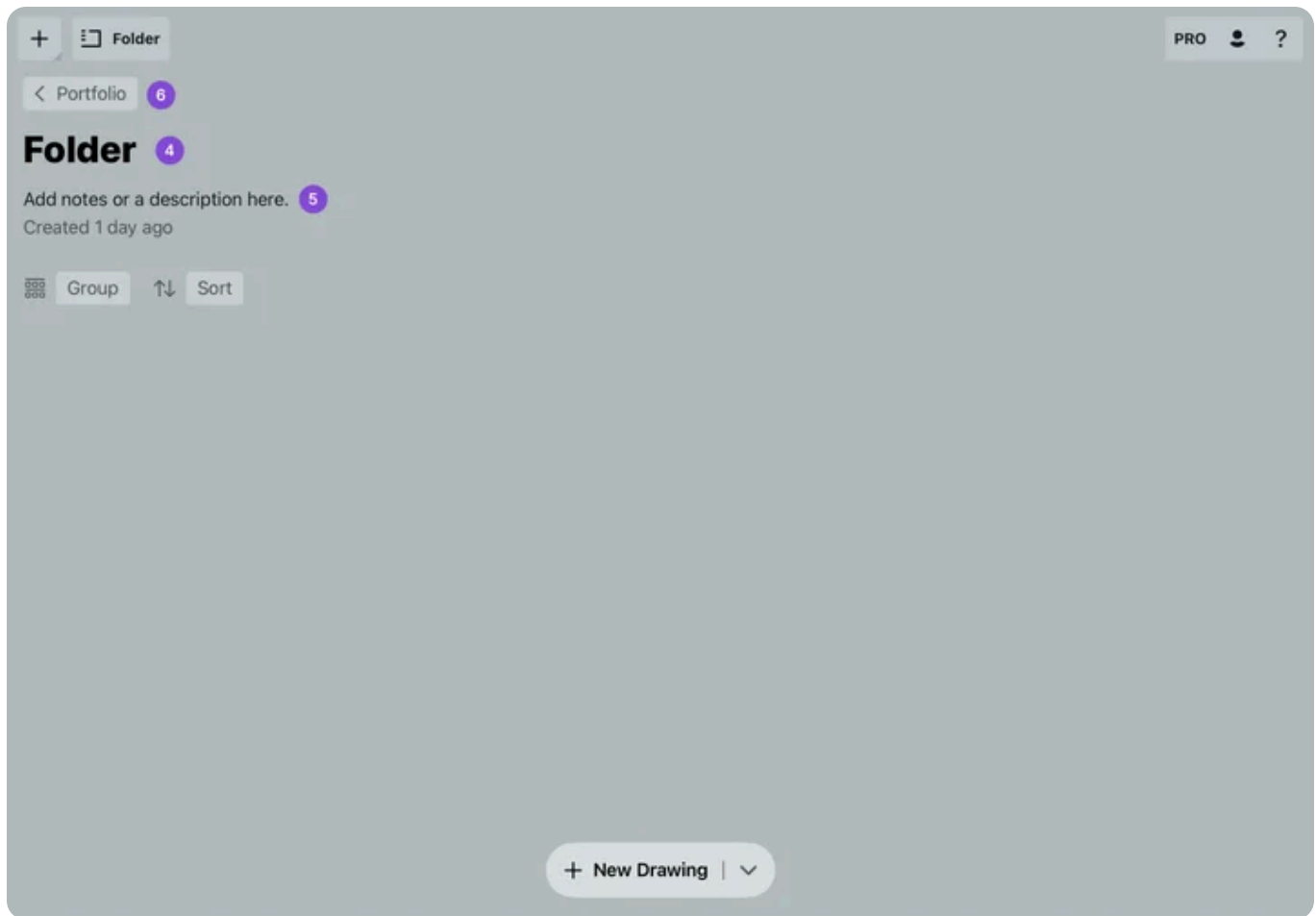
1. Tap on the **+** in the top left corner or the **arrow** next to the + New Drawing button to open the menu for more options.



2. Tap the **New Folder** button.

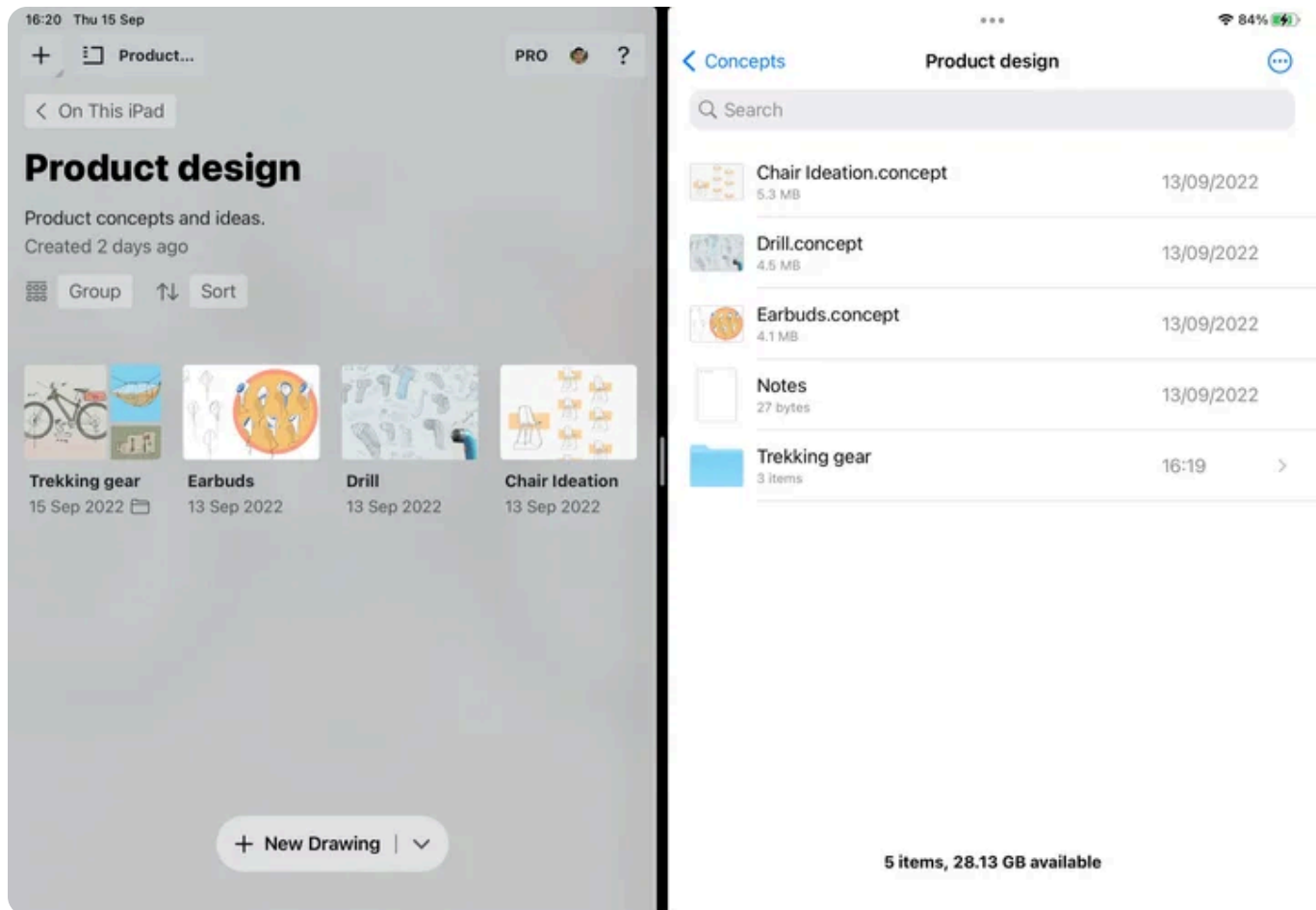


3. Your newly created folder will show in the Gallery with a **thumbnail** depicting its content. **Tap** on the folder to open it.



4. You can add new drawings in your new folder as you would anywhere in the Gallery. Tap on the folder name to **rename** it.
5. You can add a **description** to your folder.
6. You can navigate back to your top-level folder by **tapping the button** above your folder's name.

## File Management on iOS, Windows, Android



### File Management on iOS

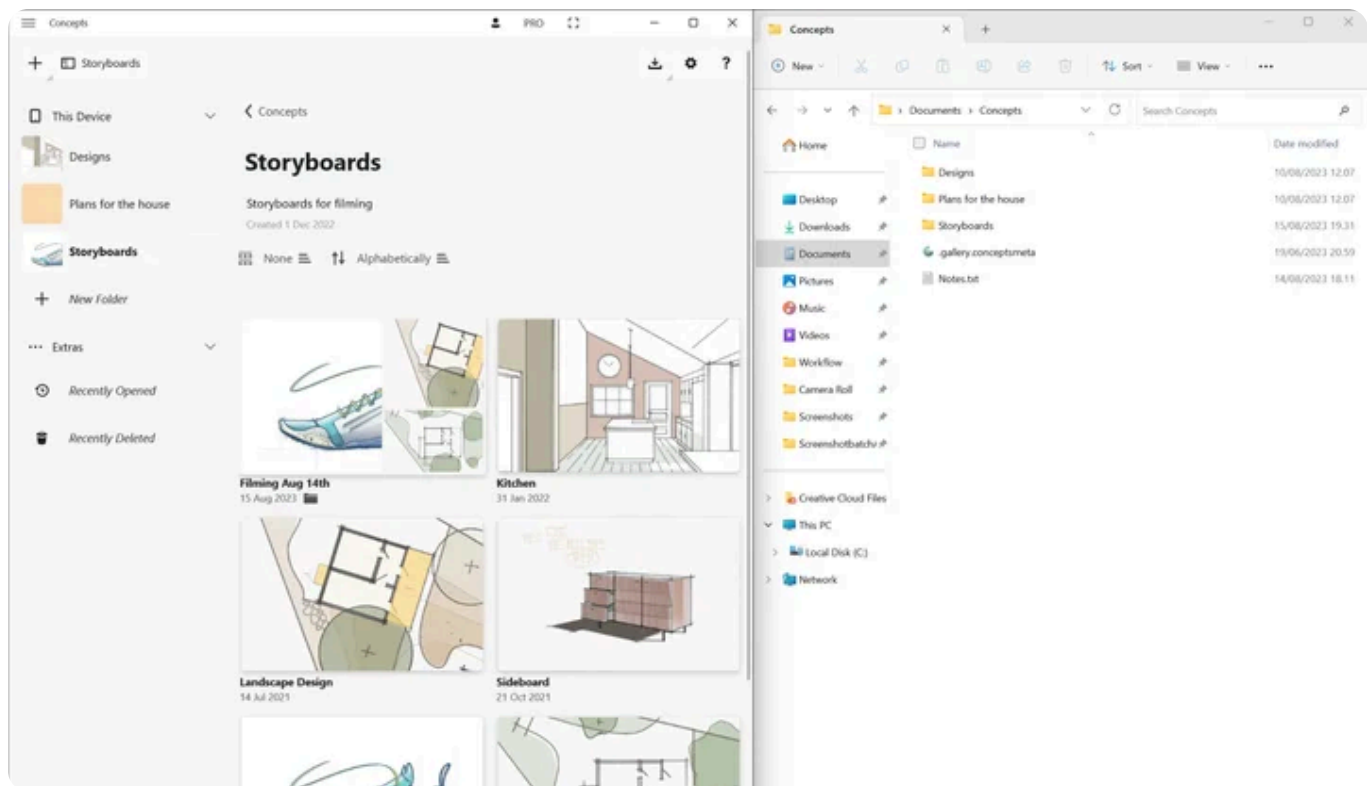
On iOS, Concepts has a dedicated **Concepts folder** in the **Files App**, under the location **On This iPad/iPhone**. This is where all of your work is stored, and the Gallery inside the app directly reflects the contents of this folder. Feel free to reorganize your work through the Files App or the Concepts Gallery. Any updates you make to your 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 does not mean they do not exist; it just means you have moved them somewhere that Concepts cannot locate. You can always open a .concept file on a device where Concepts is installed, even if it is not in the **Concepts** folder.

You can also open Concepts drawings from elsewhere in the Files app. 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 will not appear in the Concepts Gallery unless the file is moved back into the Concepts folder. You can still access the drawing from Files.

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

**Please note that on iOS, 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](mailto: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](#).



## File Management on Windows

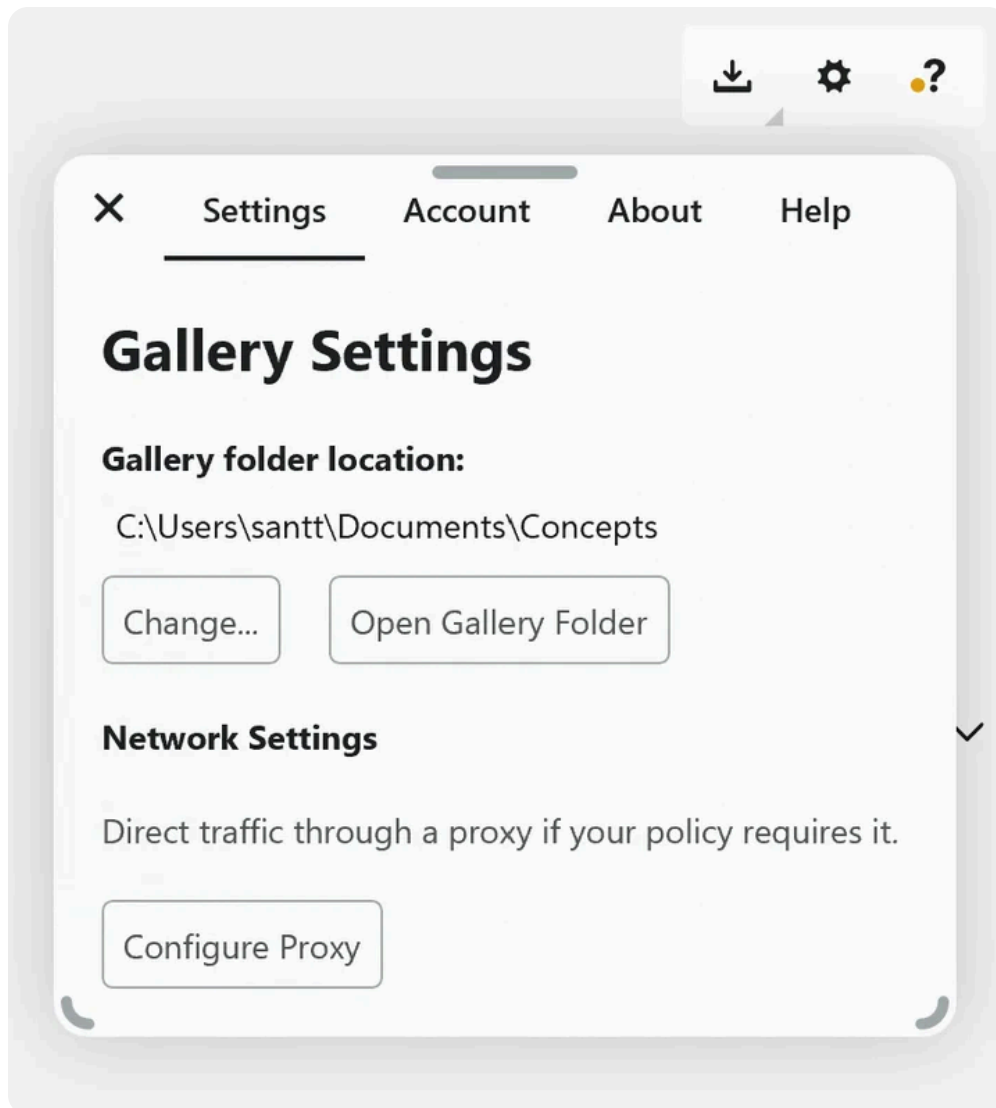
In Windows, Concepts has a dedicated **Concepts** folder in **File Explorer**. You will see this in your Concepts Gallery under the location **This Device**. This is where all of your work is stored, and the Gallery inside the Concepts app directly reflects the contents of this folder. Feel free to reorganize your work through File Explorer or the Concepts Gallery. Any updates you make to your drawings or folder details in Concepts will also update them in File Explorer, and vice versa.

Moving your files away from the Concepts folder will remove them from the Concepts Gallery. That does not mean they do not exist; it simply means you have moved them somewhere that Concepts cannot locate. You can always open a .concepts file on a device where Concepts is installed, even if it is not in the Concepts folder. You can also find your recently used files in the **Recently Opened** section in the gallery sidebar.

**On Windows, deleting the app from your device does not delete the Concepts folder in File Explorer.** If you have to delete and reinstall Concepts, your drawings can still be found in File Explorer. In any case, we recommend backing up your files if you have to reinstall Concepts. You can easily create backups of your drawings by copying them in File Explorer and pasting them into a folder in OneDrive or another storage location.

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](mailto: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](#).

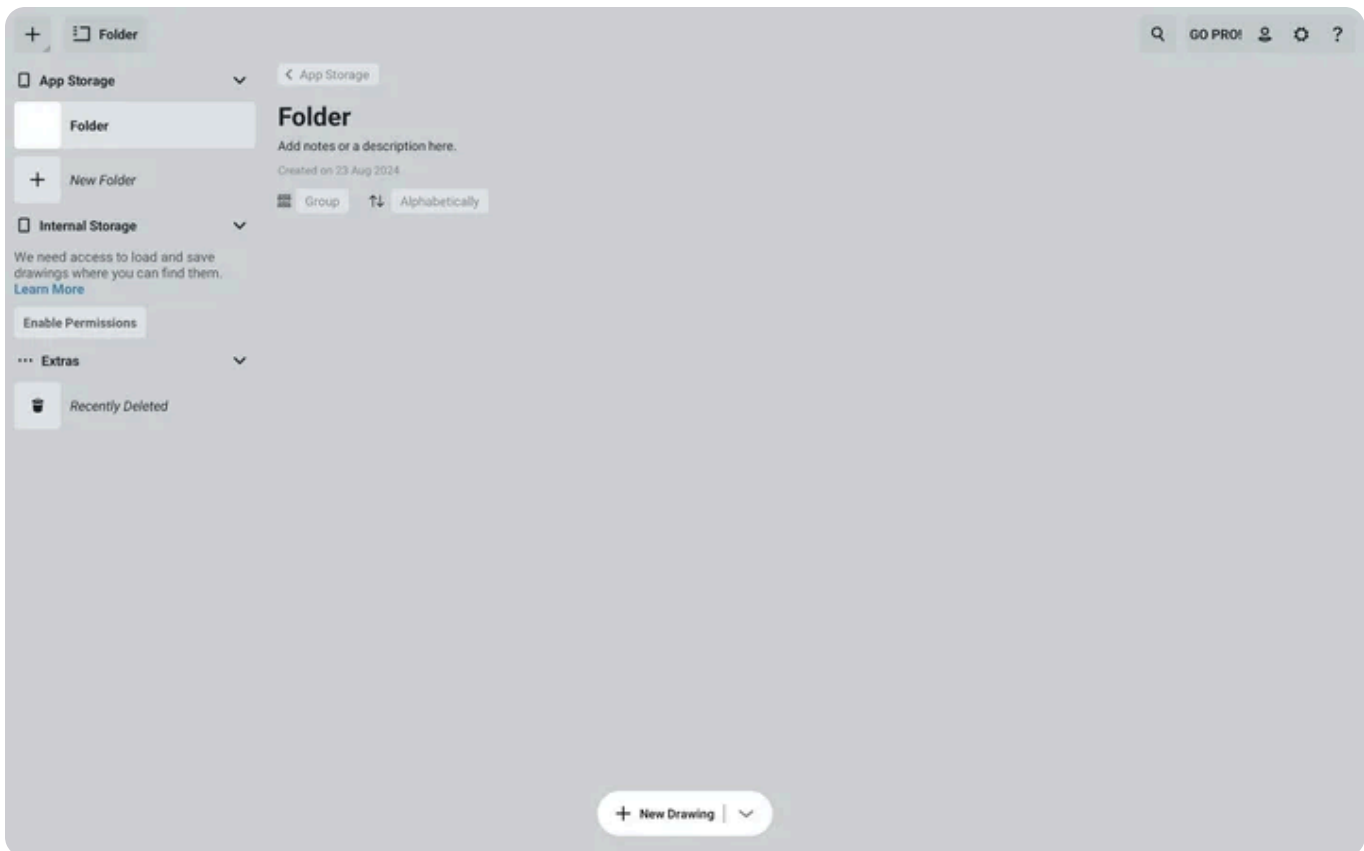
## Changing Gallery Location (Windows only)



You can find and change your Concepts folder location by tapping the **settings button** in the gallery under **Gallery folder location**.

## File Management on Android

On Android, your drawings are stored by default in **App Storage**. **Please note** that on Android, **deleting the app** from your device **also deletes all the content in App Storage**.

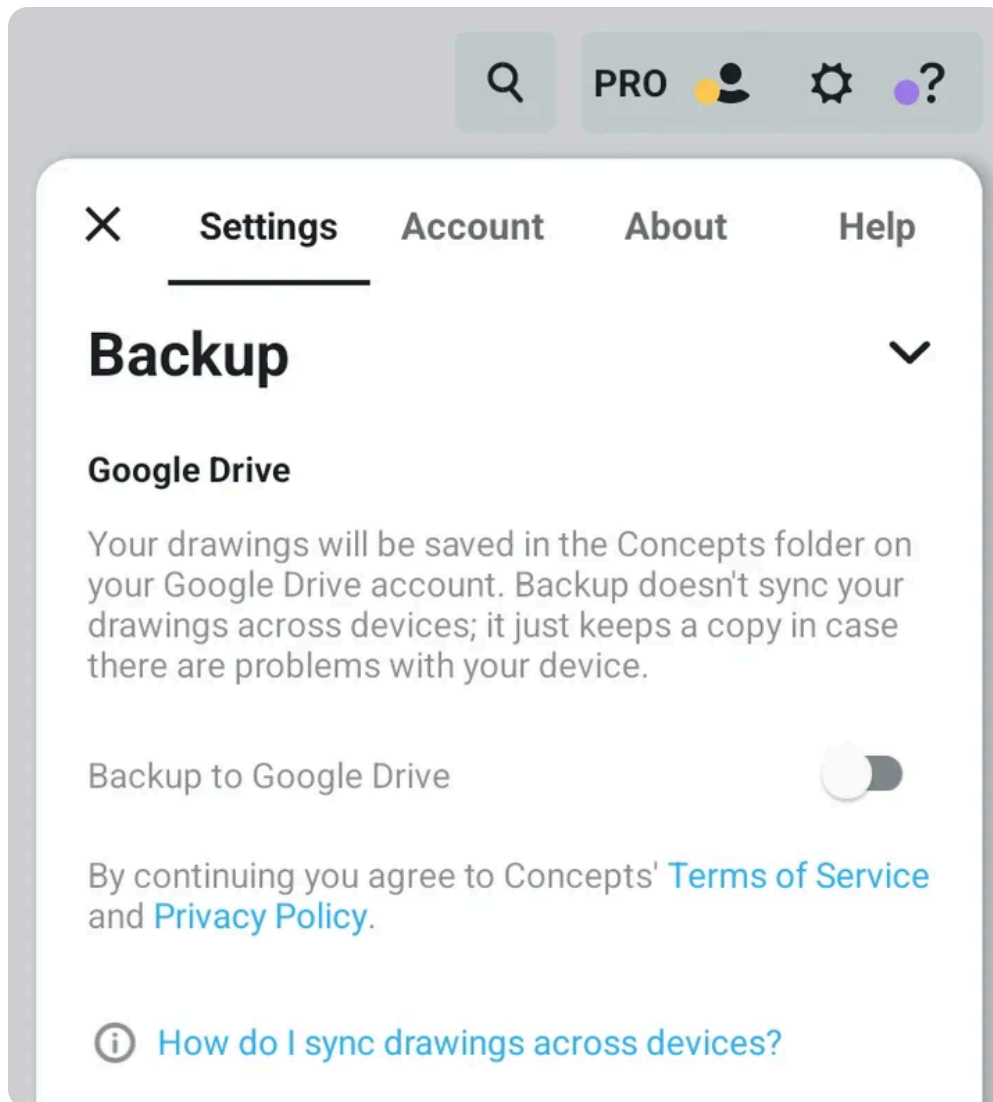


You can also grant Concepts access to your **device's Internal Storage**.

In the **Gallery Sidebar**, under **Internal Storage**, tap **Enable Permissions** and toggle the button in device settings. This will create a folder on your Android device which you can access directly from your File Manager app. You can reorganize your Internal Storage drawings in either the File Manager or the Concepts Gallery. If you move your files away from the Concepts folder, they will also be removed from the Concepts Gallery. That does not mean they do not exist; it simply means you have moved them somewhere that Concepts cannot locate.

**Deleting Concepts will not remove the files in Internal Storage.** 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](mailto: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](#).

## Backing up your Drawings on Android



You can easily create backups of your drawings by copying them in your File Manager and pasting them into a folder in Google Drive or another storage location. You can also **enable Google Drive backup** in the settings to automatically back up your files. Please note that this cannot be used for syncing drawings between devices.

## Drawing Sync

You can sync your drawings between your different devices by using iCloud (on iOS) or other third-party software (Windows and Android).

## Drawing Sync on iOS

On the **sidebar** of your Gallery, there is a separate location for syncing your drawings – **iCloud**.

All of your drawings under this location will be **automatically synced** across your devices that are **signed in to the same Apple ID**, where you can view and edit drawings as usual.

To sync existing drawings or folders from your device, simply **drag and drop** them under **iCloud**. After a short wait, you'll see them appear on your other device. Whenever you want to switch devices, just **sign in to your Apple ID** as usual, **install Concepts**, and **all your synced drawings will be there**, backed up and ready to go.

## Drawing Sync on Windows

At the moment, there's no way to sync Concepts files natively across Windows devices, but you can use third-party software to synchronize folders on multiple devices.

On both of your devices, **install** and **set up your cloud storage app** for desktop. **Use the same account** for both devices and **create a folder in your cloud service** where you want to store your Concepts Gallery.

**Open Concepts** and navigate to the Gallery. Open up your settings and choose **Change** from your **Gallery folder location**. Navigate to the **correct location** on your **Cloud Storage App** with the File Explorer. **Repeat this** process **for both of your devices** and you're good to go! Please note that drawings created with newer versions of Concepts will not open on older versions.

Read a more detailed guide in our file sync tutorial [here](#).

## Drawing Sync on Android

At the moment, there's no way to sync Concepts files natively across Android devices, but you can use third-party software to synchronize folders on multiple devices.

On **both of your devices**, enable Concepts the permission to use your internal storage. On **both of your devices**, **install** and **set up** a **cloud storage app**. Depending on your **storage app**, you might also need **separate software for syncing**. Use the **same account for both devices** and choose your **Concepts internal storage folder** to be synced.

Read a more detailed guide in our file sync tutorial [here](#).

# Accounts

## Accounts

### QUICK SUMMARY

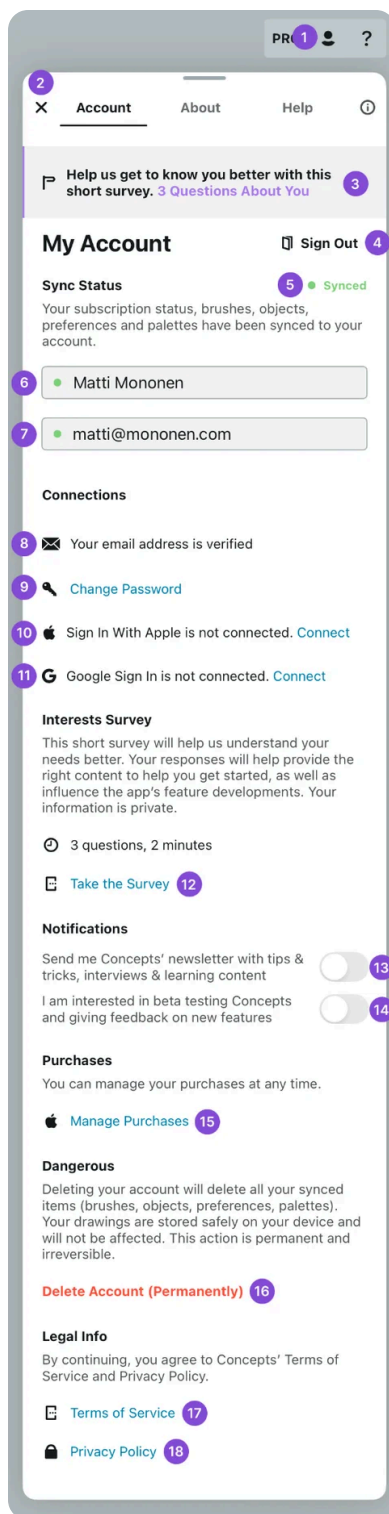
1. Tap the **Accounts** icon to create a free **Concepts account** and sync your subscription across your devices.
2. Use **email**, **Google Sign In** or **Apple Sign In** to create an account.
3. Let us know what you use Concepts for by filling out the **Interests Survey** so we can develop Concepts to be even better.

You can create a free Concepts Account to securely sync your subscription purchases between your devices. On iOS, the Account also syncs your **workspace preferences, brush and Object libraries, and color palettes** between your iOS devices. Concepts accounts **do not** sync your drawings between devices. For drawing sync, refer to the [\*\*Drawing Sync\*\*](#) section.

## Interface

### Account Screen

After creating your free Concepts Account, your account page will look something like this.



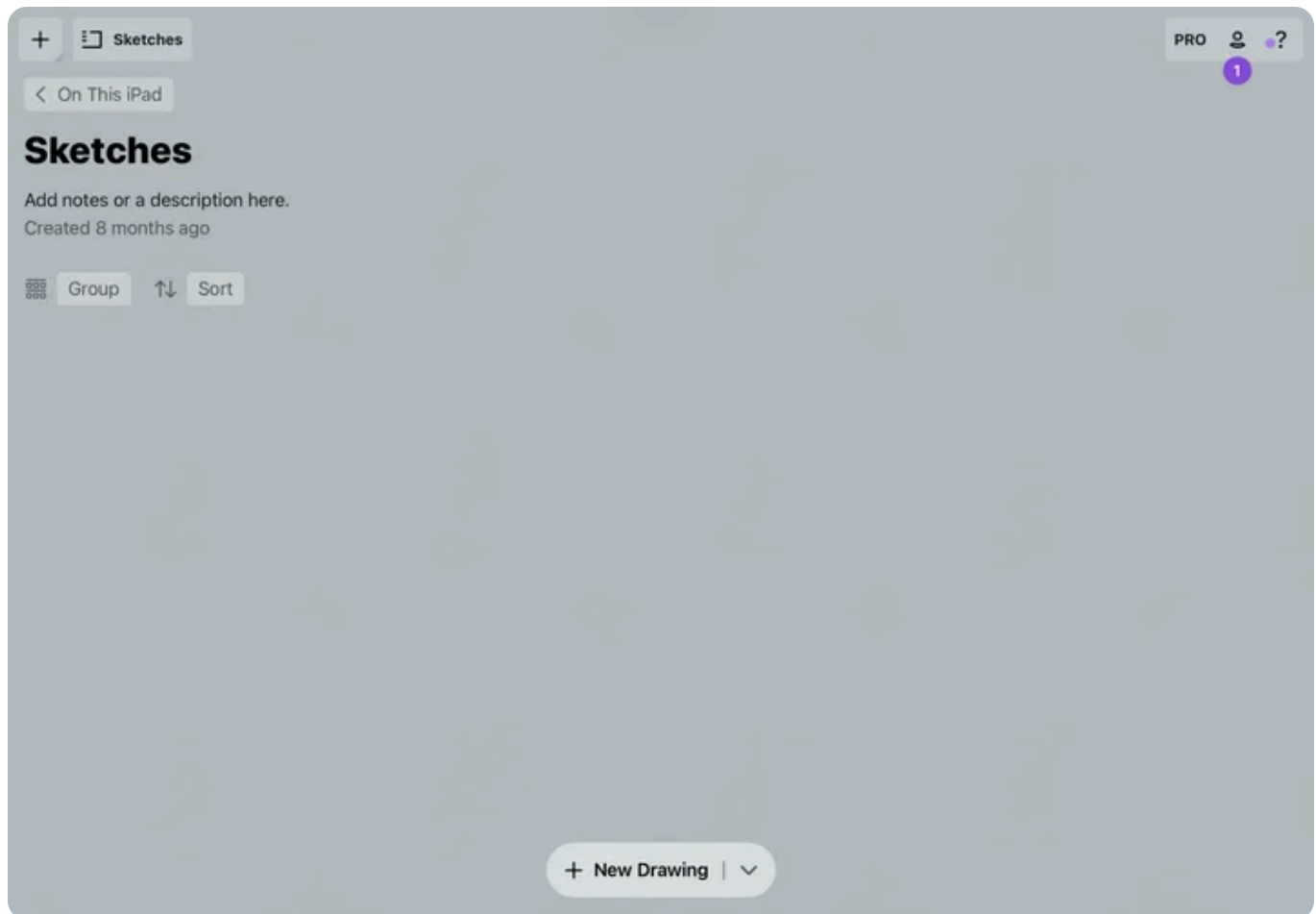
1. **Account icon.** Tap the Account icon to open accounts.
2. **Close.** Close the Account menu by tapping the "x" button.
3. **Interests Survey.** If you have not filled out the survey yet, you'll see a banner prompting you to fill a short survey. This helps us better understand

your needs.

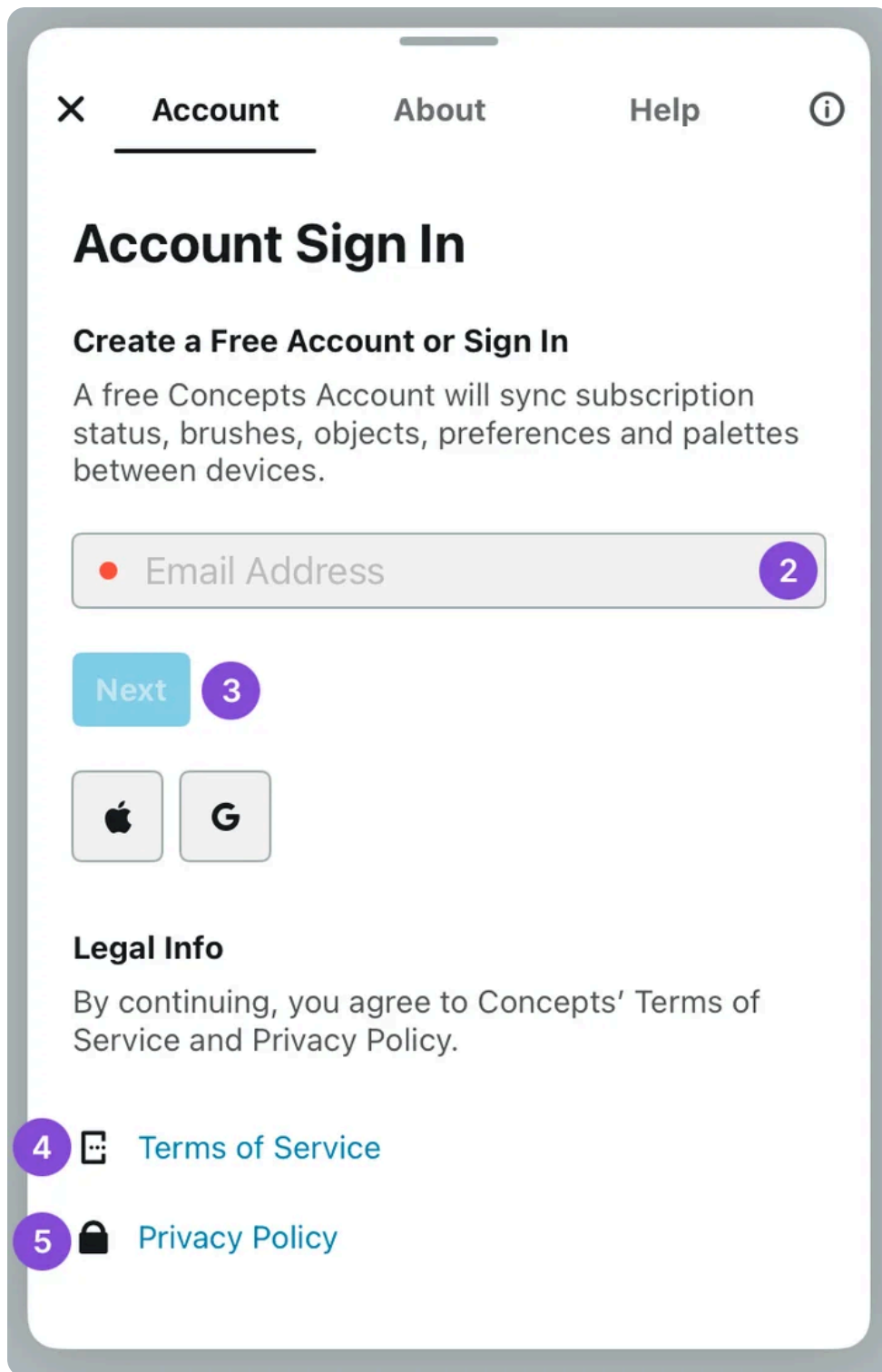
4. **Sign Out.** To sign out of your account, tap the Sign Out button. Please note that any brushes, Objects and palettes you have synced to your account will not be available if you are signed out.
5. **Sync Status.** This shows your account sync status.
  - Green. Everything has synced successfully.
  - Yellow. Syncing is in progress.
  - Red. Something went wrong. You should see an error message. You can contact our support team through the Help menu in the app.
6. **Name.** You can change your name at any time.
7. **Email.** You can change your email. You will receive a new confirmation email to confirm the change.
8. **Email verified.** This shows the status of your email verification.
9. **Change Password.** You can change your account password here.
10. **Apple Sign In.** You can connect Sign In with Apple to your account. If you created your account with Apple Sign In, it should already be connected.
11. **Google Sign In.** You can connect Google Sign In to your account. If you created your account with Google Sign In, it should already be connected.
12. **Interests Survey.** You can fill in the Interests Survey here. If you have already filled out the survey, you can change your answers here.
13. **Newsletter sign-up.** You can sign up for our newsletter by toggling this switch. You will receive tips and tricks, interviews, and other learning material.
14. **Beta Testing.** If you are interested in beta testing Concepts, toggle this switch and we will contact you with more details.
15. **Manage Purchases.** Tap here to manage your purchase settings.

16. **Delete Account.** If you want, you can delete your Concepts account. Please note that this action cannot be undone. You will also lose any Brushes, Objects, and Palettes that you have synced through your account if you decide to delete it. Your drawings will not be affected.
17. **Terms of Service.** Read Concepts' [Terms of Service](#).
18. **Privacy Policy.** Read Concepts' [Privacy Policy](#).

## Creating a Concepts Account with an email



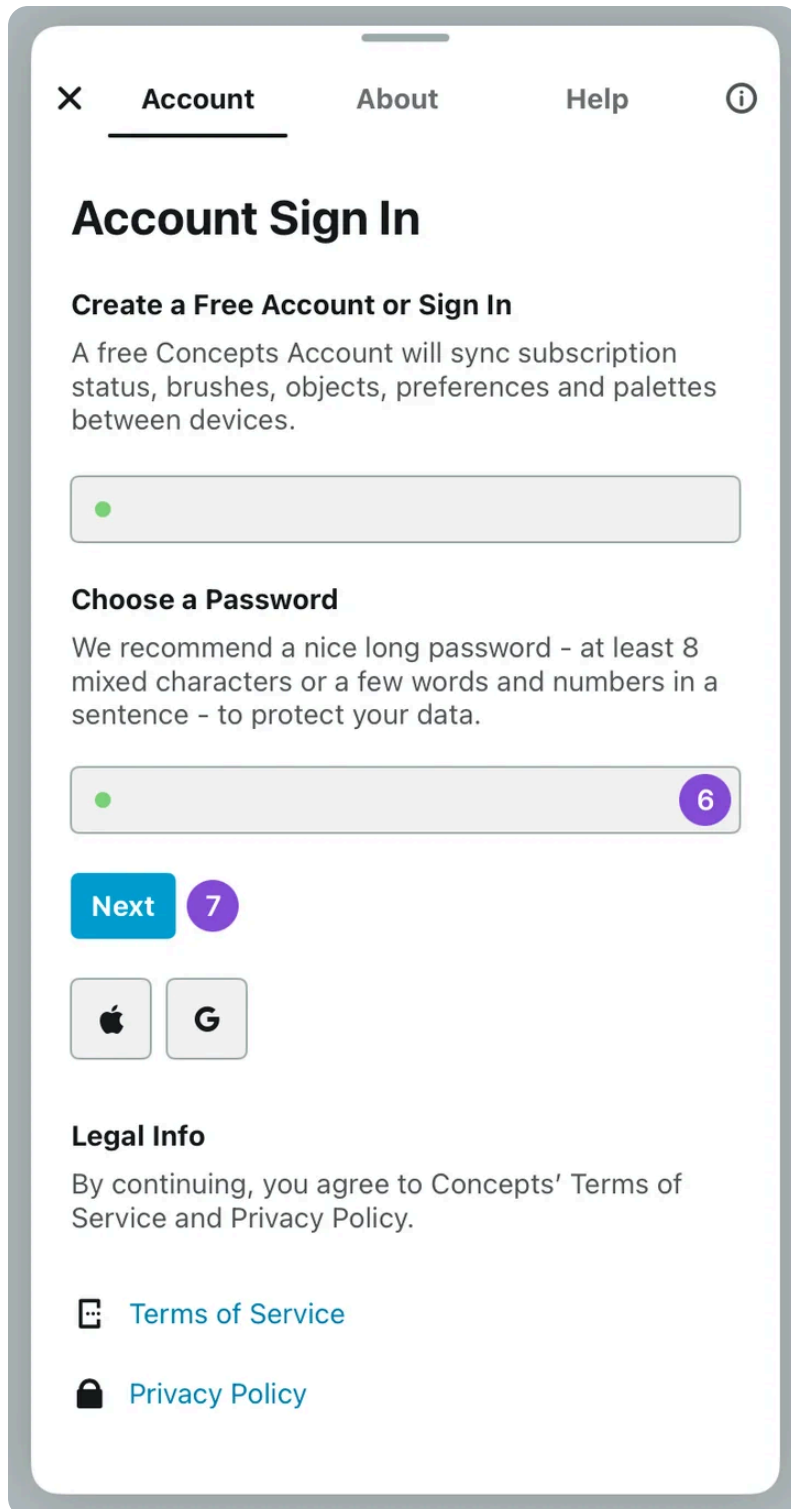
1. Start by tapping the **Account icon** in the [Status Bar](#) in the Gallery. On Windows and Android, accounts are also available through the Canvas.



2. Type the email address you want to use for your Concepts account. Learn more about how to create your Concepts account with [Google Sign In](#) or [Apple Sign In](#).

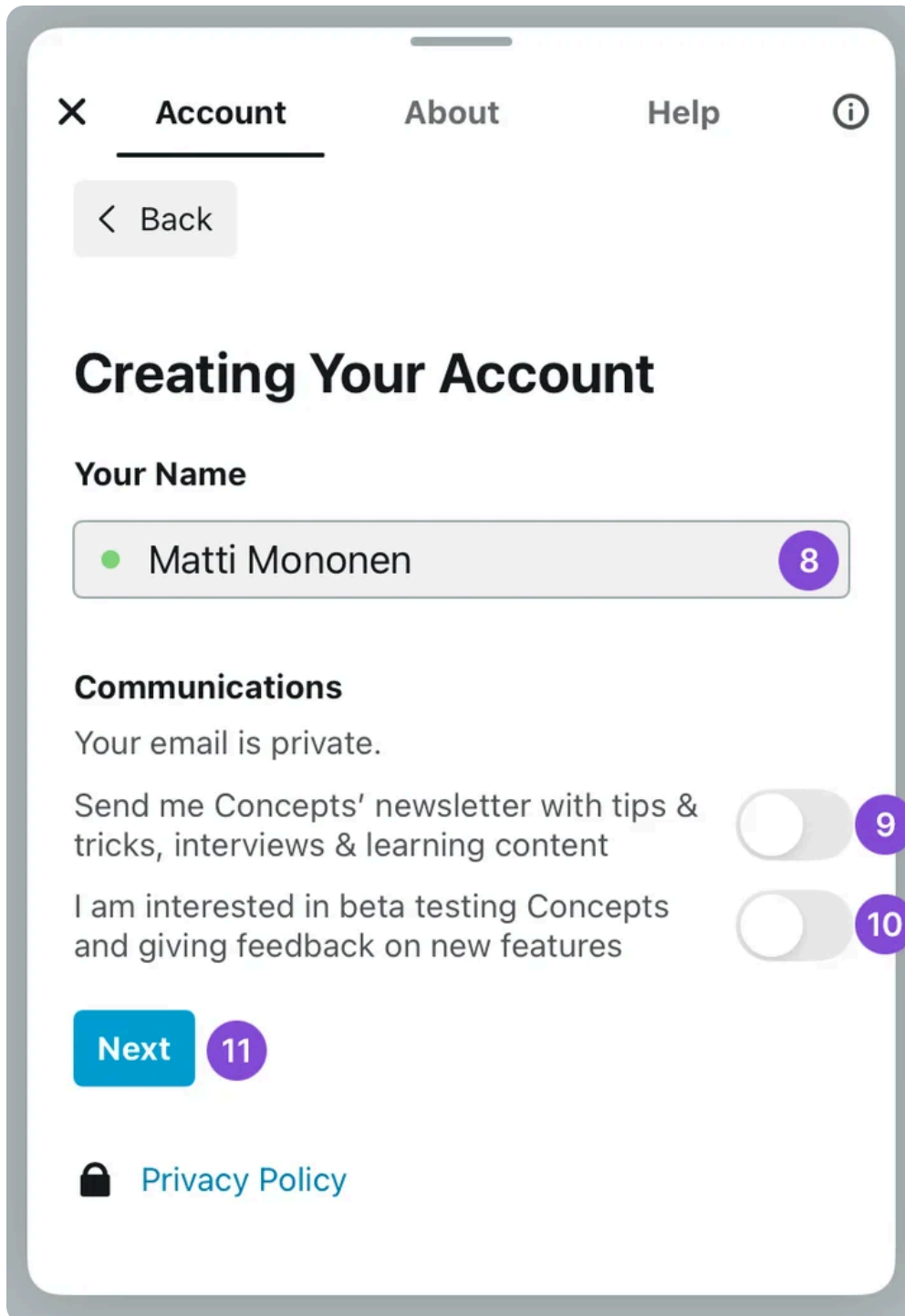
3. Once you have typed in your email address, tap **Next**.

4. By creating an account, you agree to **Concepts' Terms of Service**.
5. By creating an account, you agree to **Concepts' Privacy Policy**.



6. Choose a strong **password** for your account.

7. Once you have chosen a password, tap **Next**.

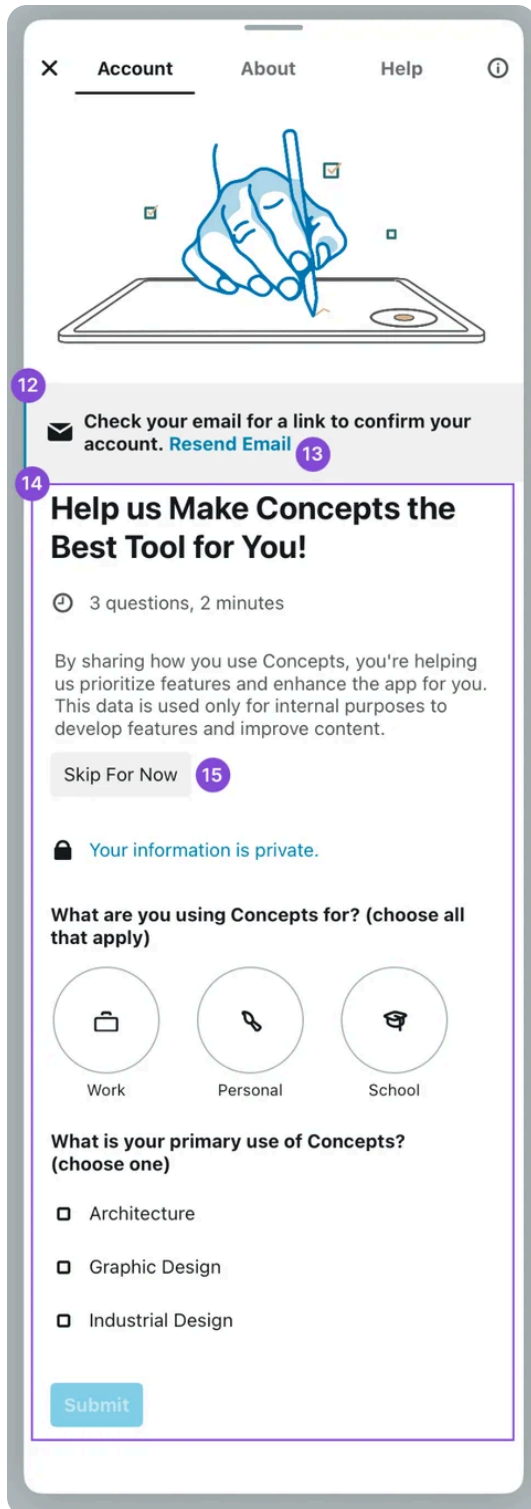


8. Choose a **name** to use with your account.

9. You can sign up for **Concepts' newsletter** by toggling this switch. We will send you useful tips and tricks, interviews, and other learning material.

10. If you are interested in **beta testing** Concepts, toggle this switch and we will contact you with more details.

11. When you're happy with your settings, tap **Next**.



12. You will receive an email to **confirm your account**. This might take a few minutes.
13. If you do not see the confirmation email, you can **resend the email** by tapping the link.
14. **Complete a survey** to help us better understand your needs. Your information is private and will only be used to improve your app experience.
15. You can also **skip** the survey and complete it later.

Let's activate your account.



Infinite, flexible sketching.

We're glad you're here. We're working on big things - the future of pen & paper - and we can't do it without you. Let's start by activating your account.

[Click here to activate your account.](#) 16

If you purchase a subscription (thank you), we'll sync that automatically between supported platforms. Where applicable, we'll also sync your preferences, palettes, and more. Note that *drawings are not currently synced*, but they can be backed up with your standard device backups. Check your device settings for more info.

Tag @ConceptsApp on [Instagram](#) to share your work, or join our [Discord community](#) to learn tips & tricks, interact with our team and meet fellow creators.



Copyright © 2025 TopHatch, Inc., 303 Twin Dolphin Drive, Suite 600, Redwood City, CA 94065 USA  
This is a one-time email.

16. You should receive a **confirmation email**. Tap the "Click here to activate your account" link to activate your account.



[Download](#) [Learn](#)

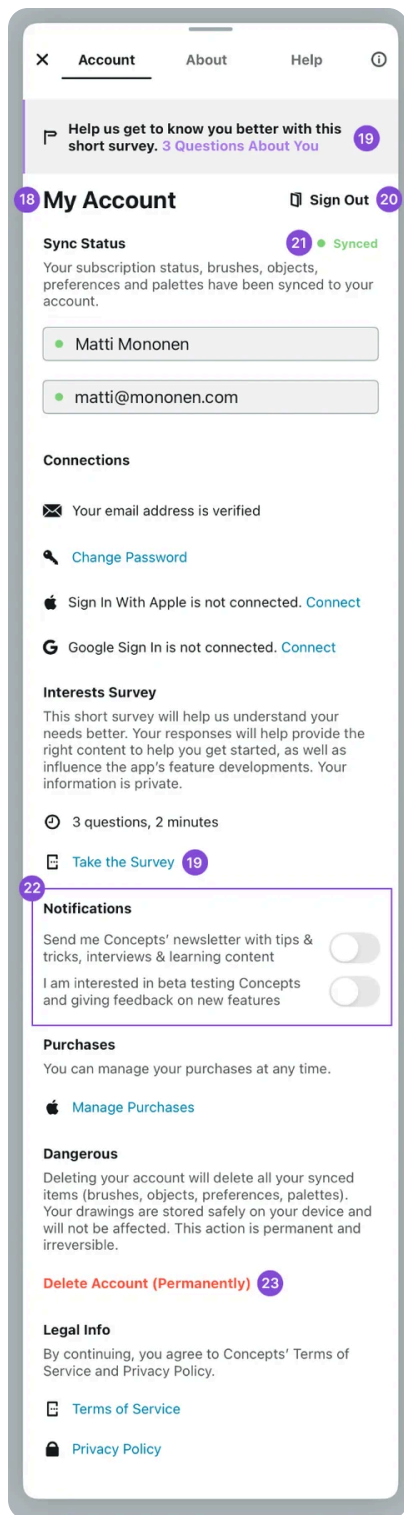
## 17 Account Confirmed

Thanks! We're happy you're here.

When you go back to Concepts, your preferences, color palettes, object packs and purchases will be synced immediately. When you sign in on other devices, everything will transfer over automatically. *Note:* This doesn't apply to drawings yet -- we're working on that.

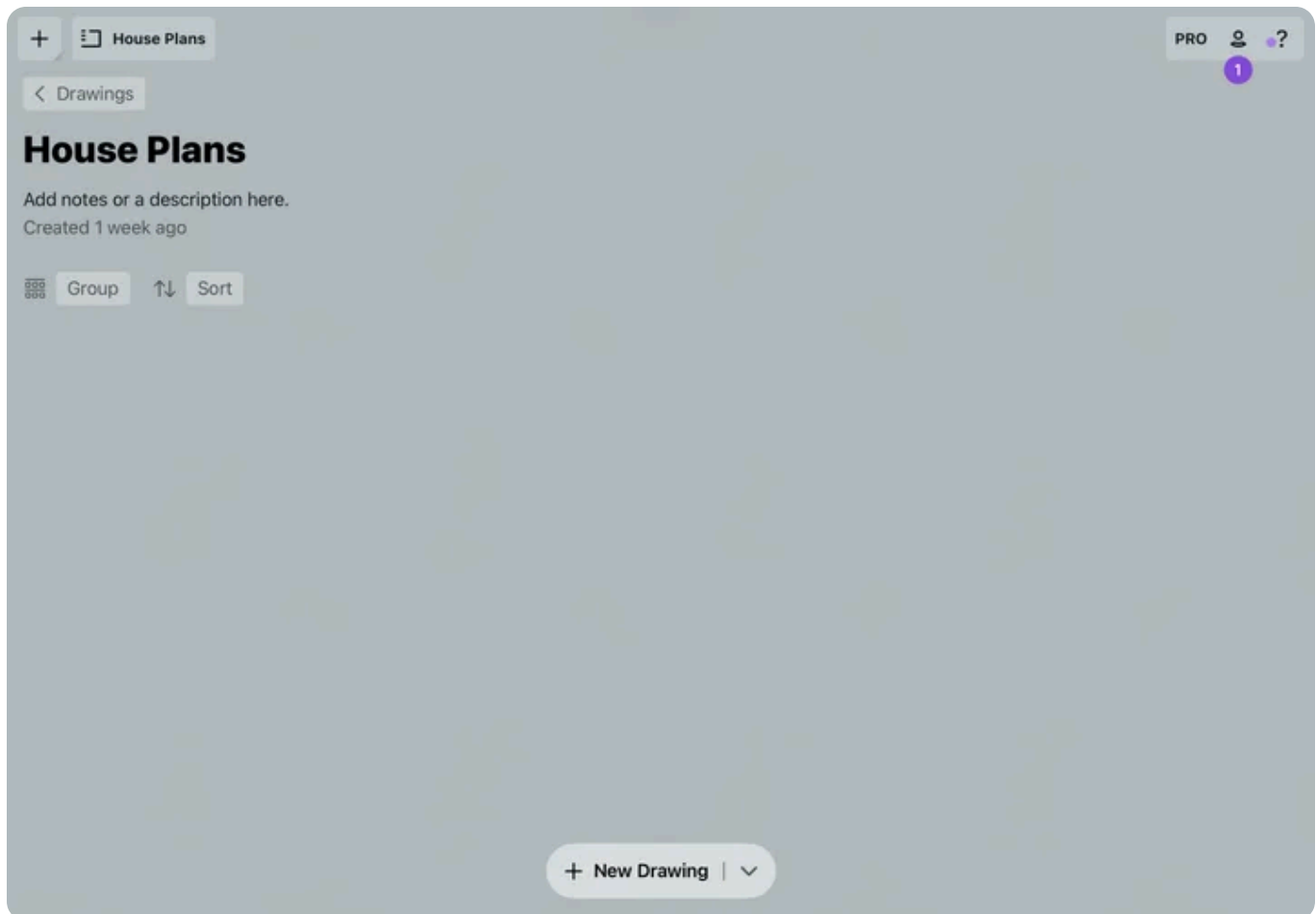
If you need anything, we're just an [email](#) or [message](#) away.

17. Once you have confirmed your account, you will see the **Account Confirmed** page. Return to Concepts to view your account status.

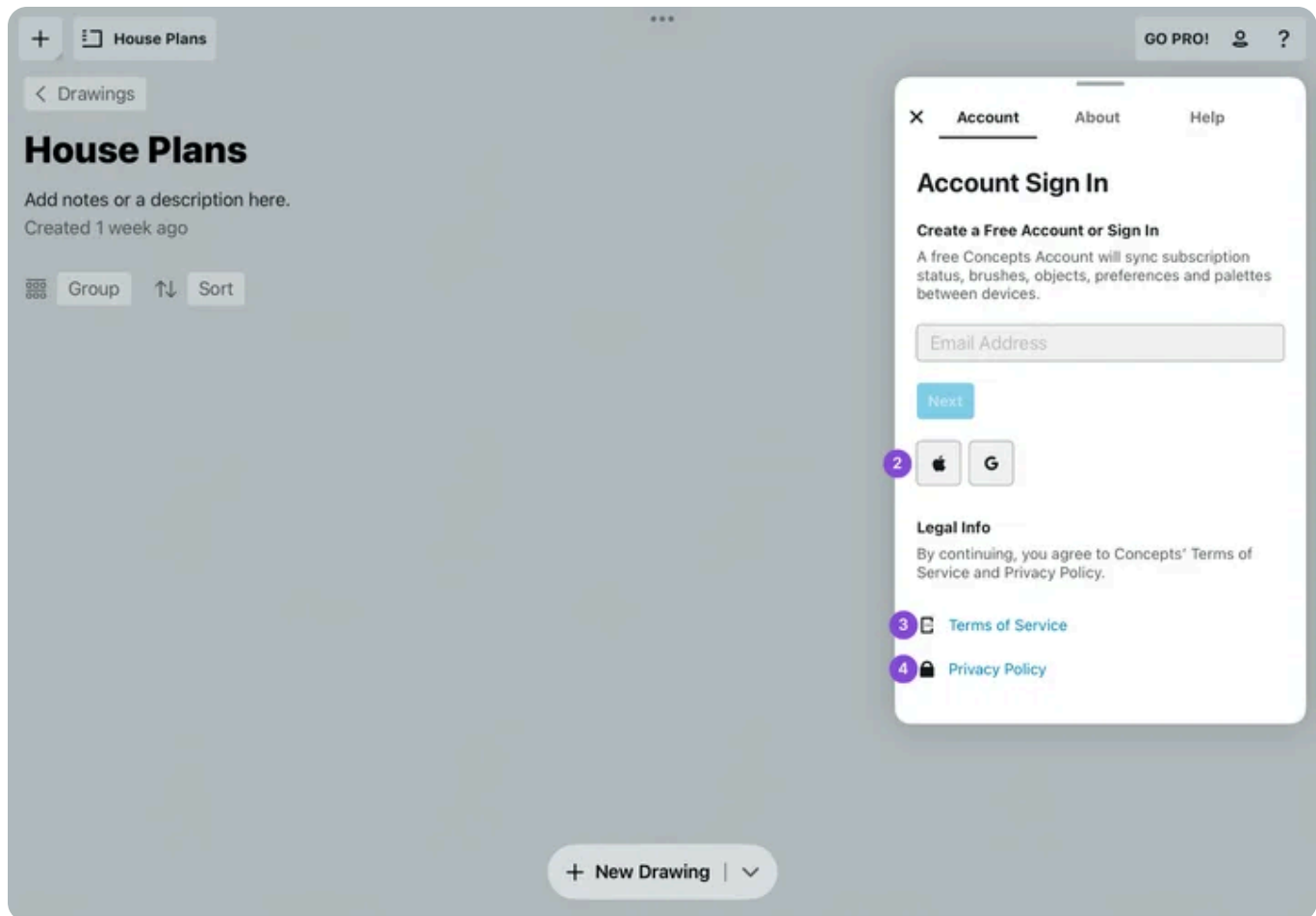


18. **After confirming your account**, your account page will look something like this.
19. If you have not yet completed the **interests survey**, you can easily access it by tapping the top banner or the **Take the Survey** link in the Interests section.
20. To sign out of your account, simply tap the **Sign Out** button. Please note that any brushes, Objects and palettes you have synced to your account will not be available if you are signed out.
21. Under **Sync Status**, you will see if your subscription status, brushes, Objects, preferences and palettes have been successfully synced.
  - A green icon indicates that everything has been successfully synced.
  - If you see a yellow icon, it most likely means that you have not confirmed your account.
  - If you see a red icon, it means that something went wrong.
22. Under **Notifications**, you can adjust your notification settings. If you want to receive tips and tricks, interviews, and other learning material, you can choose to join our Concepts newsletter. You can also let us know if you would be interested in beta testing Concepts.
23. If you wish, you can also **delete** your Concepts account. Please note that this action cannot be undone. You will also lose any brushes, Objects and palettes that you have synced through your account if you decide to delete it. Your drawings will not be affected.

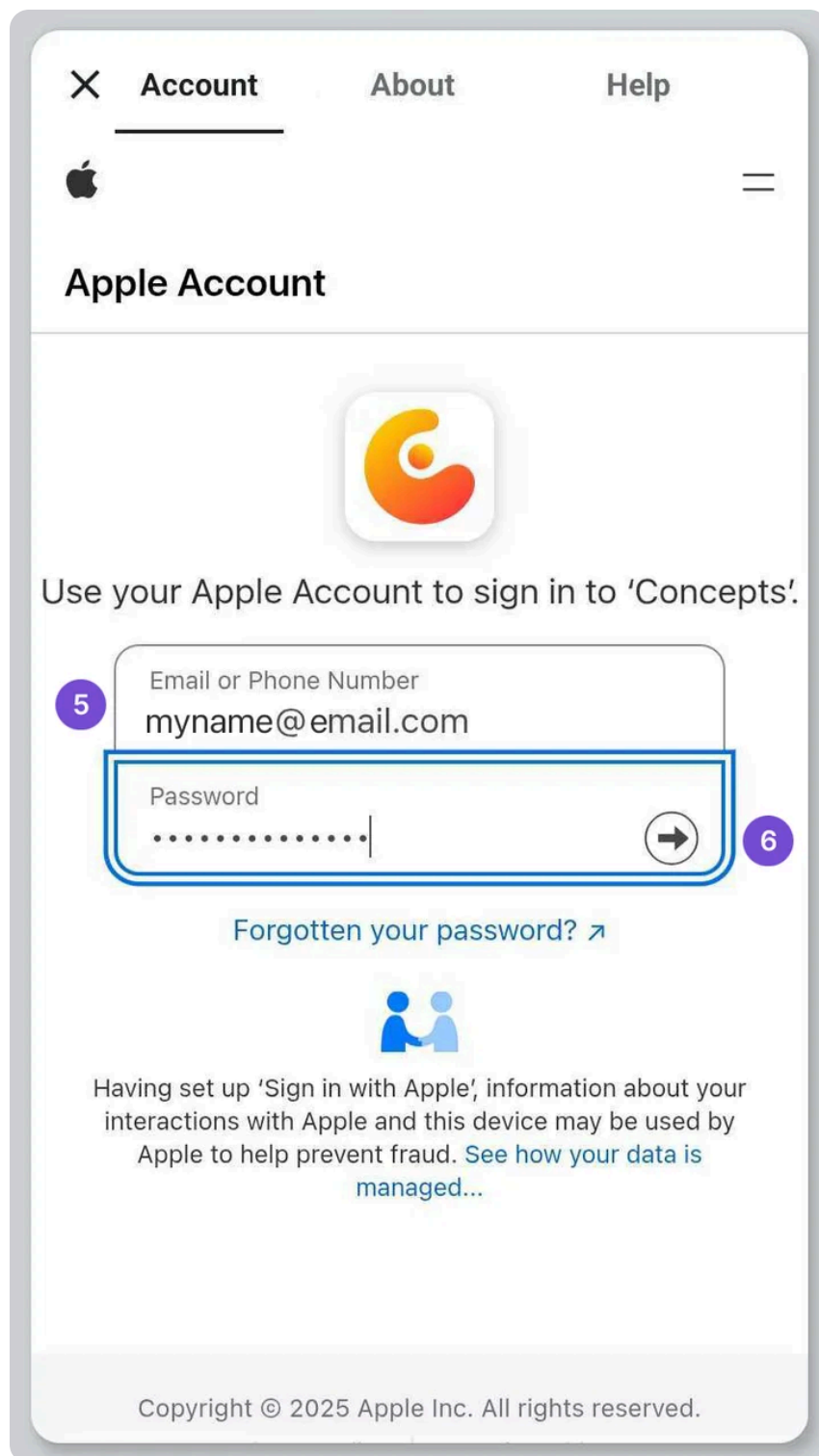
## Creating a Concepts Account with Apple Sign In



1. Start by tapping the **Account icon** in the Status Bar in the Gallery. On Windows and Android, accounts are also available through the Canvas.

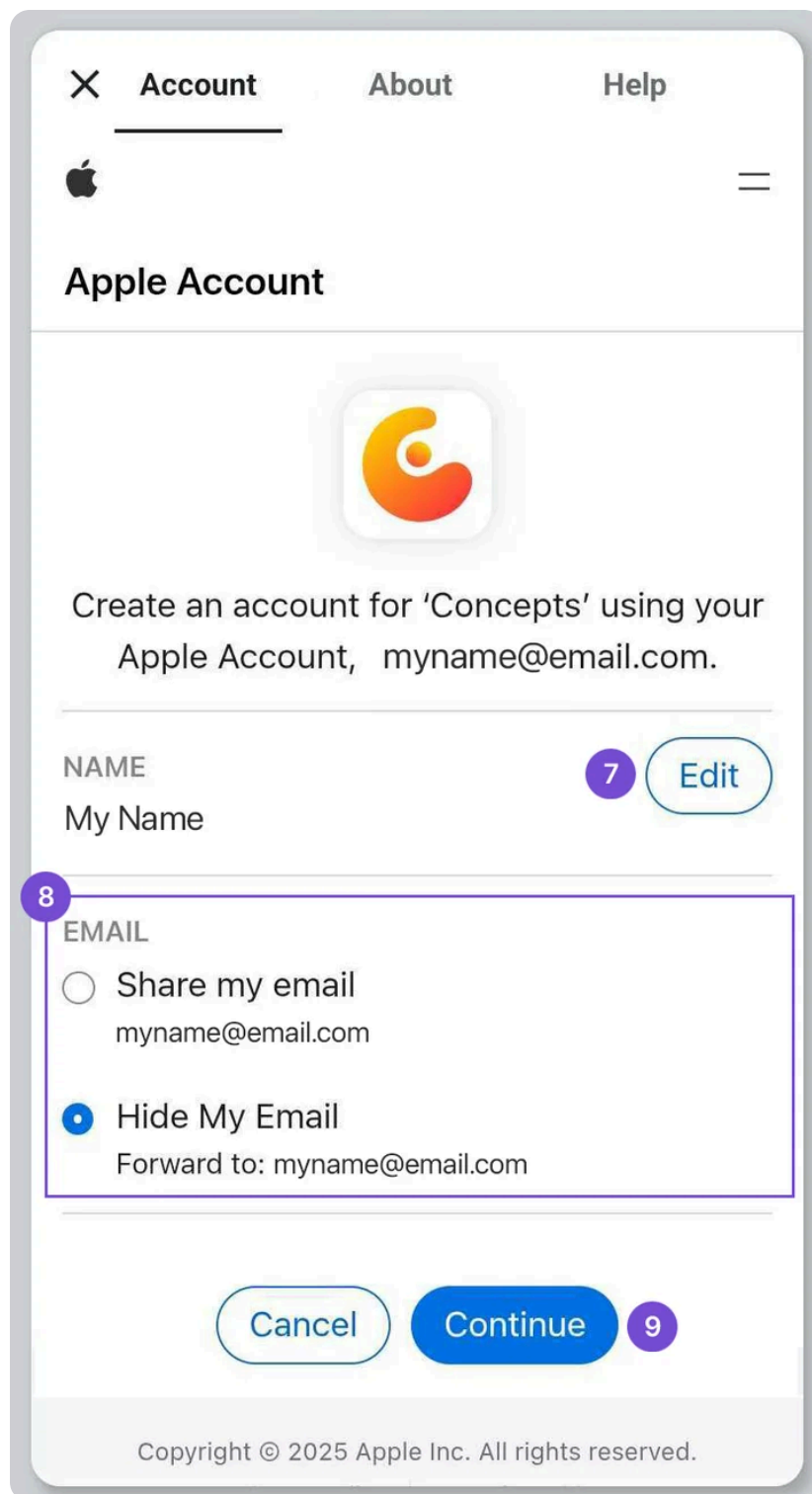


2. Tap the **Apple icon** to create your account with Apple Sign In.
3. By creating an account, you agree to **Concepts' Terms of Service**.
4. By creating an account, you agree to **Concepts' Privacy Policy**.



5. Sign in to your **Apple account**.

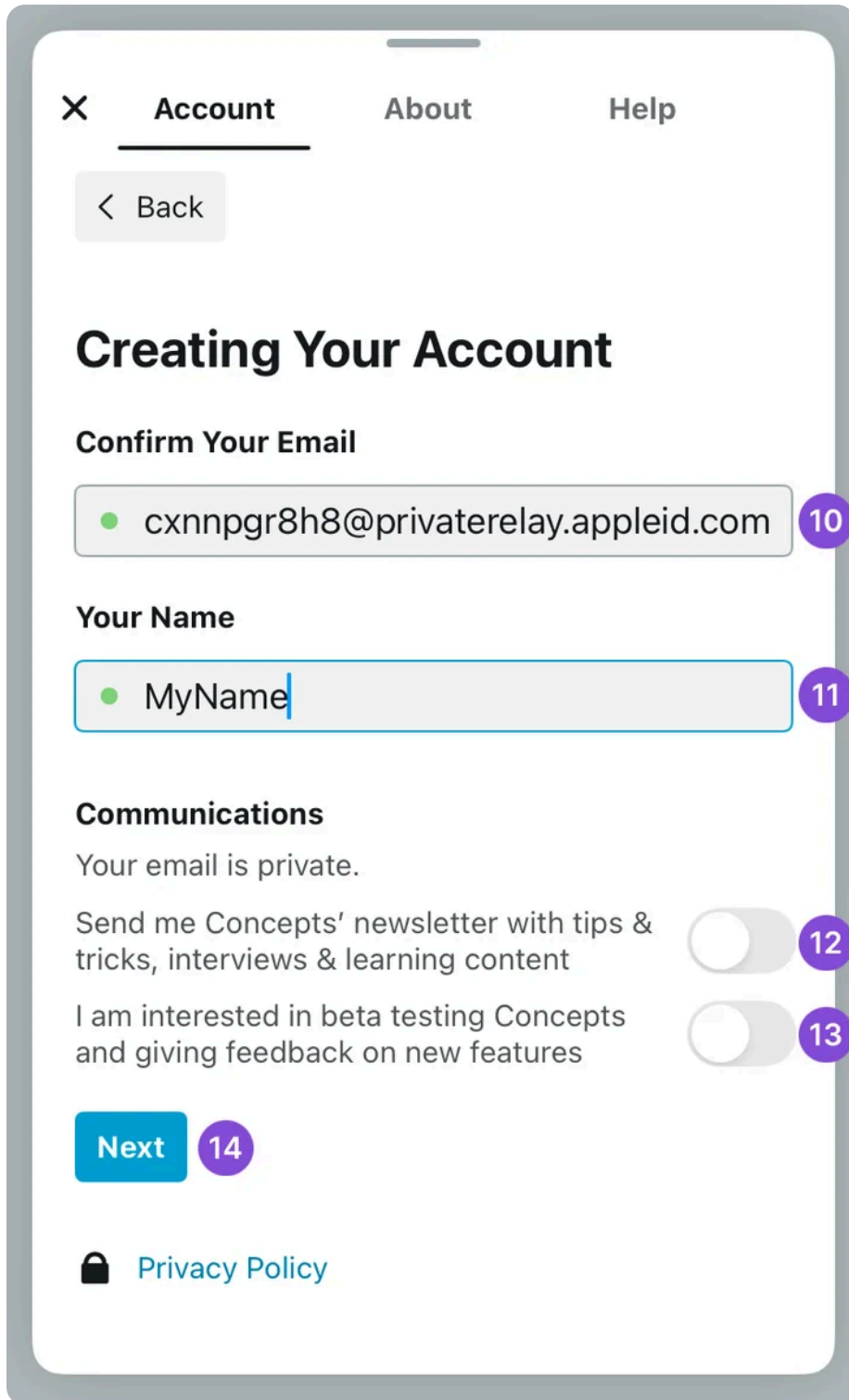
6. Enter your **password** and tap the next arrow.



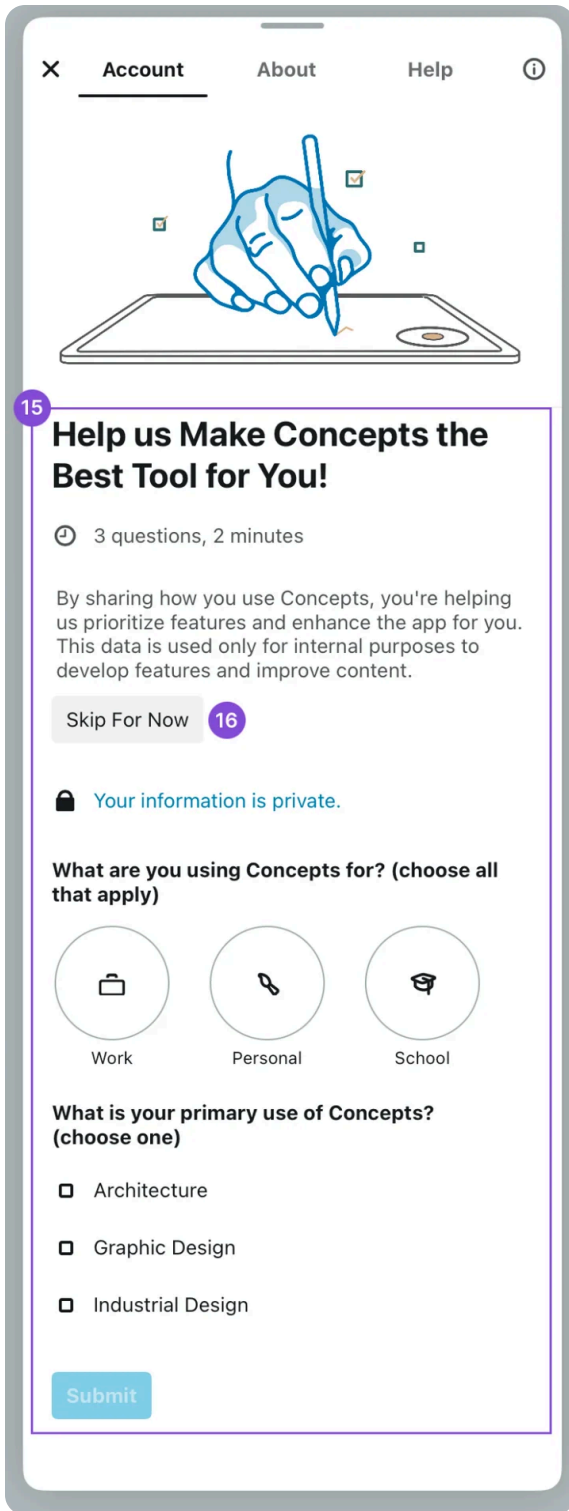
7. Choose a **name** to use with your account.

8. With Apple Sign In, you can choose to **hide your email address**. Emails from Concepts are forwarded to your email.

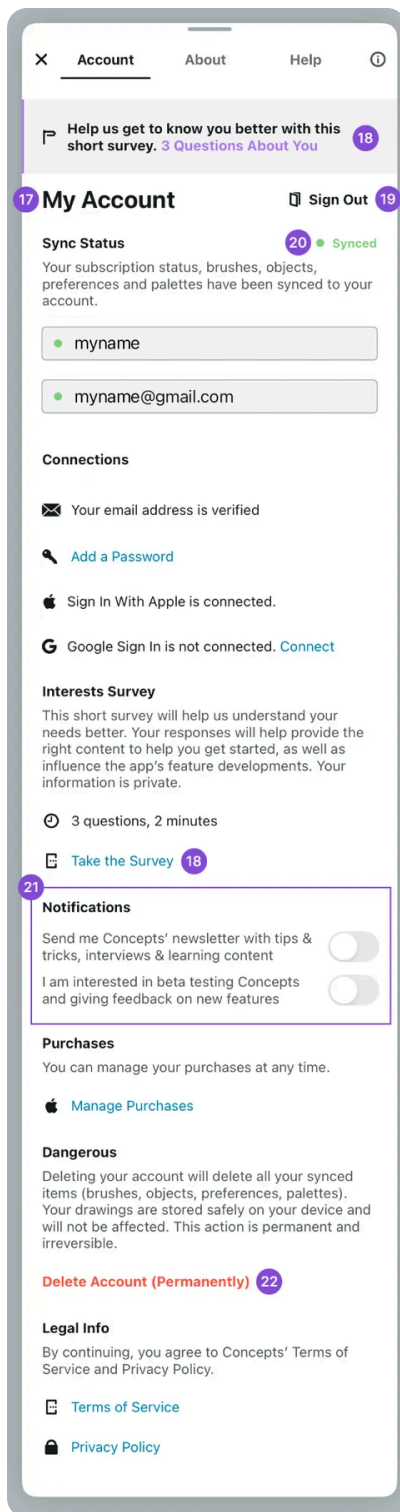
9. Once you have chosen your preference, tap **Continue** to proceed to the next step.



10. If you have chosen to hide your email address, you will see a generated email address string. If you have chosen to share your email address, you will see your email address. Either way, our emails will reach you.
11. You can change the **name** you use.
12. You can sign up for **Concepts' newsletter** by toggling this switch. We will send you useful tips and tricks, interviews, and other learning material.
13. If you are interested in **beta testing** Concepts, toggle this switch and we will contact you with more details.
14. When you're happy with your settings, tap **Next**.



- 15. Complete a **survey** to help us better understand your needs. Your information is private and will only be used to improve your app experience.
- 16. You can also **skip** the survey and complete it later.

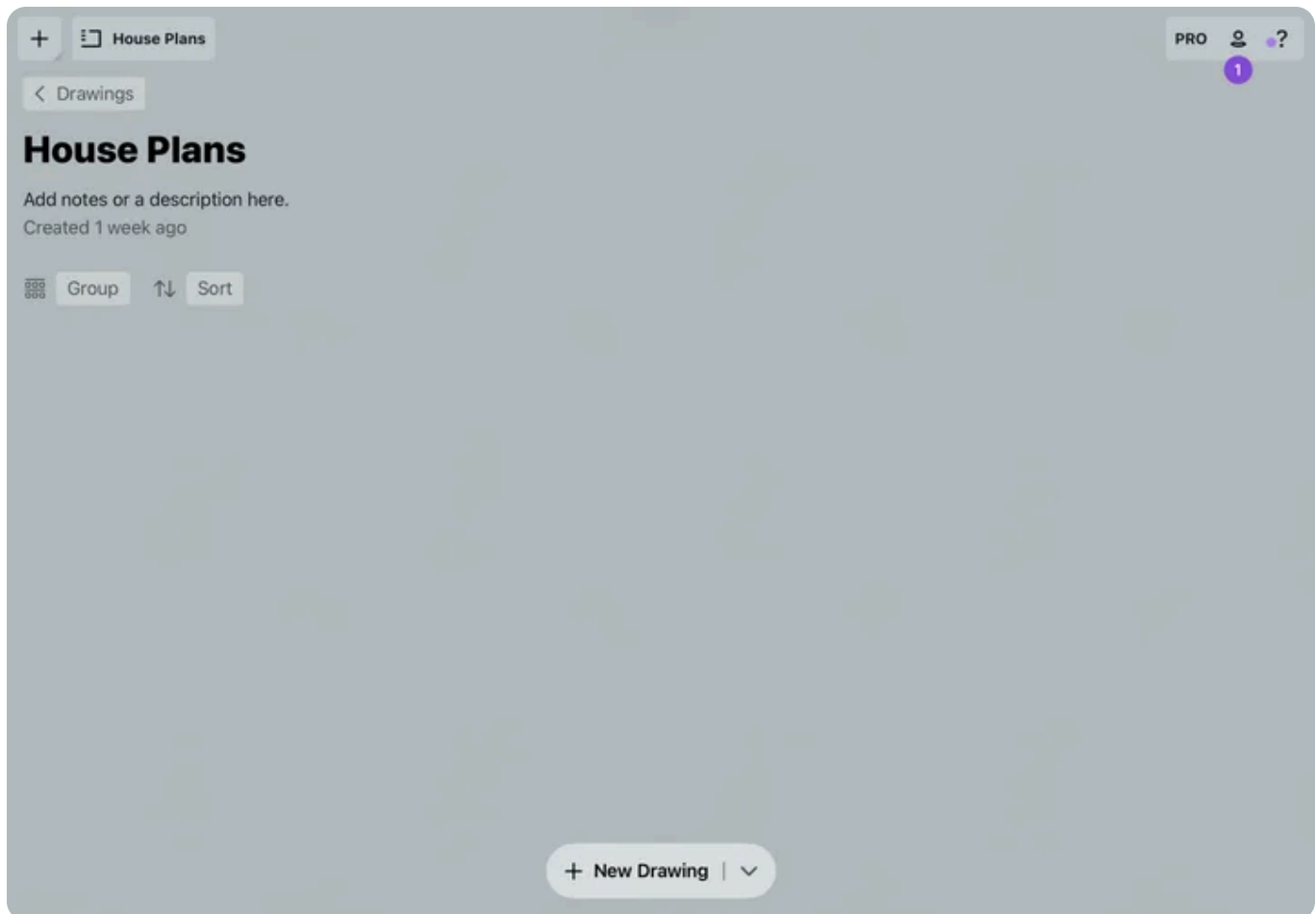


17. After **creating your account**, your account page will look something like this.

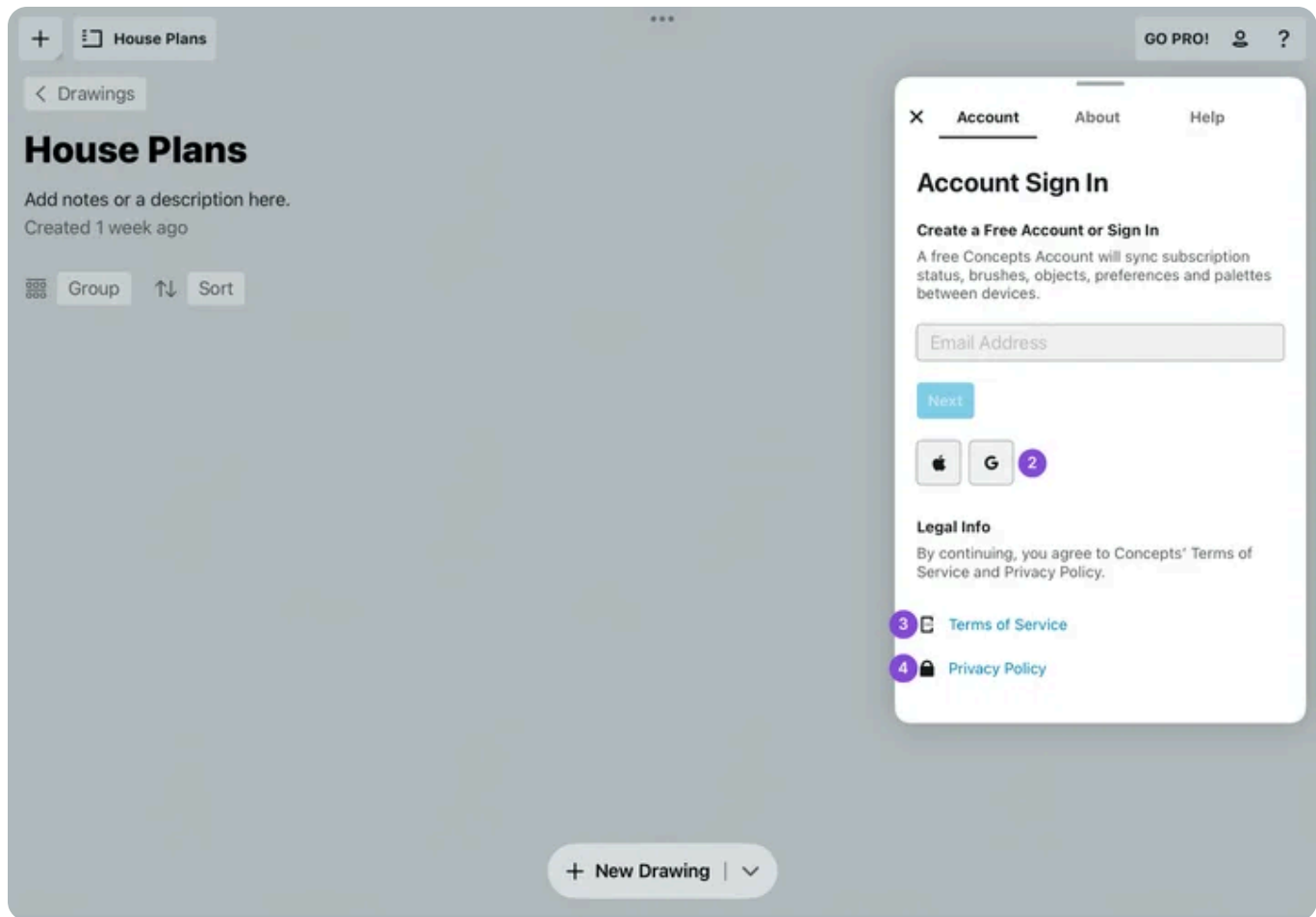
18. If you have not yet completed the **interests survey**, you can easily access it by tapping the top banner, or the **Take the Survey** link in the Interests Survey section.

19. To sign out of your account, simply tap the **Sign Out** button. Please note that any brushes, Objects, and palettes you have synced to your account will not be available if you are signed out.
20. Under **Sync Status**, you will see if your subscription status, brushes, Objects, preferences and palettes have been successfully synced.
  - A green icon indicates that everything has been successfully synced.
  - If you see a yellow icon, it most likely means that you have not confirmed your account.
  - If you see a red icon, it means that something went wrong.
21. Under **Notifications** you can adjust your notification settings. If you want to receive tips and tricks, interviews, and other learning material, you can choose to join our Concepts newsletter. You can also let us know if you would be interested in beta testing Concepts.
22. If you wish, you can also **delete** your Concepts account. Please note that this action cannot be undone. You will also lose any brushes, Objects and palettes that you have synced through your account if you decide to delete it. Your drawings will not be affected.

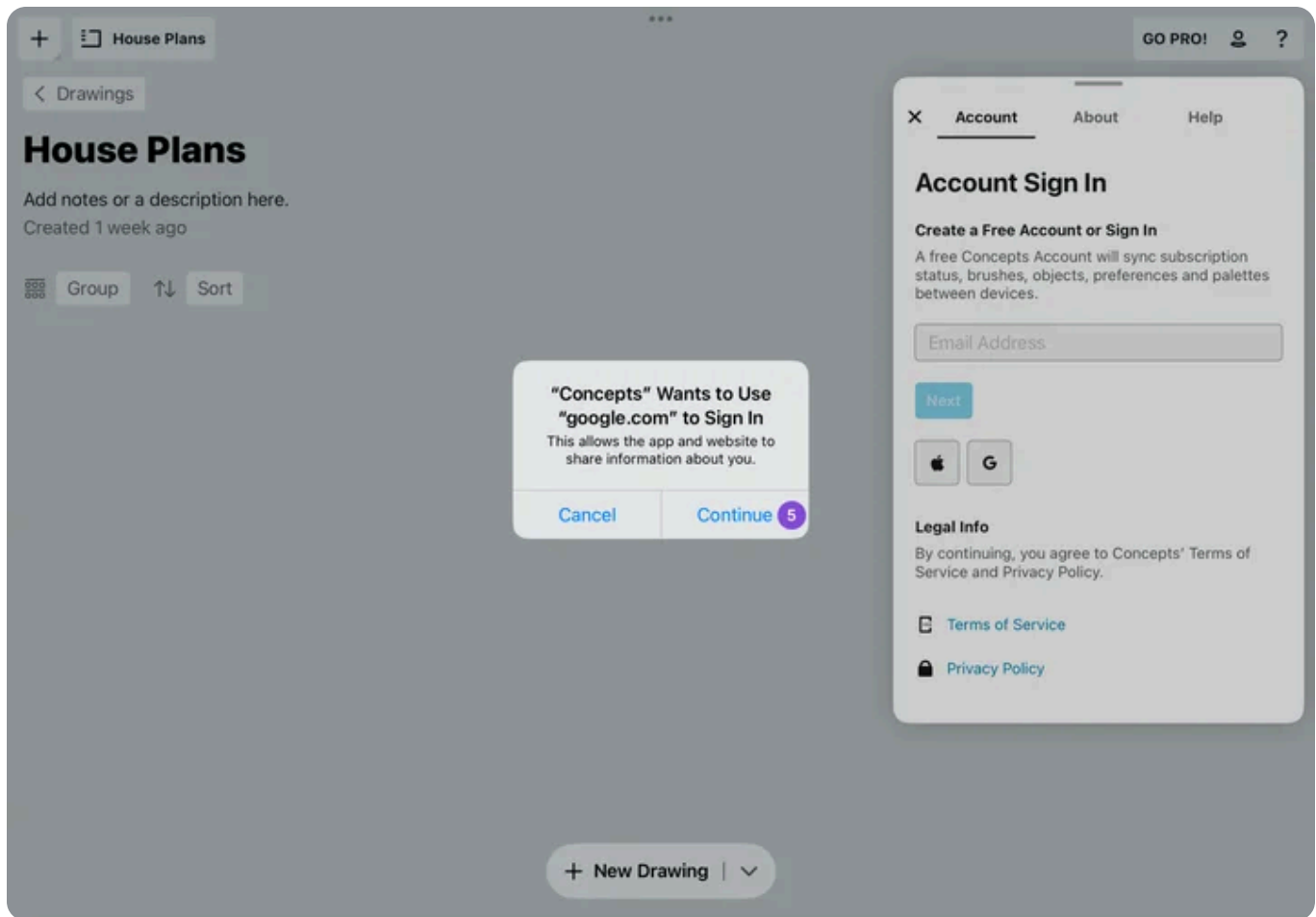
## Creating a Concepts Account with Google Sign In



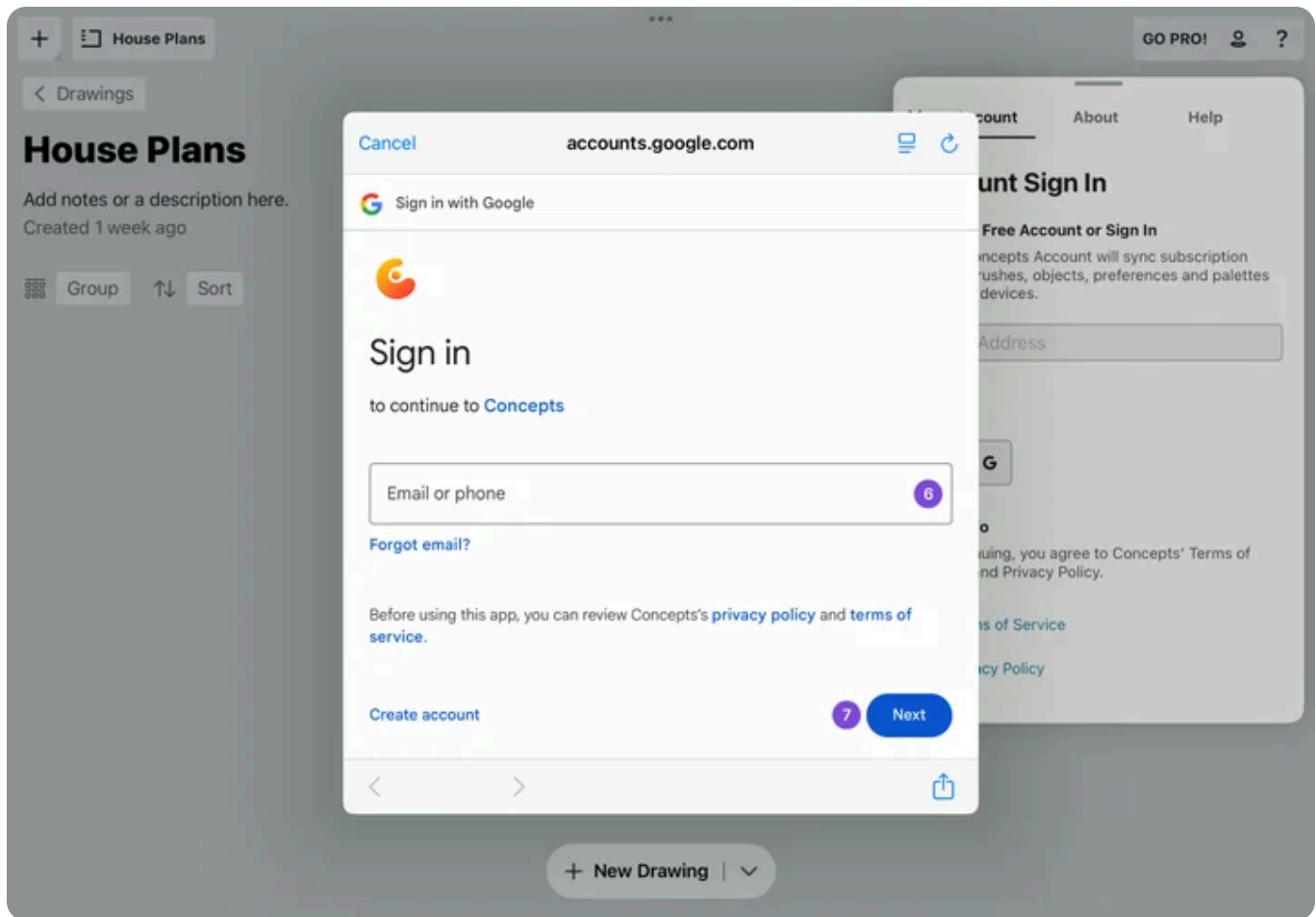
1. Start by tapping the **Account icon** in the Status Bar in the Gallery. On Windows and Android, accounts are also available through the canvas.



2. Tap the **Google icon** to create your account with Google Sign In.
3. By creating an account, you agree to **Concepts' Terms of Service**.
4. By creating an account, you agree to **Concepts' Privacy Policy**.

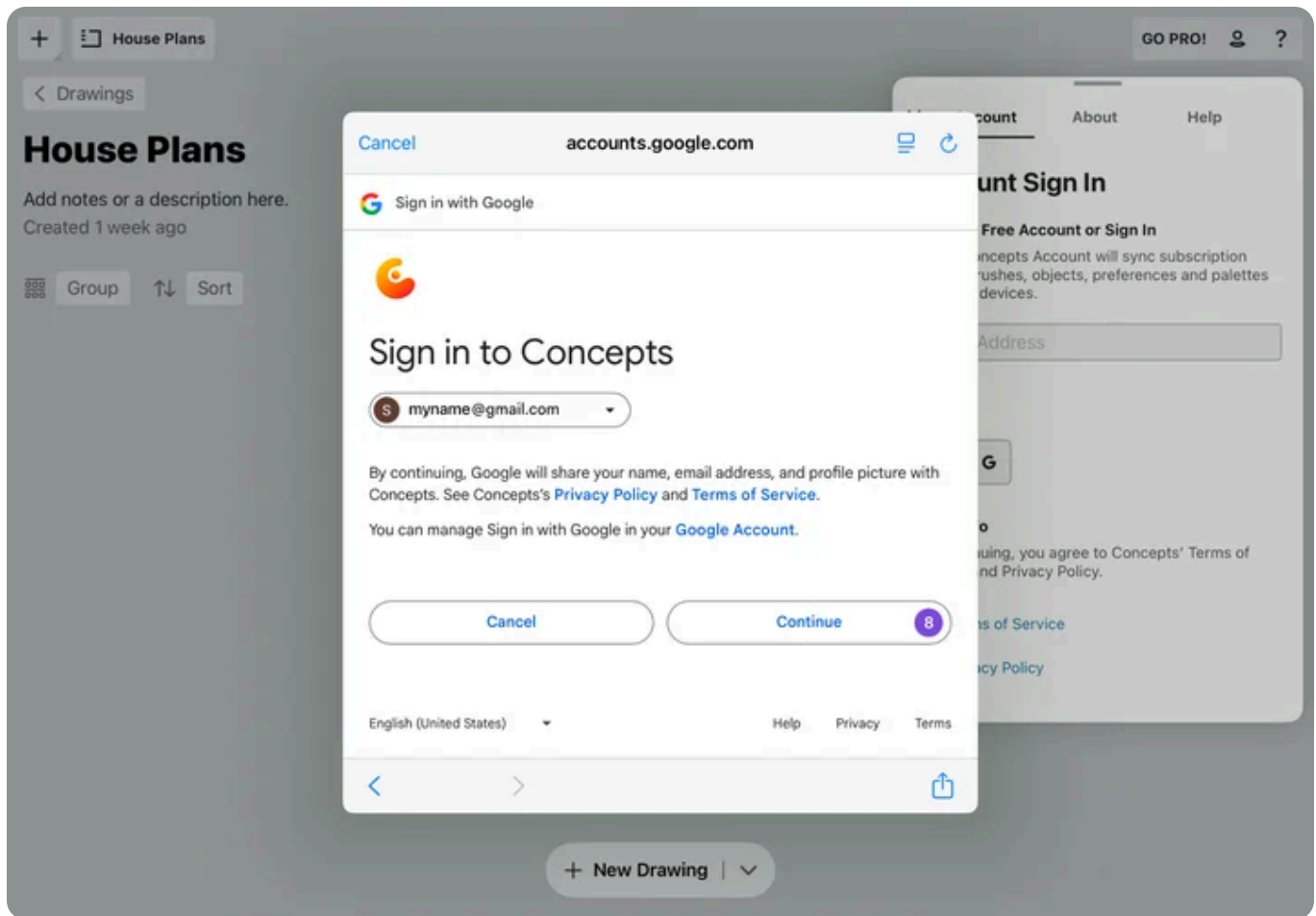


5. Tap **Continue** to proceed with the sign-up process.

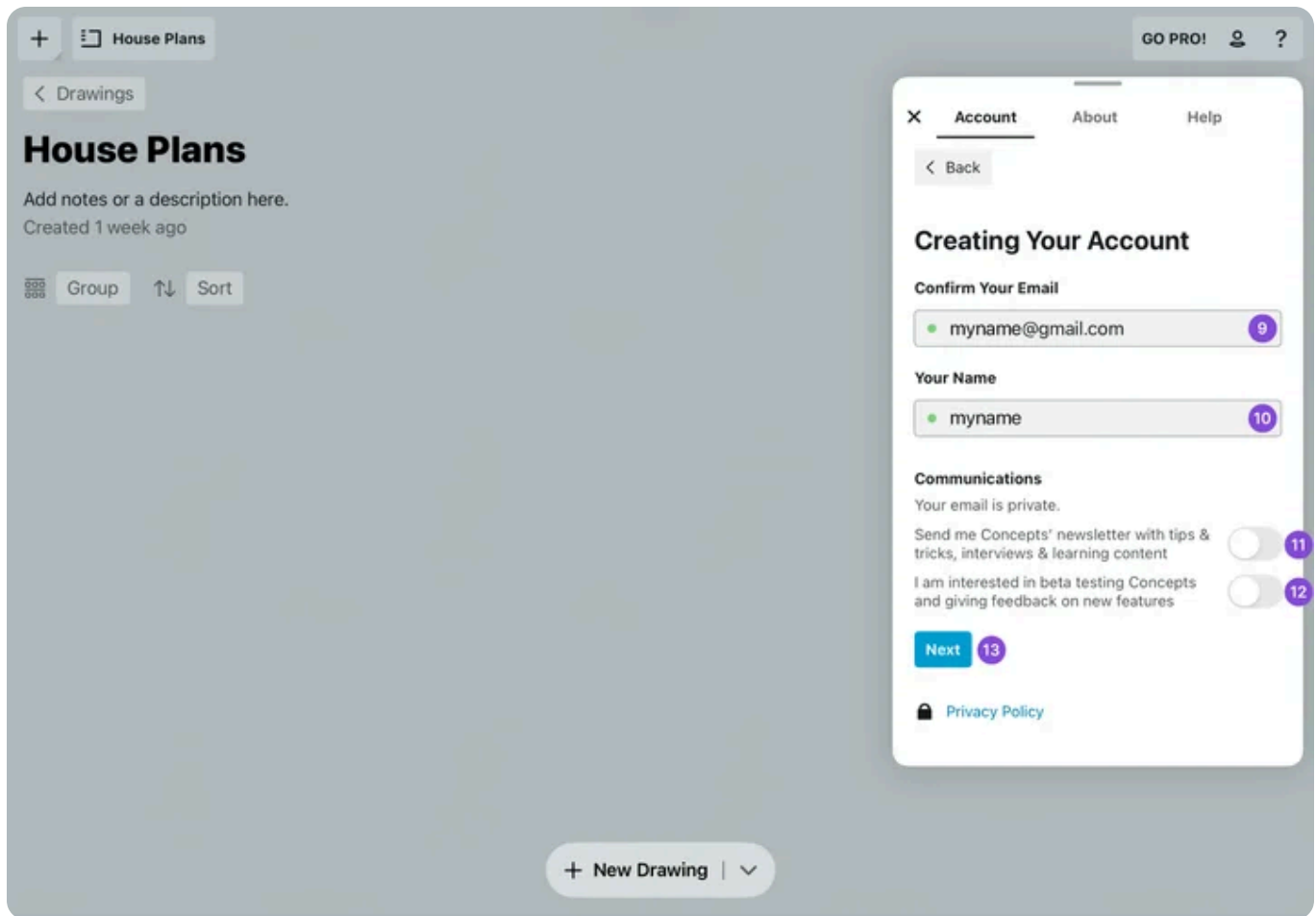


6. Use your **Google Sign In** credentials.

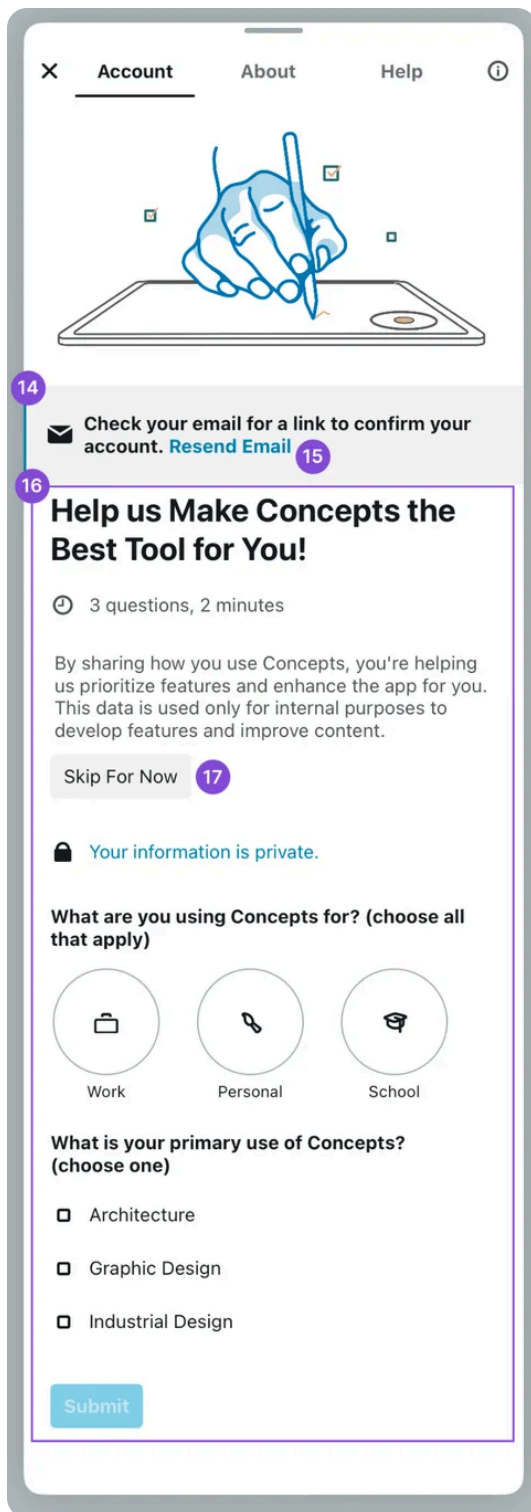
7. Once you are done, tap **Next**.



8. Once you are signed in to your account, tap **Continue**.



9. Make sure your email address is correct.
10. Choose a **name** to use with your account.
11. You can sign up for **Concepts' newsletter** by toggling this switch. We will send you useful tips and tricks, interviews, and other learning material.
12. If you are interested in **beta testing** Concepts, toggle this switch and we will contact you with more details.
13. When you're happy with your settings, tap **Next**.



14. You will receive an email to **confirm your account**. This might take a few minutes.

15. If you don't see the confirmation email, you can **resend the email** by tapping the link.

16. Complete a **survey** to help us better understand your needs. Your information is private and will only be used to improve your app experience.
17. You can also **skip** the survey and complete it later.

Let's activate your account.



Infinite, flexible sketching.

We're glad you're here. We're working on big things - the future of pen & paper - and we can't do it without you. Let's start by activating your account.

[Click here to activate your account.](#) **18**

If you purchase a subscription (thank you), we'll sync that automatically between supported platforms. Where applicable, we'll also sync your preferences, palettes, and more. Note that *drawings are not currently synced*, but they can be backed up with your standard device backups. Check your device settings for more info.

Tag @ConceptsApp on [Instagram](#) to share your work, or join our [Discord community](#) to learn tips & tricks, interact with our team and meet fellow creators.



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This is a one-time email.

18. You should receive a **confirmation email**. Tap the **Click here to activate your account.** link to activate your account.



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**19**

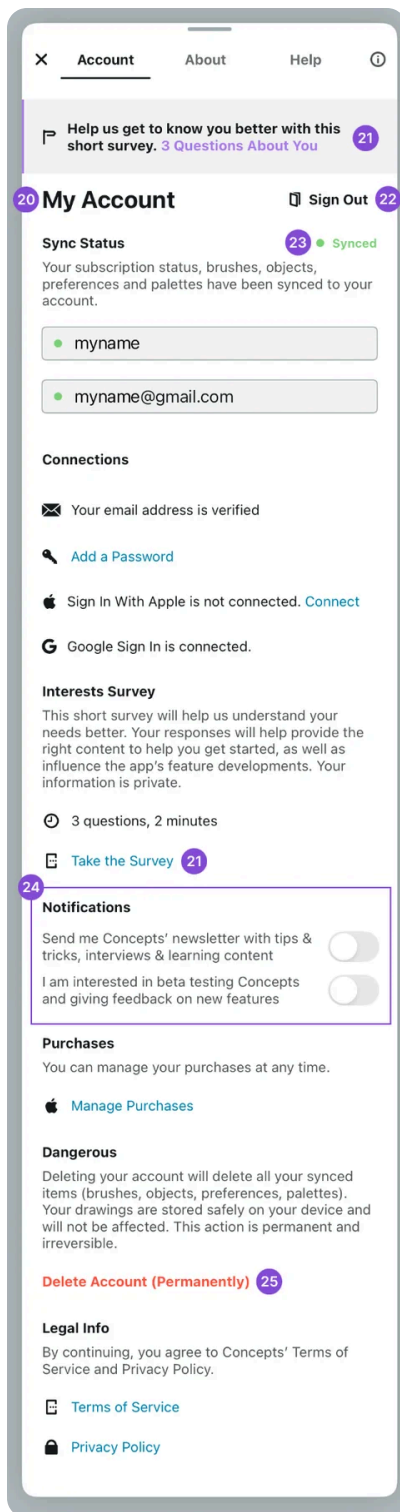
## Account Confirmed

Thanks! We're happy you're here.

When you go back to Concepts, your preferences, color palettes, object packs and purchases will be synced immediately. When you sign in on other devices, everything will transfer over automatically. *Note:* This doesn't apply to drawings yet -- we're working on that.

If you need anything, we're just an [email](#) or [message](#) away.

19. Once you have **confirmed your account**, you will see the **Account Confirmed** page. Return to Concepts to view your account status.



20. **After confirming your account**, your account page will look something like this.

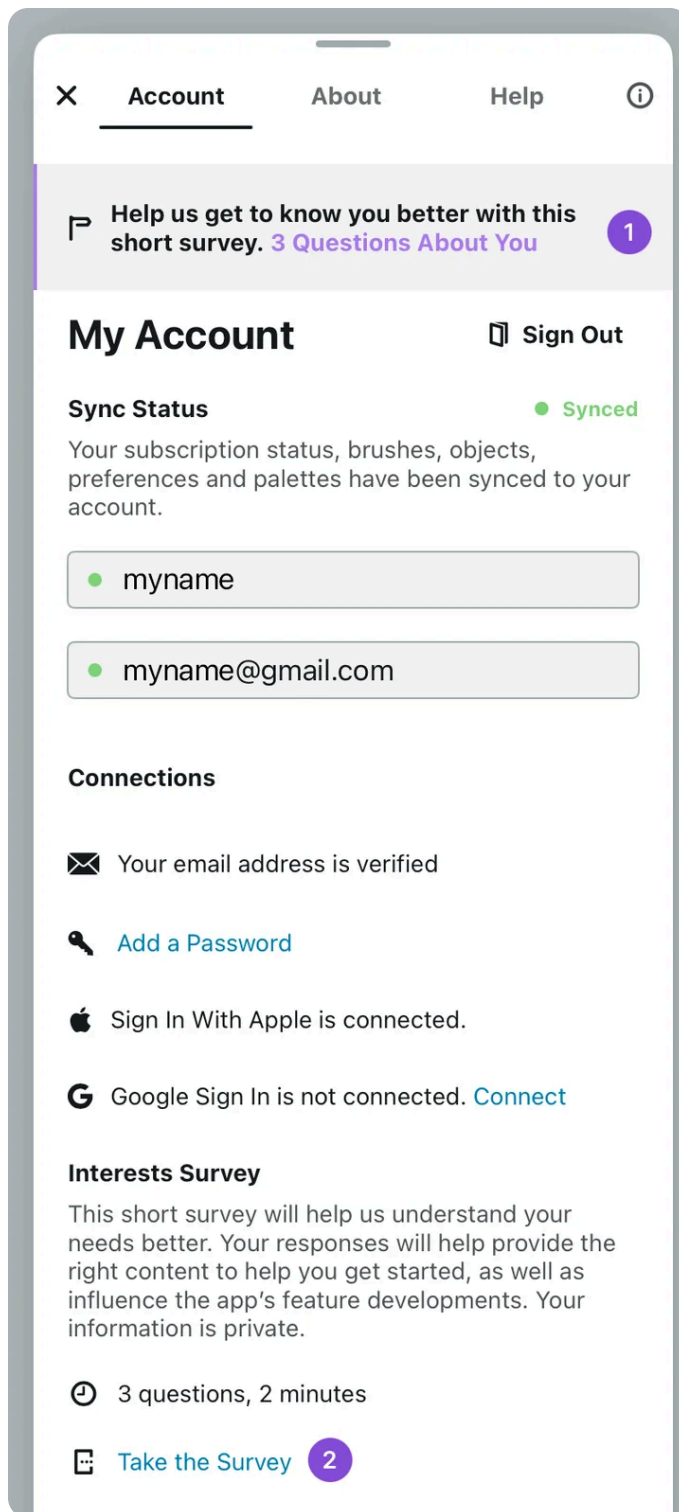
21. If you have not completed the **interests survey** yet, you can easily access it by tapping the top banner or the **Take the Survey** link in the Interests Survey section.

22. To sign out of your account, simply tap the **Sign Out** button. Please note that any brushes, Objects and palettes you have synced to your account will not be available if signed out.
23. Under **Sync Status**, you will see if your subscription status, brushes, Objects, preferences and palettes have been successfully synced.
  - A green icon indicates that everything has been successfully synced.
  - If you see a yellow icon, it most likely means that you have not confirmed your account.
  - If you see a red icon, it means that something went wrong.
24. Under **Notifications**, you can adjust your notification settings. If you want to receive tips and tricks, interviews, and other learning materials, you can choose to join our Concepts newsletter. You can also let us know if you would be interested in Beta Testing Concepts.
25. If you wish, you can also **delete** your Concepts account. Please note that this action cannot be undone. You will also lose any brushes, Objects and palettes that you have synced through your account if you decide to delete it. Your drawings will not be affected.

## Interests Survey

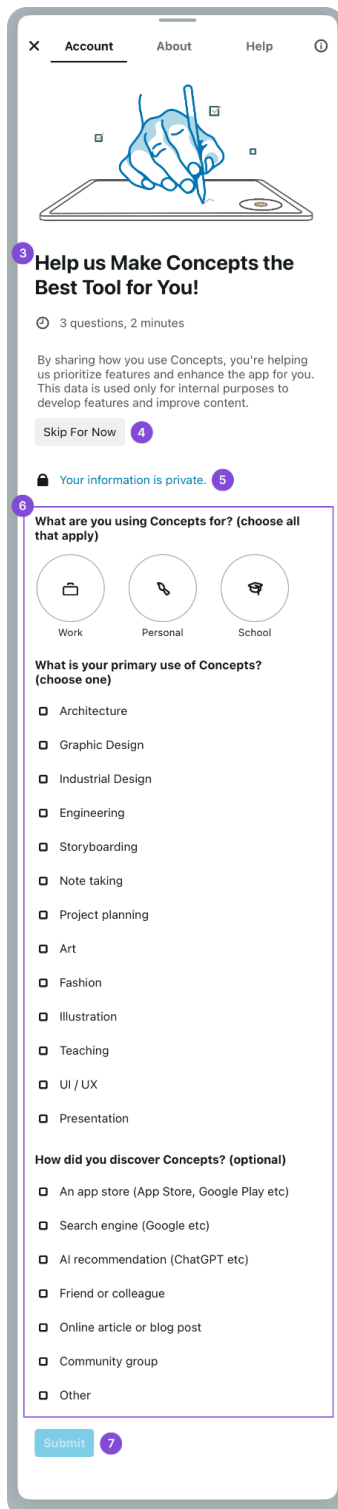
To better understand your needs, we have added an **Interests Survey** on the account page. The survey includes a few questions about your Concepts usage as well as how you found the app.

The survey data is only used for internal purposes to develop features and improve our content.



1. To access the Interests Survey, go to your **account page**. If you have not completed the survey yet, you should see a banner at the top of the account page.
2. You can also tap the **Take the Survey** link further down on the page. If you have already completed the survey you'll see a **Edit your answers** link

instead.



3. Completing the survey helps us develop Concepts based on your needs.

4. You can skip the survey and return to it later.

5. Your information is private. The data is only used for internal purposes to develop Concepts.
6. Complete the survey.
7. Tap **Submit** to submit your answers. You can always edit your answers later.

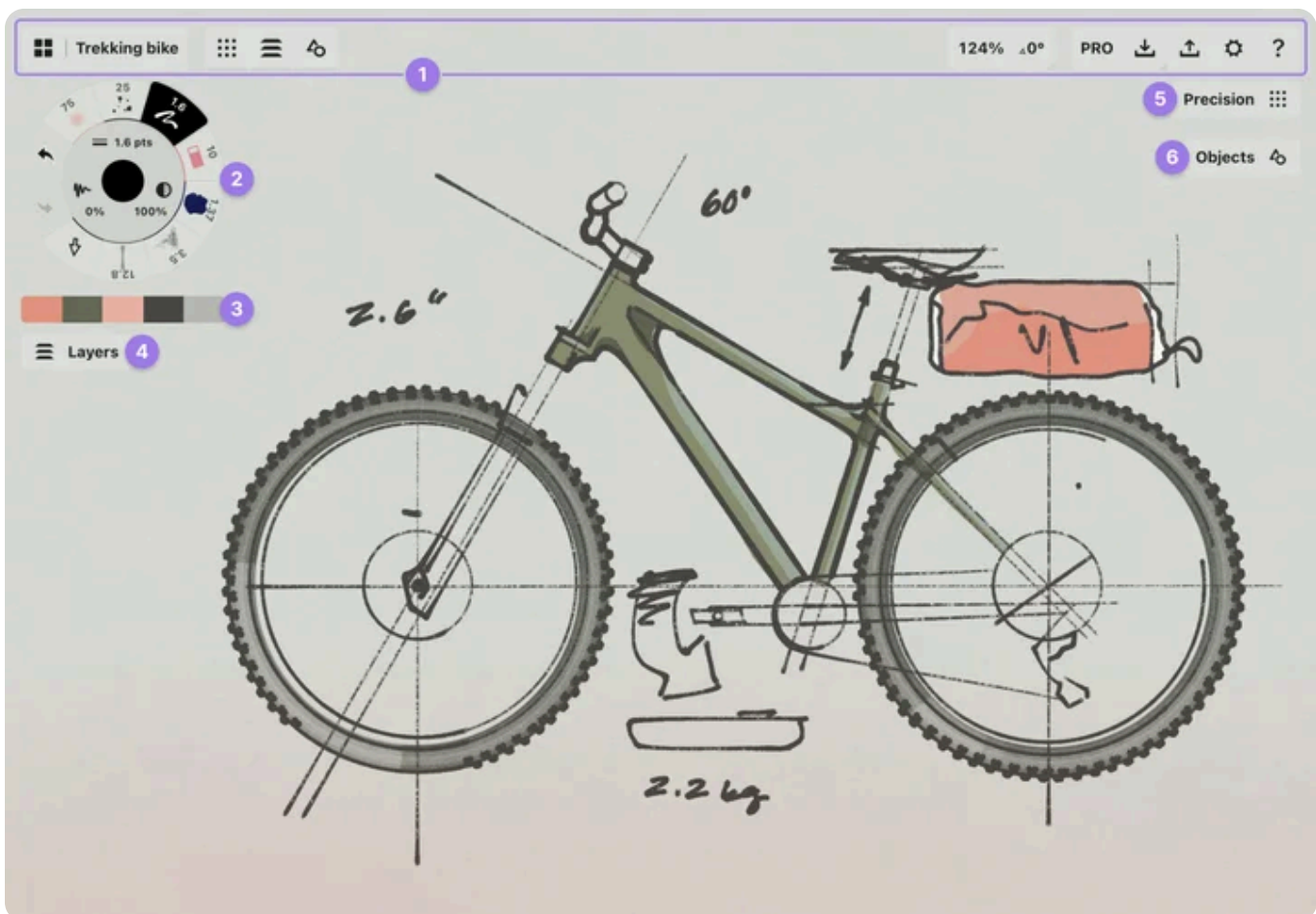
# Your Workspace

## Your Workspace

### QUICK SUMMARY

1. Set up your favourite tools in the **Tool Wheel**.
2. Customize your canvas by rearranging the **Canvas Elements** to your liking.
3. You can always get **back to the Gallery** by tapping the gallery icon in the top left of the Status Bar.

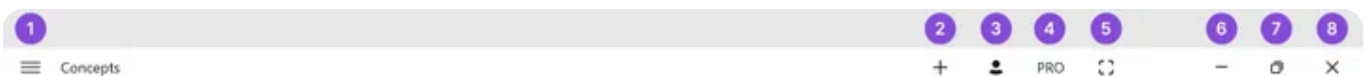
## Interface



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), Pro Store, Import, Export, Settings, Help. On Windows there are a few additional items: a Drop-down menu, Account Icon, Full-Screen toggle and minimize, Windows and close buttons.
2. **The Tool Wheel.** Eight configurable tools, along with undo and redo. You can **drag & drop** it on the side (iOS) or in the middle (Windows & Android) of the canvas to change it into a Tool Bar. You can also change between the Wheel and Bar in the Settings.
3. **Color Palette & Mixer (iOS Only).** 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. Read more about [Colors](#).
4. **Layers.** Layers help organize your drawing. For example, you can organize by tool, iteration, or background/outline. Toggle between Automatic (tool-based) or Manual (custom) modes. Read more about [Layers](#).
5. **Precision Tools.** Activate Grids, Snap, Measure, and Shape Guides in this menu to help you draw precisely. Read more about [Precision Tools](#).
6. **Objects.** Tap to open the Object Library. Choose objects from the Object Market or My Object libraries. Read more about [Objects](#).

## The Title Bar (Windows Only)

The Title Bar is unique to Concepts for Windows. The Title Bar has several familiar buttons from the Windows operating system as well as some unique to Concepts.



1. **Drop-down Menu.** From here, you can save your work and open a new drawing, open an existing drawing, save your work, export a drawing,

manage your settings, learn about Concepts, purchase in-app features, find 24-hour **Ask Us Anything** support and exit the app.

2. **Start a New Drawing tap +.** Save your current drawing and start a new drawing by tapping or clicking on the +.
3. **Account.** Sign up or sign in to your free Concepts account.
4. **Pro Store.**
5. **Full Screen.** Enter full screen for fewer distractions. Full-screen mode will hide the title bar as well as the Windows Taskbar at the bottom.
6. **Minimize** the app to wait in your Windows Taskbar.
7. **Full Screen vs. Window Mode.** Shrink your canvas and show your workspace, or expand to a full display.
8. **Quit.** Tap **X** to quit Concepts.

## The Status Bar

At the top of the screen, you'll find your Status Bar. Here, you'll find many of the important tools to get the most out of Concepts.

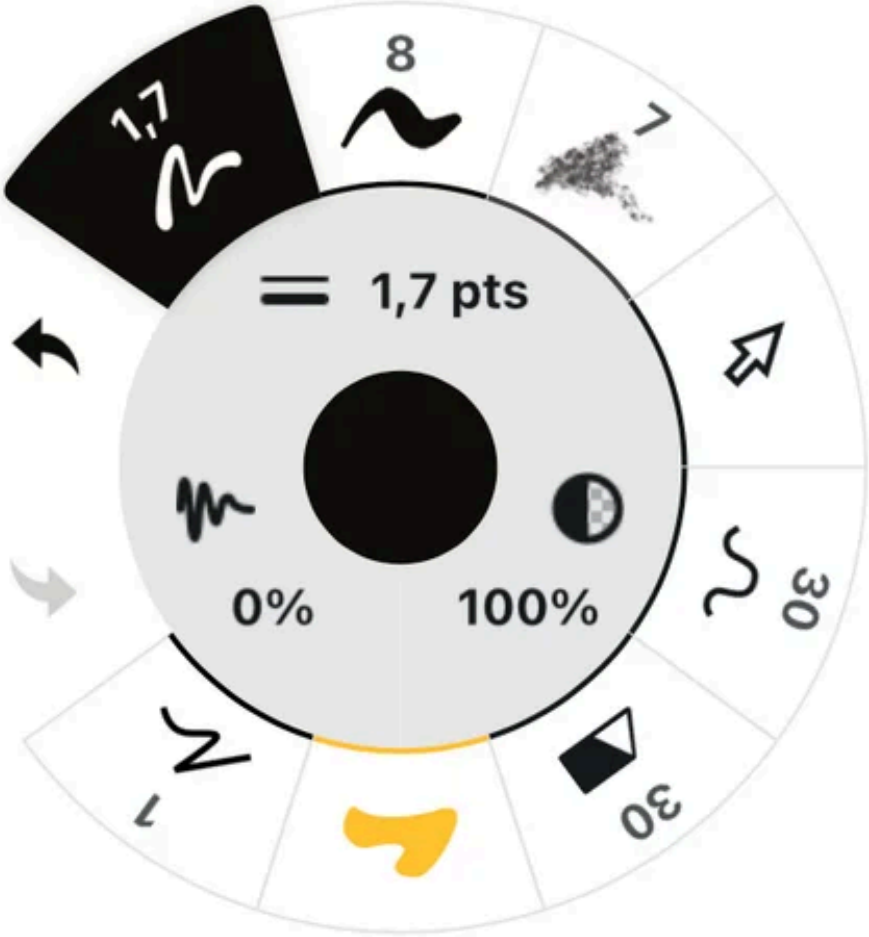


1. **The Gallery.** Tap to return to the Gallery.
2. **Drawing Name.** This displays the name of your current drawing. Tap the name to rename the drawing.
3. **Precision Toggle.** This button toggles the Precision menu on the canvas. You can make it visible or hide it, depending on your needs.
4. **Layers Toggle.** This button toggles the Layers on the canvas. You can make layers visible or hide them, depending on your needs.

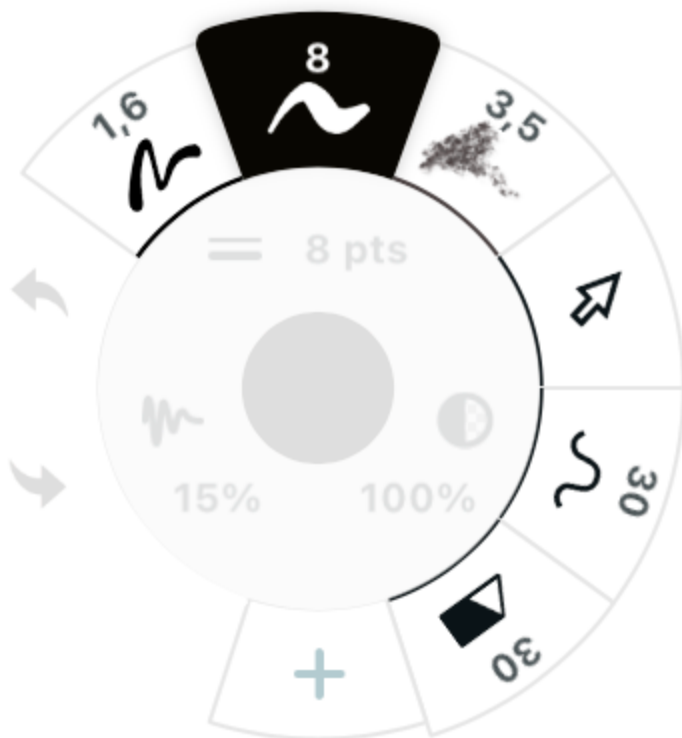
5. **Objects Toggle.** This button toggles the Objects menu on canvas.
6. **Canvas Status and Measurements.** This shows the current canvas zoom and rotation; if there's an active selection, its measurements will appear here. Tap the values to open a measurement popup with more controls, or tap+hold the values to inline edit them.
7. **Pro Store.** Tap here to open the store. The button represents the status of your purchases: **PRO** when you have purchased either an **Everything subscription** or **Essentials**, and will say **Go PRO** when you haven't made a purchase. You can also restore purchases here. On Windows, you can get to the Pro Store from the Title Bar.
8. **Import.** Tap this button to access Import options.
9. **Export.** Tap this button to open the Export menu.
10. **Settings.** The Workspace tab offers drawing-specific settings like Background Type, Artboard Size, Units and Scale. Tap the Interaction tab to configure your gesture and styli preferences.
11. **Help.** Access our in-app support via Ask Us Anything, and find links to our latest stories, video tutorials, FAQ, and more.

## The Tool Wheel / Bar

Below the Status Bar is the Tool Wheel. This is where you access your tools, configure their properties and choose your colors.

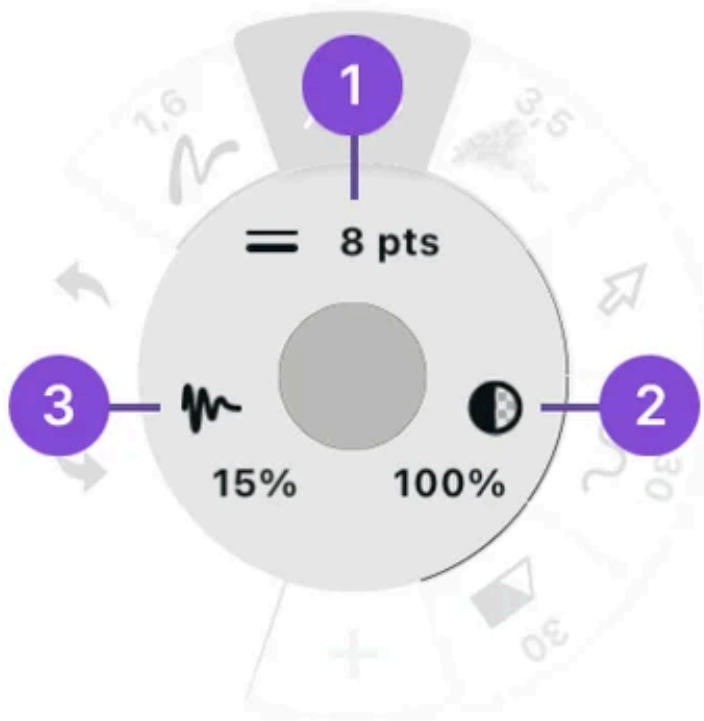


## Tools



The **outer ring** has up to eight configurable tool slots. Tap a tool to activate it and start drawing. **Tap again** (or **double-tap an inactive tool**) to enter the Brush menu, where you can choose from many different tools and set your tool's presets.

## Brush Preferences



On the **inner ring** of the Tool Wheel are three settings you can use to configure your brush preferences: size, opacity and smoothing.

1. **Size.** Use the size slider to determine the size of your brush. Choose one of the four presets at the top, and set those for fast toggling between favorite brush sizes.
2. **Opacity.** Use the opacity slider and presets to set the opacity of your brush. 100% is fully opaque, 0% is fully transparent.
3. **Smoothing.** Use the smoothing slider and presets to set how much smoothing you'd like your line to have. 0% smoothing gives you the raw stroke straight from your hand input, 50% smoothing removes many of the

bumps for a more polished stroke, and 100% smooths the stroke into a perfectly straight line between start and end points, no matter how wiggly it started.

## Setting the Presets

**Tap** one of the preferences 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 any of the 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.

## Color



At the **center** of the tool wheel, you'll see the current color and opacity of your brush. **Tap** the circle to bring up the **Color Wheel** and find the **color picker**. **Tap+hold** the circle to bring up your **Colors menu** (Color menu, palettes and mixing are currently only on iOS).

## Undo / Redo

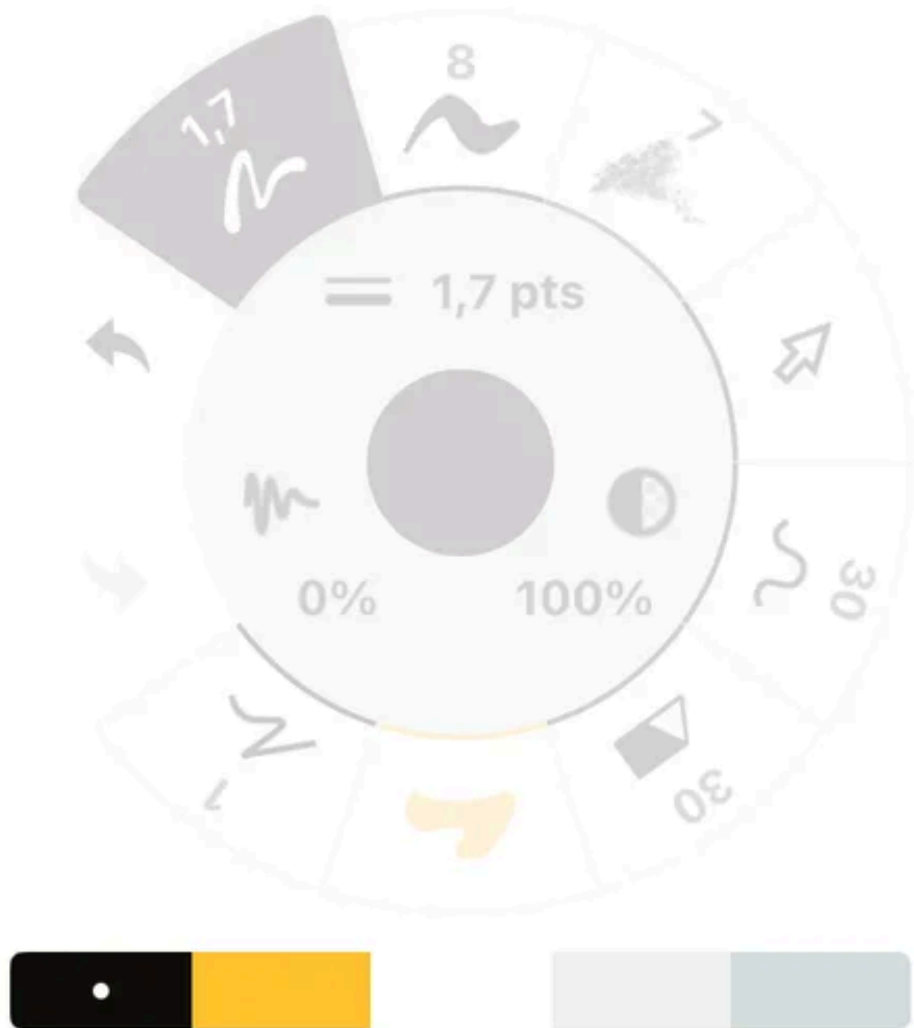


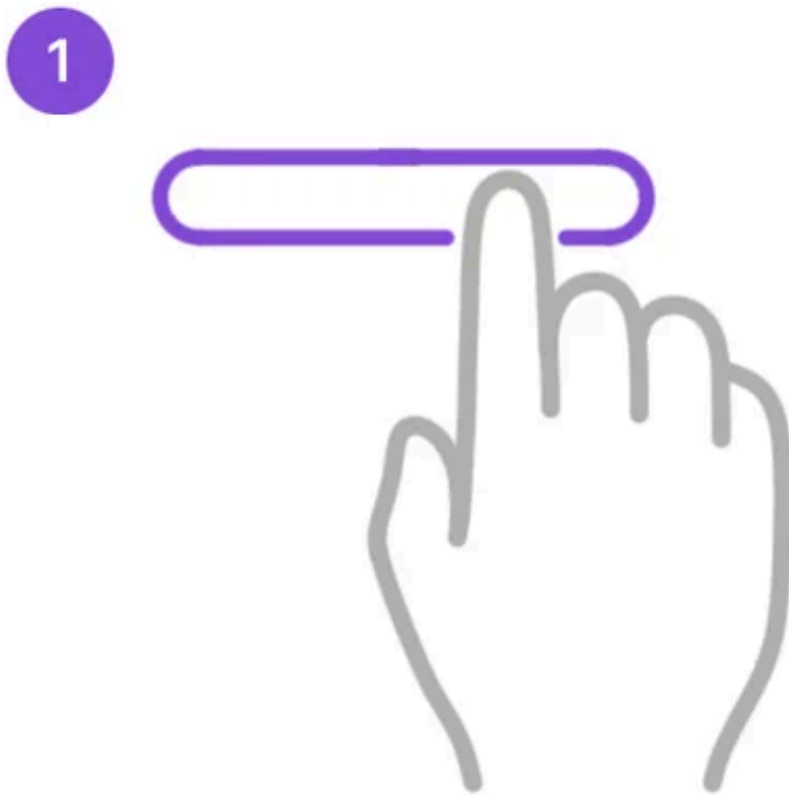
At the side of your Tool Wheel, you will find the **undo** and **redo** buttons. Tap the arrow pointing to the left if you want to undo a stroke. Tap the arrow pointing to the right to redo a stroke. You can also use the **two-finger** tap gesture to undo and **three-finger** tap to redo. Concepts also has keyboard shortcuts: Ctrl+Z to undo, Ctrl+Shift+Z to redo.

Because Concepts is vector-based, you can always edit your lines instead of undoing them. You can **Select** and adjust any line, **Nudge** it, **Slice** (erase) it, or delete it entirely whenever you want.

### The Color Palette (Only on iOS)

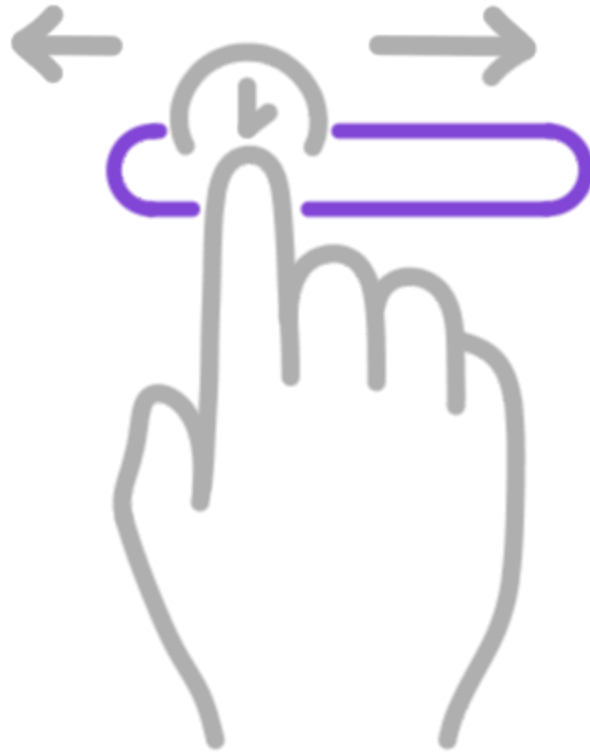
Below the tool wheel is the **Color Palette**. You can customize and add palettes in the **Colors menu**. Any palette you activate in the Colors menu will appear on screen. You can **swipe** between the different color palettes.



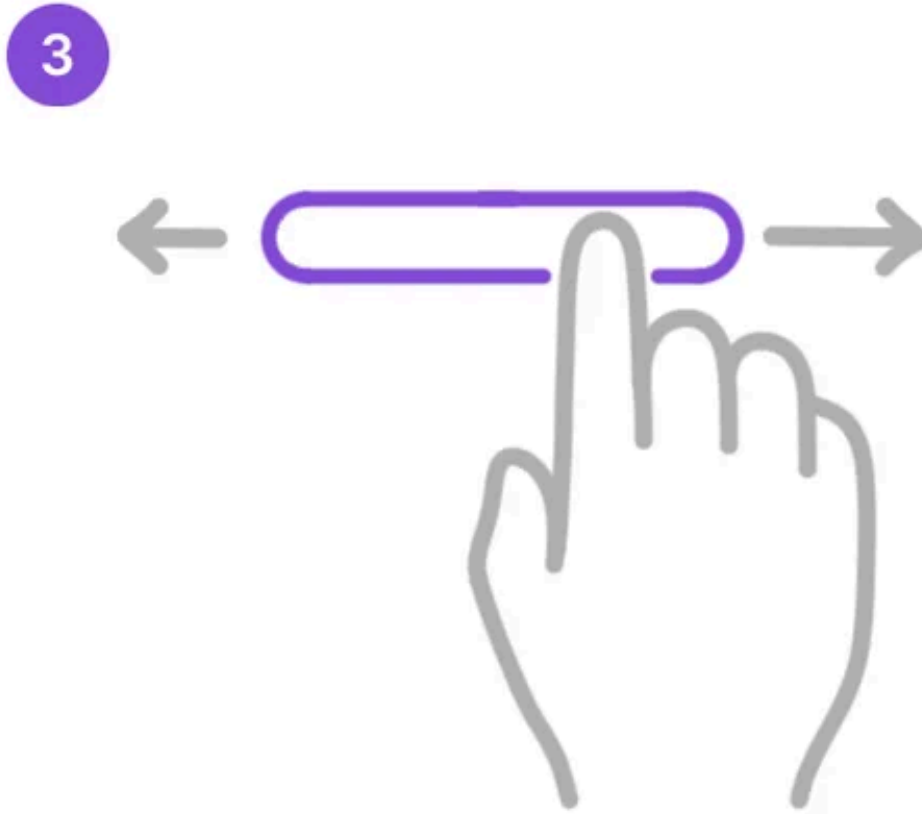


1. **Tap** a color to set it for your tool.

2



2. **Tap+hold+drag** to activate the **color mixer mode**, where the colors in your palette will blend into a seamless gradient.

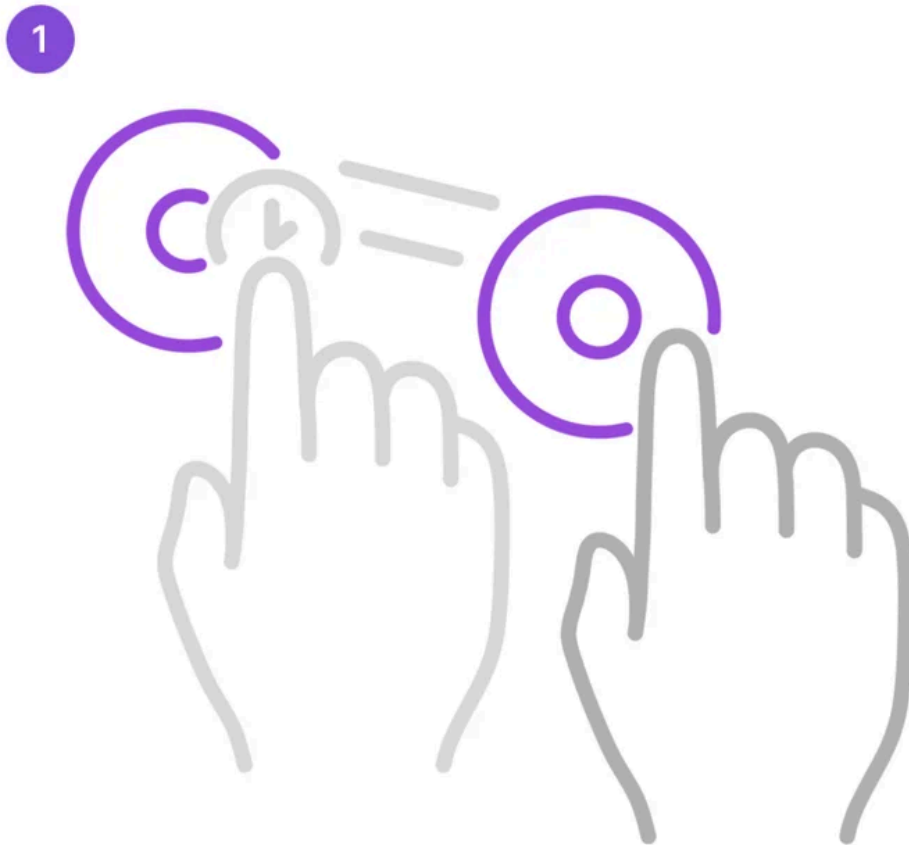


3. **Swipe** between the different palettes. Access the colors menu, by **tap+holding** the color dot in the middle of your tool wheel.

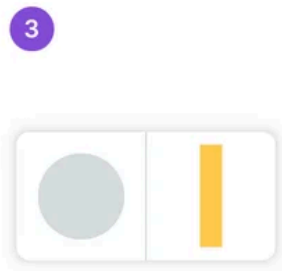
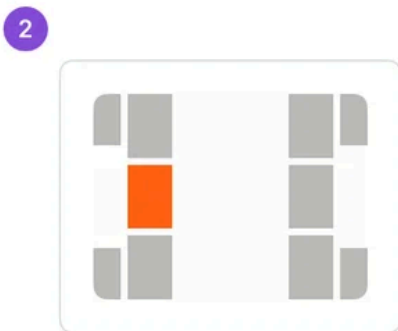
### Switching to A Tool Bar

By default, your tools are arranged in the Tool Wheel. Concepts also offers a Tool Bar option, providing the same tools and options as the Tool Wheel.

You can switch to the Tool Bar in a few ways:

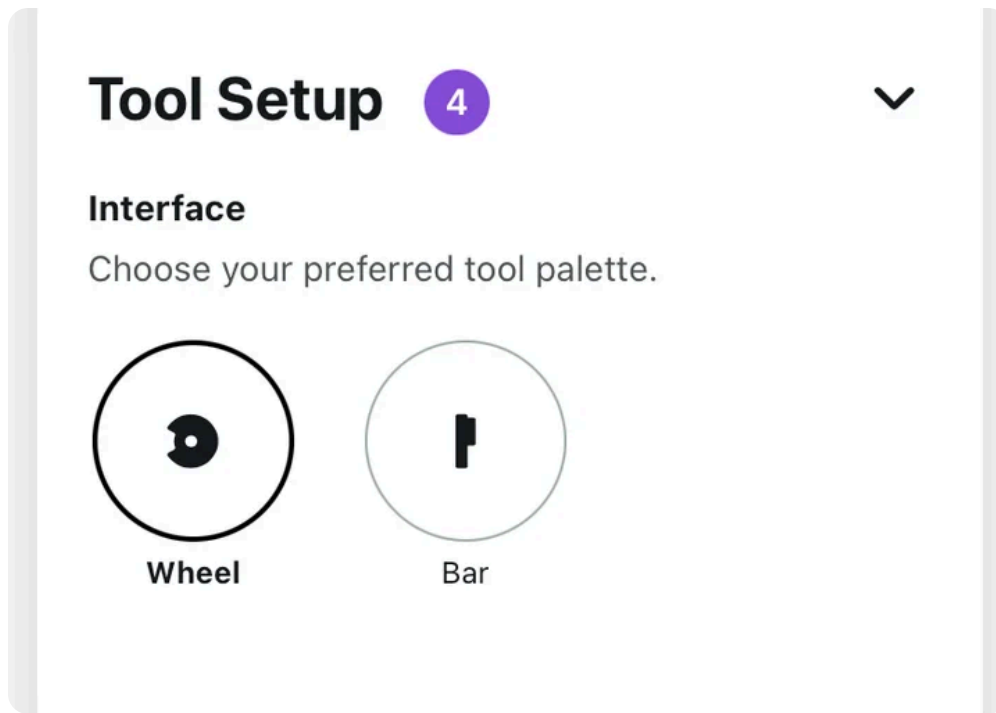


1. Start moving the Tool Wheel with **tap+hold+drag**.



2. On iOS, **drag** the Tool Wheel on either **edge of the screen**. The canvas layout manager will highlight, and the Tool Wheel will change into the Tool Bar.

3. On Windows and Android, **drag** the Tool Wheel onto the **canvas layout manager** in the middle of the screen and it will turn into the Tool Bar. You can then drag the Tool Bar to your preferred location.



4. You can also change between the Tool Wheel and Tool Bar in the Settings. Navigate to Settings → Workspace → Tool Setup.

If you do not see the size, opacity, and smoothness or the color options in your Tool Bar, you are likely in compact mode. Swipe the Precision or Layers labels towards the center of the screen to return to normal mode.

## Customizable UI

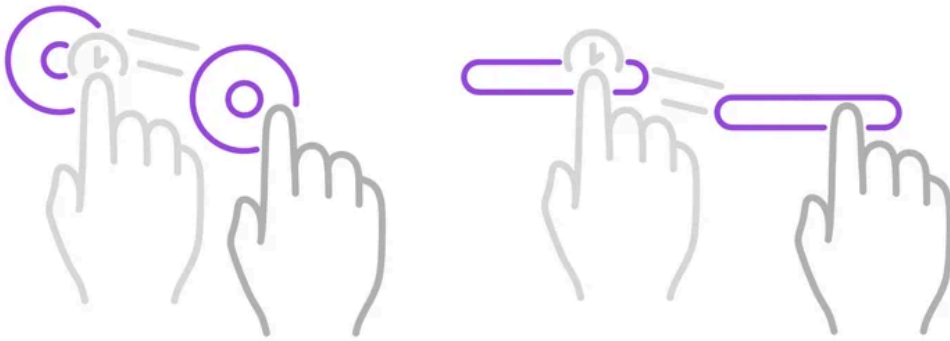


Everyone works differently, which is why we have made the workspace in Concepts fully customizable. Every menu on the screen can be moved to maximize your Canvas space and tool usability.

## Scaling the Tool Wheel and Moving the UI Elements



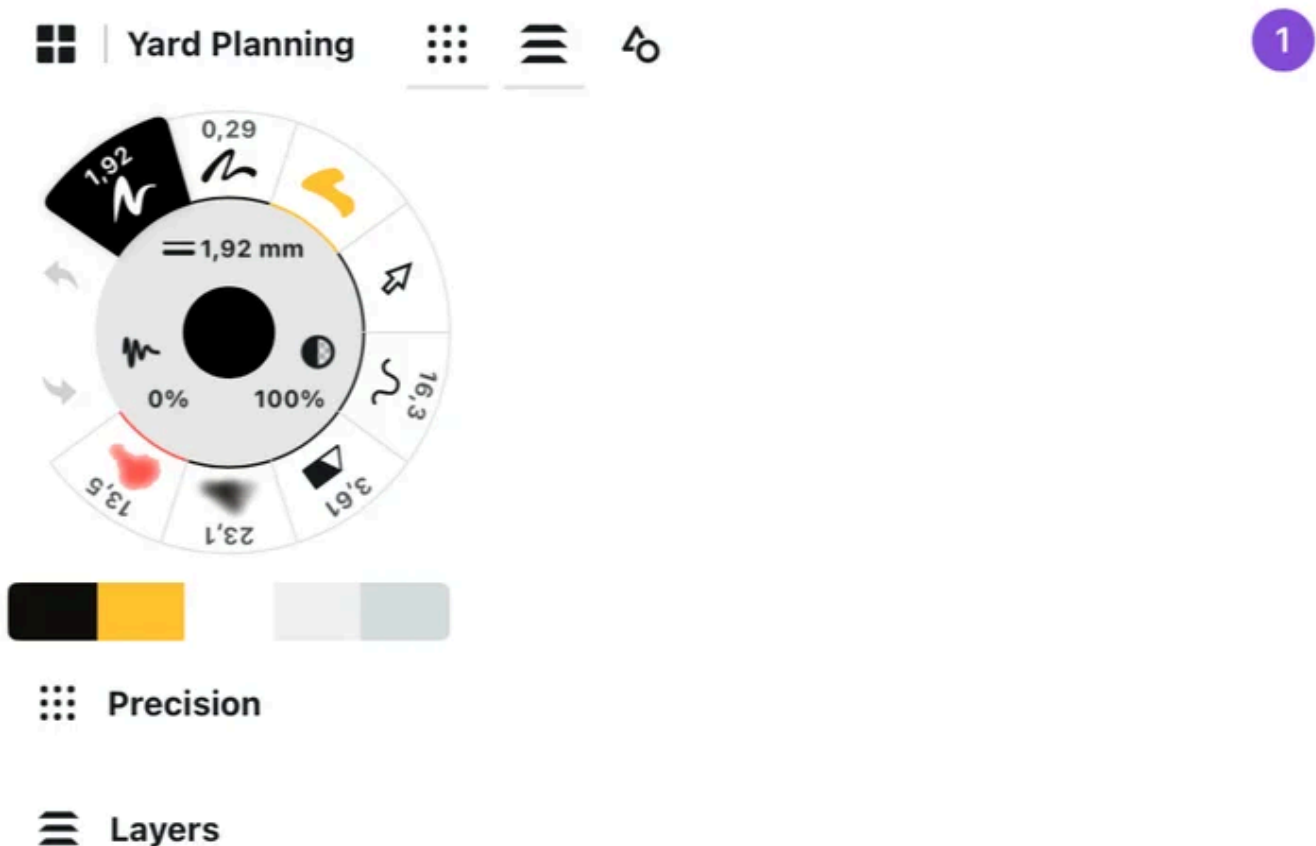
You can **scale** the Tool Wheel by **pinching** or **expanding** your fingers on it. Find the size that is most comfortable for you. If you are using Concepts on a desktop device, **hover** your **mouse** over the Tool Wheel and **scroll up** or **down**.



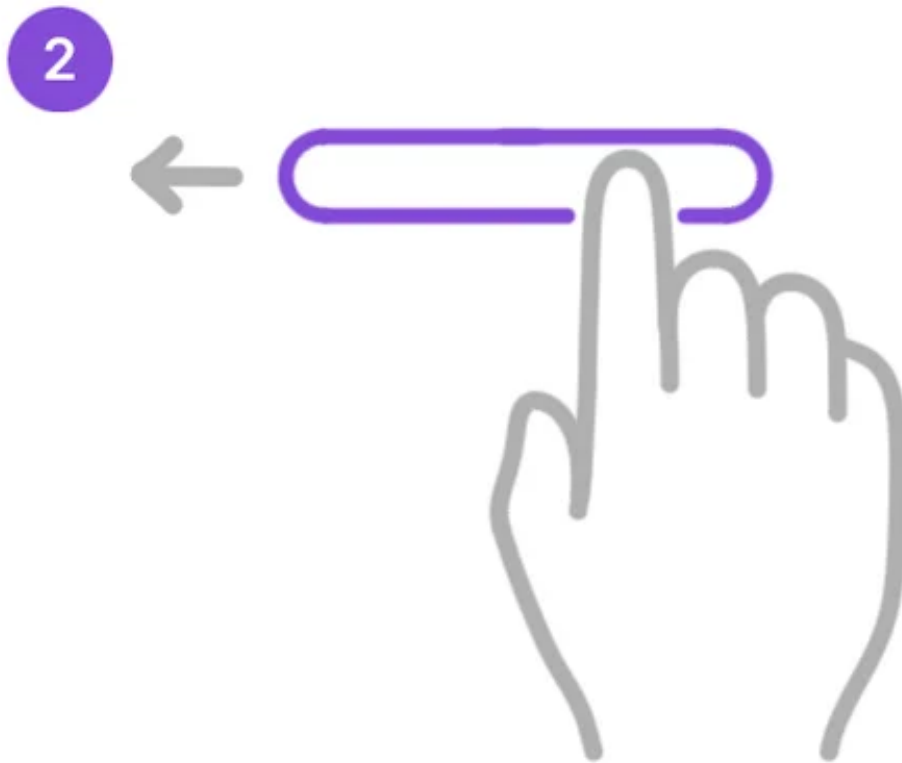
The Tool Wheel, Precision menu, Layers menu, and Object Library are **movable canvas elements**. You can customize the Canvas to make it more suitable for your workflow. Relocate the canvas elements by **tap+hold+drag** them, then **dropping** them on the Canvas.

### Minimizing the UI

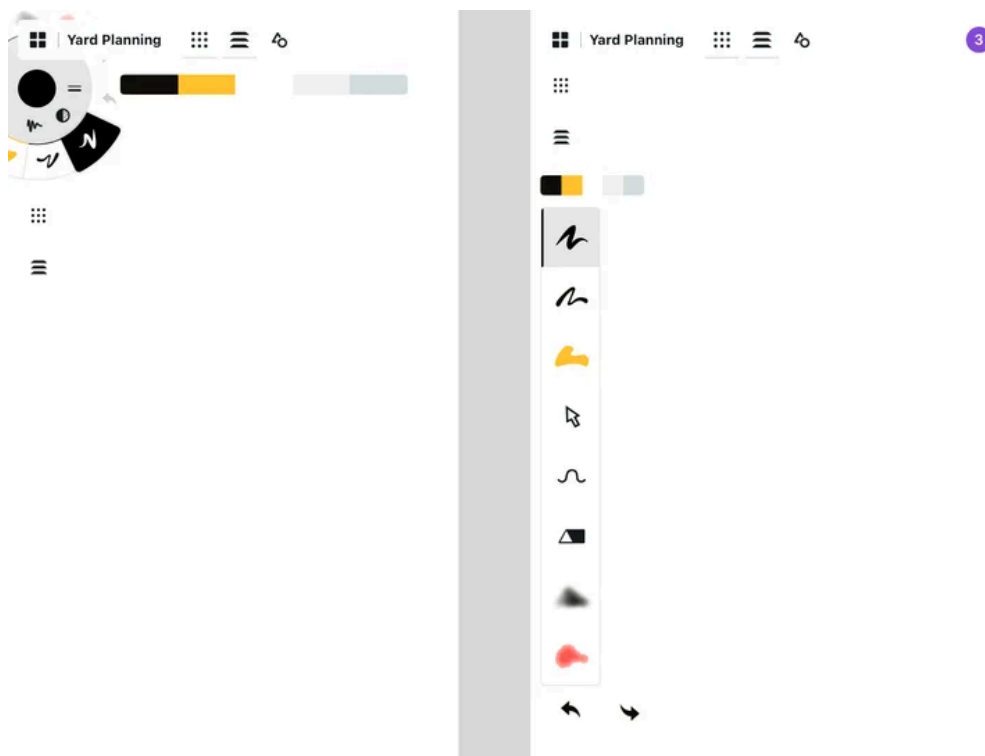
You can set your workspace into three different modes: **normal**, **compact** and **hidden modes**.



1. In **normal mode**, all menus are visible and the Tool Wheel is completely on canvas.



2. Swipe outwards on the Layers or Precision menus, or corner the Tool Wheel to enter **compact mode**.



3. In **compact mode**, the labels are minimized into simple icons, and the Tool Wheel is docked. The size, opacity and smoothing sliders are hidden from the Tool Bar. To return to normal mode, drag the Tool Wheel from the corner, or swipe inwards on the Layers or Precision menus.
4. Once in the compact mode, swipe outward again on the Layers or Precision menu buttons to enter **hidden mode**. Hidden mode hides all of your menus to maximize your workspace.
5. When in **hidden mode**, tap the **Concepts icon** on the canvas to bring the menus back. You can also configure one of your gesture shortcuts to toggle hidden mode; see **Interactions** to learn more.

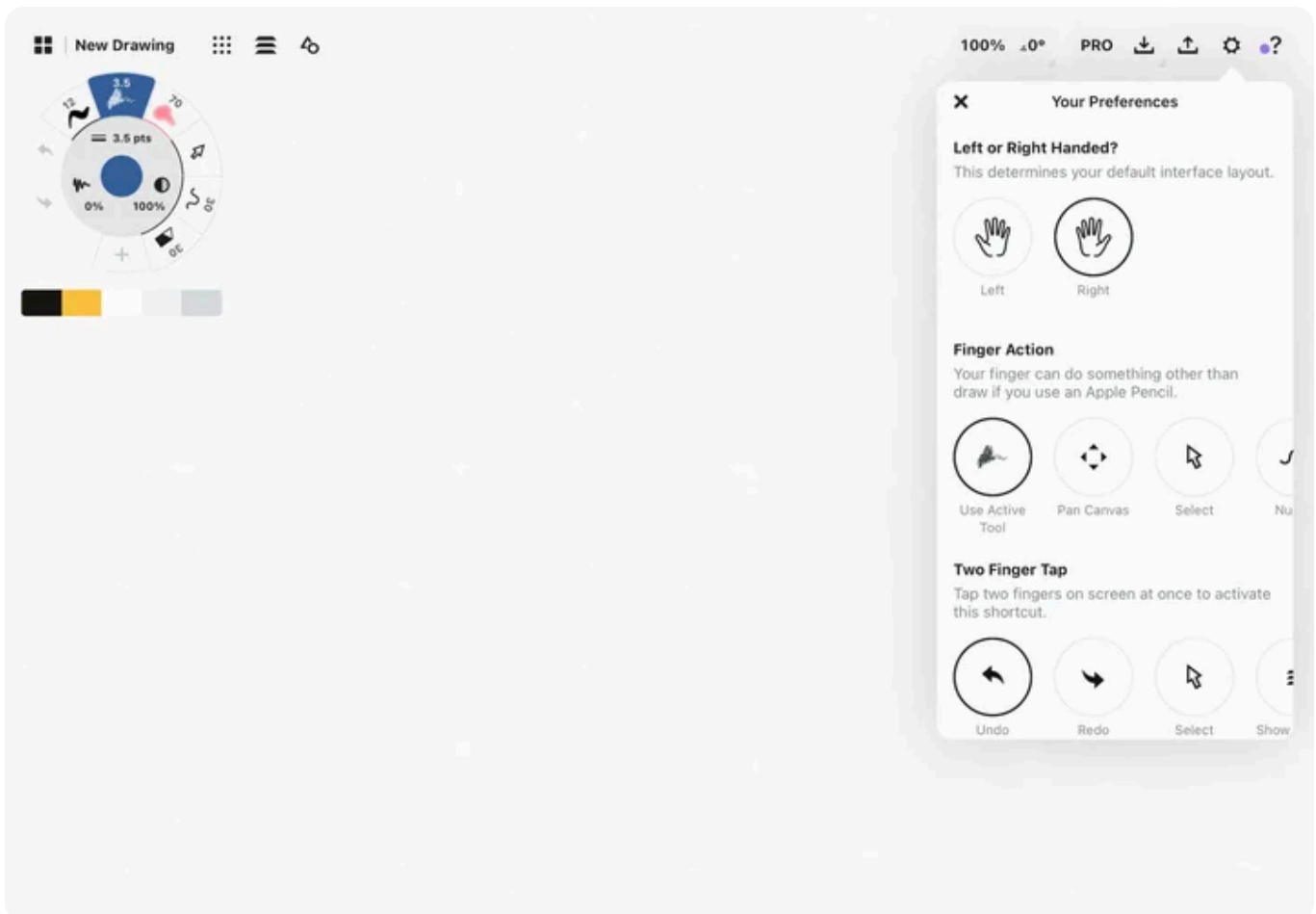
## Hiding Canvas Elements

You can hide the **Precision**, **Layers** and **Objects** menus from your Canvas if you don't need them.



**Tap** on the Canvas menu toggles in the Status Bar to choose whether to show or hide them. Items currently on Canvas show a line under their icon.

## Left-Handed Support

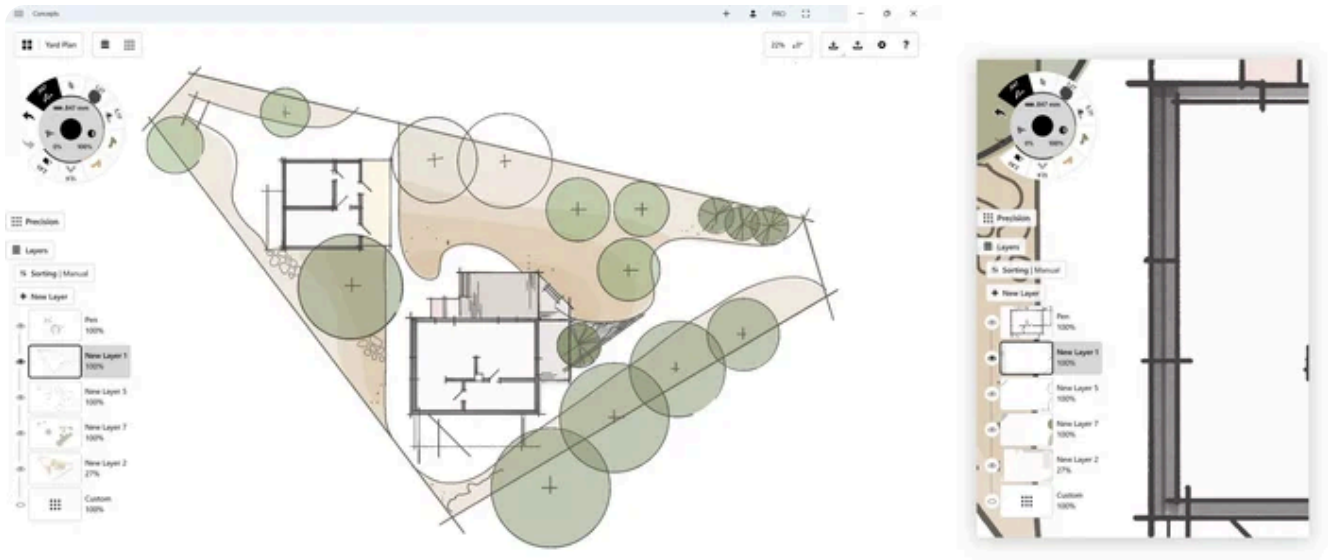


Concepts works great for both left-handed and right-handed people. While the app provides some default options when you first launch it, these are just suggestions. Try moving the Tool Wheel to the opposite side of the screen and watch the menus switch orientation. Move your menus so they will not be 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](#).

# The Infinite Canvas

## The Infinite Canvas



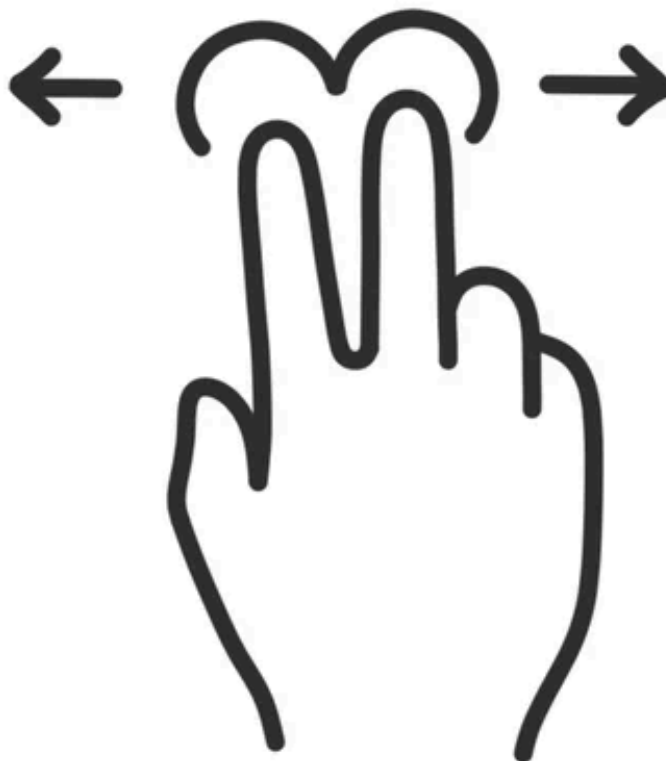
Concepts is equipped with an **infinite canvas**, providing endless room for your ideas as you sketch and iterate. You will never run out of space to explore your creativity.

## Navigating the Canvas

Work on the bigger picture or zoom in to focus on the details without boundaries.

## Pan

6



**Pan** around using **two fingers and drag**, or use the **Pan tool**. (You can also enable one-finger pan, which is a great option to get around quickly.) If you are using a stylus, you can set your **Finger Action** to **pan**, which makes navigating while drawing more convenient. For keyboard users, press the **Space** key to enter pan mode, and press it again to exit. You can also hold down **Space** to temporarily pan and release it to return to drawing mode.

## Zoom

7



To **zoom in** and **out**, use a **two-finger pinch** or **spread** gesture. You can also use the **Zoom tool**. You'll notice the zoom snaps at common increments, which help you find commonly used zoom levels easily. You can also turn the zoom snapping off in the Settings (not available on iOS).

For precise zoom levels, **tap** the **zoom value** in the Status Bar to open an editor, or **tap+hold** to edit it inline.

For keyboard users, you can use the keyboard shortcut **S** to access **zoom mode**. Drag with stylus or with mouse to the right to zoom in, and to the left to zoom out. Press **S** to access **zoom mode**, press **S** again to exit **zoom mode**. You can also keep **S** held down and return to drawing mode when you release the button.

## Rotate

8



**Rotate** your canvas using a **two-finger twist gesture**. You can also use the **Rotate tool**. You'll notice there are rotation snaps at common increments, which help you find standard angles by feel. You can also turn snapping off in the Settings (not available on iOS).

For precise rotation, **tap** the **angle value** in the Status Bar to open an editor, or **tap+hold** to edit it inline.

For keyboard users, you can use the keyboard shortcut **R** to access **rotation mode**. Drag with stylus or with mouse to rotate around the axis. Press **R** to access **rotation mode**, press **R** again to exit **rotation mode**. You can also keep **R** held down and return to drawing mode when you release the button.

## Getting Lost on the Infinite Canvas

78% 258°

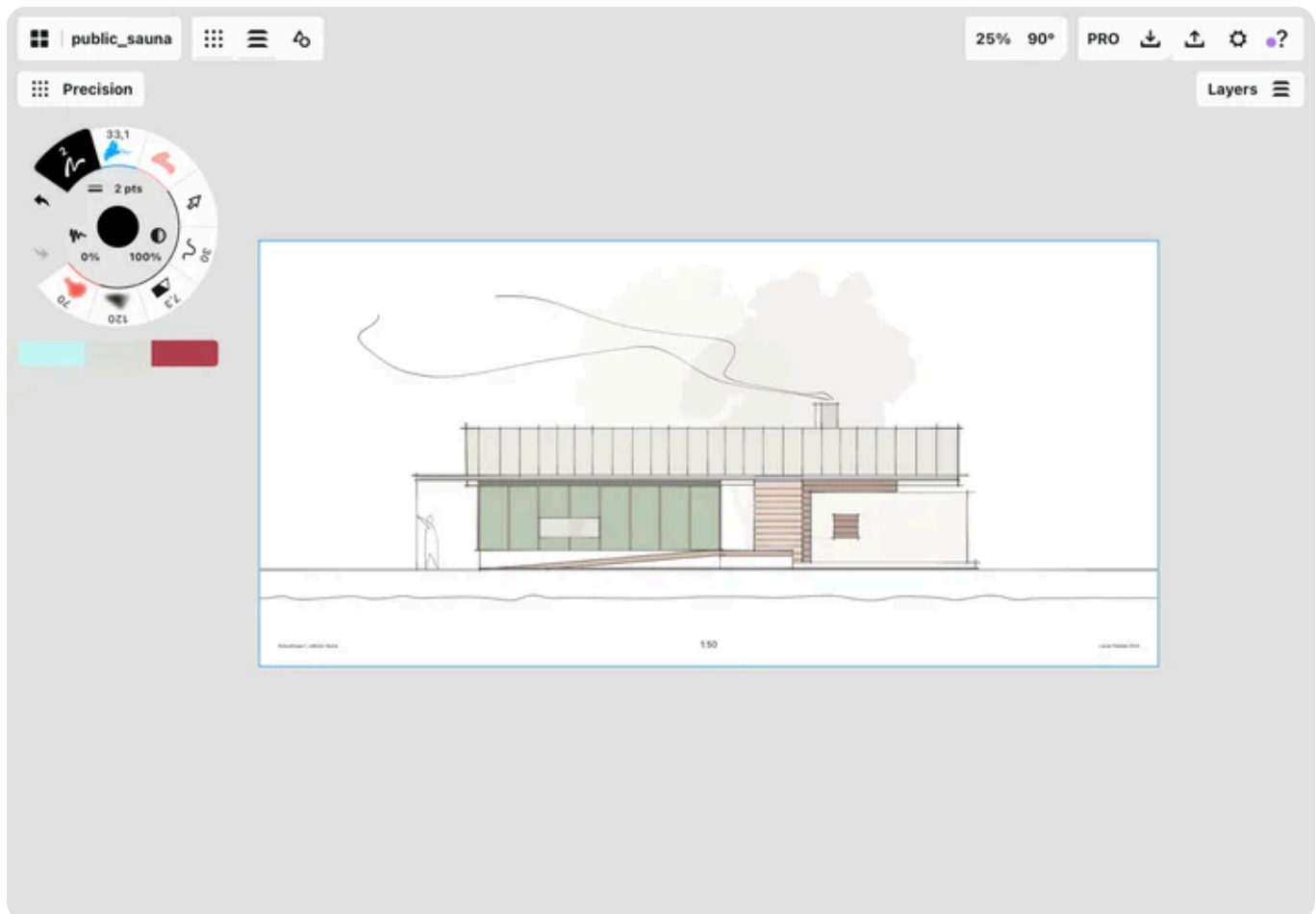


If you get lost on your infinite canvas, you can **double-tap** the **zoom value field** in **Status Bar** to return to the center of your canvas.



On **iOS** you will see some pointers appear on the outside edges of the screen; **tap** one to navigate to the closest off-screen stroke.

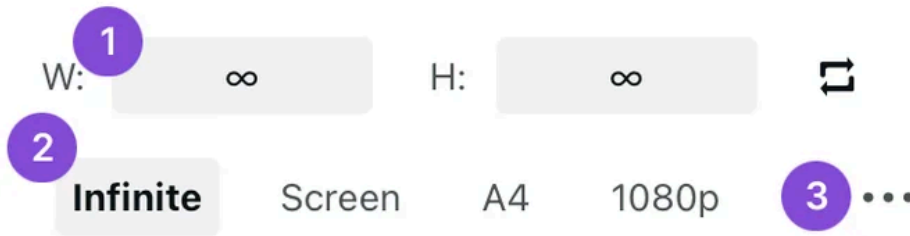
## Setting an Artboard



You can set a specific size **Artboard** to help with composition and framing. Go to Settings → Workspace → Artboard. You can use one of the presets or create a customized Artboard. If you have set up an Artboard, you can use it when exporting your drawing.

## Artboard Size

Set a reference frame for easier exports.



1. **Tap** on the **size** to enter values for a custom-sized Artboard.
2. **Tap** one of the **presets** under the Artboard size.
3. **Tap** the **three dots** to see more presets.

## Moving the artboard

**Tap+hold** a corner of the artboard to move it. This is helpful for framing parts of your drawings and getting a reference of what size your drawing is based on real-world scale. When you **Export**, you can choose to capture the image according to the Artboard's sizing.

If you don't want your Artboard to be movable, go to Interactions → Stylus → Enable artboard drag and toggle the option off (Windows & Android only).

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](#).

## Using a Stylus



Concepts is at its best with a stylus and optimized for working with pressure and tilt-sensitive styli such as the Apple Pencil, Microsoft Surface Pen, Samsung S Pen, and many others. Concepts supports Palm Rejection, writing angle adjustments, and pressure curve trimming.

If you're using Concepts on **Windows**, please make sure you have **Windows Ink** activated.

If you are using a supported stylus, you can adjust and enable the **pressure** response and enable the **tilt**. The settings might differ depending on your platform.

- **Pressure Response.** Use the Pressure Response sliders to restrict the pressure response, tailoring it to your drawing style.
- **Pressure.** Enable or disable pressure sensitivity when using a stylus.

- **Tilt.** Enable or disable tilt recognition for brushes that support it.
- **Tap & Hold.** Enable or disable the **tap+hold** feature when using a stylus.
- **Enable Artboard Drag.** Enable or disable the ability to drag the Artboard with a stylus (Windows and Android only).
- **Barrel Roll** (Apple Pencil Pro). Enable or disable stamp rotation (iOS only).
- **Hover Brush Previews** (M2+). Enable or disable showing brush stamp previews (iOS only).

### Shortcut Buttons

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, and Show Objects.

### Eraser

If you use a stylus with a dedicated eraser, you can set the eraser action. The chosen settings will also be applied for the keyboard shortcut **E**.

### Palm Rejection on iOS

Make sure you turn off **Multitouch Gestures** in your device's Settings app (under General). Disabling this prevents conflicts and ensures smooth canvas navigation.

# Brushes and Tools

## Brushes and Tools

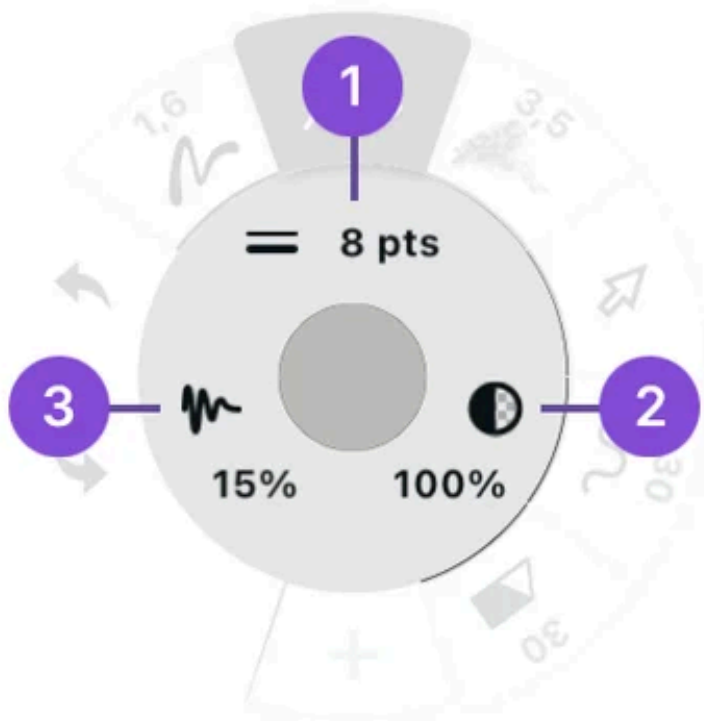
### QUICK SUMMARY

1. Enter the brush menu by **tapping an active tool**.
2. From the brush menu, you will find **Basic Brushes**, **Tools**, and **Brush Market**.
3. Add different brushes to your Tool Wheel and try them out. We suggest **Nudge** for adjusting lines and **Slice** as a vector eraser.

To use a tool, **tap** it and start sketching. Tilt and Pressure are supported with several brushes. Experiment with the different brushes to discover which you like best.

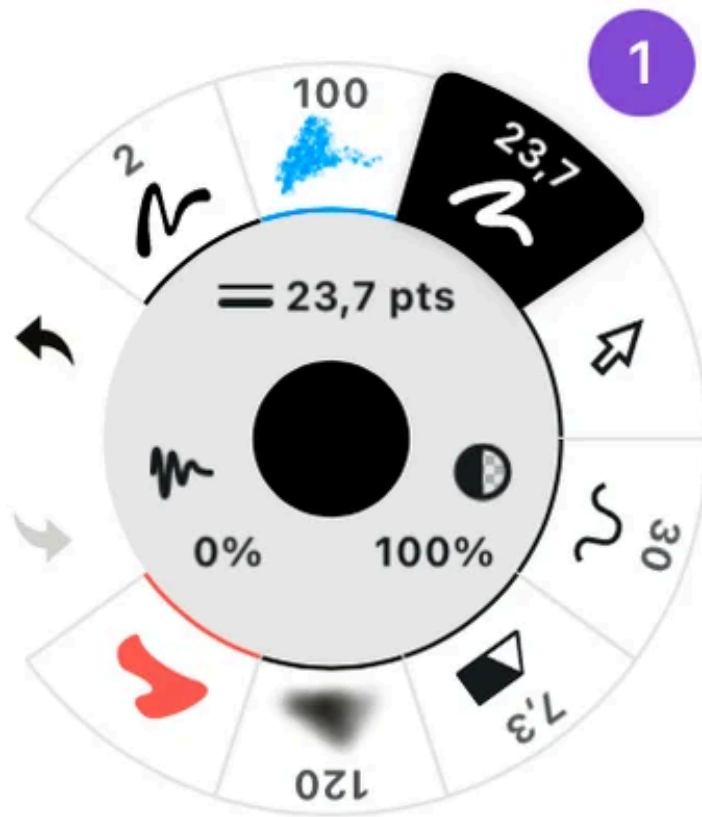
## Brush Properties

As mentioned in the **Tool Wheel** section, the middle ring allows you to adjust the active brush's preferences: size, opacity and smoothing.

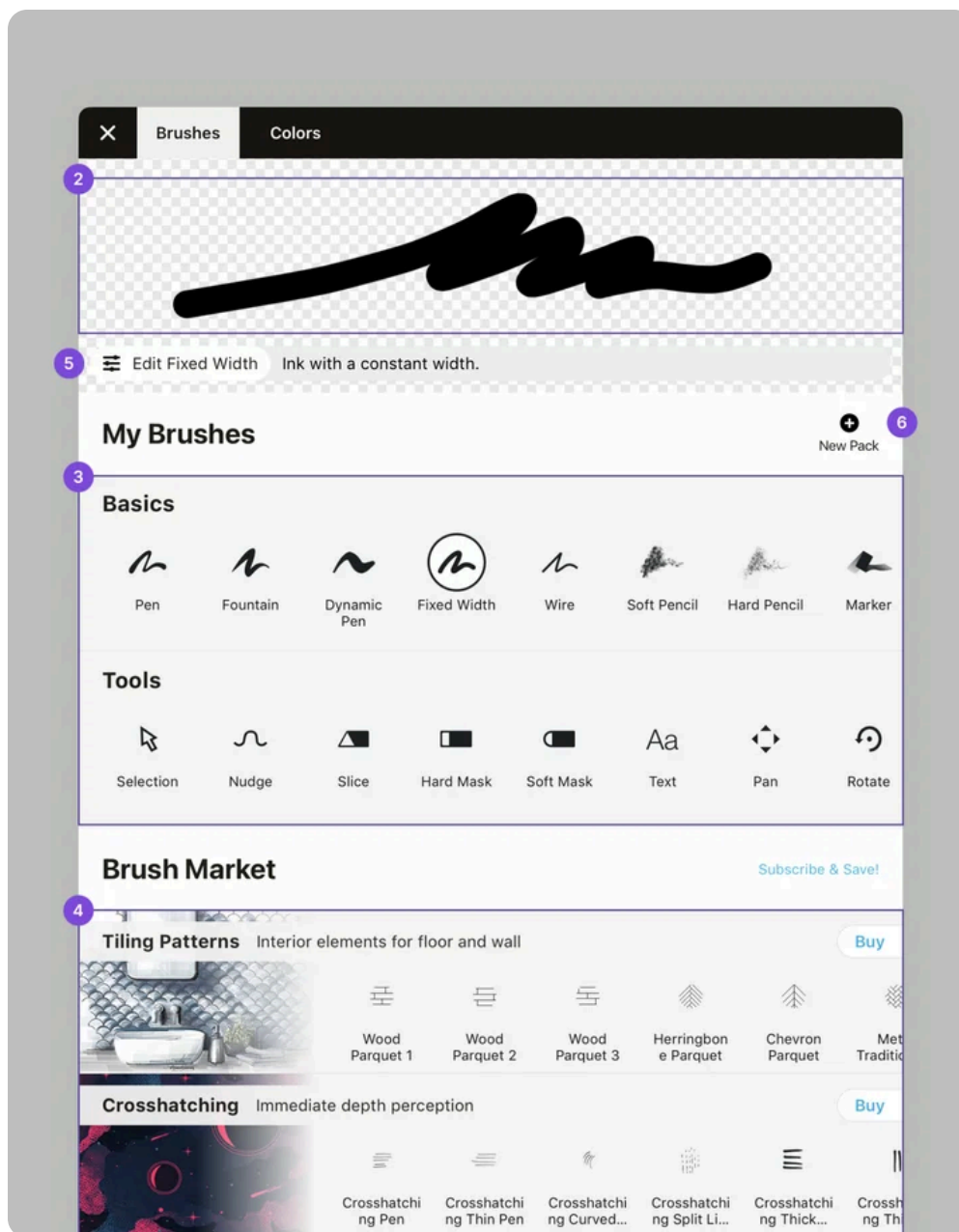


1. **Size.** Use the size slider to set your brush's size. Choose one of the four presets at the top to quickly toggle between your favorite brush sizes.
2. **Opacity.** Use the opacity slider and presets to set the opacity for your brush. 100% is fully opaque; 0% is fully transparent.
3. **Smoothing.** Use the smoothing slider and presets to set the amount of smoothing you want your line to have. 0% smoothing provides the stroke directly from your hand input, 50% smoothing removes many bumps for a more polished stroke, and 100% smoothing refines the stroke into a perfectly straight line between start and end points, regardless of how it began.

## Brushes Menu



1. To access the **Brushes** menu, tap an active tool in the Tool Wheel.



2. At the top of the menu is your **brush preview**, which changes to reflect the brush you choose. On iOS, you can test the different brushes directly in the preview.
3. In **My Brushes**, you can select a tool from the **Basics Brushes** and **Tools**.
4. Below My Brushes, you will find the **Brush Market**, which offers different types of brush libraries. You can buy them individually or unlock them all with a subscription.

5. You can **edit** existing brushes. This includes the basic preferences: size, opacity and smoothing, as well as some additional options for self-created brushes (iOS only).
6. You can also **create your own brushes**. Any brush or brush pack you create will appear in My Brushes. Read more about brush creation here (iOS only).

## Basic Brushes



### Pen



The **Pen** tool reacts to **velocity** to vary the line width. Draw quickly for thinner strokes or slowly for thicker ones.

### Fountain Pen



The **Fountain Pen** reacts to **velocity** to vary the line width. Draw slowly for thinner strokes or fast to get thicker ones.

## Dynamic Pen



The **Dynamic Pen** reacts to **pressure** to vary the line width. Draw lightly for thinner lines; add pressure to get continuously thicker strokes. Note that the dynamic pen renders a raster on top of the vector line. This can result in larger file sizes and may make pixelation on edges more noticeable at higher zoom levels.

## Fixed Width Pen



The **Fixed Width Pen** preserves a constant width while drawing. This is useful for situations where you need uniform stroke thickness.

## Wire Tool



The **Wire** tool's line width is maintained at any zoom level, making it suitable for wireframes, light CAD drawings, perspective layouts, and more. **Export** an SVG file using Wire to use in another vector program.

## Soft Pencil



The **Soft Pencil** is modeled after a real pencil. The Soft Pencil reacts to **tilt, pressure** and **velocity** with a supported active stylus. For shading, tilt your stylus like you would a real pencil.

## Hard Pencil



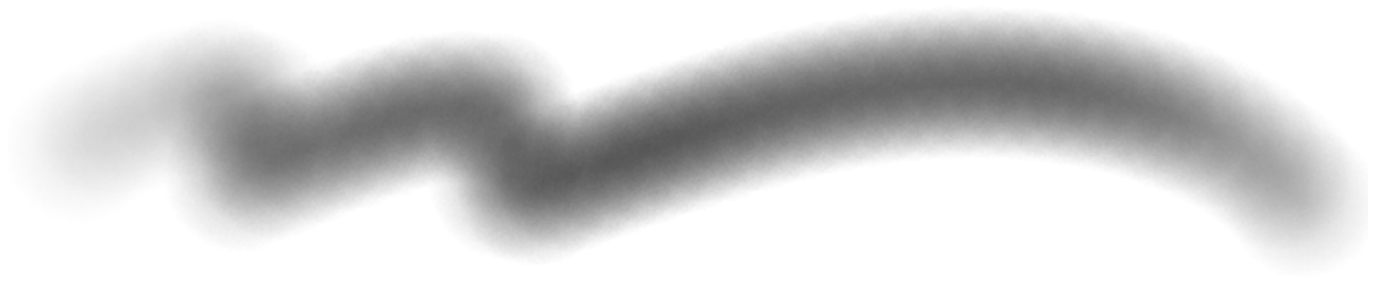
The **Hard Pencil** is modeled after a real pencil. The Hard Pencil reacts to **tilt, pressure** and **velocity** with a supported active stylus. For shading, tilt your stylus like you would a real pencil.

## Marker Brush



The **Marker Brush** has the same texture, transparency and edge as physical markers, making it great for highlighting, texturing, and illustration work. The Marker's chisel follows the rotation of your supported stylus. On iOS, you can see this in action with the Apple Pencil Pro barrel roll and stamp preview features.

## Airbrush



Use the **Airbrush** to achieve a subtle texture and soft edges, similar to a real airbrush.

## Watercolor Brush



The **Watercolor Brush** blends with consecutive Watercolor strokes on the same layer. You can interrupt the blending by using other types of strokes in between (like Pen) on the same layer. You can also use different layers for your Watercolor Brush strokes that you do not want to blend together. You can use the Hard Mask or Soft Mask tool to mask different pieces without affecting the blending.

## Fill

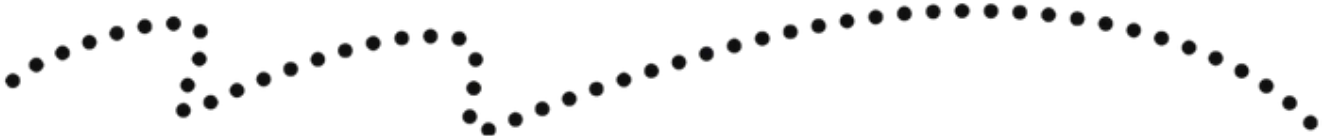


The Fill tool allows you to draw any type of shape—simple, complex or organic—with a stylus or finger, and it fills the positive space inside. Your resulting fill is customizable with opacity and smoothing. Try the Fill tool for shadows, light and complex figures.

**Troubleshooting.** Since Fill takes into account the start and end points of your line, **ensure line smoothing is set below 100%**. Otherwise, your shape will disappear into a line or a point.

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

## Dotted



The **Dotted** line is great for annotations and boundaries. The dotted line is a single vector stroke with raster dots rendered on top.

## Tools



### Selection

The **Selection** tool has two modes: **Lasso** and **Item Picker**. Toggle between these two options using the popup at the bottom of your canvas, or use a second finger anywhere to temporarily toggle the mode.

You can also activate the Selection tool via **Tap+Hold** anywhere on the Canvas. This is helpful when you do not want to change tools. You can also assign it as your finger gesture or stylus button gesture in Interaction settings.

### Nudge



The **Nudge** tool is an intuitive way to **edit** strokes in Concepts. Nudge allows you to push your lines like a piece of string or touch your stroke directly to pull it. Use a smaller size and zoom in to nudge tight corners, or use a larger size and zoom out to nudge gentler curves.

Similar to other editing tools, you also get some filters you can use to control whether to include **locked items**, masks or focus on a **single layer**.

It is worth noting that some items, such as a stroke drawn with 100% smoothing or a square object with only four points, will act differently when nudged. This is due to the lack of points in the item's vector path.

## Slice Eraser



As opposed to masks, the **Slice Eraser** tool is a destructive tool that permanently **deletes** the part of the stroke it touches. It acts as a more traditional eraser tool. You can **filter out locked items, layers or masks**.

As with other tools, you can adjust the size from the tool wheel or by zooming in and out, which will affect the relative size of the tool. If you set the **width** all the way **to zero**, the Slice tool will **split** your strokes into smaller pieces without affecting their size or shape.

Slicing a stroke will not result in a sharp edge like a hard mask does. That is because the slice cuts the vector path.

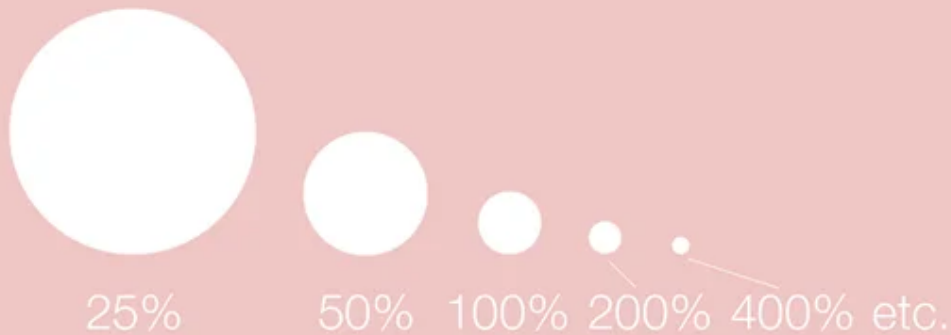
Please note that imported images cannot be erased with the Slice tool, and you'll need to use the Hard or Soft Mask instead.

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

## Hard Mask & Soft Mask



Eraser at zoom level:

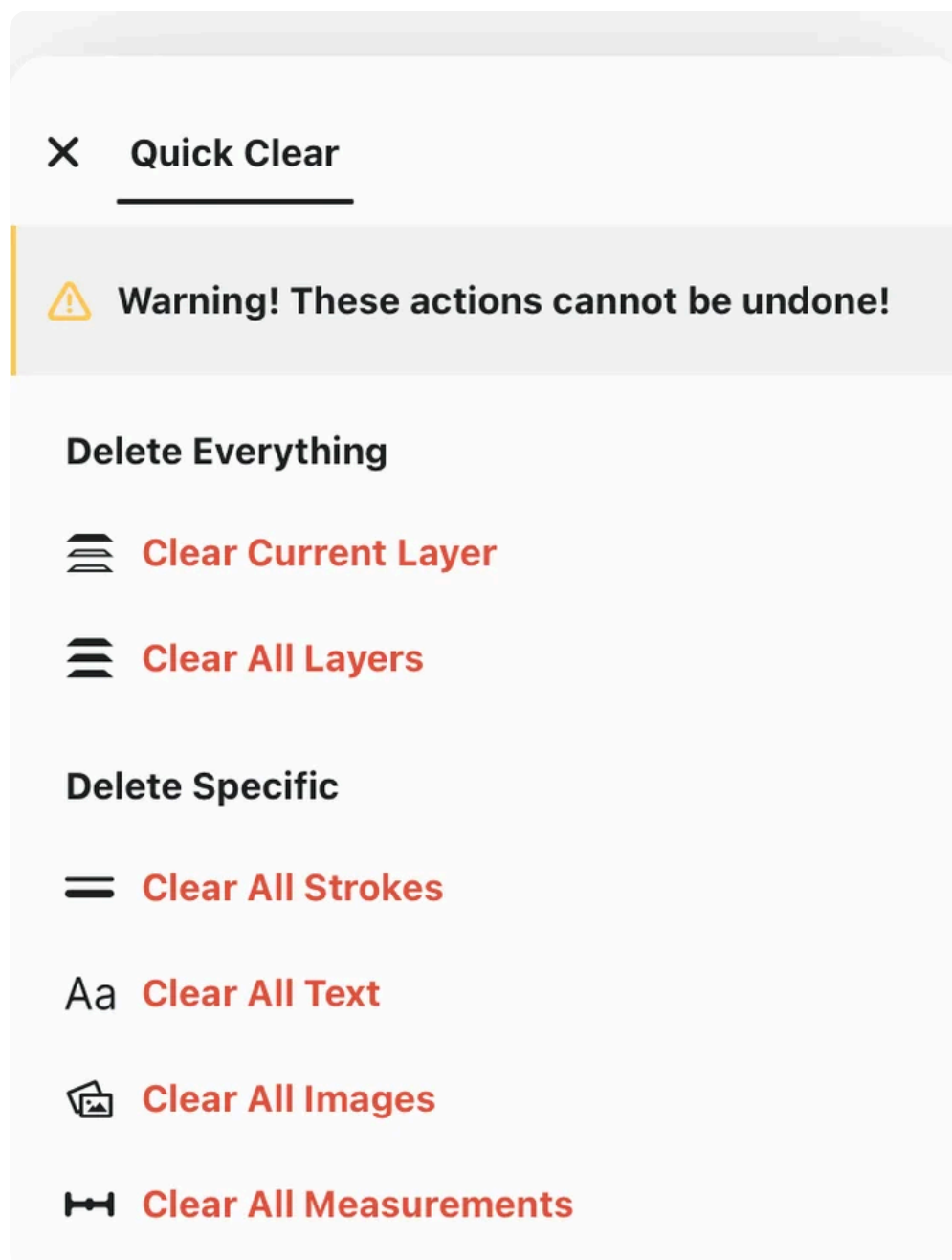


**Mask** tools allow you to hide sections of your drawings and imported images, while retaining their editing capabilities. The **Hard Mask** gives you a crisp, clean edge, while the **Soft Mask** gives the area a soft edge. As with other tools, you can adjust the mask size from the Tool Wheel or by zooming in and out, which will affect the relative size of the tool.

Mask tools function a lot like erasers, but are non-destructive, meaning **underlying strokes** as well as the strokes drawn with a mask tool, **remain editable**. You can select your mask strokes and edit the size, opacity and smoothing as well as apply other changes.

If your mask strokes interfere with your selection, you can exclude them from the selection with the selection filters.

To remove strokes completely, try selecting them and using Delete, or use the Slice tool.



## Quick Clear Menu

If you want to delete everything from a certain layer, or all strokes, text, images or measurements all at once, **Double-tap** the mask tool in the wheel to open a **Quick Clear** menu.

## Text

### Five quick jewel box concept sketches amazed Gary

The **Text** tool is an easy way to add annotations to your drawing. Set the active tool to **Text** and **Tap** anywhere on the screen to add a text label. After you're finished typing, tap on the canvas to set the label.

## Edit Text

To edit a text label, **Select** it, then tap the text edit icon in the selection popup. This will take you back to editing mode.

You can select and modify the appearance of your text label just like 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 the text, or use the **control points** to transform your text into perspectives and align it with your drawing.

Concepts has full support for any language your device can input, including emojis.

## Pan

The **Pan** tool allows you to pan your Canvas without accidentally selecting or changing anything in your drawing.

You can also use the keyboard shortcut **Space key** to access Panning mode:

- Tap the Space key to activate canvas pan mode. Drag with the mouse or finger to pan around. Tap Space again to return to the previous tool.
- Keep the Space key held down to quickly access pan mode. Release the key to return to the previous tool.

## Rotate

The **Rotate** tool allows you to rotate your canvas. Set Rotate in one of the tool slots and when activated, you'll get a visual handle on the canvas to adjust your canvas rotation.

You can also use keyboard shortcut **R key** to access rotation mode:

- Tap the R key to activate canvas rotation mode. Click the left mouse button and rotate in either direction, or use your stylus or finger. Tap the R key again to return to the previous tool.
- Keep the R key held down to quickly access rotation mode. Release the key to return to the previous tool.
- If a **selection** or a **shape guide** is active, press shortcut R to rotate the selection or shape guide.

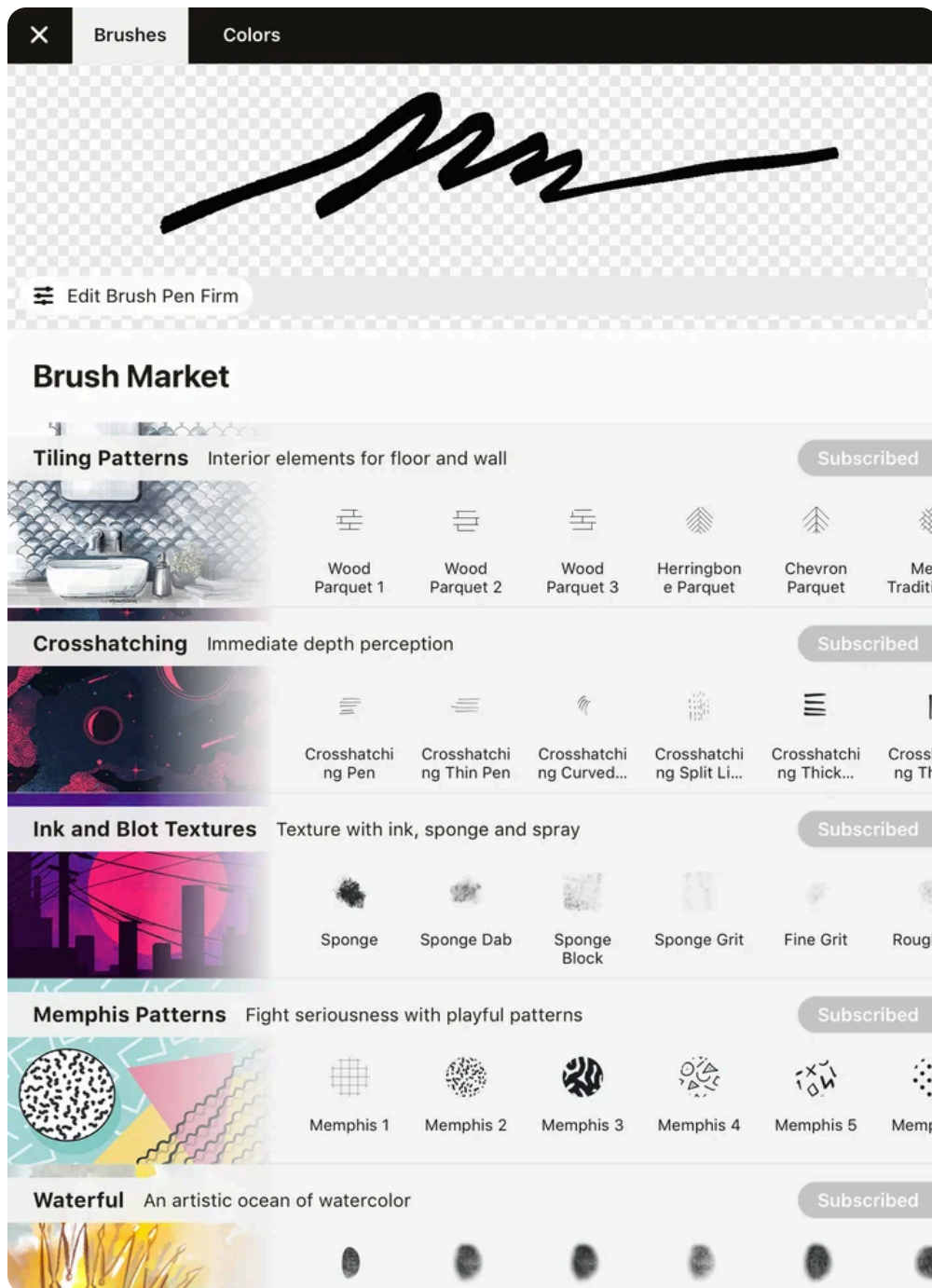
## Zoom

The **Zoom** tool allows you to Zoom on your canvas. Add the Zoom tool to one of the tool slots. When activated, drawing right or up will zoom in, and drawing left or down will zoom out.

You can also use the keyboard shortcut **S key** to access Zoom mode:

- Tap the S key to activate canvas zoom mode. To zoom in, click the left mouse button, or use your stylus or finger and drag right or up. To zoom out, drag left or down. Tap the S key again to return to the previous tool.
- Keep the S key held down to quickly access zoom mode. Release the key to return to the previous tool.
- If a **selection** or a **shape guide** is active, press shortcut S to scale the selection or shape guide.

# Brush Market



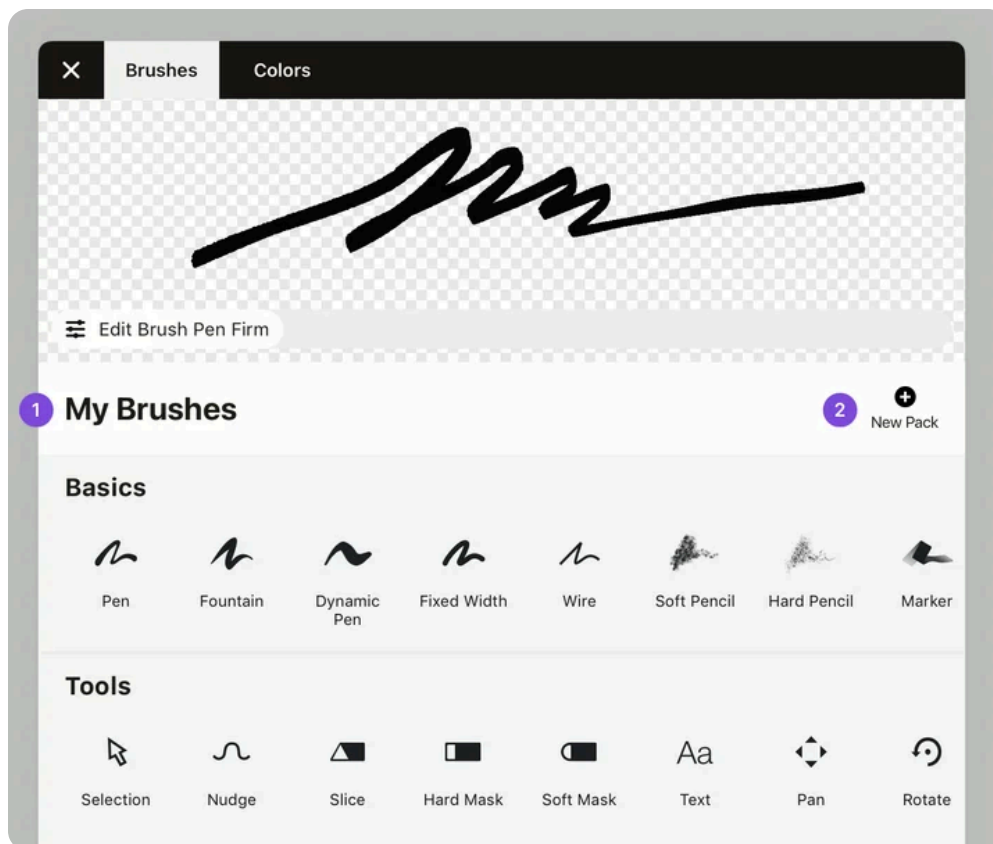
The Brush Market offers a variety of purchasable brushes to add extra flair to your drawings. You can buy them individually or get them all with a subscription.

Strokes made with these brushes are movable and adjustable like all of our other vector-based tools, but their size may be limited.

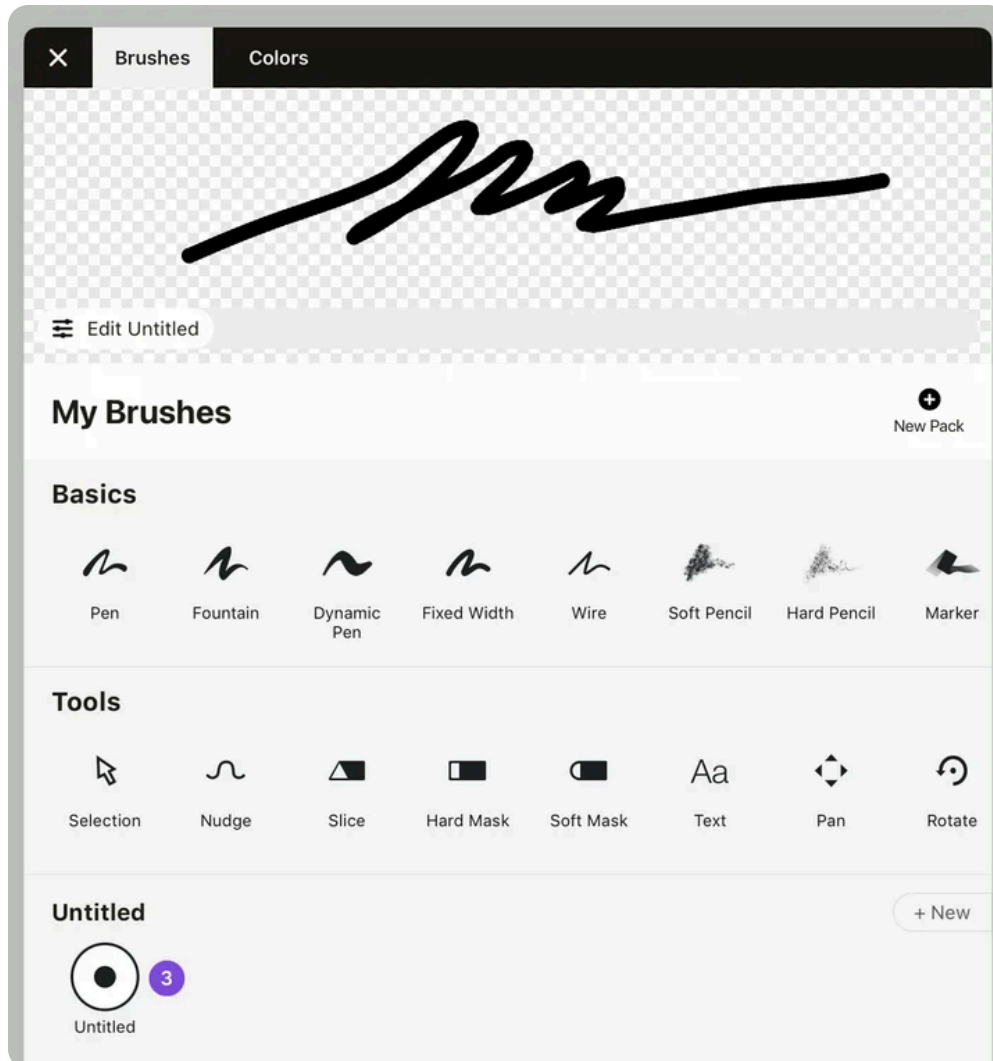
Many of these brushes have textures made from raster images, meaning they may pixelate if you zoom in too far, depending on the brush. We encourage you to try them out and discover which ones you like best. You can also change the look of existing drawings by selecting your strokes and switching to a new tool. Please note that using many pixel-based brushes can increase file size and require more performance from your device.

## Creating a Custom Brush (iOS only)

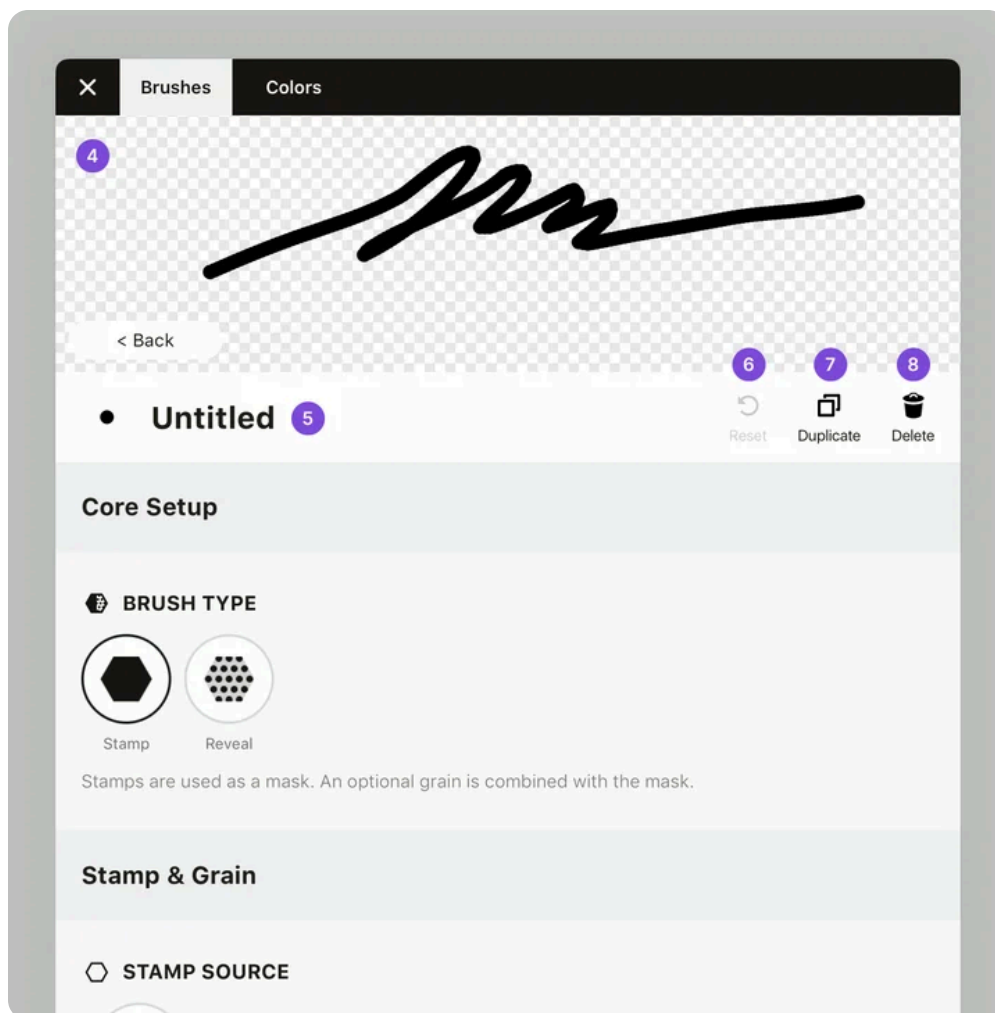
You can create your own brushes and edit brushes from the Brush Market in the Brush Editor (with [Subscription](#) or [Essentials](#)). These brushes are image or stamp-based brushes that you can apply pressure, tilt or velocity settings to, as well as spacing, scatter and rotation settings.



1. Go to the **My Brushes** section in the Brushes menu.
2. Tap **+ New Pack** to create a new brush set.



3. Tap the **Untitled** brush that appears in the set, or tap **Edit Untitled**, located at the top of the viewer. You'll be brought to the Brush editor.



In the brush editing menu, you'll see the:

4. Live **Preview** of the brush.
5. The **name** of your brush (tap to rename).
6. Brush **reset** (to reset all settings).
7. **Duplicate** (to duplicate the brush).
8. **Delete** brush.

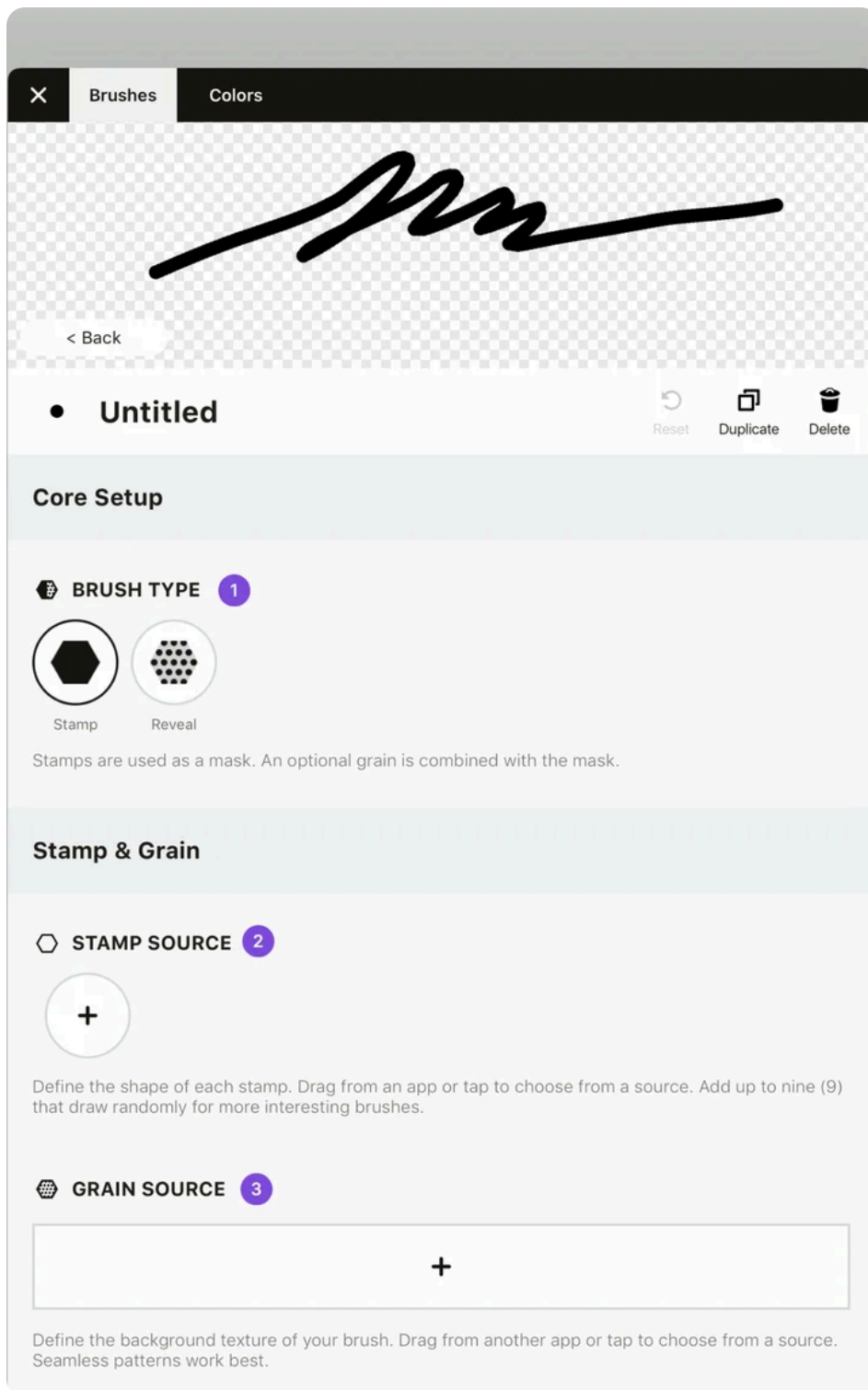
## Core Setup

Next, you will find the Core Setup for your brush. You have two types of brushes to choose from: a **Stamp** brush and a **Reveal** brush.

- A **Stamp** brush uses one or several images and draws them on Canvas at certain intervals to create your brush texture. Similar to ink stamps, they repeat as they create a stroke.
- A **Reveal** brush uses its stroke to unmask a grain underneath, similar to how the watercolor brush reveals the texture of the underlying paper. The resulting stroke of this brush type is even and consistent; there is no overlap when a stroke doubles back on itself.

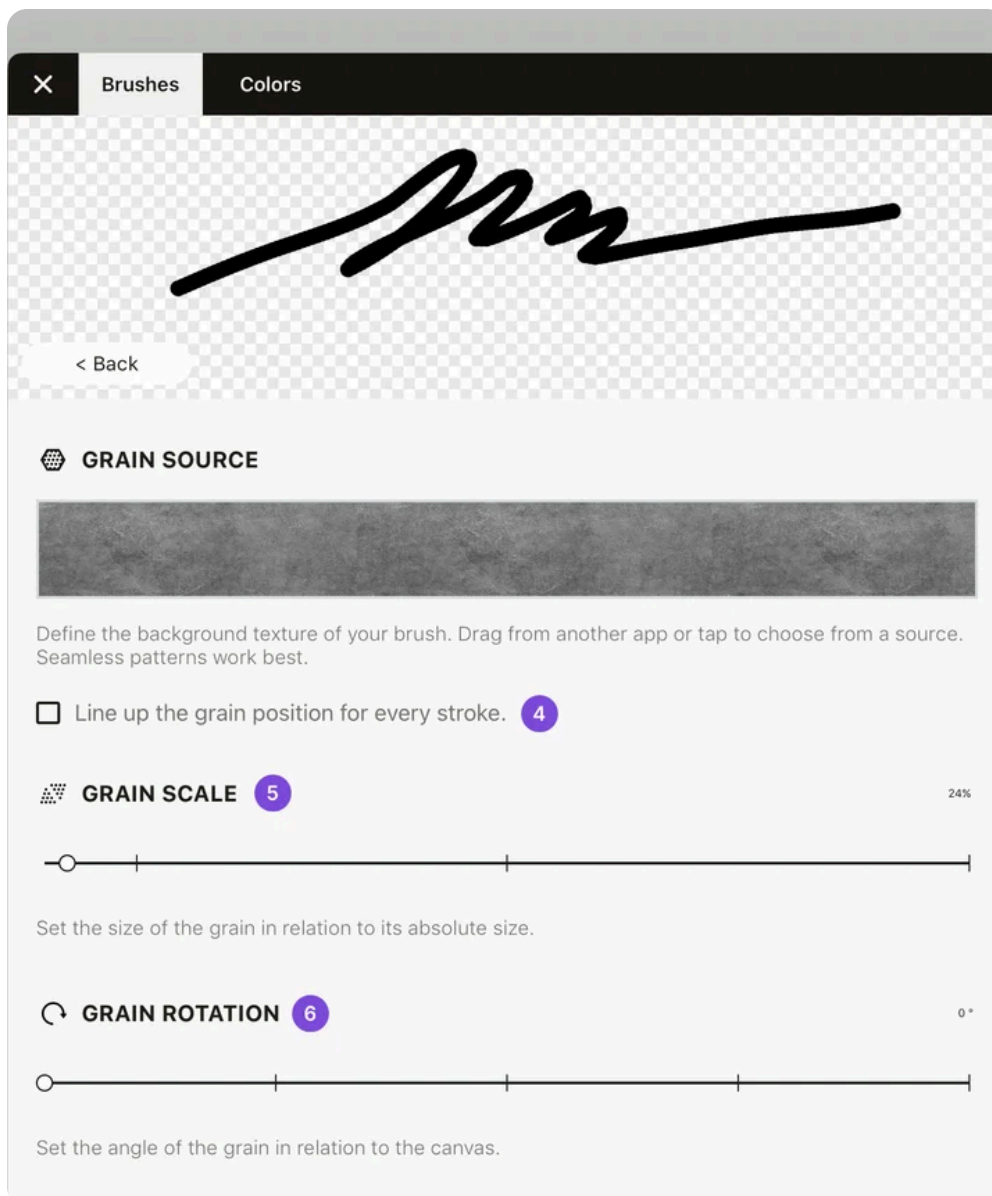
## Stamp & Grain

We've created a complete tutorial on [creating stamps and grains for your brushes](#).



1. Choose a **brush type** and then move down to **Stamp & Grain**.
2. Upload a **stamp source** (JPG or PNG) to use as an image base for your brush. **Stamp** here refers to the image, not the brush type above. You can add up to nine images to use as stamps to add variation. Using several stamps to create a stroke will give you more randomness to your stroke.

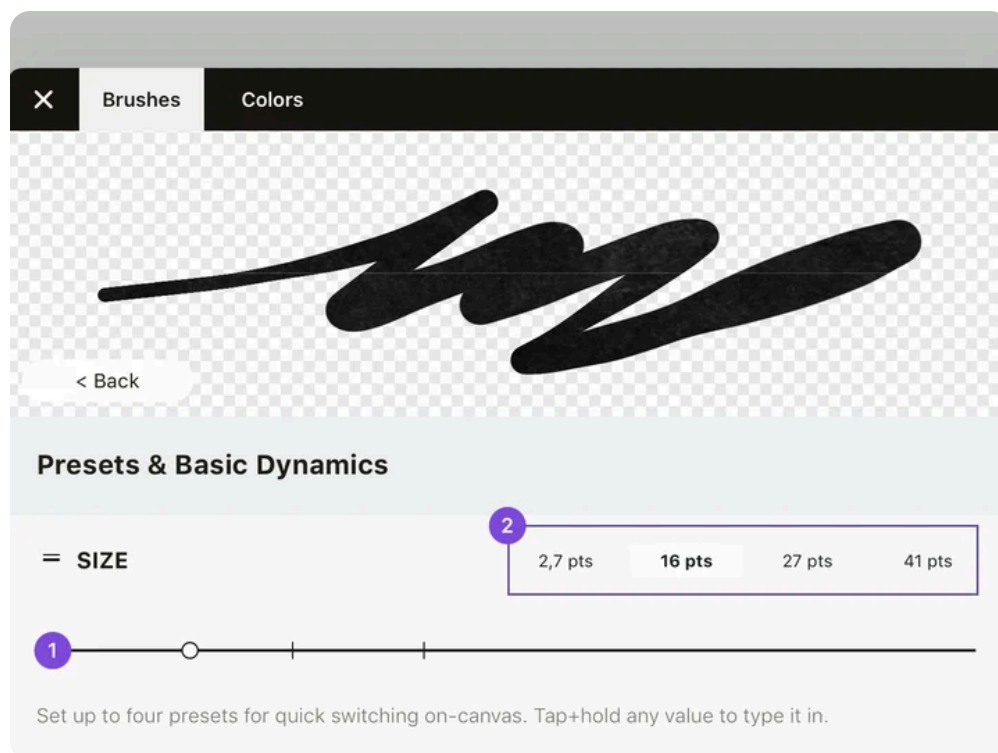
- After importing your stamps, import your **grain**. The grain is a background image that adds additional texture to your brush. Grains work best when they are seamless; otherwise, you will see the edges where the image repeats. Read more on how to [make a seamless grain](#).



- If you don't want your grain texture to **overlap** with itself, check the **Line up the grain position for every stroke** box.
- You can edit the **scaling** of your grain.
- You can edit the **rotation** of your grain.

## Presets & Basic Dynamics

In **Presets & Basic Dynamics**, you will find the **Size**, **Opacity** and **Smoothing** presets, as well as variance graphs that let you adjust how your brush reacts to your stylus' pressure, tilt, and velocity inputs.

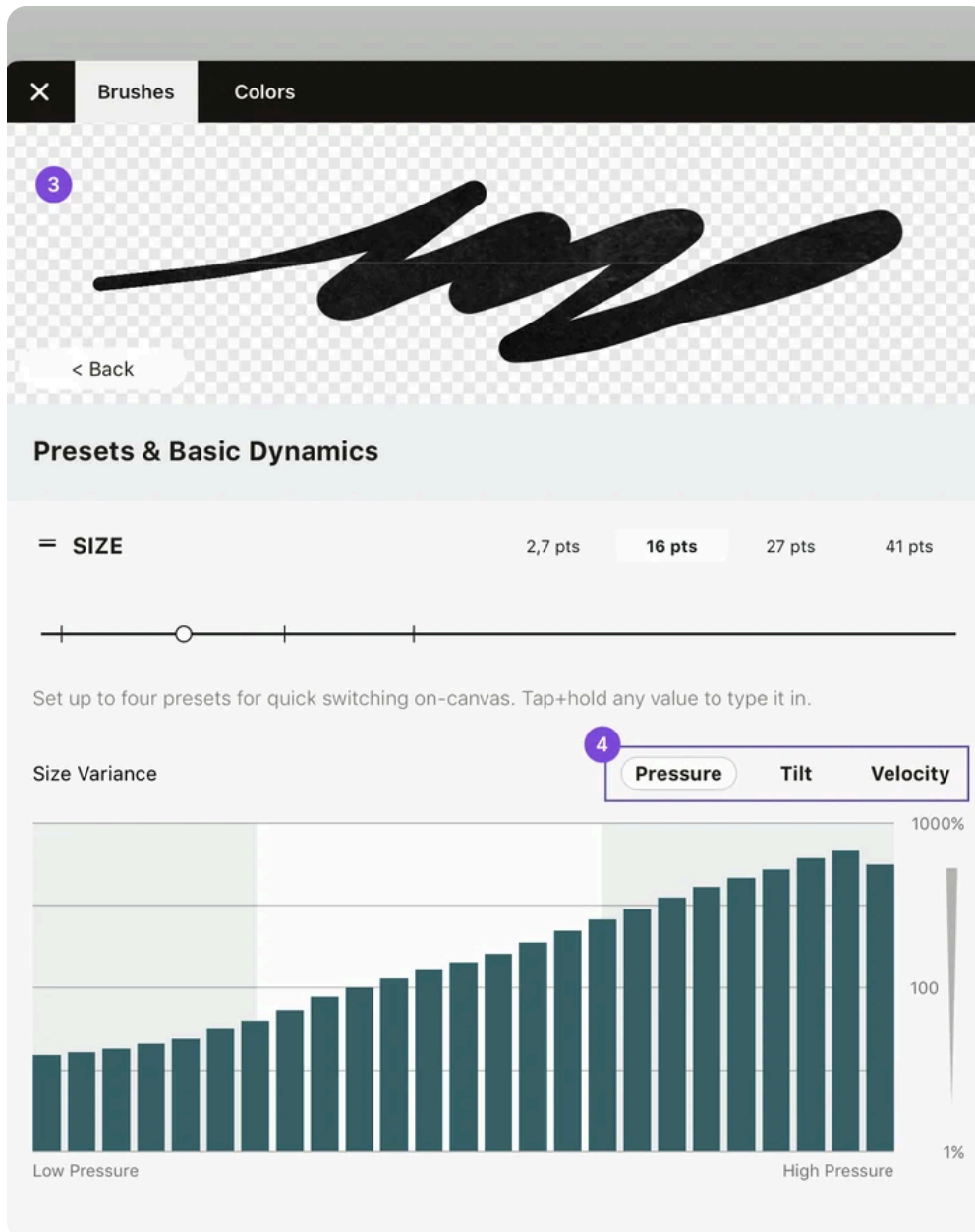


### Adjusting Size / Opacity / Smoothing

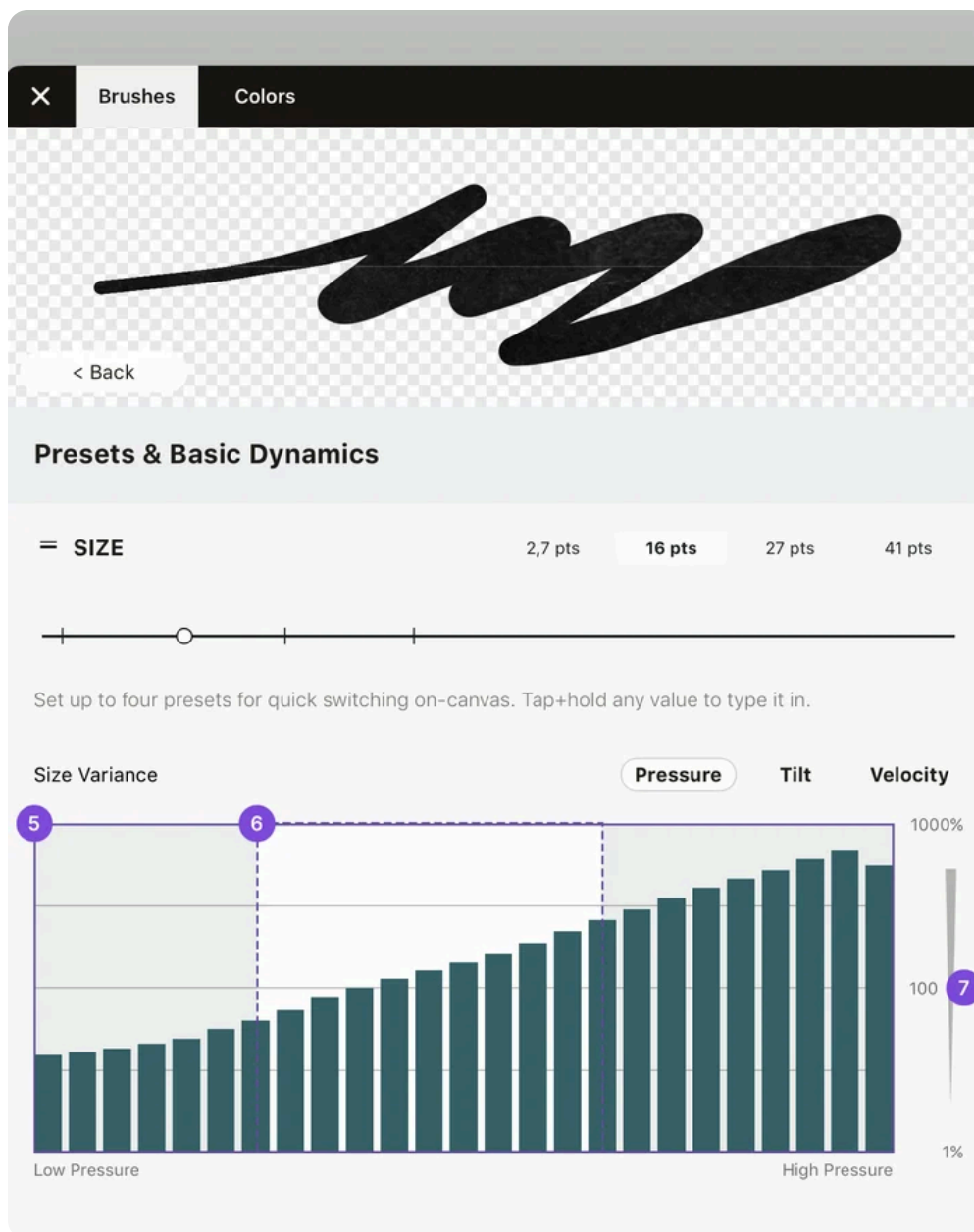
1. Use the slider to set your brush's default presets.
2. Tap and adjust each preset. You can also Tap+Hold to inline edit the preset values.

After setting up the base values and presets for your brush, you can adjust the Variance curve to affect how Pressure, Tilt and Velocity affect your brush's size or opacity.

- Note that smoothing does not have a variance curve.
- Note that there is not a variance graph for opacity when the **Reveal** brush is selected.



3. To help you adjust your brush, draw a stroke in the **Preview**. This stroke will update live as you adjust your variance curve.
4. Choose which of the three—**pressure**, **tilt**, or **velocity**—you want to affect your brush's properties. You can choose several to affect the brush.



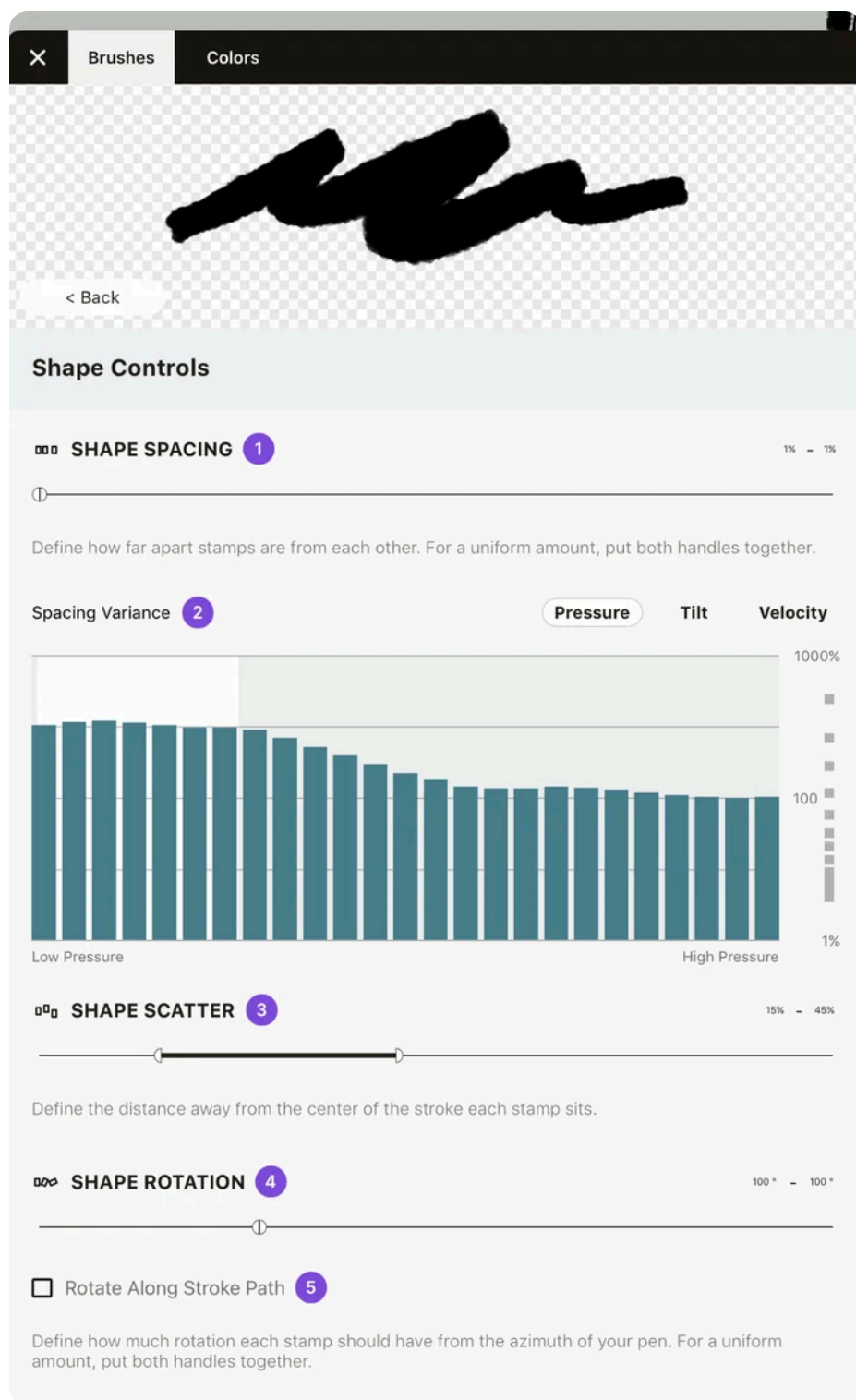
5. Draw the **Variance Graph** for your brush directly in the graph. The left side of the graph represents the low end of pressure, tilt or velocity, and the right side represents the high end. A graph for a pressure-sensitive fountain pen, for example, will start small and gradually increase in size depending on the pressure.
6. The **white range** behind the graph, reflects the pressure/tilt/velocity **range** of your preview stroke. As you adjust the graph, you can see the stroke update live. The range for your stylus pressure can be edited in **Settings** → **Stylus**.

7. The **vertical value axis** represents the percentage change in your brush's properties. By default, the graph is level in the middle, meaning the brush's properties are as set in the Tool Wheel. Drawing your graph below the midpoint will make your brush smaller in size or lighter in opacity. Going above the midpoint will make your brush bigger or more opaque. To reset your graph, **double-tap** the vertical value axis.

## Shape Controls

With **Shape Controls**, you can adjust the **spacing**, **scatter** and **rotation** of your stamps. Your stroke preview will update live to show your adjustments.

Each control handle is **split in 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 even spacing or rotation, etc. If you pull the handles apart, you create a range of randomness in which the stamps can appear.

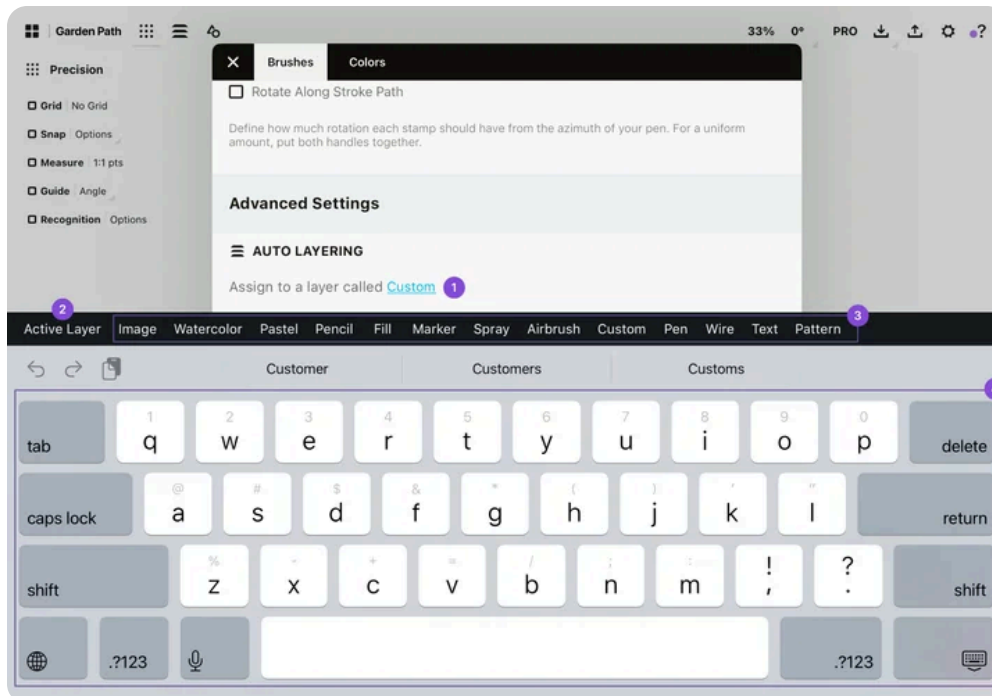


1. **Shape Spacing** allows you to adjust the **distance** your stamps appear from each other. Separate the handles to create a more random spacing.
2. As with Size and Opacity, Shape Spacing also has a **variance graph** you can adjust.

3. **Shape Scatter** will scatter your stamps **vertically** in relation to your stroke path. Separate the handles to create a more random scatter.
4. **Shape Rotation** affects the rotation of the stamp along the stroke line. Separate the handles to create a more random rotational effect.
5. **Rotate Along Stroke Path**. By default, your stroke follows the azimuth of the stylus. If you want your stamps to rotate along the drawn stroke instead, check this box.

## Advanced Settings

Under **Advanced Settings**, you have the ability to define the layer your brush will appear in when using **Automatic layering**.



1. To change the assigned layer, tap on the **layer label**. By default, this will be set to **Custom**. A keyboard, along with several preset layer labels, will appear.

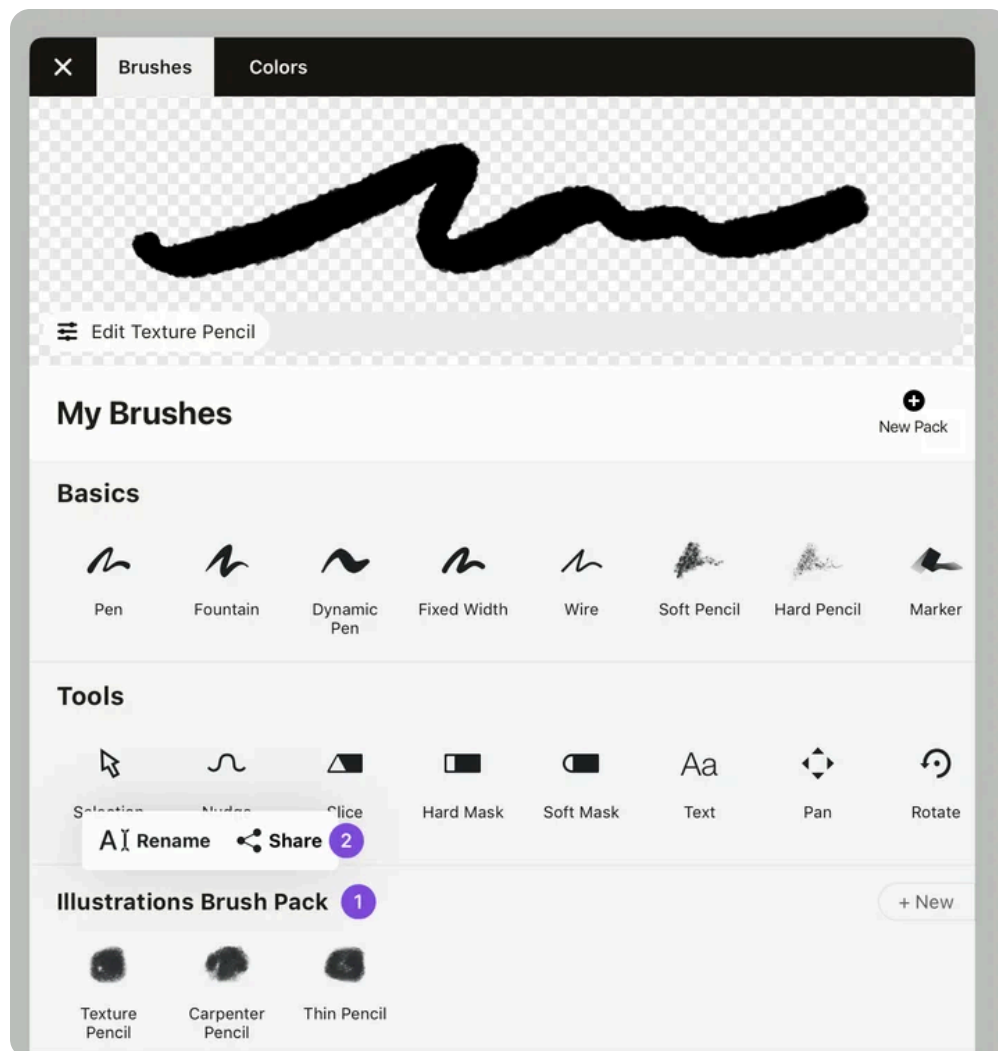
2. Choosing **Active Layer** will always put strokes drawn with the brush on the currently active layer.
3. You can choose one of the **existing layers** to set your brush on: Image, Pencil, Marker, Airbrush, Pen, Wire, Text, Fill, Watercolor or Custom layer.
4. You can also **type a custom name** for your layer.

For more practice, try our [photo-based brush tutorial](#) and create a brush using your own photographs. You can also try [creating an acrylic-based brush](#) with ready-made stamps provided in the tutorial.

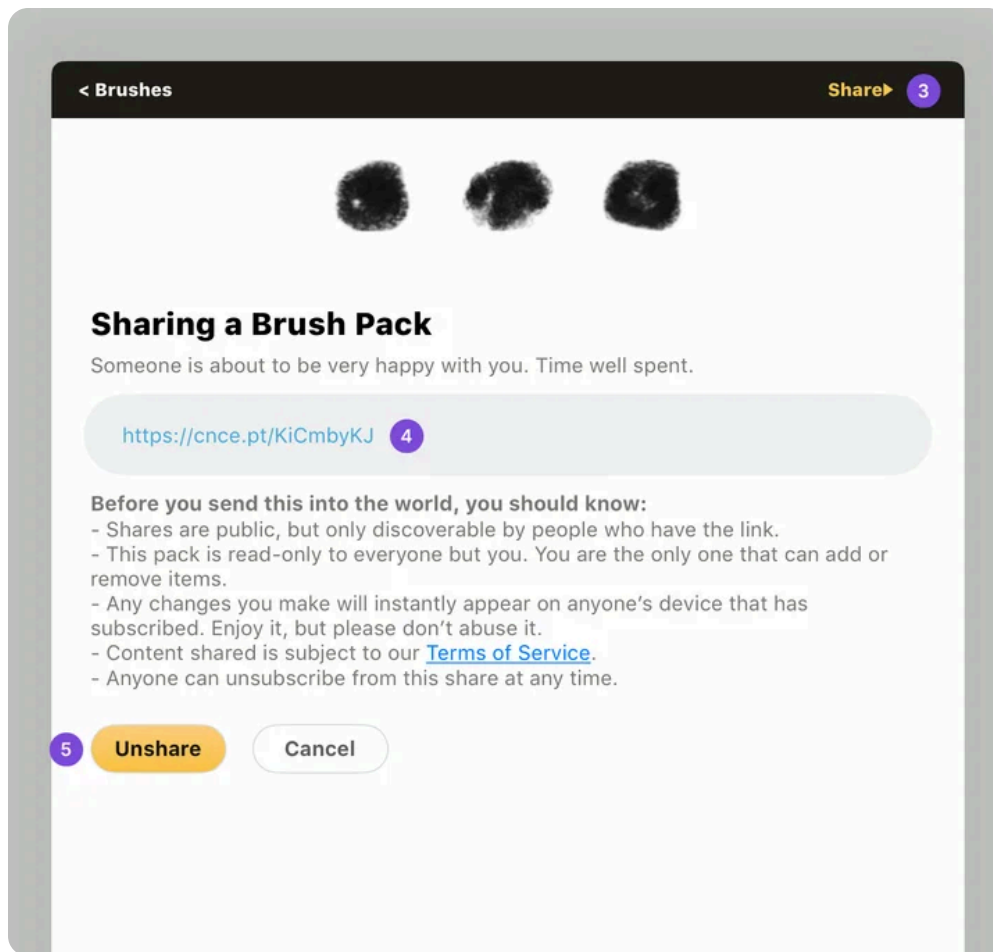
## Brush Sharing (iOS Only)

If you have a Concepts subscription, you can **share** your custom-made brushes with anyone who has a free Concepts account, or even sell a link to your brush library in an online store. Shared brushes are read-only, non-editable by anyone except you. Any change you make to a brush will update live on the accounts you've shared your brushes with. (Please note that sharing and receiving brush packs is only available on iOS at the moment.)

## Live Sharing a Brush Pack



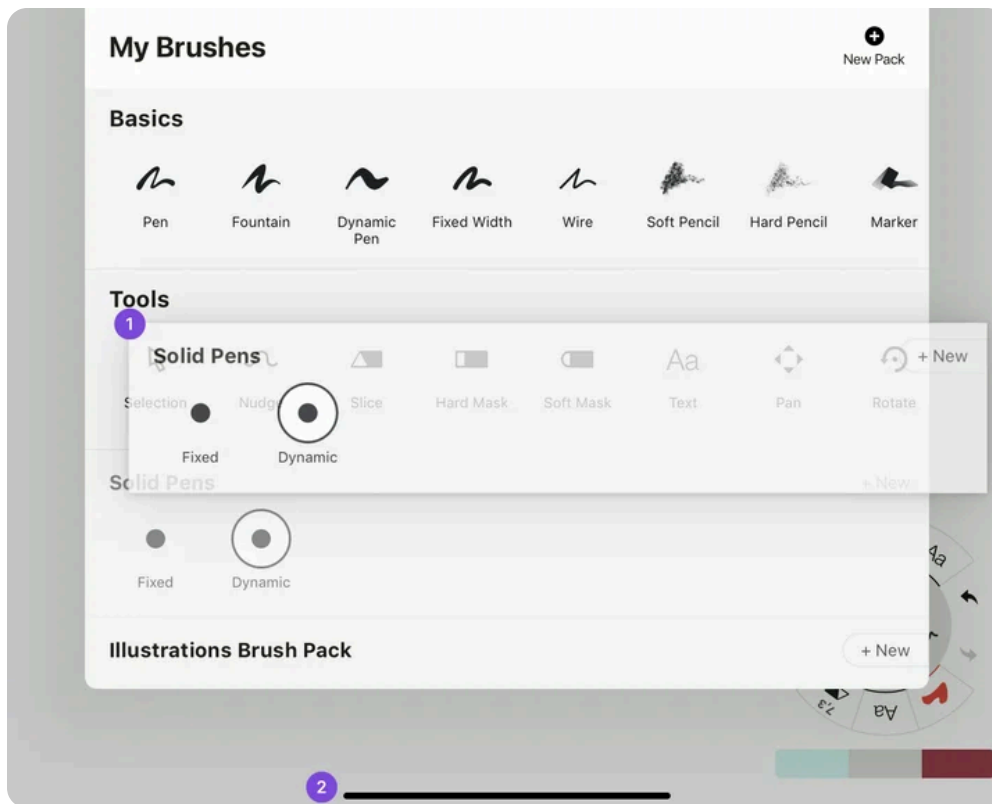
1. **Tap+Hold** the title of the brush pack you wish to share.
2. Tap **Share** in the popup that appears.



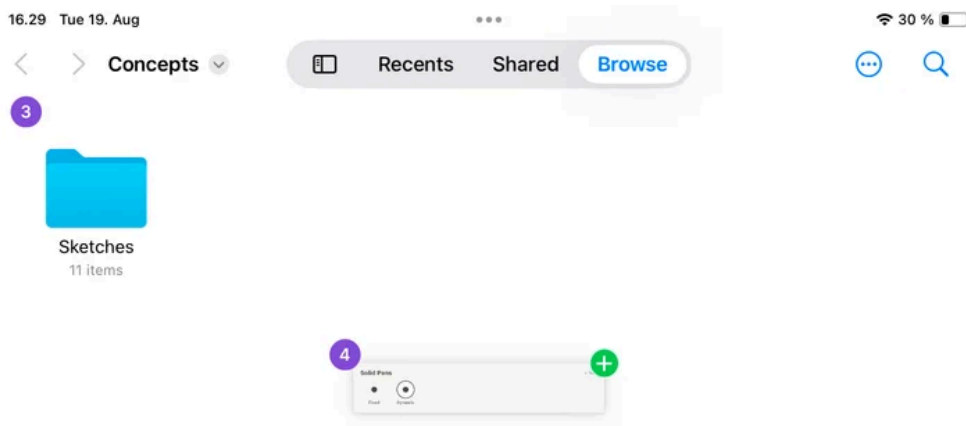
3. In the Brush Pack Sharing screen, you can tap **Share** to directly share the pack from your device.
4. You can also copy the **link to your brush pack**, and share it via email.
5. If you want to unshare your Brush Pack at any point, tap **Unshare**.

## Exporting a Brush Pack File

In addition to live sharing, you can **export** your **brush pack file** to share with your colleagues and friends. This feature is only available for **Essentials** and **Subscription** customers.



1. To **export** a brush pack **Tap+Hold+Drag** on the pack you want to export.
2. **Swipe upwards** from the iOS Home Bar.



3. Open **Files** and find the location you want to save your brush pack into.
4. **Drag & Drop** the brushpack to the location.

If you want to share your brushes via an online store, you can do that, too. Some of our customers 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 send us a message at [support@concepts.app](mailto:support@concepts.app).

## Importing Brush Packs

Brush pack import is available for customers who have purchased either **Essentials** or **Subscription**.

### Importing a Brush Pack via Link

1. **Tap the link** you have received for the shared Brush Pack. This will open a browser window.

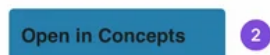


[Download](#) [Learn](#)

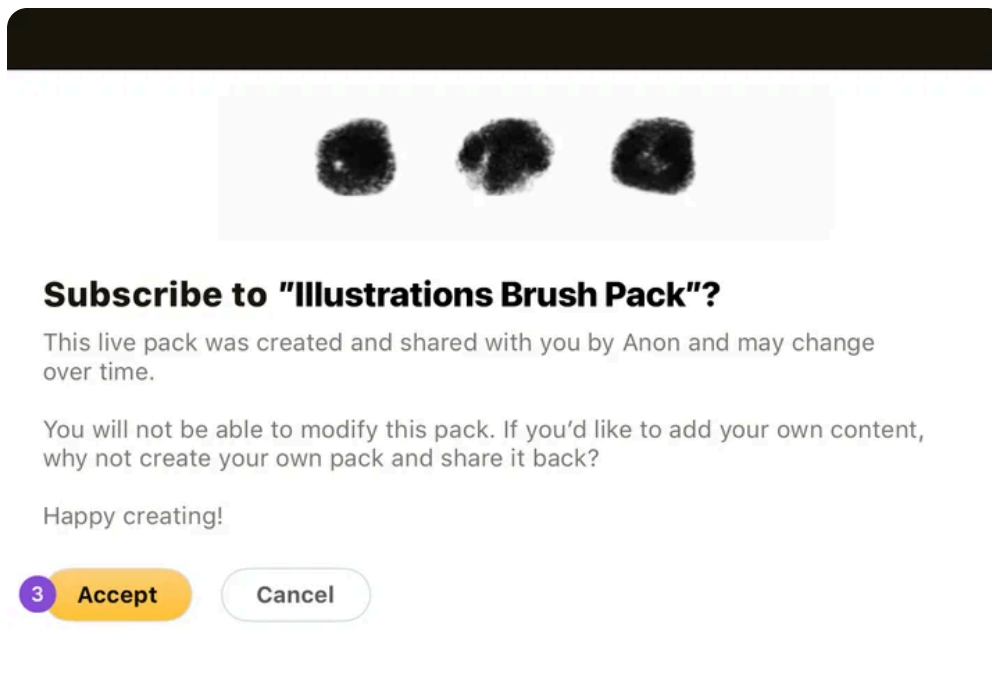
### Live Sharing

This pack was created in [Concepts](#), the award-winning infinite, flexible sketching tool.

To subscribe to this live pack and its changes, click the link below.



2. Tap the **"Open in Concepts"** button.

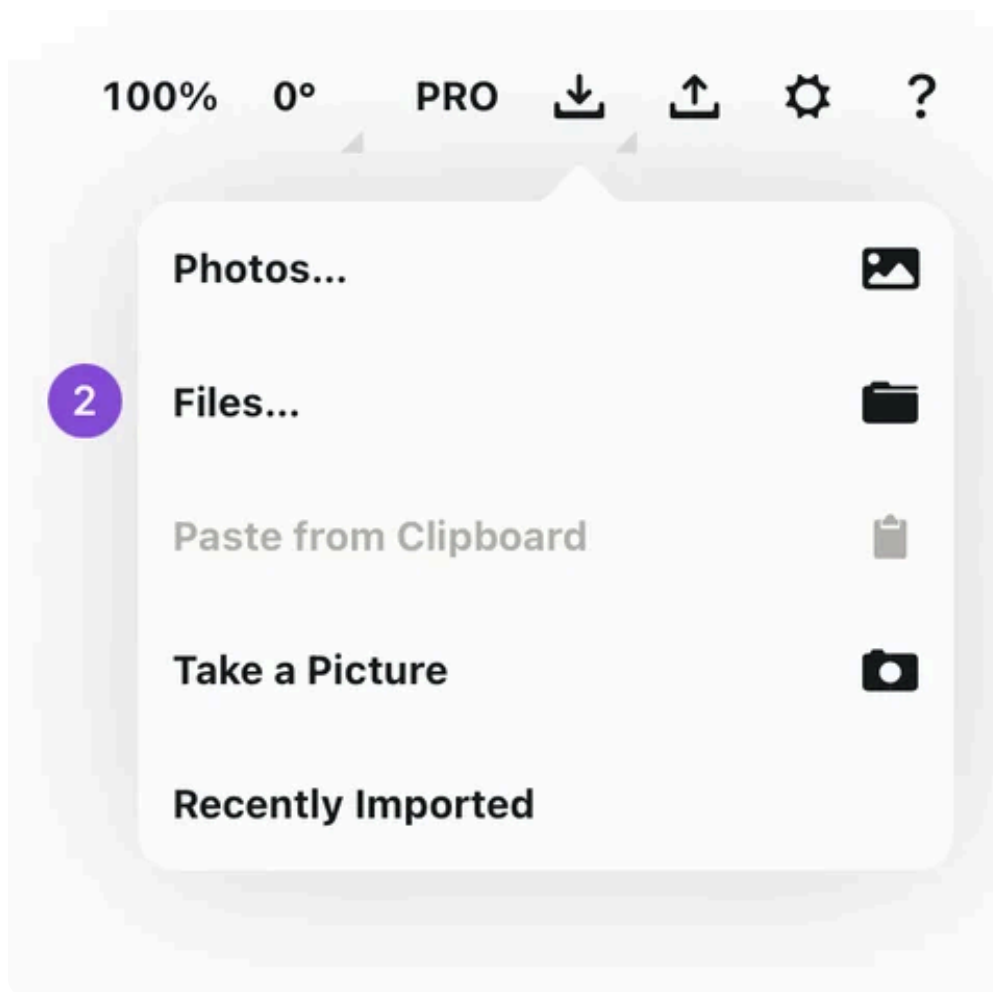


3. Tap **Accept**, and you're good to go.

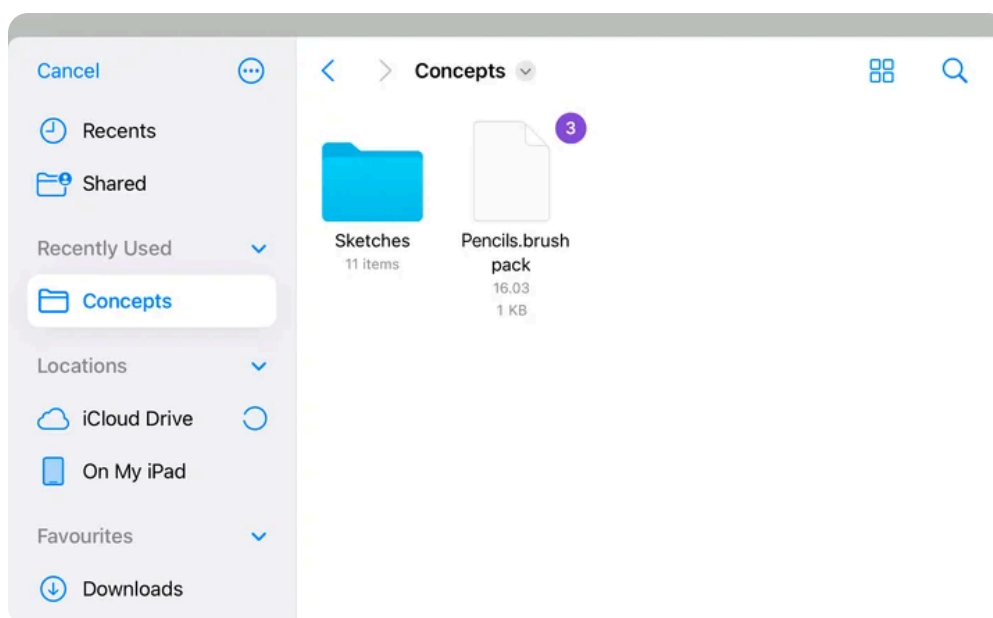
### Importing a Brush Pack File

If you want to import a **Brush Pack file**, you can import it straight into your brush library.

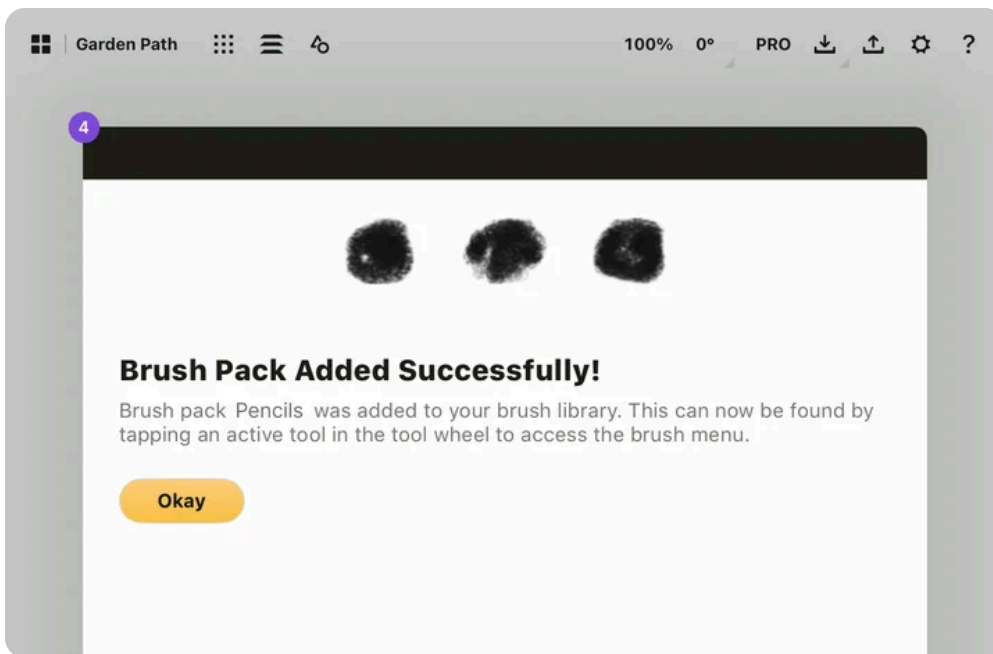
1. Tap the **Import Icon** in the Status Bar.



2. Choose **Files** from the Import menu.



3. **Locate** the Brush Pack you want to import in your Files app and **tap** it.



4. Once the Pack has been added, you'll see a notification. Go to your **Brush Menu** to try out your new brushes.
5. You can also import a Brush Pack file by **tapping** it directly in **Files**.

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 a Subscription, you can duplicate and edit the brushes within the pack. To preserve the rights of the creator, you can't move them out of that pack. If you accidentally edit the original brush, you can always **reset** it in the Brush editor.

Custom brushes and brush sharing is currently only available on iOS.

# Colors

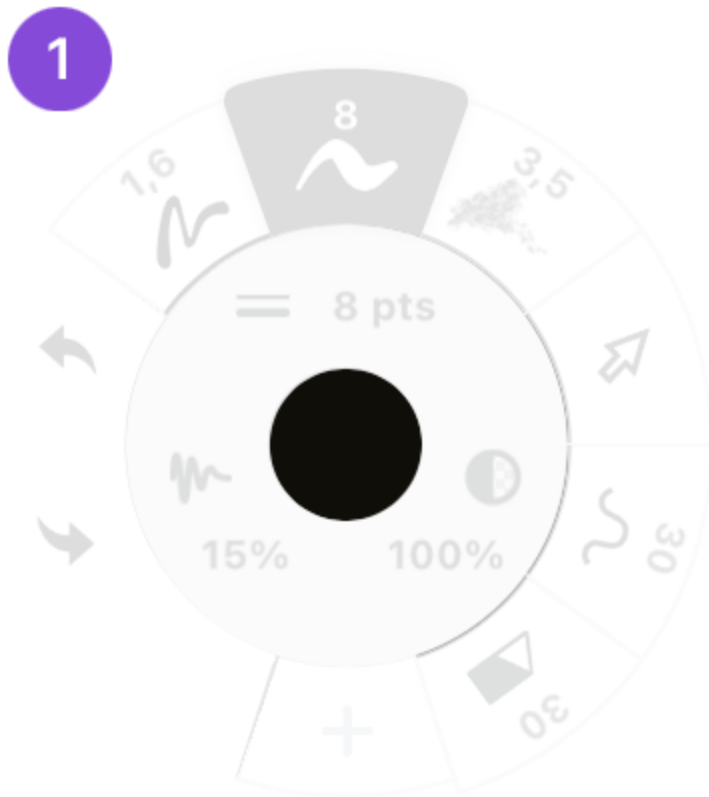
## Colors

### QUICK SUMMARY

1. Access your color wheels by tapping the **colored dot** inside your Tool Wheel.
2. You'll find **RGB**, **HSL** and **COPIC** color wheels to choose from.
3. Activate the **Color Picker** to choose color directly from your Canvas.

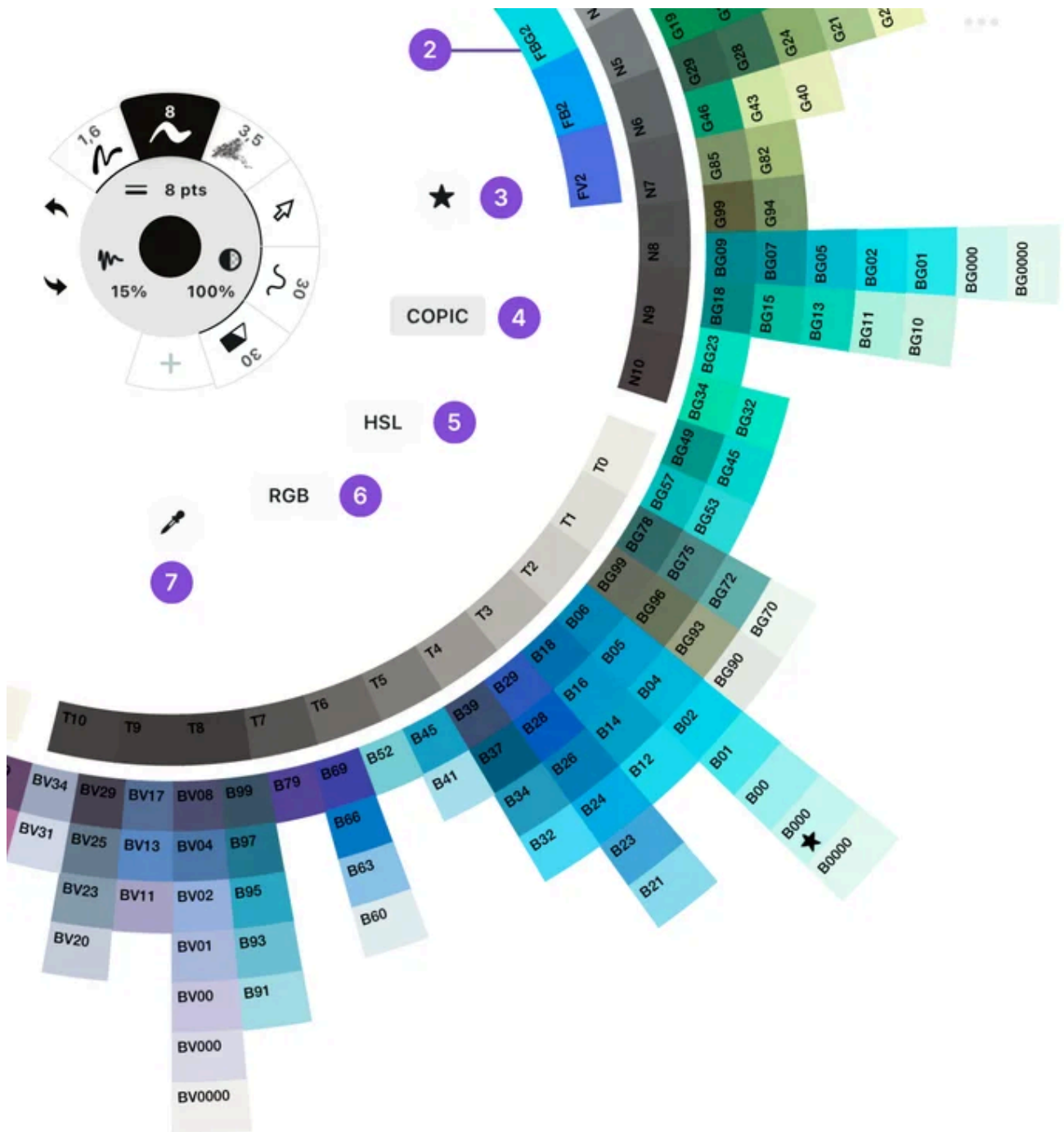
## The Color Wheels

At the center of the Tool Wheel is a circle representing the current color and opacity of your active tool.



1. Tap the **color dot** in the center of the **Tool Wheel** to bring up your current color wheel.

When you open the Color Wheel, you will see your current color wheel, as well as additional options in the inner ring.



2. Your **current color wheel**.

3. **Star button**. This will take you to the Colors menu, where you can find and create color palettes (currently available on iOS only).

4. **Copic Color Wheel**. Currently active.

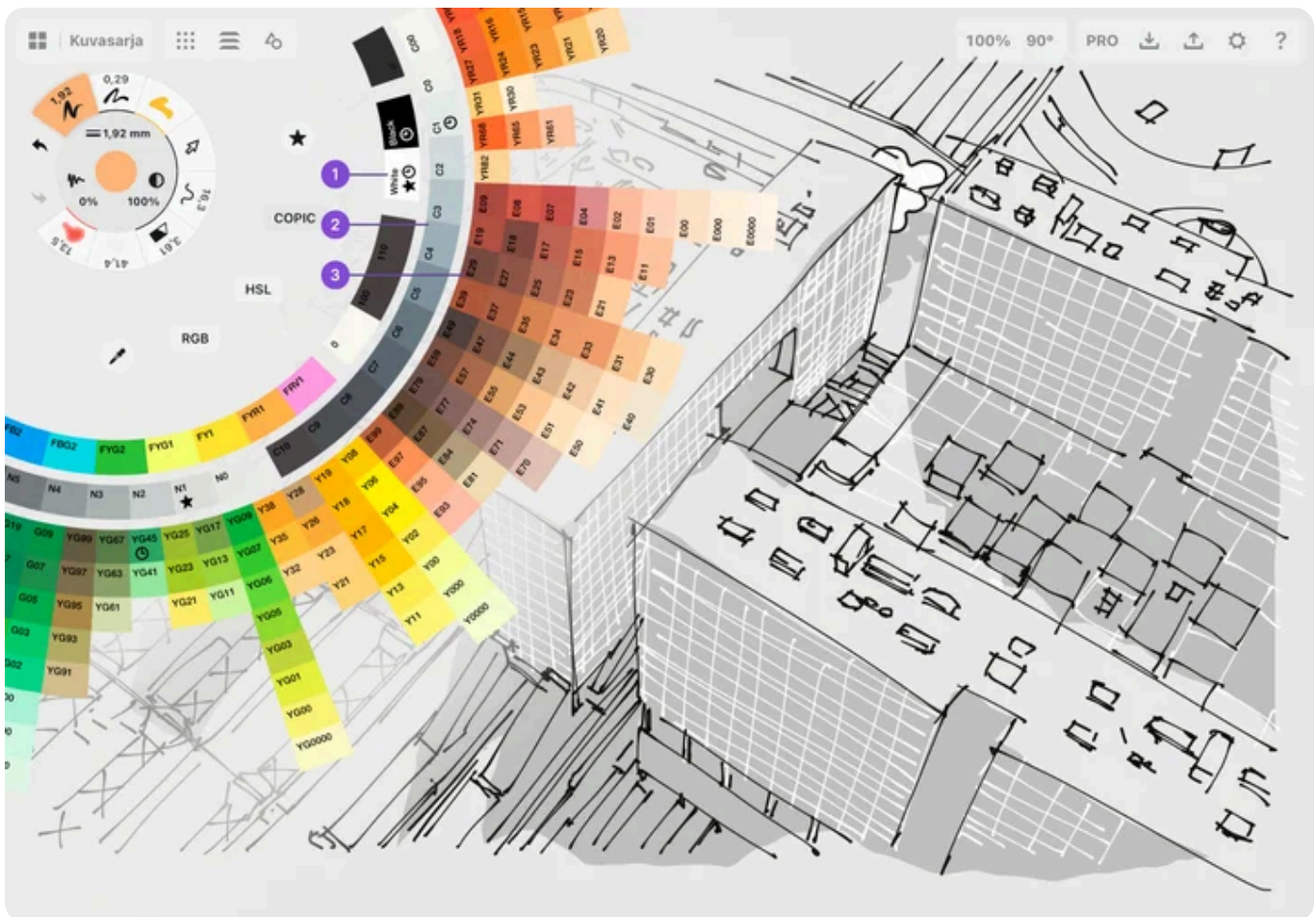
5. **HSL Color Wheel.** Tap to activate.

6. **RGB Color Wheel.** Tap to activate.

7. **Color Picker.** Tap to activate the Color Picker.

## The Copic Color Wheel

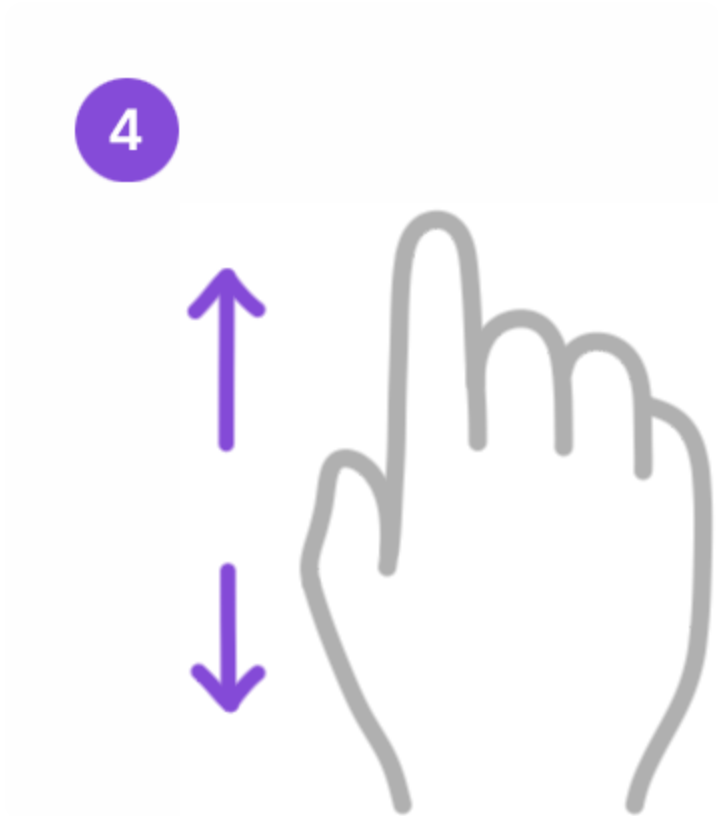
The Copic color wheel is a set of colors picked by Too Corporation to help artists and designers add consistency to their work. Copic colors are sorted by pigment and saturation, and are represented on the wheel by a letter + number code. Visit [here](#) to learn more about Copic colors.



1. On the innermost circle, you will see a tonal value spectrum, true black, and white.

2. Next is a ring of cool, warm, neutral, and tonal grays.

3. Then, the colors in their blending gradients.

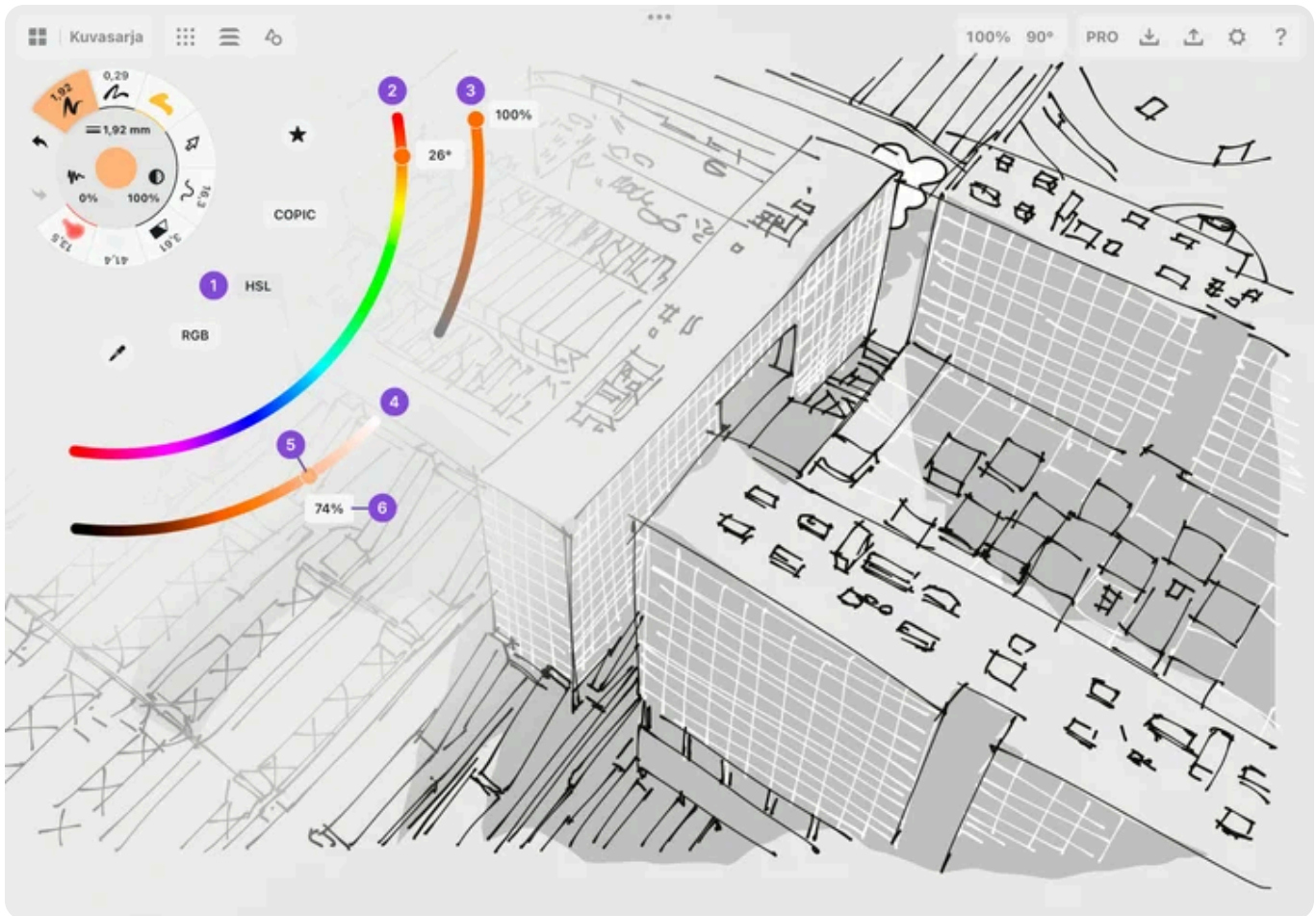


4. **Drag** your finger up or down to turn the wheel.

5. **Tap** a color to set it to your active brush.

### The HSL Color Wheel

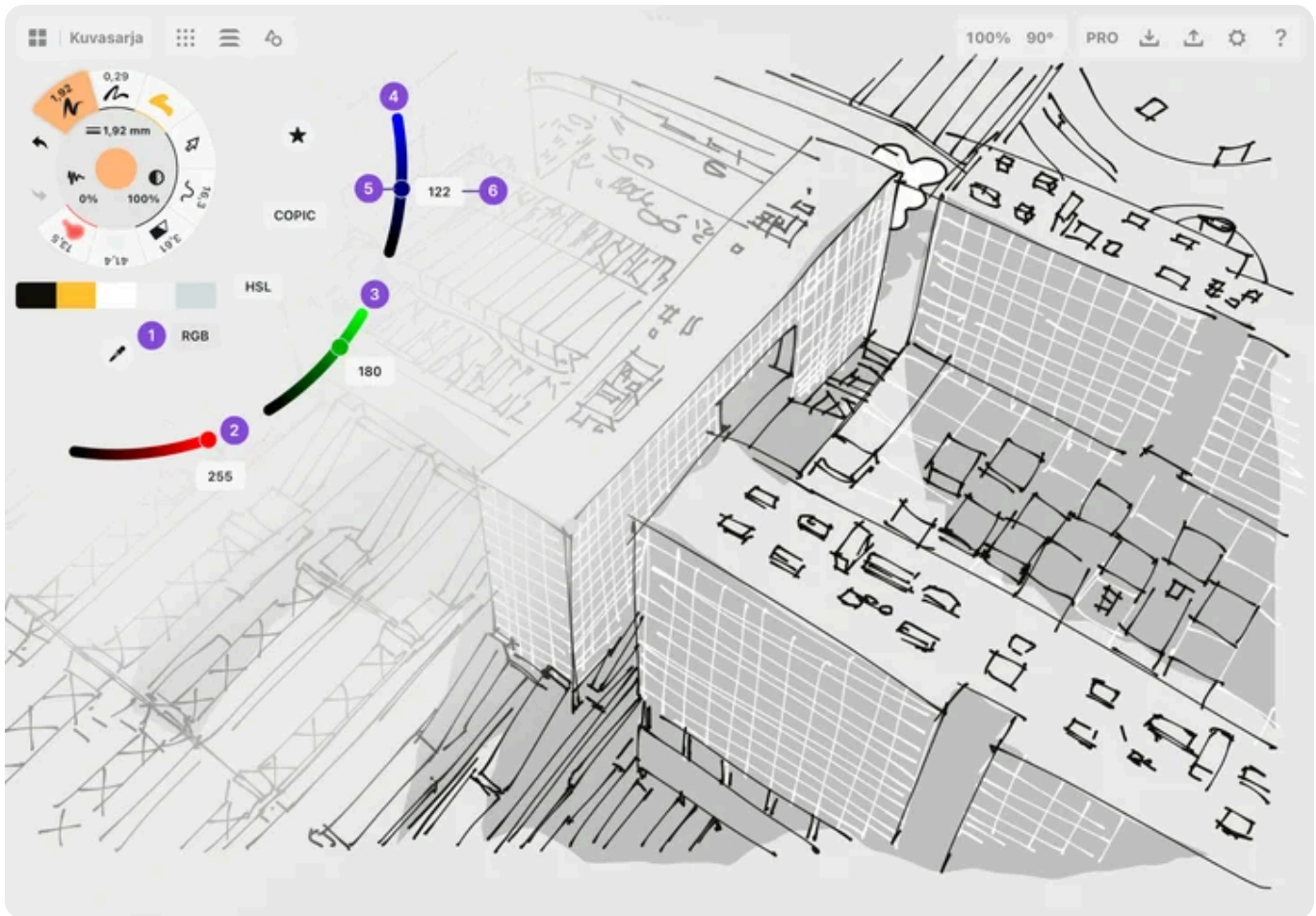
The HSL color wheel consists of three sliders: Hue, Saturation and Lightness.



1. Tap the **HSL** button to activate the HSL Color Wheel.
2. The **Hue Slider** is the inner slider on the wheel, and it allows you to change the base shade of your color.
3. The **Saturation Slider** is the slider closest to the top of your screen. It appears as a slider with grey on one end and the pure hue on the other. This allows you to adjust the amount of pigment in your color.
4. 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.
5. To adjust any of these **sliders**, **drag** the little circle handles back and forth.
6. You can also **Tap+Hold** on a value to **inline edit** it directly.

## The RGB Color Wheel

The RGB color wheel consists of three sliders: Red, Green and Blue. The RGB color model is an additive color model in which red, green, and blue are added together.

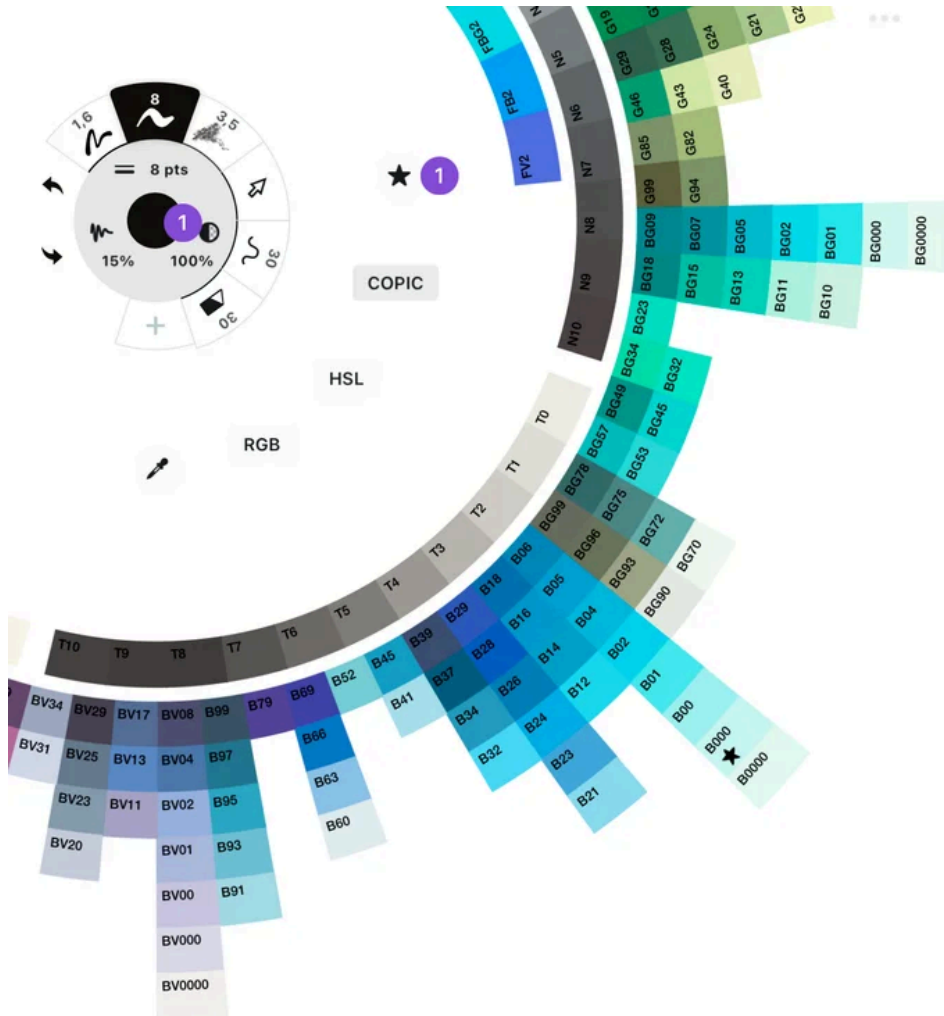


1. Tap the **RGB** button to activate the RGB color wheel.
2. The **Red Slider** is the slider closest to the bottom of your screen. The higher the number, the more red there is in your color.
3. The **Green Slider** is the slider in the middle. The higher the number, the more green there is in your color.
4. The **Blue Slider** is the slider closest to the top of your screen. The higher the number, the more blue there is in your color.
5. To adjust any of these **sliders**, **drag** the little circle handles back and forth.

6. You can also **Tap+Hold** on a value to **inline edit** it directly.

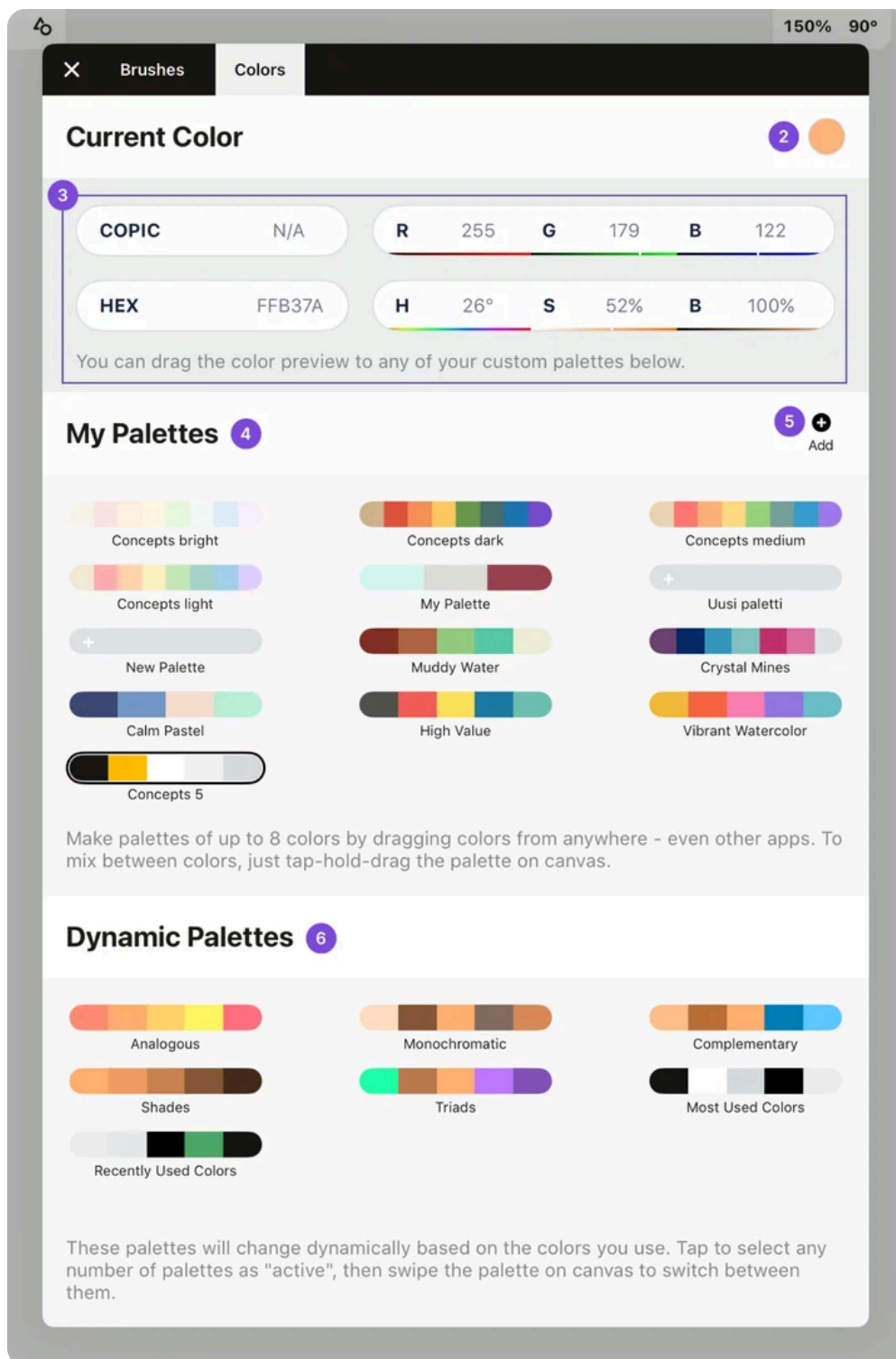
## The Colors Menu and Color Palettes (iOS only)

In the Colors menu, you can find color values, create custom colors, and customize palettes. You can access the palettes via the **Color Palette** under the Tool Wheel.



1. To access the Colors Menu, **Tap+hold** the color at the center of the Tool Wheel or tap the **star button** on the innermost color ring.

In the Colors Menu, you will see:

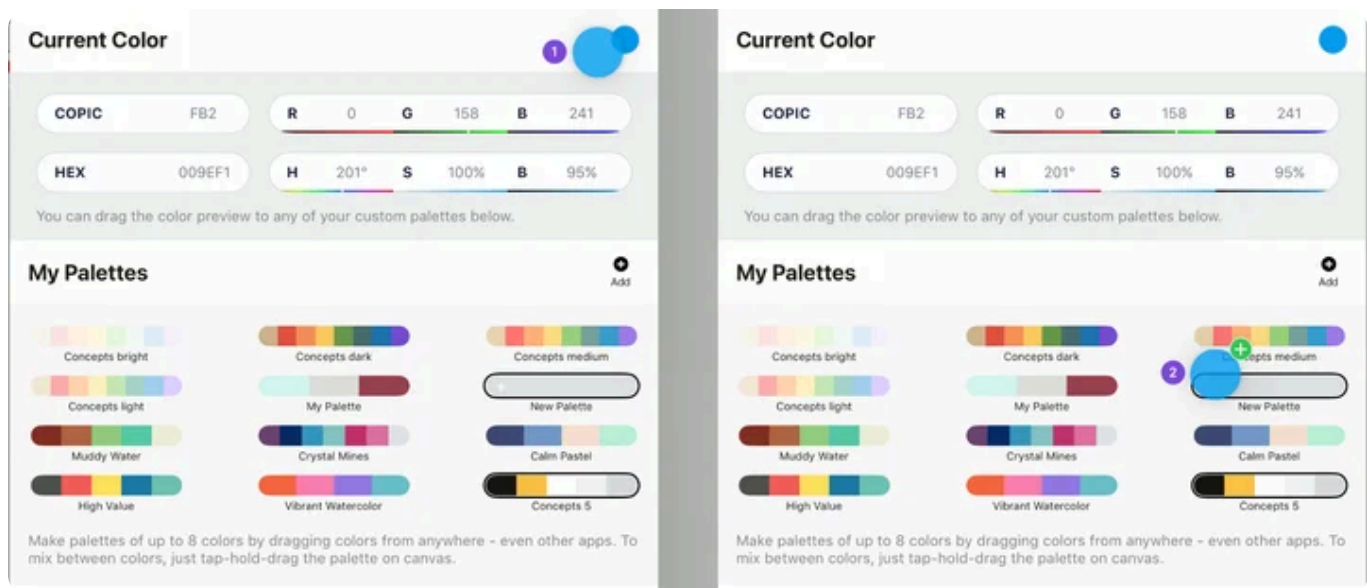


2. **Current Color.** This shows your current active color. You can **tap** the color to open whichever color wheel you have active. **Tap+Hold+Drag** the color dot to add it to any of your color palettes.
3. This shows the color values of your current color. You can manually type the COPIC, RGB, HEX and HSB, or **Tap+Drag** along the spectrums beneath,

to change the color.

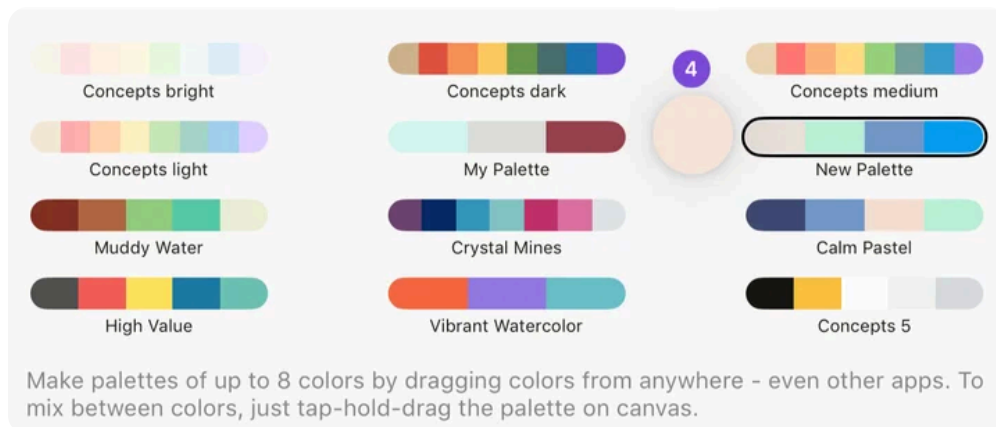
- In **My Palettes** are your custom palettes. **Tap** a palette to activate it on the Canvas. Your selected palettes will appear in the swipeable palette menu under the tool wheel.
- Tap** the **+** button to create a new palette. You can have an infinite number of palettes, and each palette can have up to eight colors.
- At the bottom are the **Dynamic Palettes**, helpful for choosing matching shades based on your existing colors.

## Adding Colors to a Palette



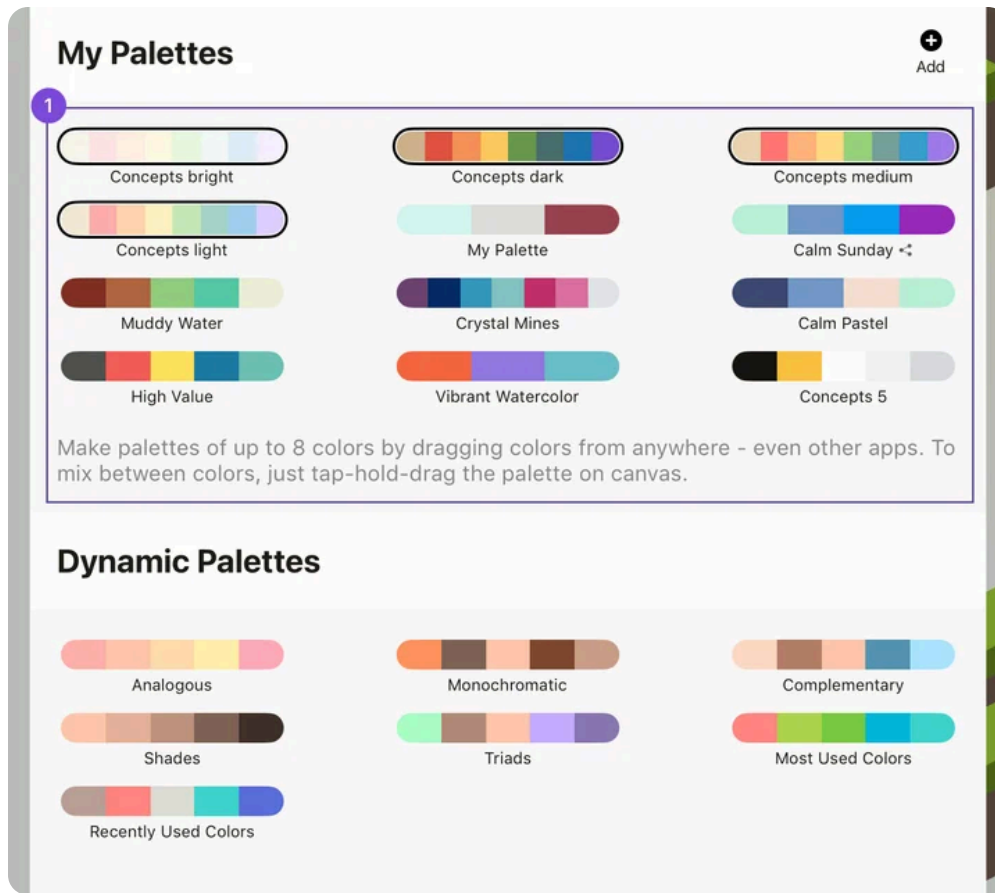
- To **add a color** to a palette, **Tap+Hold+Drag** the color. You will see a color dot pop up from the menu. You can drag colors from:
  - Current color dot
  - Copic Color Wheel
  - Other Palette
- Drop** the color in the palette you want, when you see the **+ icon**.

3. To **rearrange colors** in a palette, **Tap+Hold+Drag** the color, and move it to its new place.

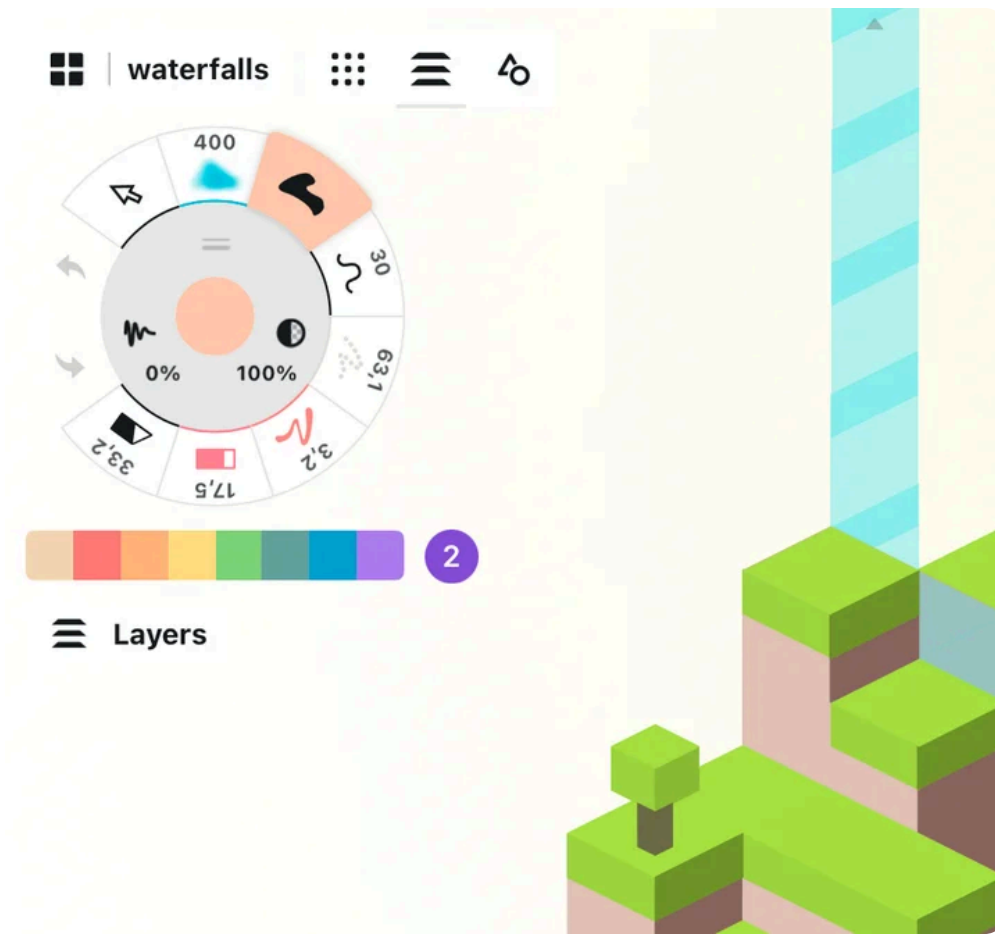


4. To **remove a color** from a palette, **Tap+Hold+Drag** the color away from the palette and release it.

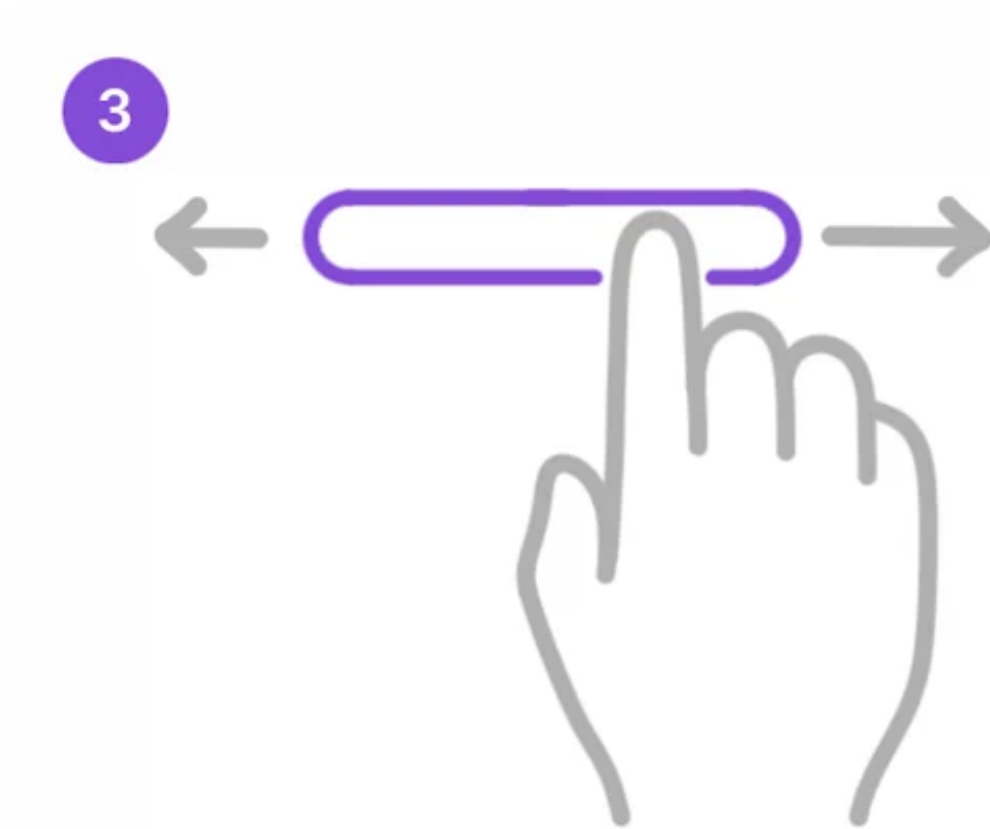
## Using Color Palettes on Canvas (iOS only)



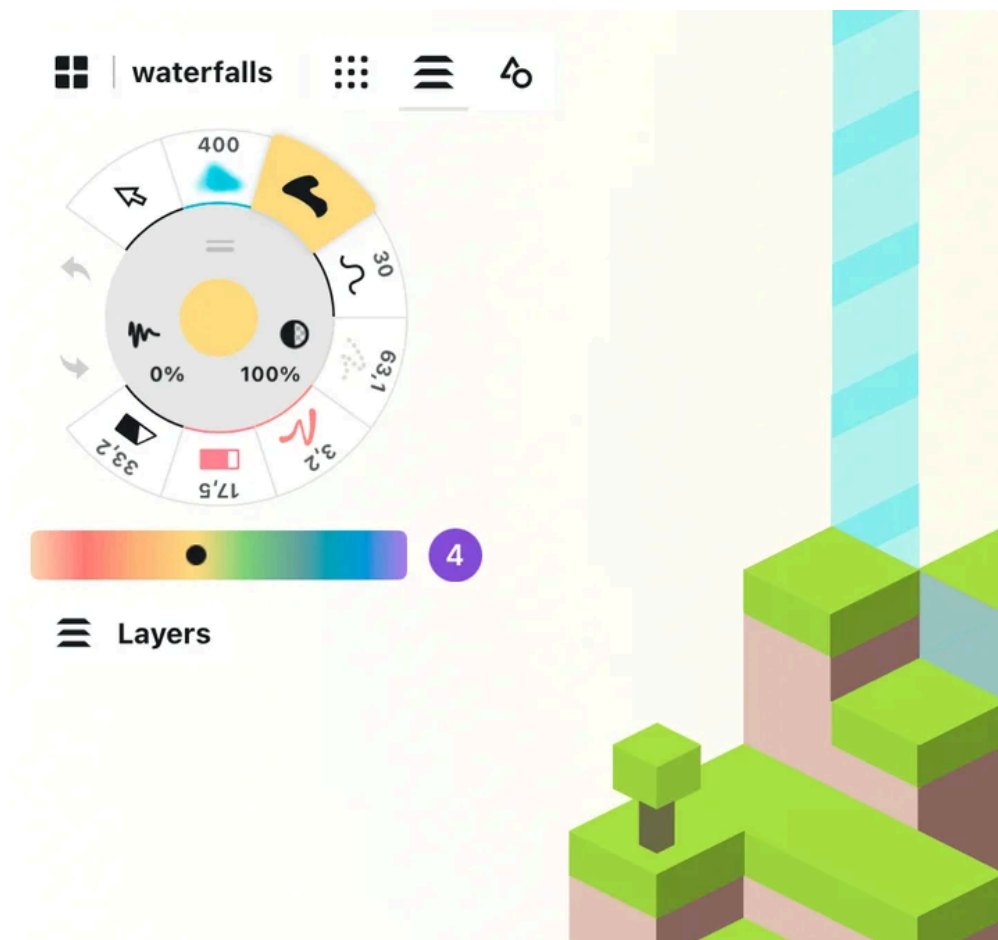
1. In the Colors Menu, choose which palettes you want to activate by tapping them.



2. On your Canvas, your **active palettes** will appear below the Tool Wheel. **Tap a color** to set it as your active tool's color.



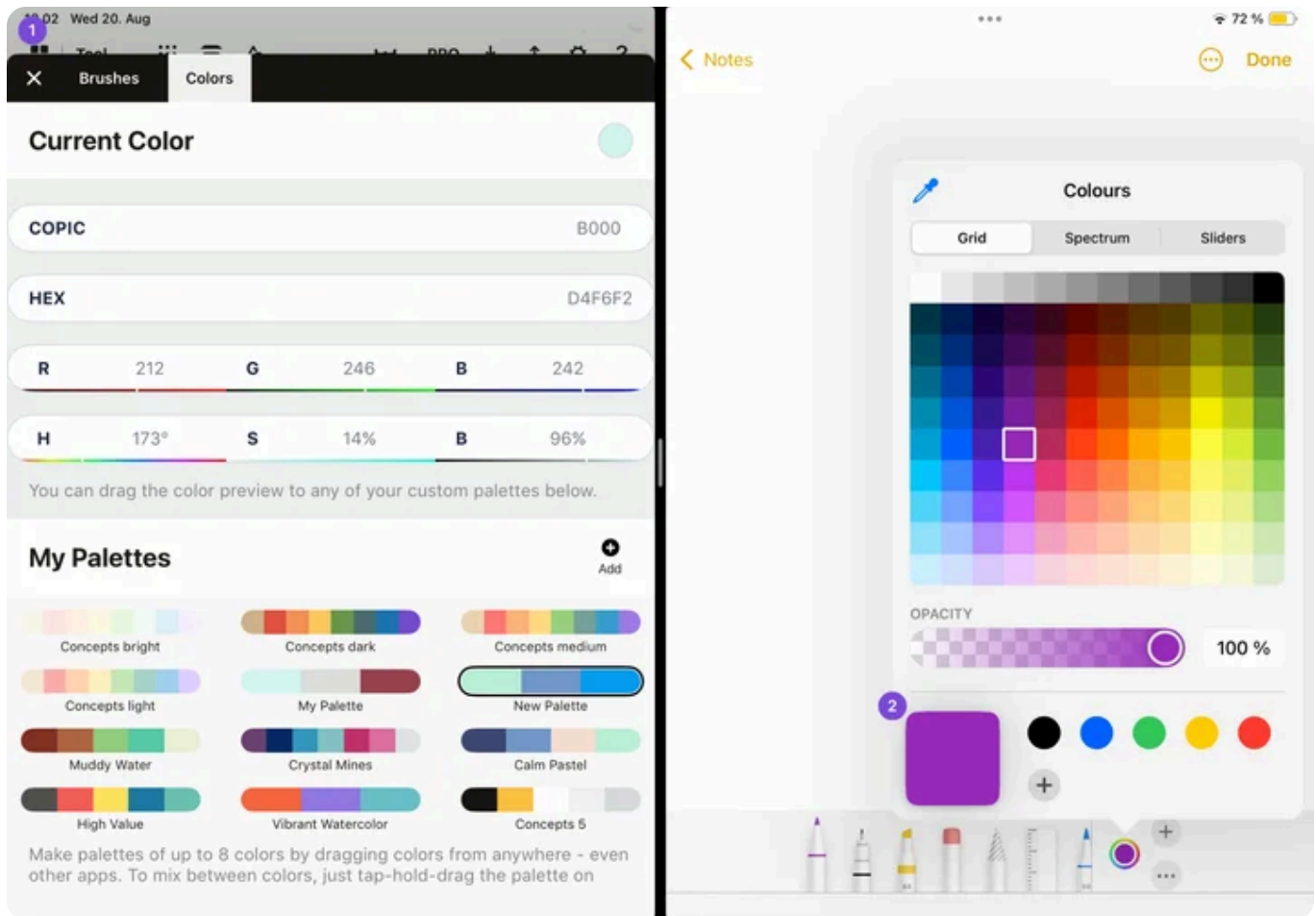
3. You can **swipe** between your **active Color Palettes**.



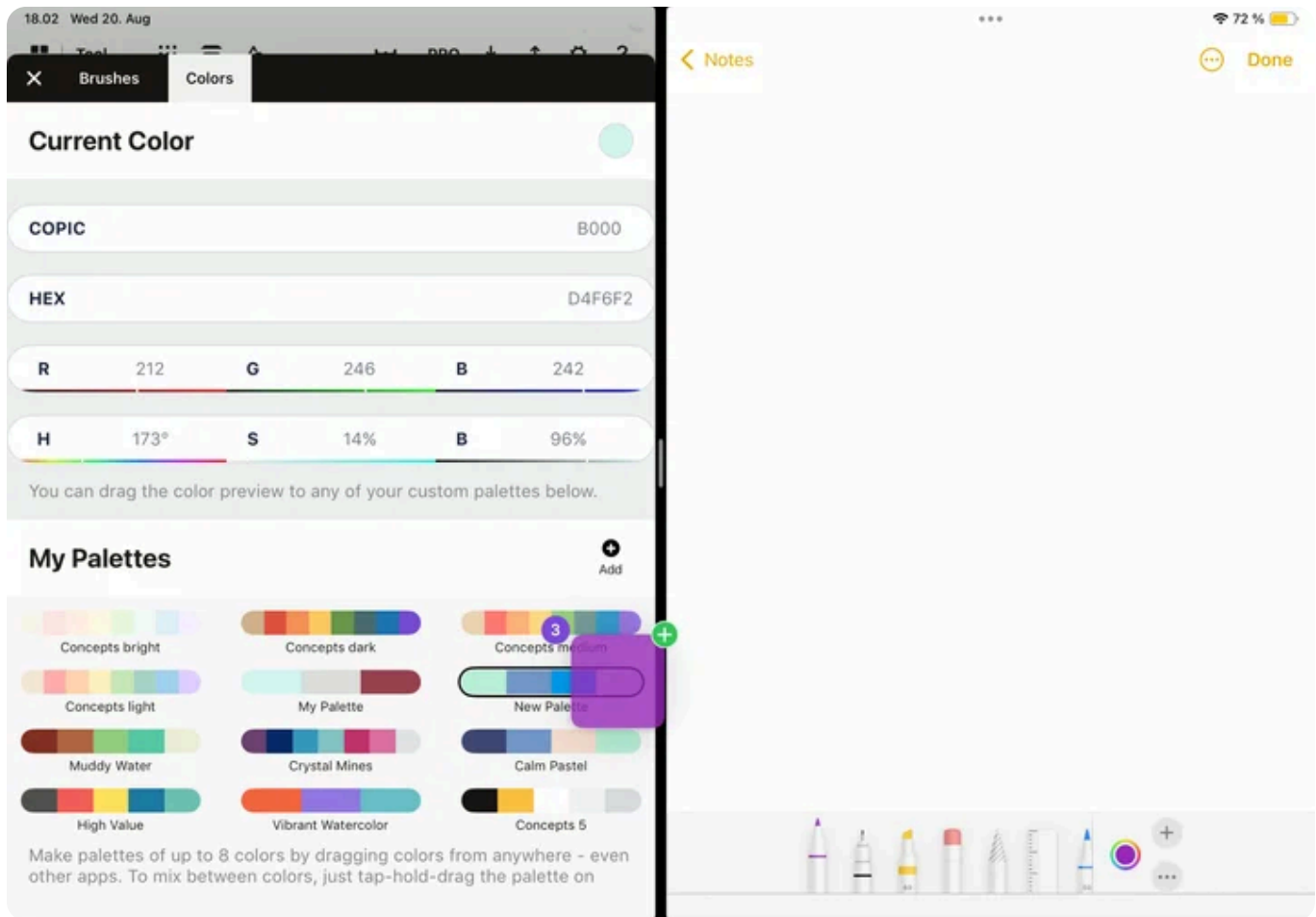
4. To access the **color blending mode**, **Tap+Hold+Drag** on the color palette to choose a color.

## How to Drag & Drop Colors into Concepts (iOS only)

You can drag colors straight into your color palette from apps that support Drag & Drop. Note that the interactions will differ between apps.



1. Open **Concepts** and your **other app** in **split-screen mode**.
2. Start dragging the color from the other app with **Tap+Hold+Drag**.

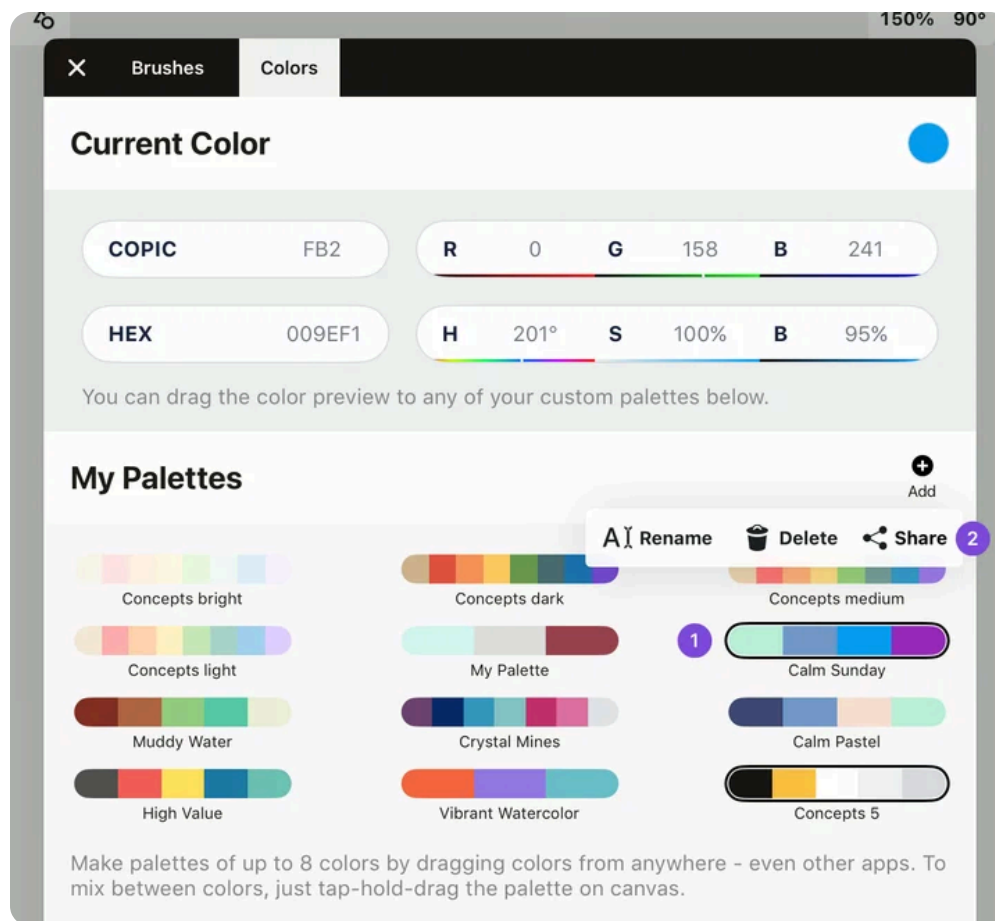


3. **Drag & Drop** the color straight to your Concepts color palette and release when you see the **+** icon.

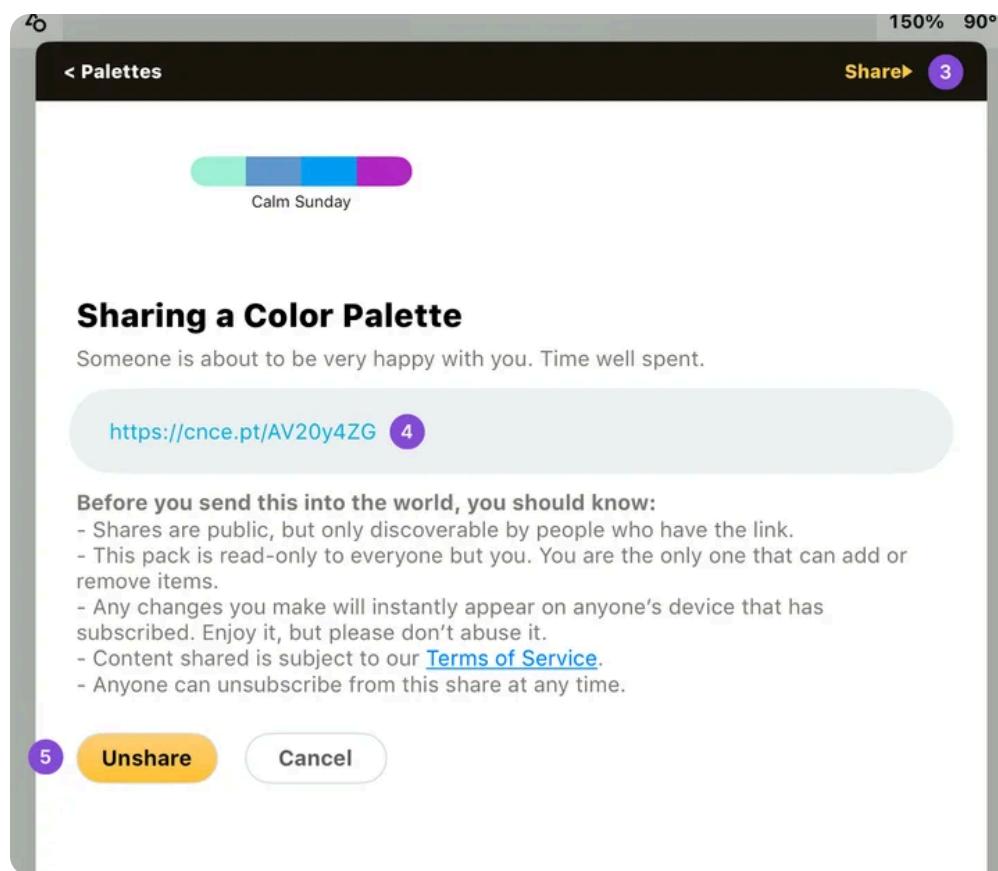
## Sharing Color Palettes

### Live Sharing a Color Palette (iOS only)

If you have a Concepts subscription, you can **share** your palettes with anyone who has a free Concepts account. Shared palettes are read-only and non-editable by anyone except the owner. Any change you make to a palette will update live on the accounts you have shared your palette with. We recommend **naming** your palette before sharing it. (Please note that sharing and receiving palettes is only available on iOS.)



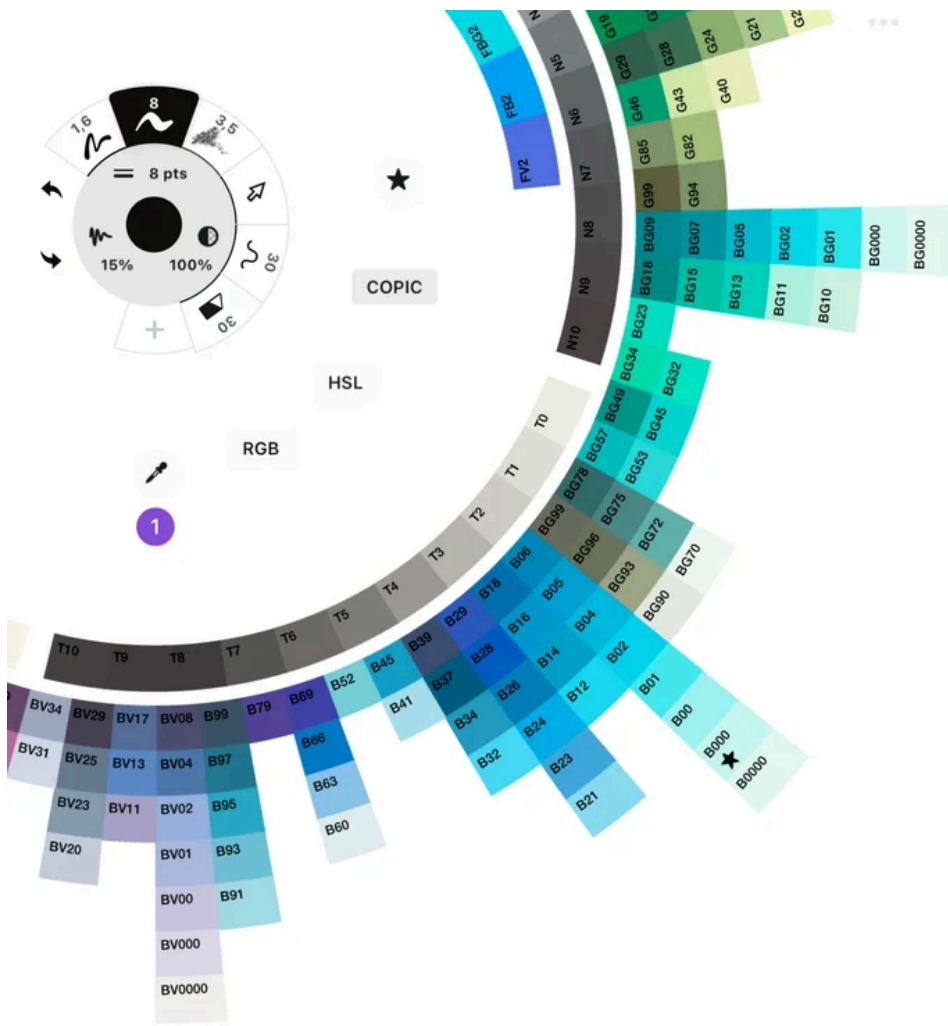
1. **Tap+Hold** the palette you wish to share.
2. Tap **Share** in the popup that appears.



3. In the Palette Sharing screen, you can tap **Share** to directly share the palette from your device.
4. You can also copy the **link to your palette** and share it via email.
5. If at any point you want to unshare your Palette, tap **Unshare**.

## Color Picker

Concepts' **Color Picker** can be used to select a color from the screen and also to set the properties of a particular stroke.



1. To start using the Color Picker, **tap** the **Color Picker icon** in the inner circle of the Color Wheel.



2. You can also **Tap+Hold** on the canvas to bring up the Selection menu, and toggle to the Color Picker.



3. When you drag the Color Picker on canvas, the **crosshairs** at the center of the Color Picker show you **where the color is picked from**.
4. The **bottom half of the circle** around the Color Picker shows the **currently selected color** of your tool.
5. The **top half of the circle** shows the color your **Color Picker is currently touching**.
6. To pick the color the picker is touching, just **lift** your finger or stylus **off the screen**.

There are a few additional options for the Color Picker.

7. **Alpha On/Off toggle.** When Alpha is on, Color Picker detects color and opacity, ignoring the background. When Alpha is off, color is picked at 100% opacity and includes the background.

8. **Brush Type.** You can **tap** the **Brush Type** icon to pick the **properties** from the stroke to your currently active brush slot.

# Selection

## Selection

### QUICK SUMMARY

1. **Tap+Hold** on the canvas to activate selection
2. Select strokes you want to **edit** or **delete**
3. Use **selection filters** at the bottom of the screen to limit selection results

Concepts is vector-based, giving you the freedom to pick up and move, tweak, or change any stroke at any time after it is drawn. This is perfect for design iterations, reorganizing mind maps or preparing materials for clients after feedback.

## Selection Methods

There are four ways to select strokes in your drawings.

### 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 Tool Bar. Touch the screen to use it like you use any tool.

### Tap+Hold



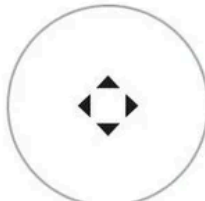
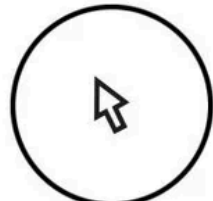


**Tap+Hold** anywhere on the **Canvas** to activate Selection. You can change the activation time and which selection method gets activated in Settings → Interaction → Tap+Hold to suit your workflow better.

### Finger Action

**Touch Input** 

**Finger Action**

Your finger can do something other than draw if you use an Apple Pencil.

			
Pan Canvas	Select	Nudge	S

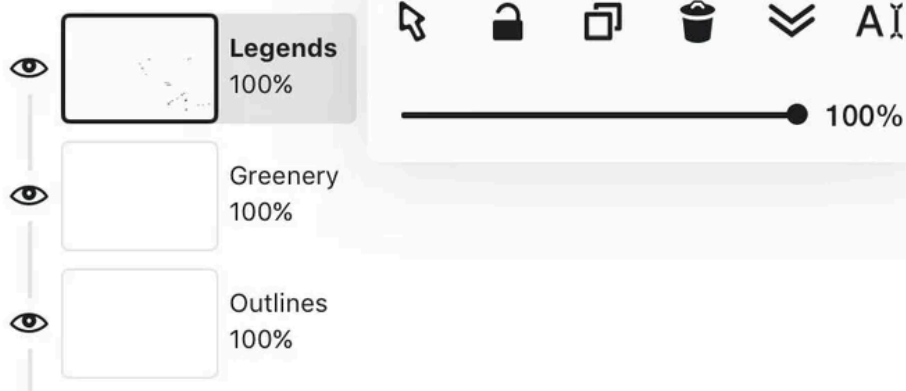
If you are using a supported stylus, configure your **Finger Action** to **Select** (Settings → Interaction → Touch Input → Finger Action). Your finger will work as the Selection tool while your stylus uses your selected preset in the Tool Wheel.

## Layer Selection Popup

### ☰ Layers

↕ Sorting | Manual

+ New Layer



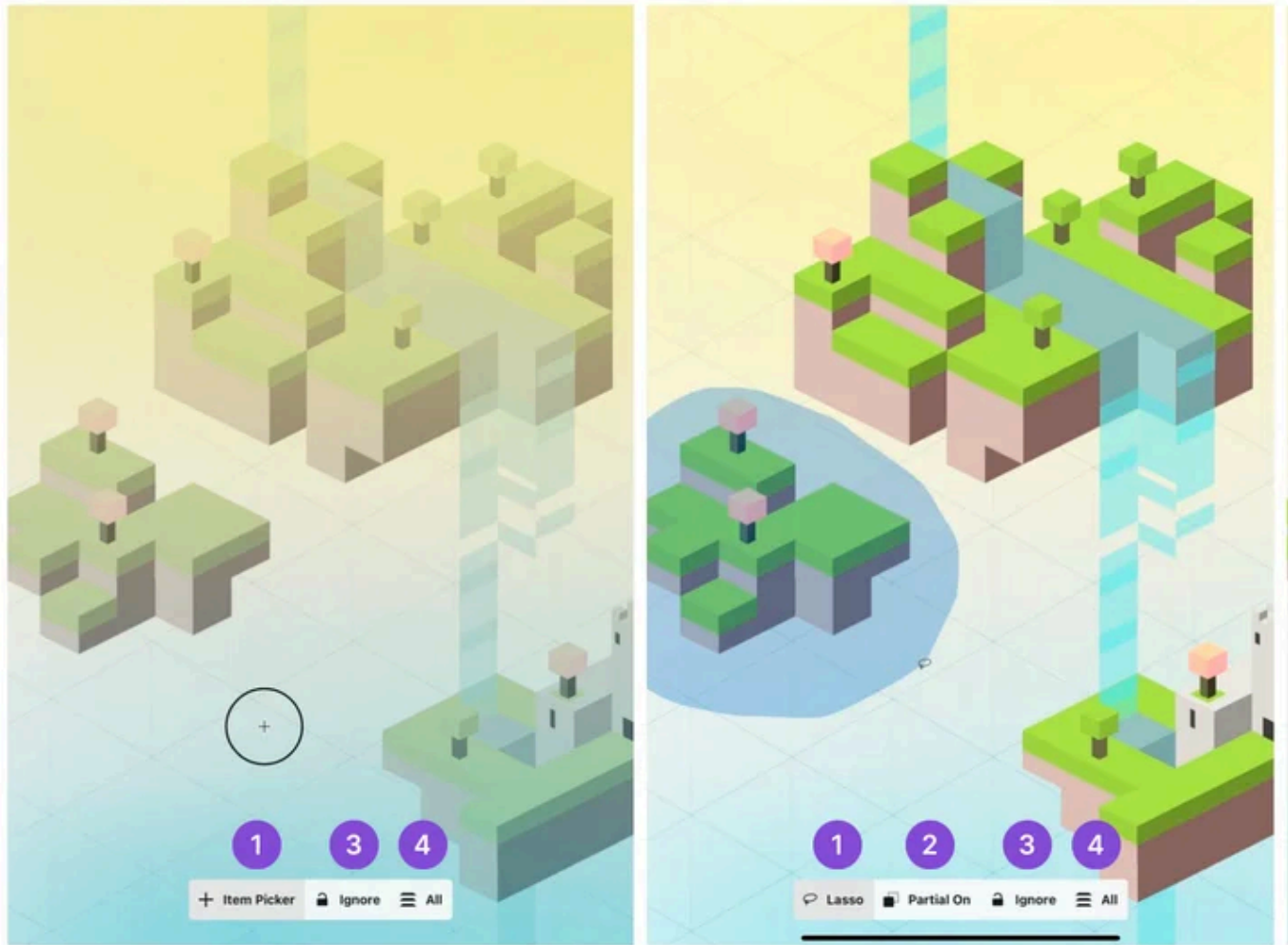
If you want to **select all strokes** on a single layer, you can tap on the active layer to open the Layer Selection popup. Tapping the **selection arrow icon** will select everything on that layer.

## The Selection Menu



Once you have activated Selection by one of the methods, you will find a menu at the bottom of the screen. This is the Selection menu. The Selection menu helps you filter the strokes you would like to select from.

- When using the **Selection tool** from your Tool Wheel, the menu will remain on screen as long as the tool is active.
- When selecting with **Tap+Hold**, the menu will remain for as long as your finger rests on the screen. With a second finger, you can toggle the menu buttons to set your filters (more about those below).



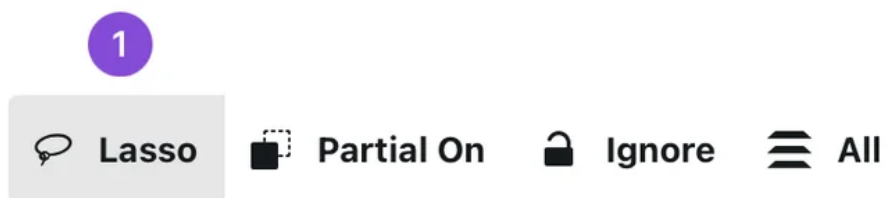
Item Picker (left) and Lasso (right) with their respective selection menus.

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

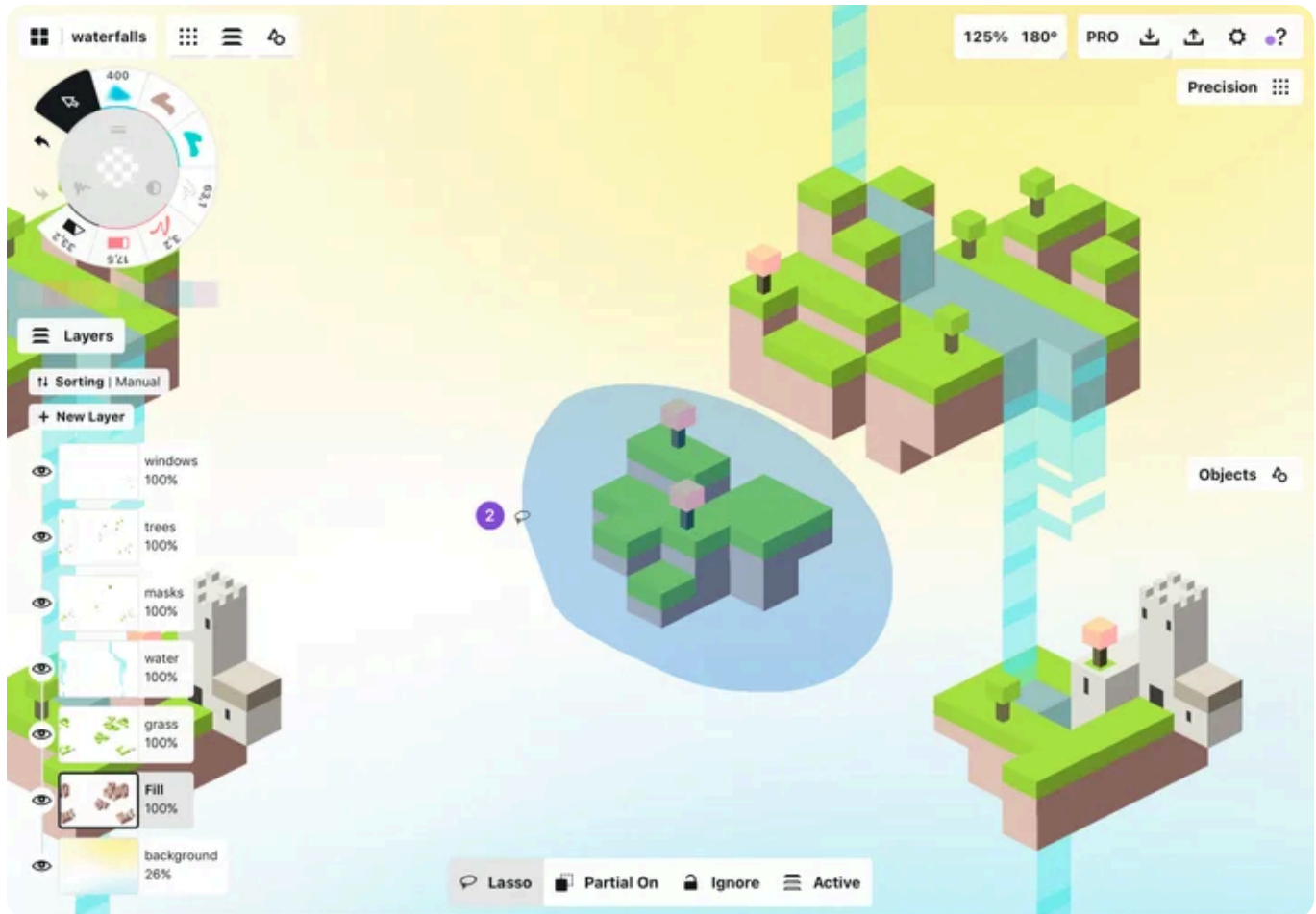
1. **Selection Type** toggle. Tap it to toggle between Item Picker (single item selection, with the ability to add or subtract strokes individually), Lasso (multi-select using drag to lasso your strokes), and Color Picker (select color and vector properties from strokes).
2. **Partial On/Off** toggle. Allows you to choose whether you would like to select partial or complete strokes inside your selection. (Only applicable to Lasso)

3. **Lock** toggle. Includes or ignores any strokes you may have locked while drawing.
4. **Layers** toggle. You can choose whether to select inside your **active layer only**, or inside **all layers** at once

## Selecting with Lasso



1. **Activate the Selection tool** with Tap+Hold, Selection tool, or by Finger Action. By default, the first selection option is **Lasso**.

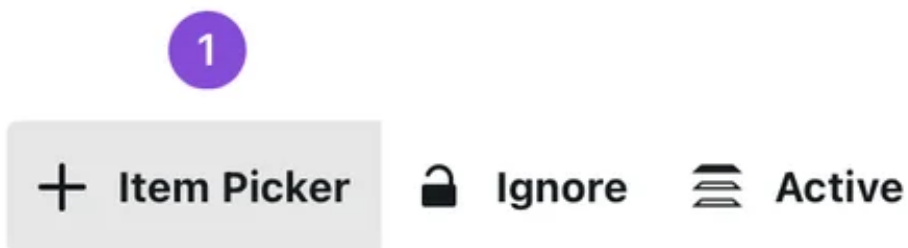


2. **Drag your finger** across or around the strokes you want to select. Lasso again to **subtract** from the selection.

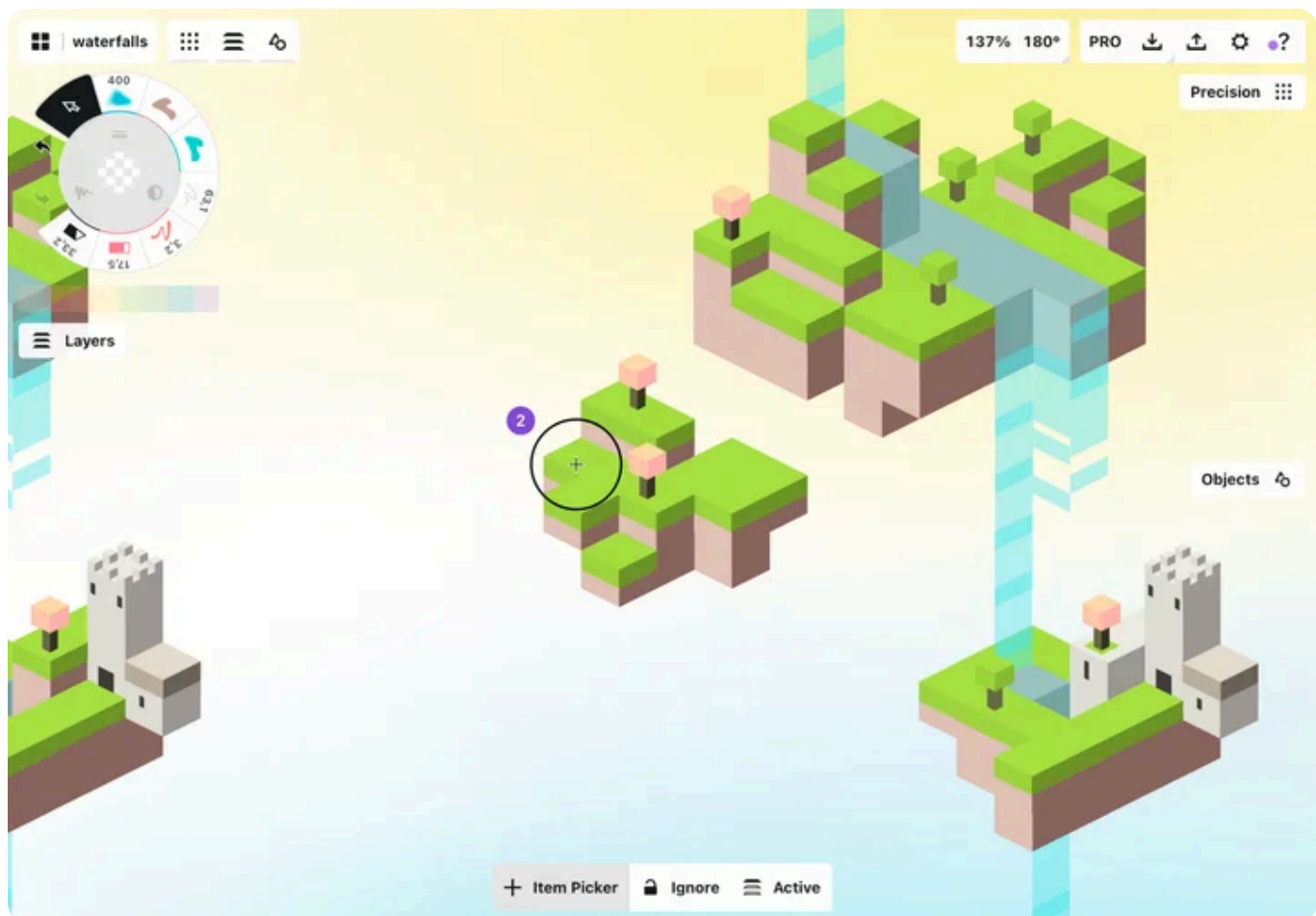


3. If you lasso a selection and decide you want to add further individual strokes, you can **lasso more items** or toggle the button to Item Picker via the Selection Type toggle, and continue adding to your selections.

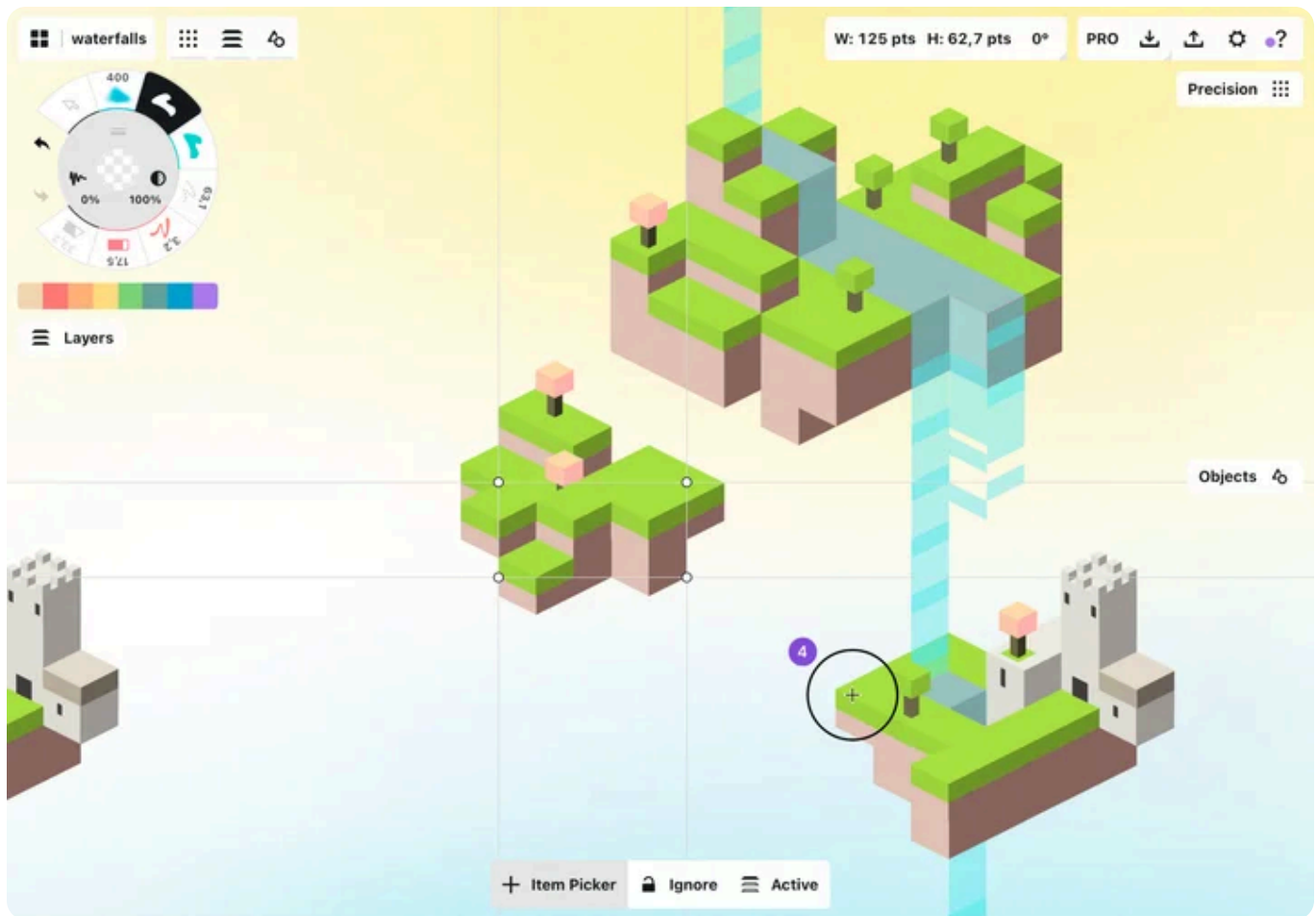
## Selecting with Item Picker



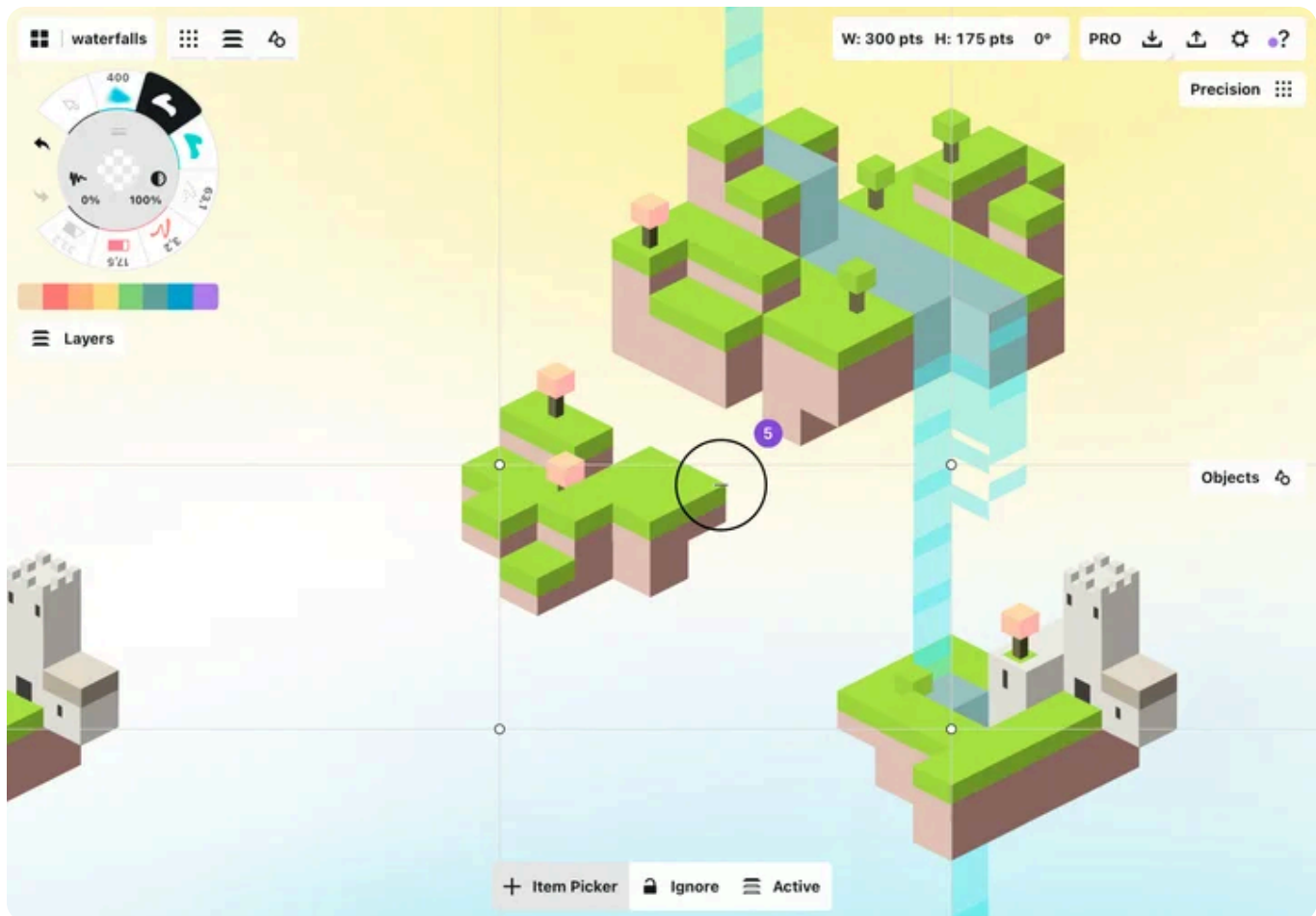
1. **Activate** the Selection tool with Tap+Hold, Selection tool, or by Finger Action. By default, the first selection option is **Lasso**. Tap the Selection Type toggle and you will find the **Item Picker**. This is a single-item selection, which allows you to add and subtract individual strokes to your selection.



2. **Drag the crosshairs** over a stroke. Once a stroke can be selected, a **circle appears** around the crosshairs.
3. To select a **single stroke**, let go, and the stroke gets selected. To select **multiple strokes**, tap the screen with another finger to select the stroke you are hovering over.



4. If you want to **add strokes to your selection**, access the picker again and drag the crosshair to your next stroke and tap the screen to add it to your selected strokes.



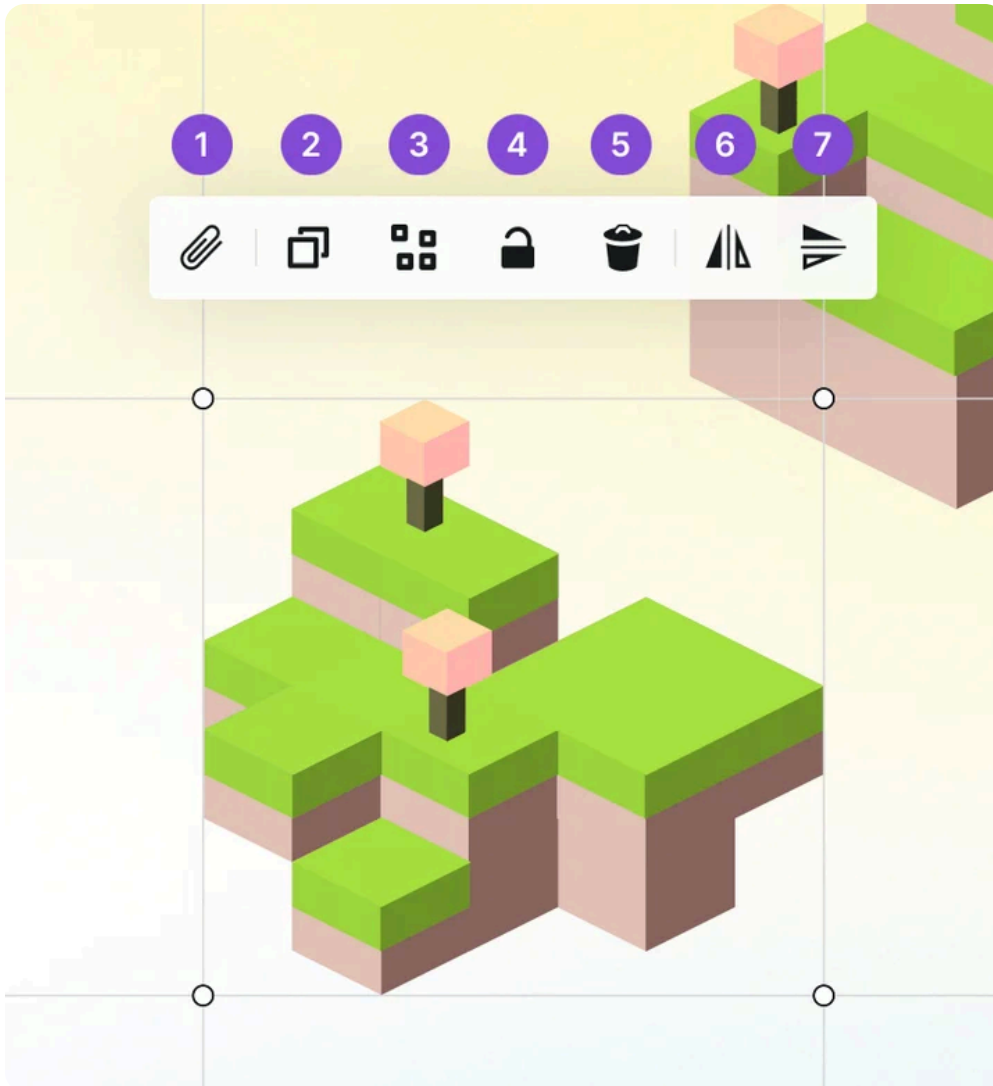
5. To **subtract a stroke** from your selection, drag the crosshairs to an already selected stroke. You will see the **plus sign turn to a minus sign**. Tap the screen to remove the stroke from the selection.

## Color Picker

If you tap through the **Selection toggles** from Lasso to Item Picker, the third toggle is the **Color Picker**. This vector color picker offers 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. Read more about the Color Picker in the [Color section](#).

## The Selection Popup

Above the selection box is a Selection popup. This tool offers many useful features to help you work with your strokes.



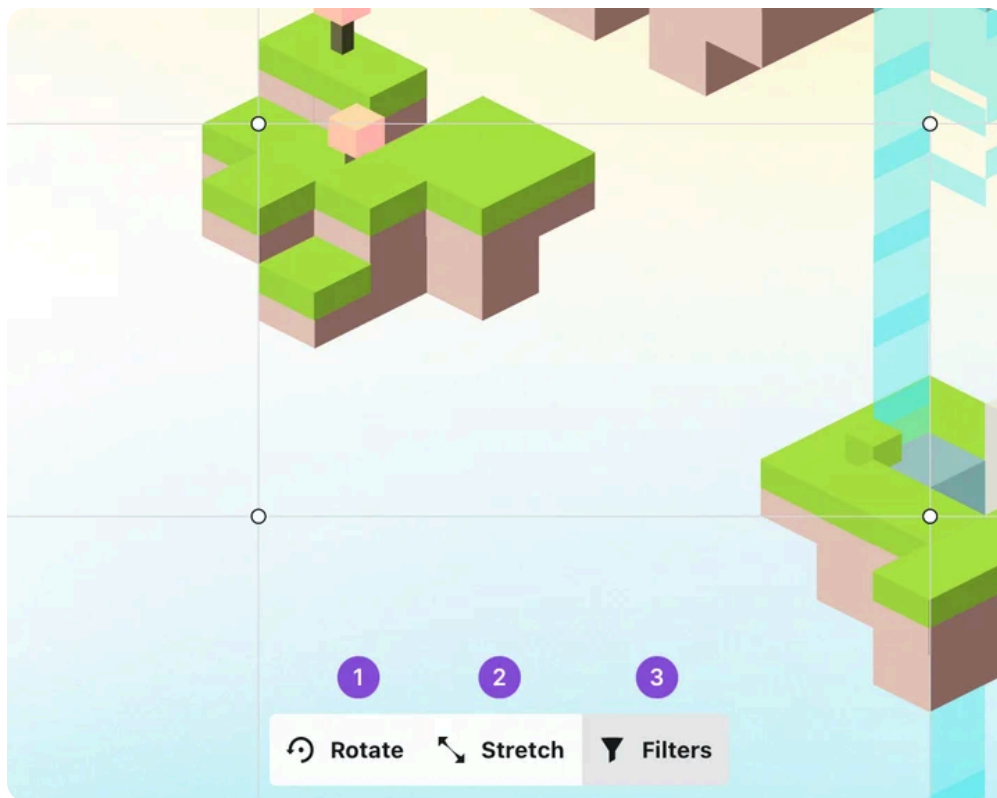
1. **Copy to clipboard.** Tap the paperclip to copy your selection to your device's clipboard. Tap **Paste** in any app supporting the feature to paste in a transparent background PNG of your selection. Inside Concepts, you can **paste strokes** from the clipboard from the Import menu. You can also attach colors from other apps to your clipboard, and access them on the Color Wheel (iOS only).

2. **Duplicate selection.** You can **duplicate** anything you have selected. Just touch Duplicate and it will create a copy for fast iterations. Drag the duplicate to a new layer to keep your iterations in order.
3. **Group selection.** This allows you to bundle **all strokes** inside your selection into a **single group**. You can then select the entire object by selecting a single stroke inside the group, instead of having to re-select multiple strokes. To ungroup them, just select the object and tap the group button again.
4. **Lock selection.** The Lock button **locks your selection from subsequent selections** and adjustments you might make. You can access the locked item again by **allowing selection of locked items** in the Selection menu filters.
5. **Delete selection.** To remove a selection, tap the **Delete** button.
6. **Flip Horizontally.** This **flips** your selection **horizontally**. Great for creating reflections and shadows.

**Flip Vertically.** This **flips** your selection **vertically**. Great for creating reflections and shadows.

## Adjusting a Selection

Once you have selected a stroke or group of strokes, you will notice the **Selection toggles** at the bottom of the screen have changed to give you a few more helpful toggles.



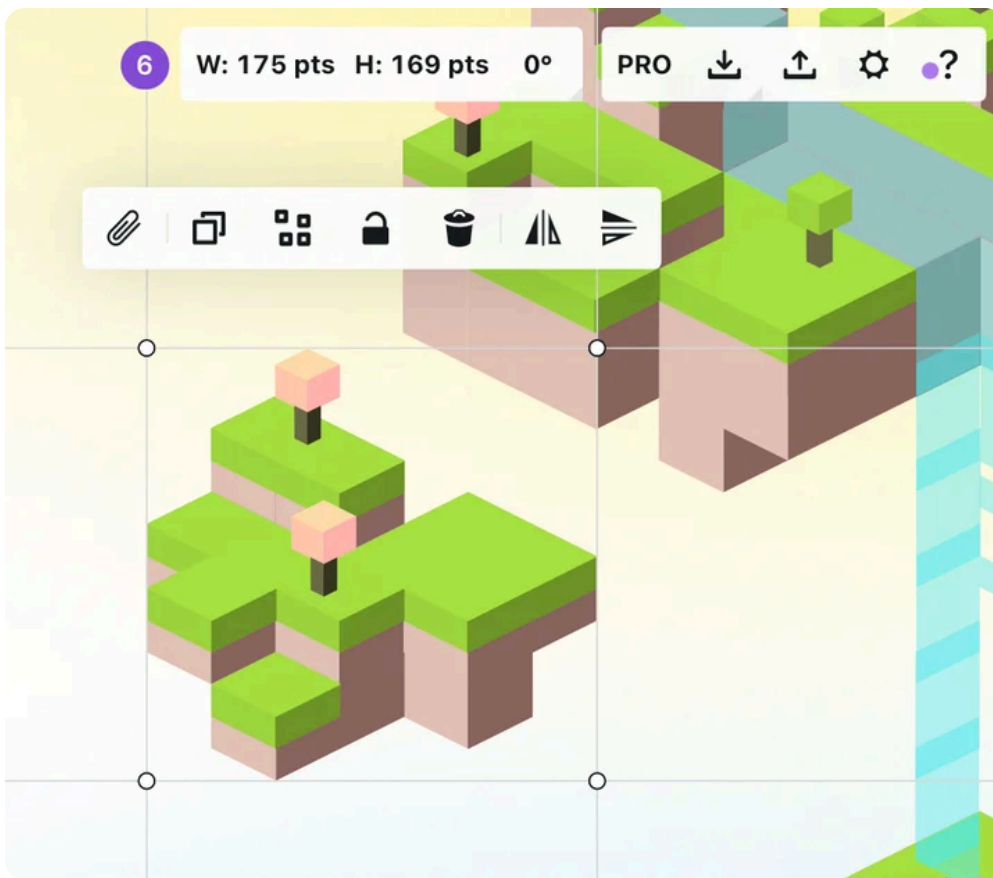
1. **Rotate.** Allow or disable rotation for your selection. Toggle the rotation status on/off.
2. **Scale / Stretch / Off.** **Scale** scales the whole selection, scaling the stroke size as well. **Stretch** stretches strokes but keeps the same tool size. When scaling/stretching is turned off, your strokes are locked from scaling or stretching.
3. **Filters.** Tap this to show the Selection menu items, Item Picker, Lasso, Color Picker and selection filters.



4. To **Scale** your selection, use a two-finger gesture to **pinch** and **spread** your selection. You can also use the **Zoom** tool or keyboard shortcut.



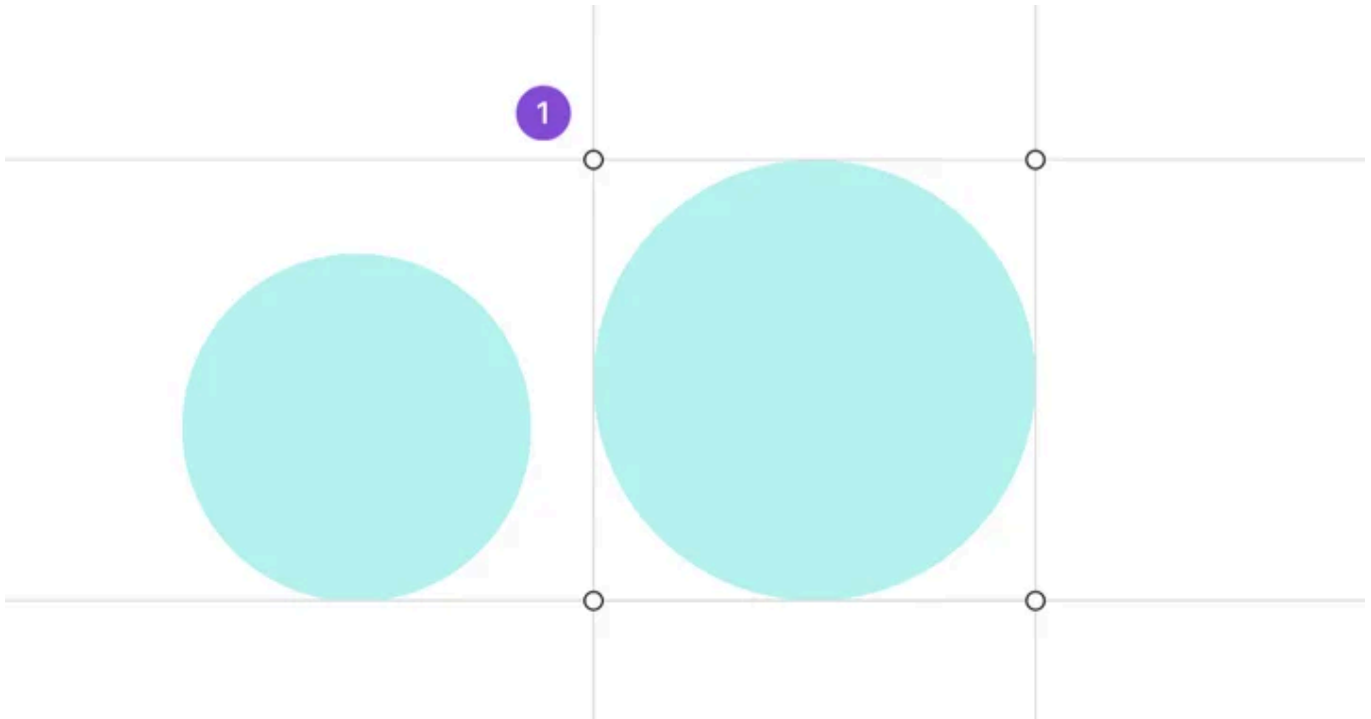
5. To **rotate** the selection, use a two-finger gesture to **rotate** your selection. You can also use the **Rotation** tool or keyboard shortcut.



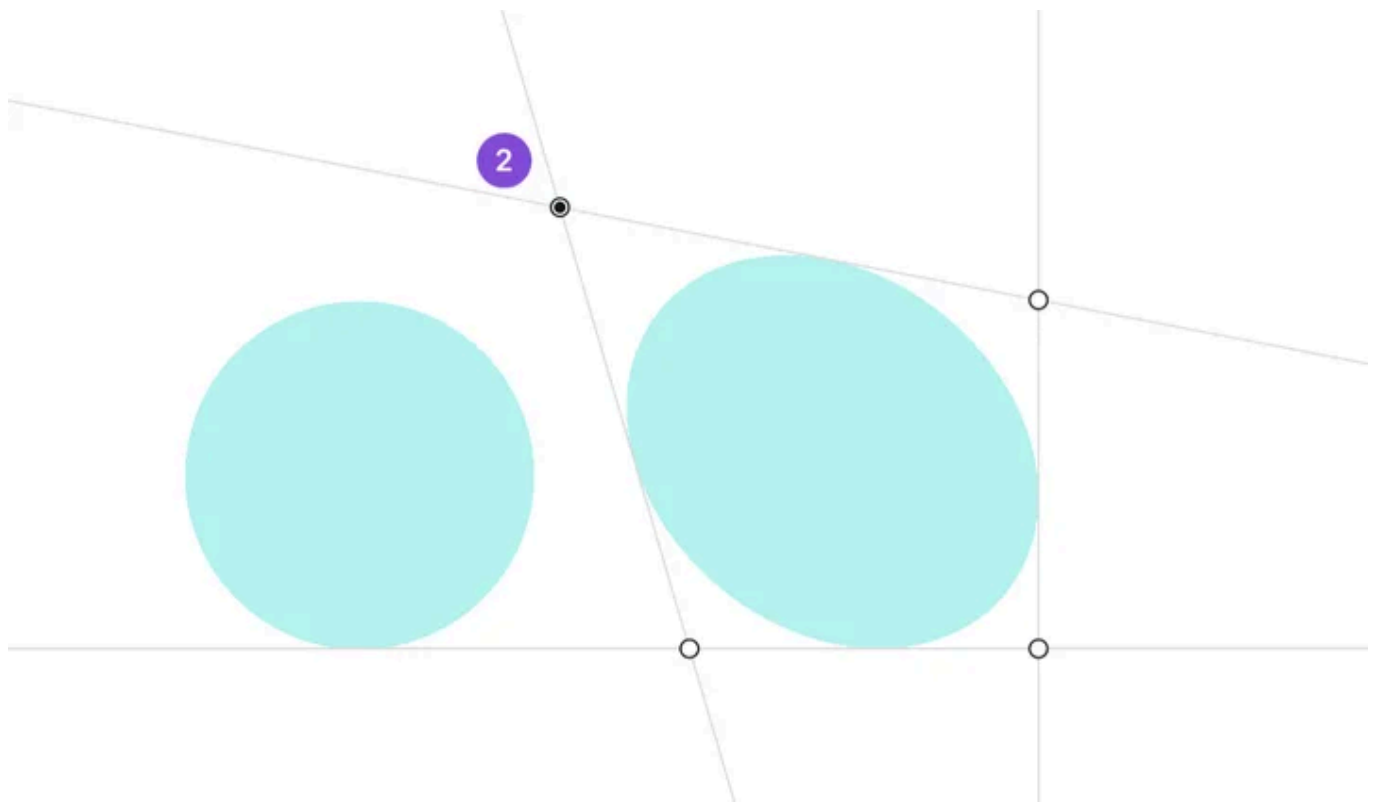
6. You can also select an **exact angle rotation and scale** of your selection using the angle and size field below the status bar at the top of the Canvas. Tap+Hold the angle or size field to bring up a keyboard, and type in your custom value. When rotating, objects will rotate clockwise. To avoid accidentally turning or scaling your selection when moving the object, first lock your rotation and scale toggle on the Selection menu.

## Transforming a Selection

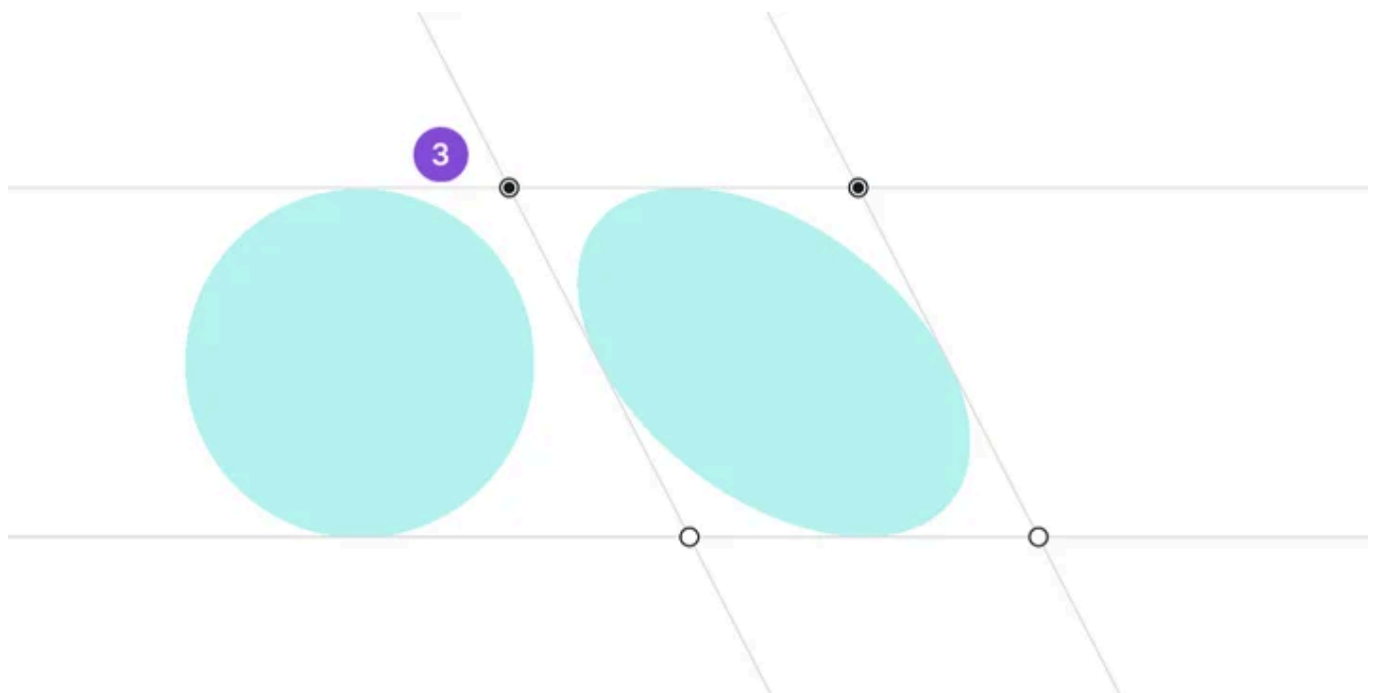
You can use the four corner handles around a selection to **scale** or **distort** the selection. These handles are your **Control Points**.



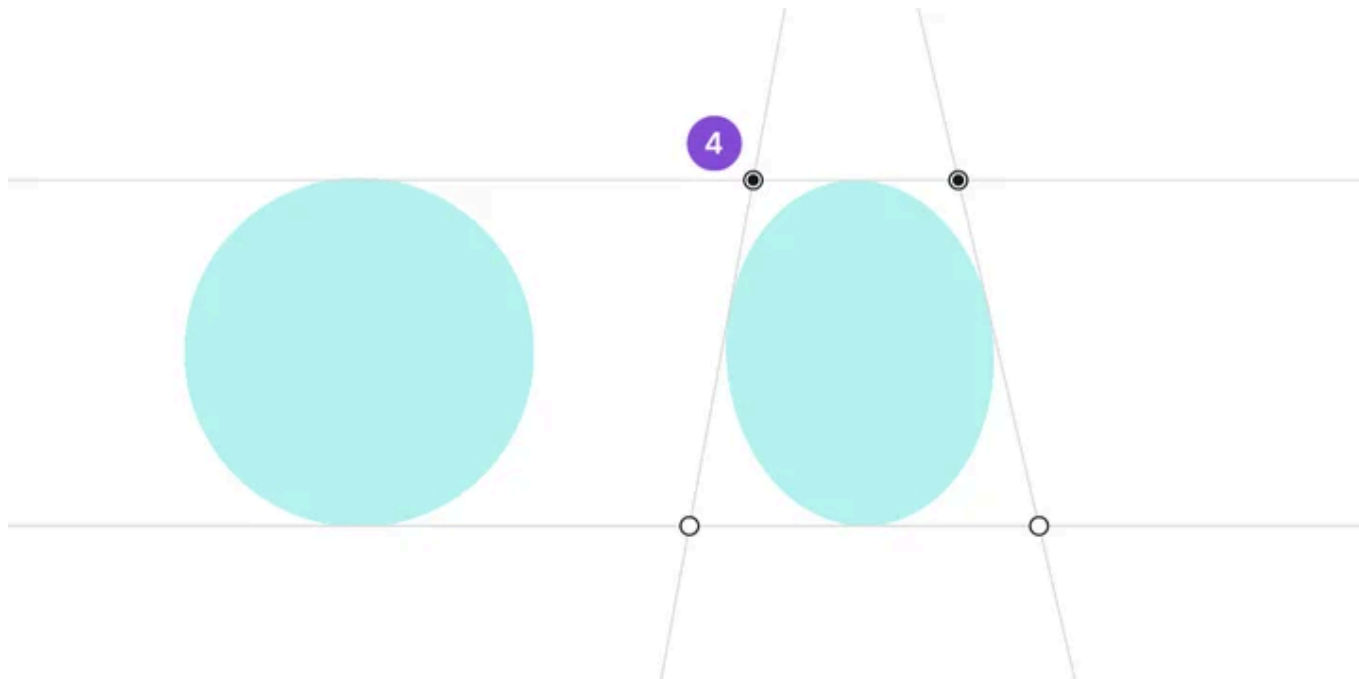
1. Drag directly from a single point to **scale/stretch** a selection. Put another finger on the screen to lock the aspect ratio while resizing.



2. Tap to activate one corner point and drag to **distort** your selection.



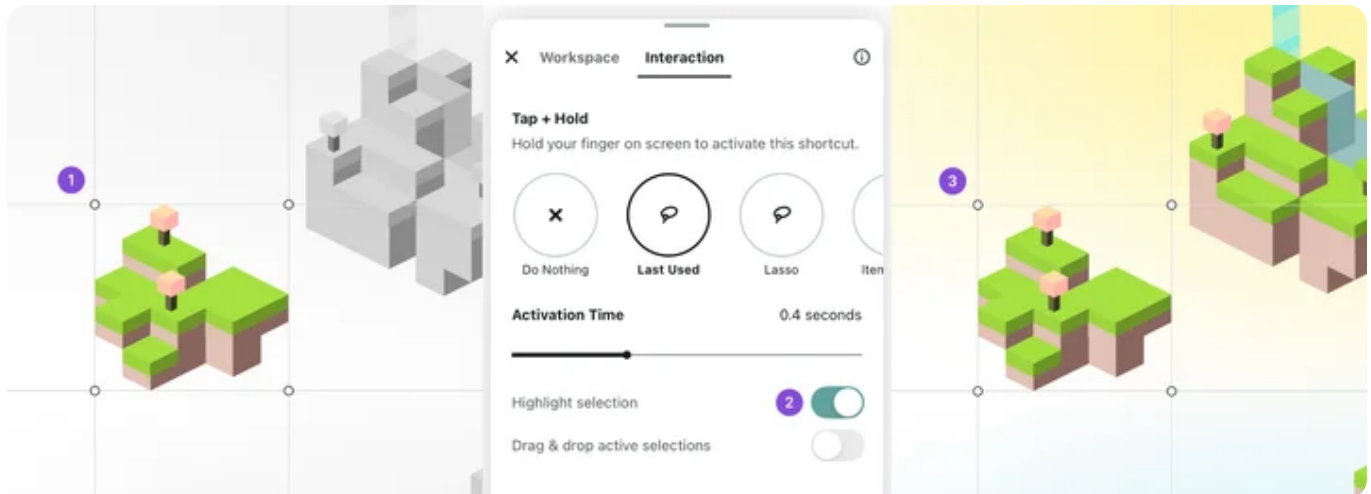
3. Tap to activate two corner points and drag with one finger to **skew** the selection.



4. Tap to activate two corner points and pinch or spread with two fingers to **warp** your selection.

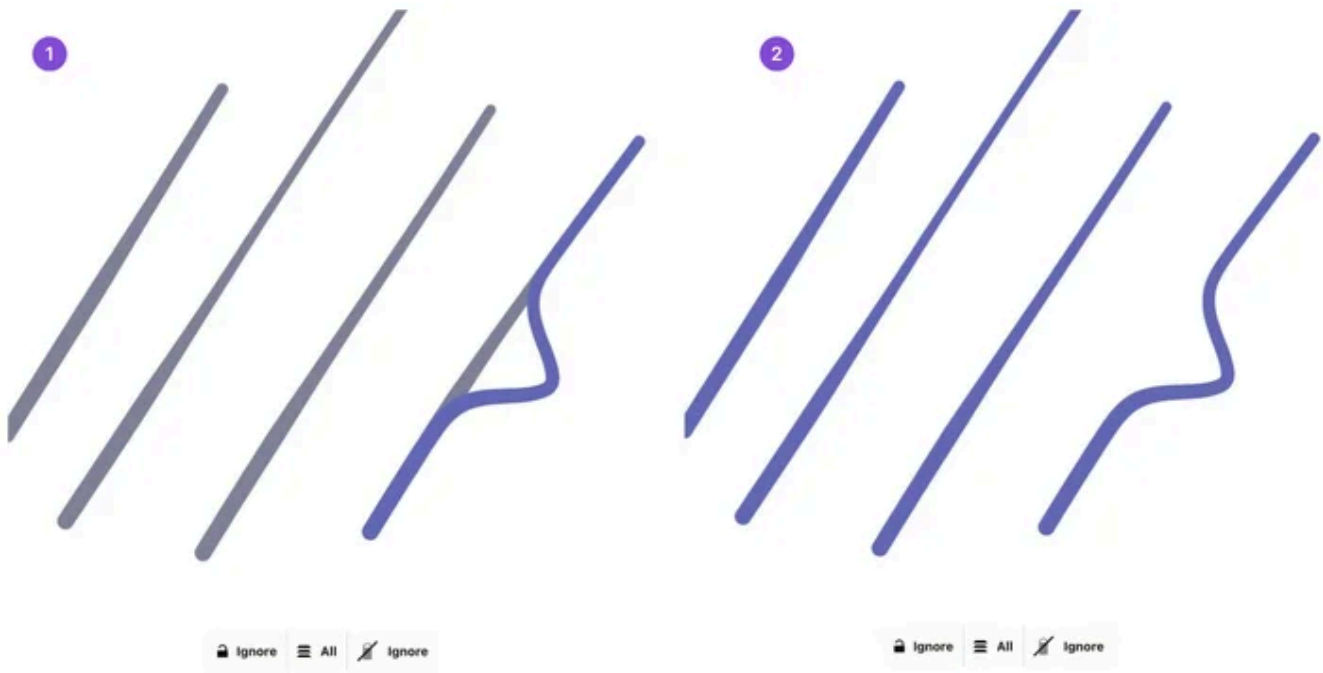
Please note that **scale/stretch** needs to be active for the control points to show.

## Highlight Selection



1. By default, Concepts **highlights** your **selected strokes**, graying the unselected content. The active selection is also brought to the front, meaning that if the stroke you selected is behind other strokes, it will be visually presented on top.
2. In the Settings → Interaction → Tap+Hold menu, you will find an option to **Highlight Selection**. Toggle this on or off as you prefer.
3. When Highlight Selection is **toggled off**, the color of the drawing stays as it is. The active selection is still brought to the front.

## Highlight Selection and Nudge



You can also use **Highlight Selection** with the **Nudge** tool.

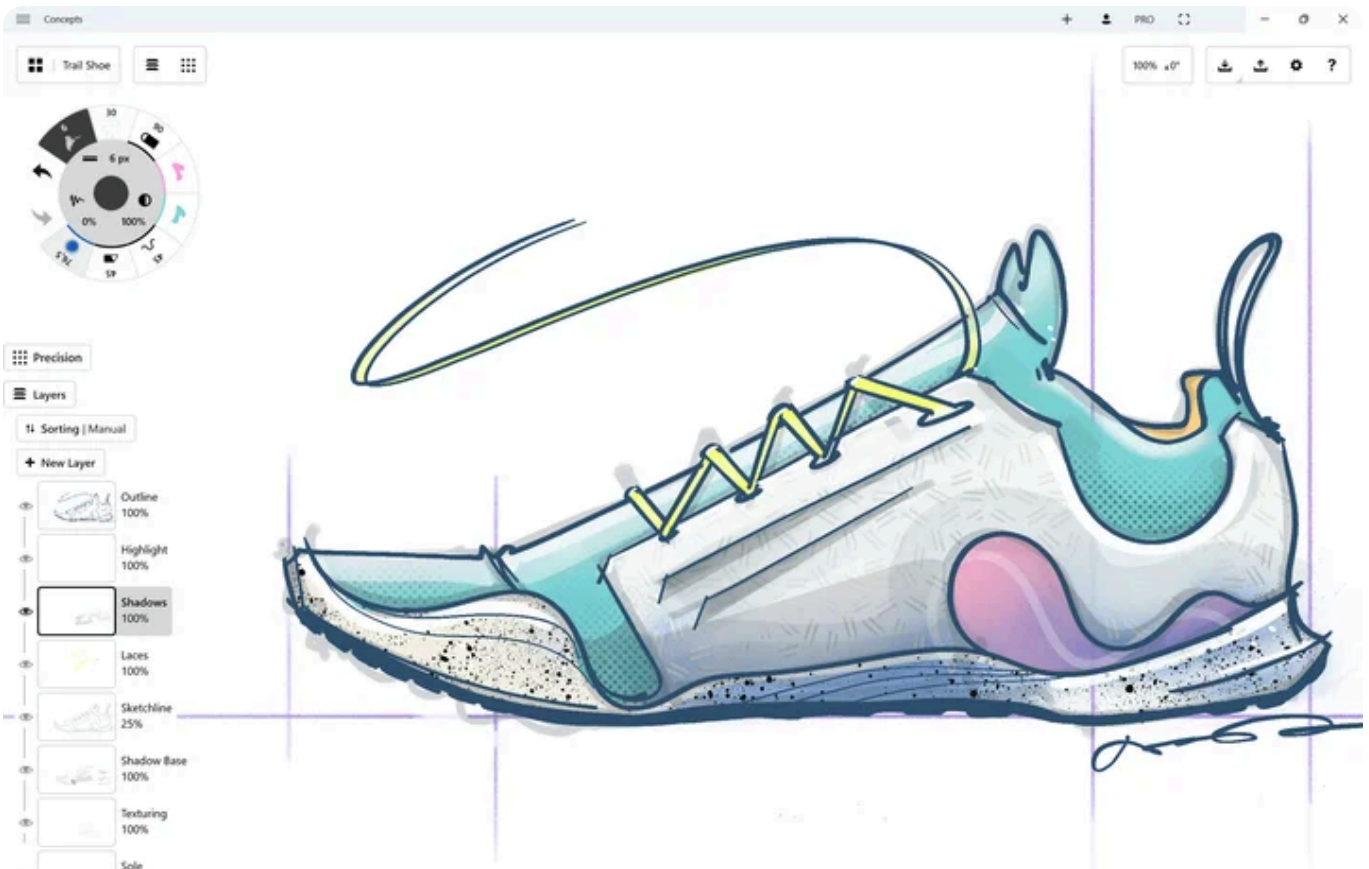
1. When Highlight Selection is **turned on**, you will see both **before** and **after strokes** as you nudge lines on your screen with the original stroke slightly grayed out.
2. When Highlight Selection is **turned off**, you only see the **adjusted stroke**.

# Layers

## Layers

### QUICK SUMMARY

1. Tap the **Layers icon** on the status bar to show layers.
2. Use **Manual** layering, or let Concepts sort your layers **automatically** based on the drawing tool.
3. **Tap an active layer to open the Layer Options menu** where you can delete, rename or merge your layers.



Concepts comes with adjustable Layers to help organize your work. You can have up to five layers if you are using a free plan, or infinite layers as a Pro. By default, Concepts uses automatic layering, placing strokes on different Layers based on the tool used.

## Interface

### Layer panel



1. **Toggle Layers.** Tap the Layers icon in the status bar to toggle the Layer panel visibility on or off.
2. **Layers.** Tap the Layers button to minimize the Layers panel.
3. **Layer Sorting.** Tap the Layer Sorting button to toggle between Automatic and Manual modes.
4. **New Layer.** Tap the **New Layer** button to add a layer. The new layer will be added above the currently active layer. You can also drag a selection to the **New Layer** button to create a new layer for the dragged strokes.
5. **Active Layer.** To activate a layer, tap it. The thumbnail of your currently active layer has a stronger thumbnail outline, and the layer name will have a

gray background.

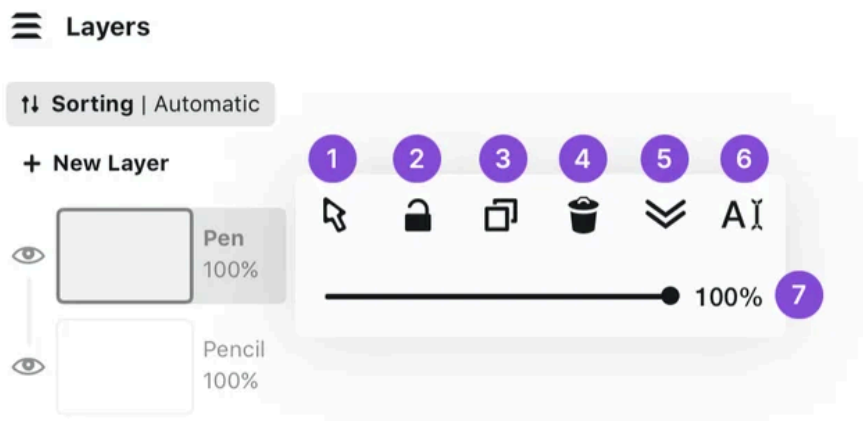
- Tap on the active layer to open the **Layer Options** menu.
- Double-tap to enter **Focus Mode**.
- Drag a selection to a layer to move the strokes to that layer.

## 6. Non-active Layer.

- Tap a non-active layer to activate it.
- Double-tap on a non-active layer to activate it and directly enter Focus Mode.
- Drag a Selection to a layer to move the strokes to that layer.

7. **Visibility.** Toggle the layer visibility by tapping on the eye icon. Scrub on the eye icons to enter Focus Mode.

## Layer options menu



Tapping an active layer opens the Layer options menu.

1. **Select All.** This selects all the strokes on the layer.
2. **Lock Layer.** This locks the layer. You cannot draw or edit the layer when it is locked.
3. **Duplicate Layer.** This makes a copy of the layer.
4. **Delete Layer.** This deletes the layer and all the strokes on the layer.

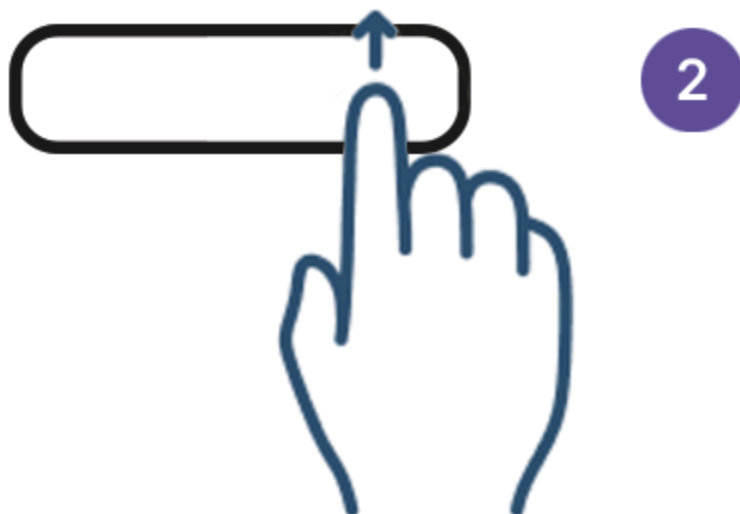
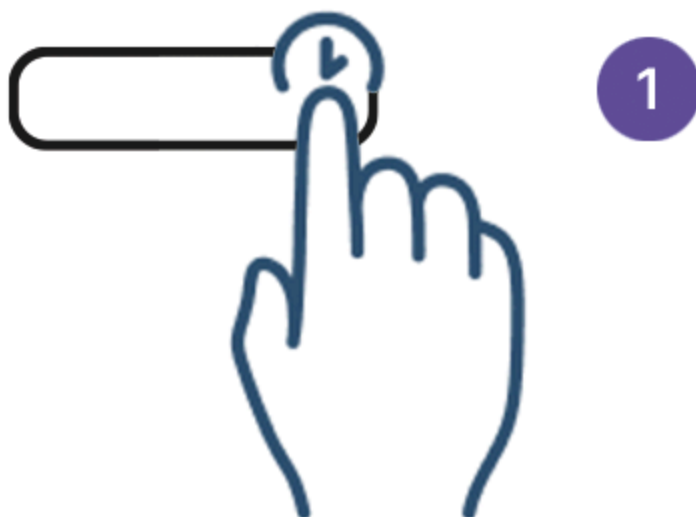
5. **Merge Down.** This merges the layer with the layer below it.

6. **Rename Layer.** You can rename your layer.

7. **Opacity.** You can adjust the opacity of the layer.

## Rearranging Layers

You can rearrange the Layers in any way you want. Rearranging the Layers will set your Layer Sorting to Manual.



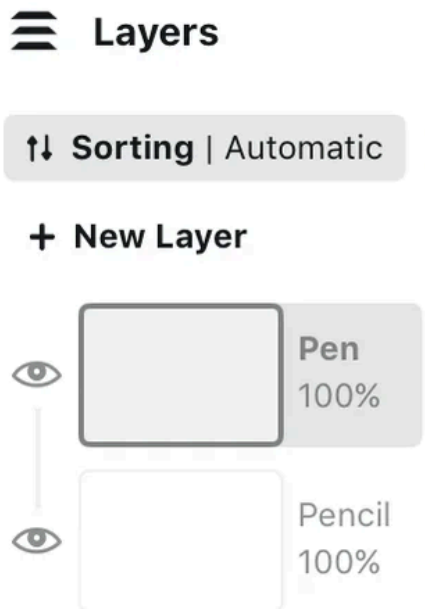
1. **Tap+Hold** on the layer you want to move.
2. **Drag** it up or down on the layer list to the desired position.

## Using Layers

### Layer Sorting and adding layers

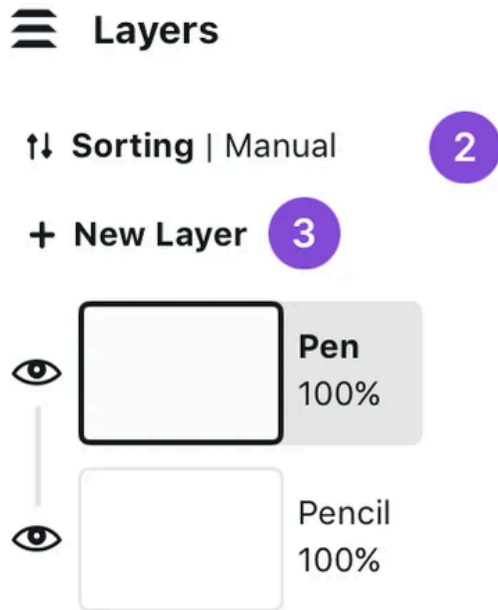
Layers come in two modes in Concepts: Automatic and Manual. You can switch between them by tapping the **Automatic** or **Manual** button at the top of the Layers menu. Whenever you manually change the layer order or switch the active layer, Concepts will automatically change the layer mode to **Manual**.

You can create Layers manually or let Concepts handle it. By default, layering is set to Automatic. A new layer is created when you change your drawing tool.



### 1. Automatic layering

Automatic layering is the default sorting mode in Concepts. Concepts will add a new layer when it recognizes a new tool being used. When you switch to a different tool, it will draw on that tool's designated layer. (Note that the Pen, Fountain Pen, Dynamic Pen, Fixed Width, and Dotted Line tools all share a layer, as do the Soft and Hard Pencils.) If you are in Manual sorting mode, you can return to Automatic sorting by tapping the **Sorting** button.



## 2. Manual layering

Manual layering allows you to draw with any tool on any layer. In Manual mode, everything you draw ends up in the active layer, no matter the brush. You can switch between the different modes with a tap on the **Sorting** button.

## 3. Adding Layers

Tap the **New Layer** button to add a layer. The new layer will be added above the currently active layer. You can also drag a selection on the **New Layer** button, to create a new layer with the selected strokes.

You can use five layers for free and unlock unlimited layers with Concepts Pro (Essentials or Everything Subscription).

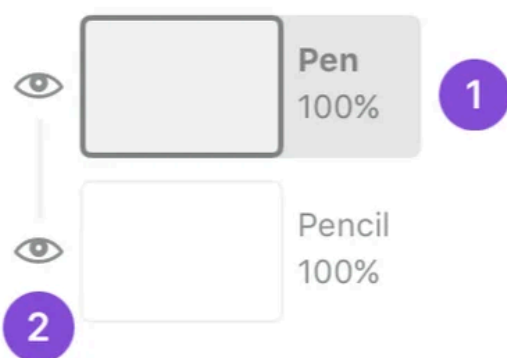
## Focus Mode

Concepts has a feature called Focus Mode. This mode focuses on a layer and allows you to work on only that layer that is in focus.

### ☰ Layers

↕ Sorting | Automatic

+ New Layer



1. **Double-tap** on a layer to activate **Focus Mode**.
2. You can also activate Focus Mode by **scrubbing** on the eye icons.

Once in Focus Mode, the content of the focused layer will be fully visible but the other layers will be subdued.



3. **Double-tap** on the focused layer to **exit Focus Mode**.
4. **Tap** on another layer to move the focus to that layer.
5. You can also focus on another layer by **scrubbing** on the eye icons.

# Precision Tools

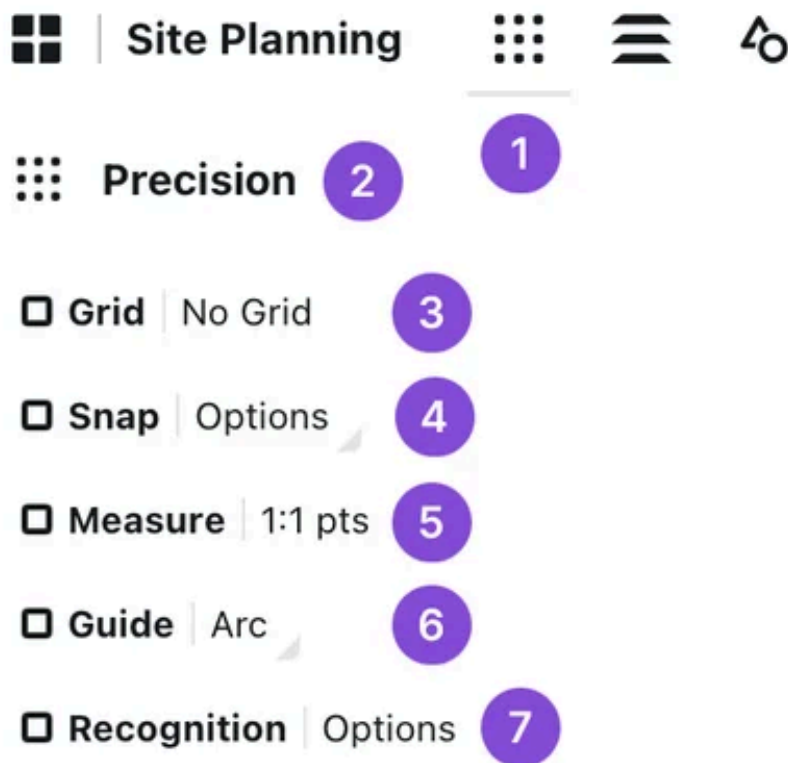
## Precision Tools

## QUICK SUMMARY

1. Use **Grids** to create consistent layouts and perspectives.
2. Use **Snap** to make your strokes follow grid lines or snap to other key points.
3. **Set scale** for your drawing to work with real-world measurements.
4. Activate a **Shape Guide** or use the **Shape Recognition** to draw perfect squares, circles, and more.

Concepts has several **Precision Tools** to help you achieve accurate lines, perfect shapes, and precise measurements in your drawings. You can also set a scale for your designs.

## Interface



1. **Toggle Precision.** Tap the Precision icon in the status bar to show or hide the Precision panel.

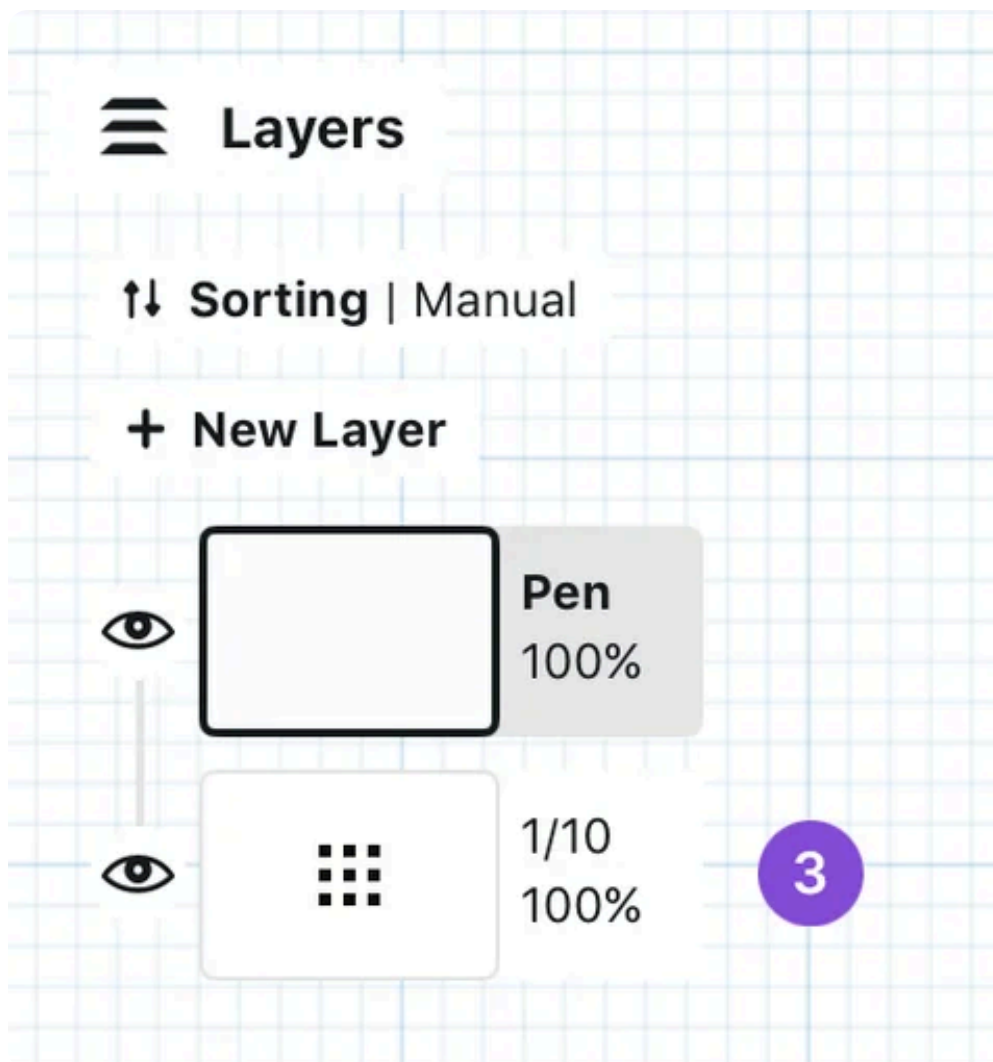
2. **Precision.** Tap the Precision button to minimize the Precision panel.
3. **Grid.** Toggle Grid by tapping the checkbox. Tap the other side to access your Grid options.
4. **Snap.** Toggle Snap by tapping the checkbox. Tap the other side to open the Snap menu.
5. **Measure.** Toggle Measure by tapping the checkbox. Tap the other side to open your Measurement settings.
6. **Guide.** Toggle the Shape Guide by tapping the checkbox. Tap the other side to open your Shape Guide menu.
7. **Recognition.** Toggle the Shape Recognition by tapping the checkbox. Tap the other side to open your Shape Recognition settings.

## Grids

Grid is a framework that helps you structure your content. You can use the grid as a visual reference, or you can have your strokes either Snap to or Align with the grid.



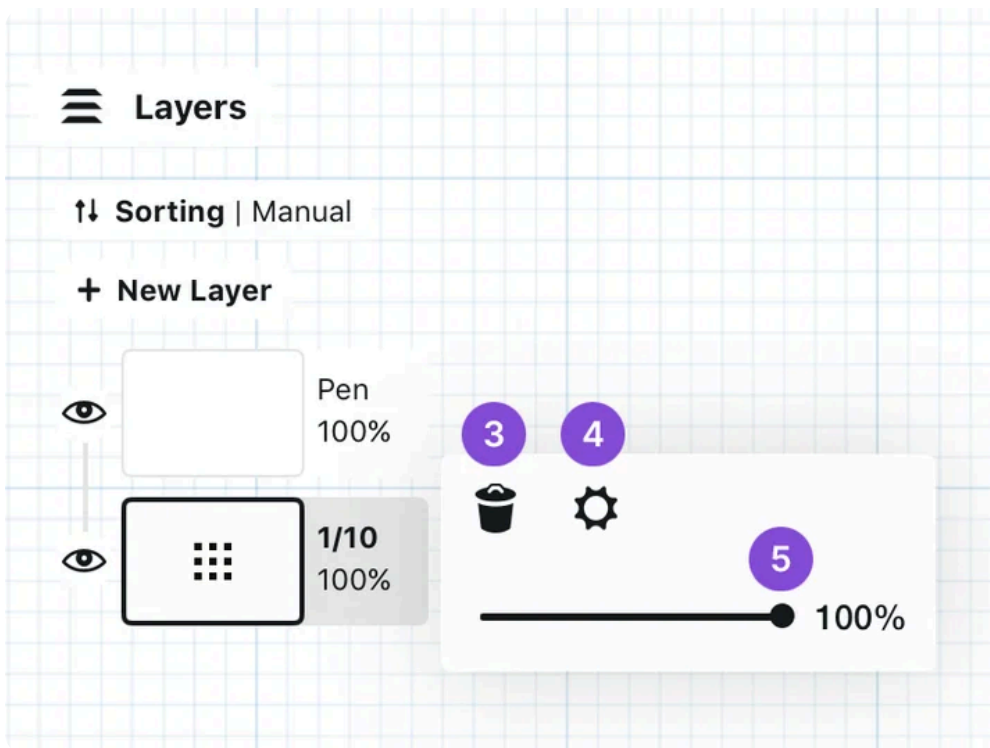
1. **Tap** Grid under Precision to toggle the grid on or off.
2. **Tap** the label with the **grid name** to bring up the Workspace to choose the grid type.



3. Once you have enabled the grid, a **Grid layer** will be added to your Layers. You can drag the Grid layer anywhere in your Layers list. Note that you cannot draw or drag any selections to the grid layer.

### Grid Layer

Once you have activated the grid in the Precision menu, the Grid Layer is added to the bottom of your layer list.



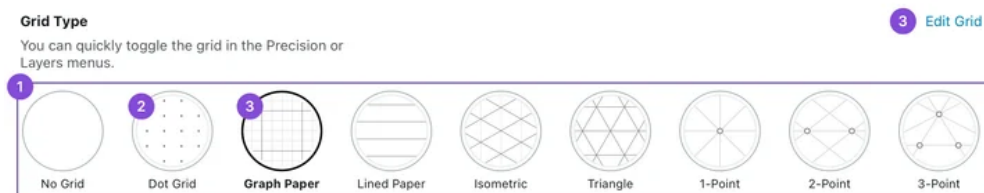
1. You can **Tap+Hold+Drag** the Grid Layer to move it anywhere on the layer list.
2. **Double-tap** the Grid Layer to enter Focus Mode.

In the Grid Layer menu, you will find:

3. **Delete** layer button. This will delete your grid and toggle the Grid off.
4. **Tap** the **Settings** button to get to the Grid Settings.
5. **Drag** the slider to adjust the opacity of the Grid Layer.

## Grid Types

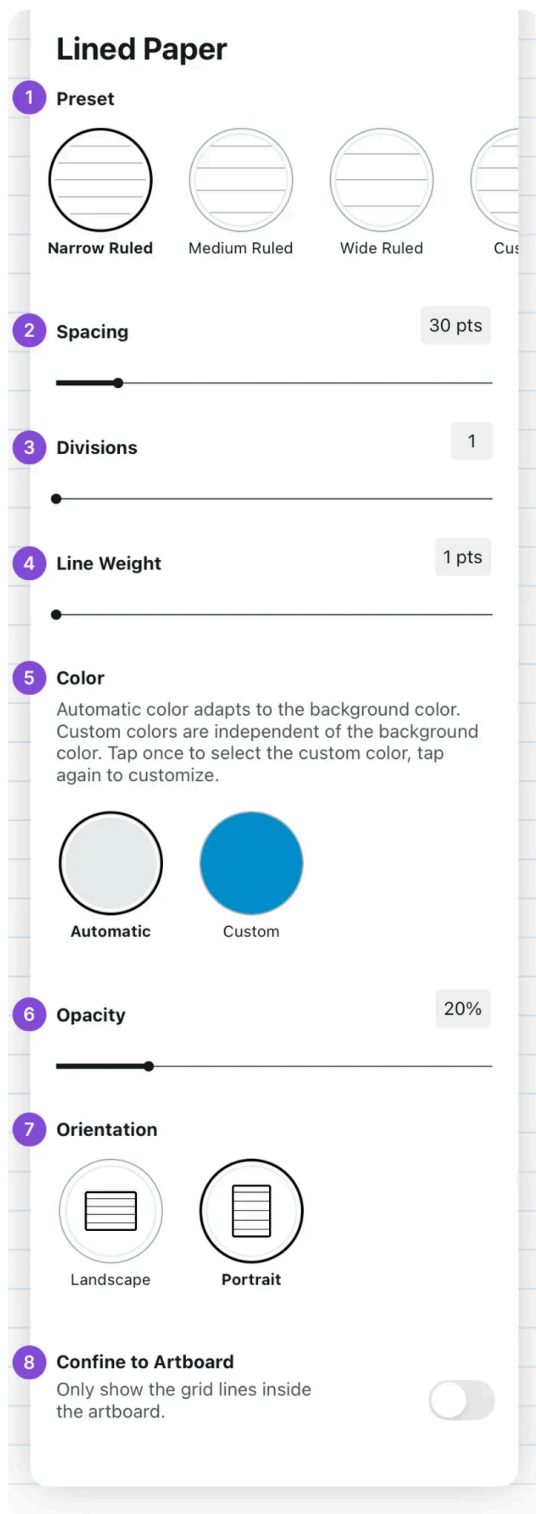
Concepts has five **basic grids** and three **perspective grids**: Dot Grid, Graph Paper, Lined Paper, Isometric Grid, Triangle Grid, and 1, 2 and 3 Point Perspectives. Select the grid from the list in the Workspace menu.



1. Scroll the list of grids in **Settings** → **Workspace**.
2. **Tap** to choose a grid type.
3. To edit the grid or choose from the grid presets, tap the active grid or tap the **Edit Grid** button.

### Basic Grids

With the basic grids, you can edit several settings. Note that the **grid units** are determined by the drawing units you've selected in the Workspace menu.



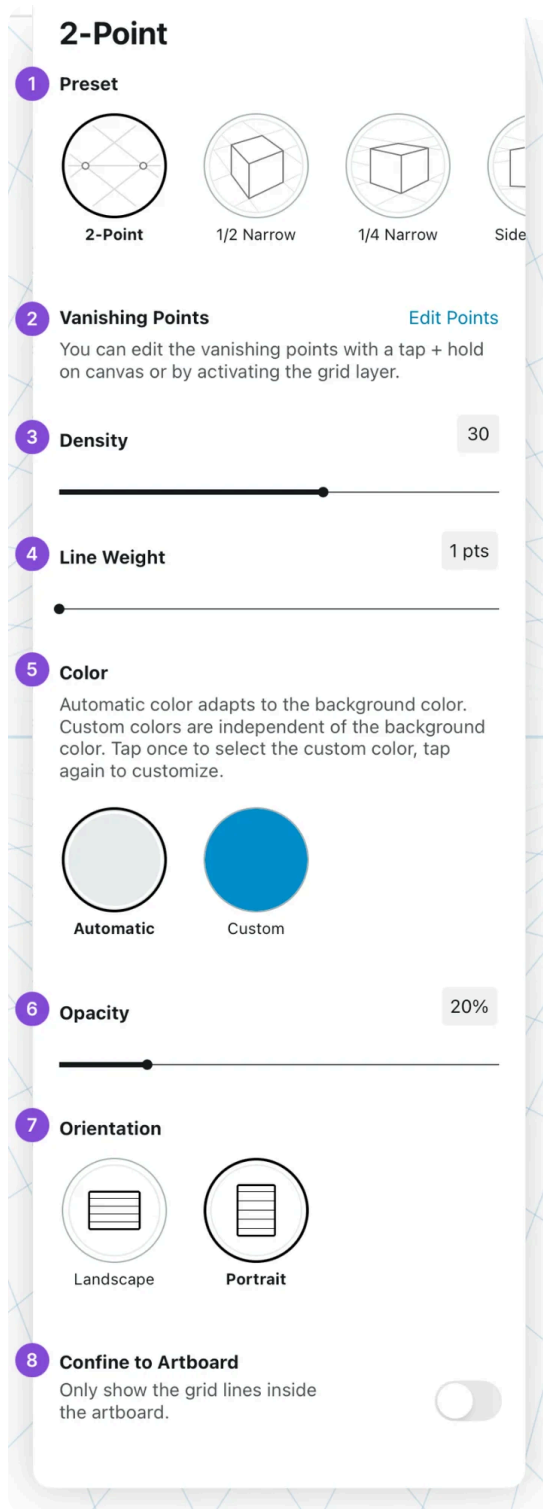
1. **Preset.** Choose from several grid presets.
2. **Spacing.** Spacing defines the distance between the main lines or dots.
3. **Divisions.** Divisions determine how many subdivisions there are between the major lines. Set value to 1 to only show the main lines. Available for

Graph Paper and Lined Paper grids.

4. **Line Weight.** Set the thickness of the grid lines.
5. **Color.** Use the automatic color that adapts to your canvas or choose a custom color.
6. **Opacity.** Set the opacity of the grid. This option is available when using a custom color.
7. **Orientation.** Set the orientation of the grid to landscape or portrait. Available for Lined Paper, Isometric Grid, and Triangle Grid.
8. **Confine to Artboard.** This confines the grid lines to only show within the artboard. This option only has an effect if there is an artboard on canvas.

### **Perspective Grids**

With the perspective grids, you can edit several settings. Editing the vanishing points happens directly on the Canvas. Note that the **grid units** are determined by the drawing units you've selected in the Workspace menu.

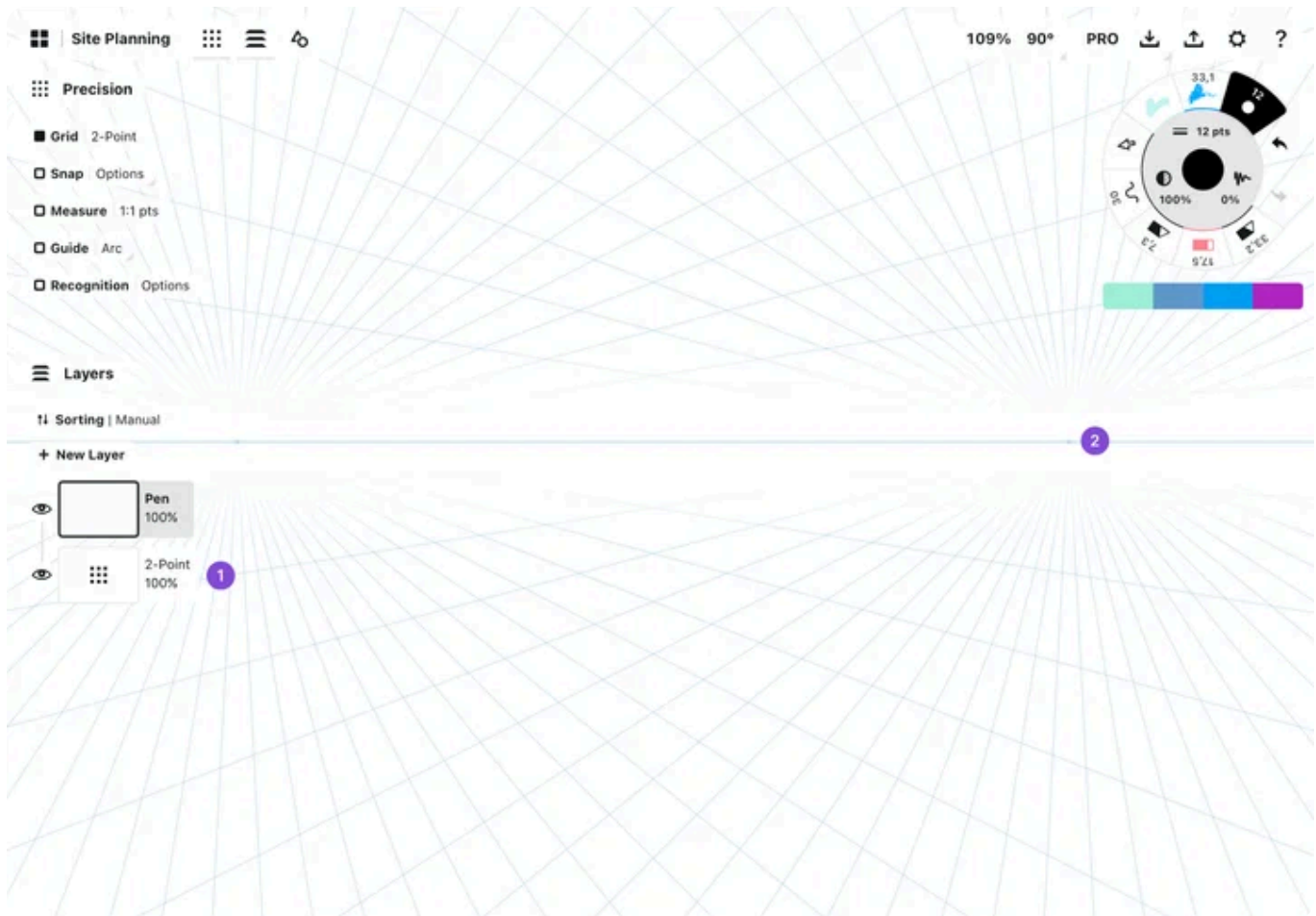


- 1. Preset.** Choose from several grid presets.
- 2. Vanishing Points.** Tapping this button takes you to the canvas, where you can move the **vanishing points** and adjust the grid to your liking. You can also edit the grid on canvas at any time by **Tap+Holding** on the vanishing points or by activating the Grid layer.

3. **Density.** Choose the number of vanishing lines that appear in the grid.
4. **Line Weight.** Set the thickness of the grid lines.
5. **Color.** Use the automatic color that adapts to your canvas or choose a custom color.
6. **Opacity.** Set the opacity of the grid. This option is available when using a custom color.
7. **Orientation.** Set the grid orientation of the grid to landscape or portrait. By default, the grid is created in the same orientation the device was in when the drawing was created.
8. **Confine to Artboard.** This confines the grid lines to only show within the artboard. This option only has an effect if there is an artboard on canvas.

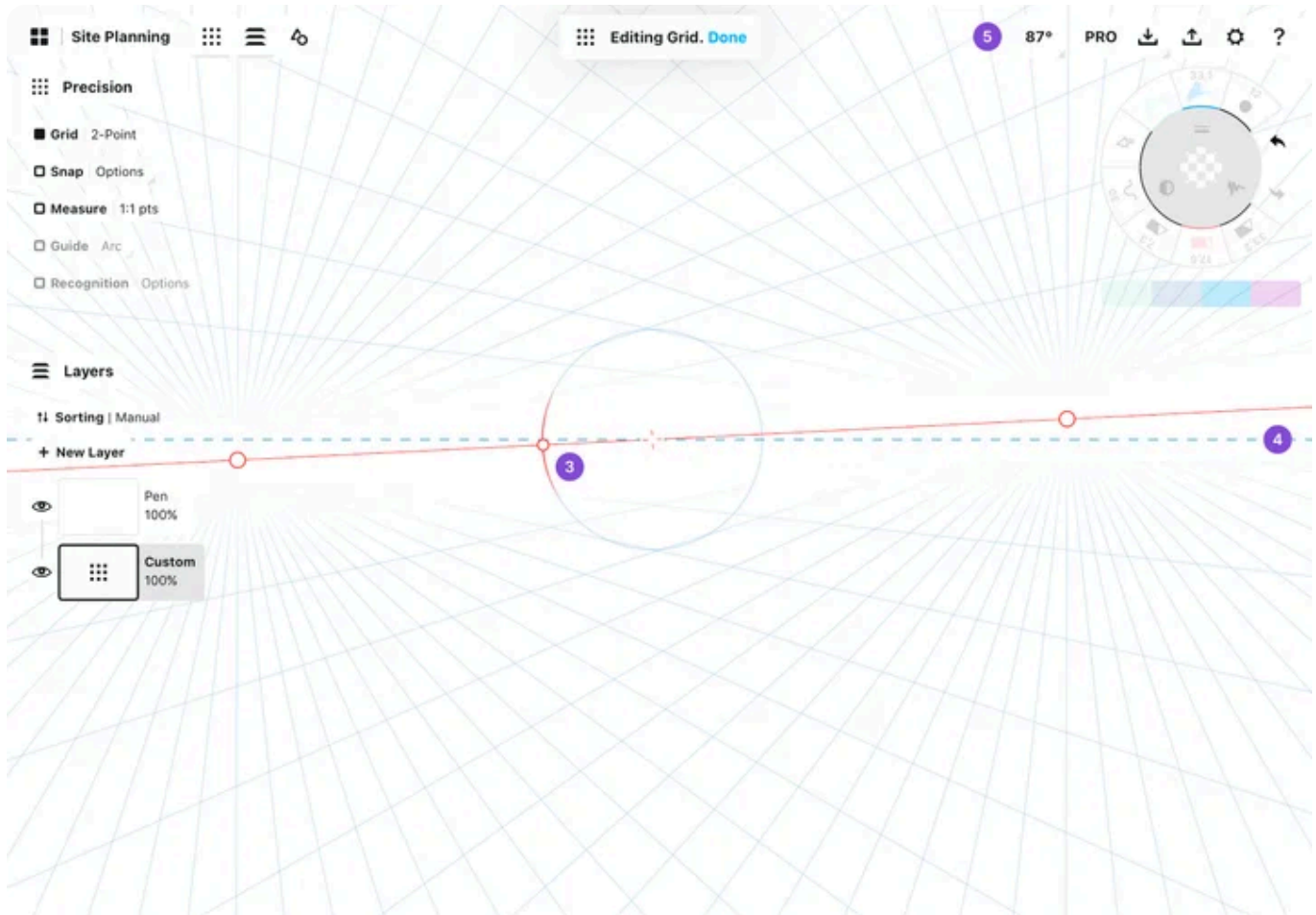
## Editing Grids on Canvas

You can also edit the grids directly on the canvas.

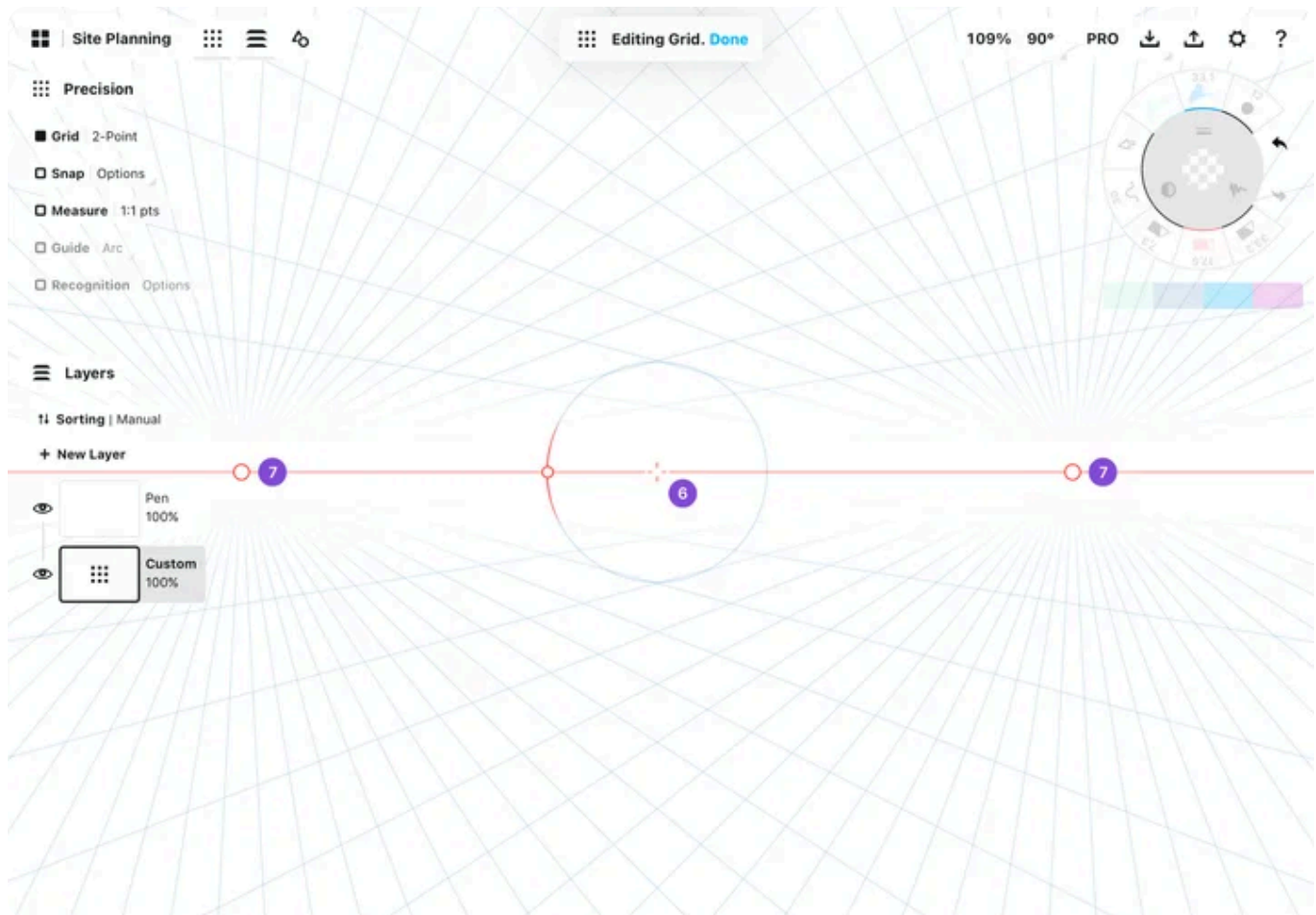


1. To enter the **grid edit mode**, activate the Grid layer in the Layers menu.
2. With perspective grids, you can access the grid editing mode also by **Tap+Holding** on a **vanishing point**.

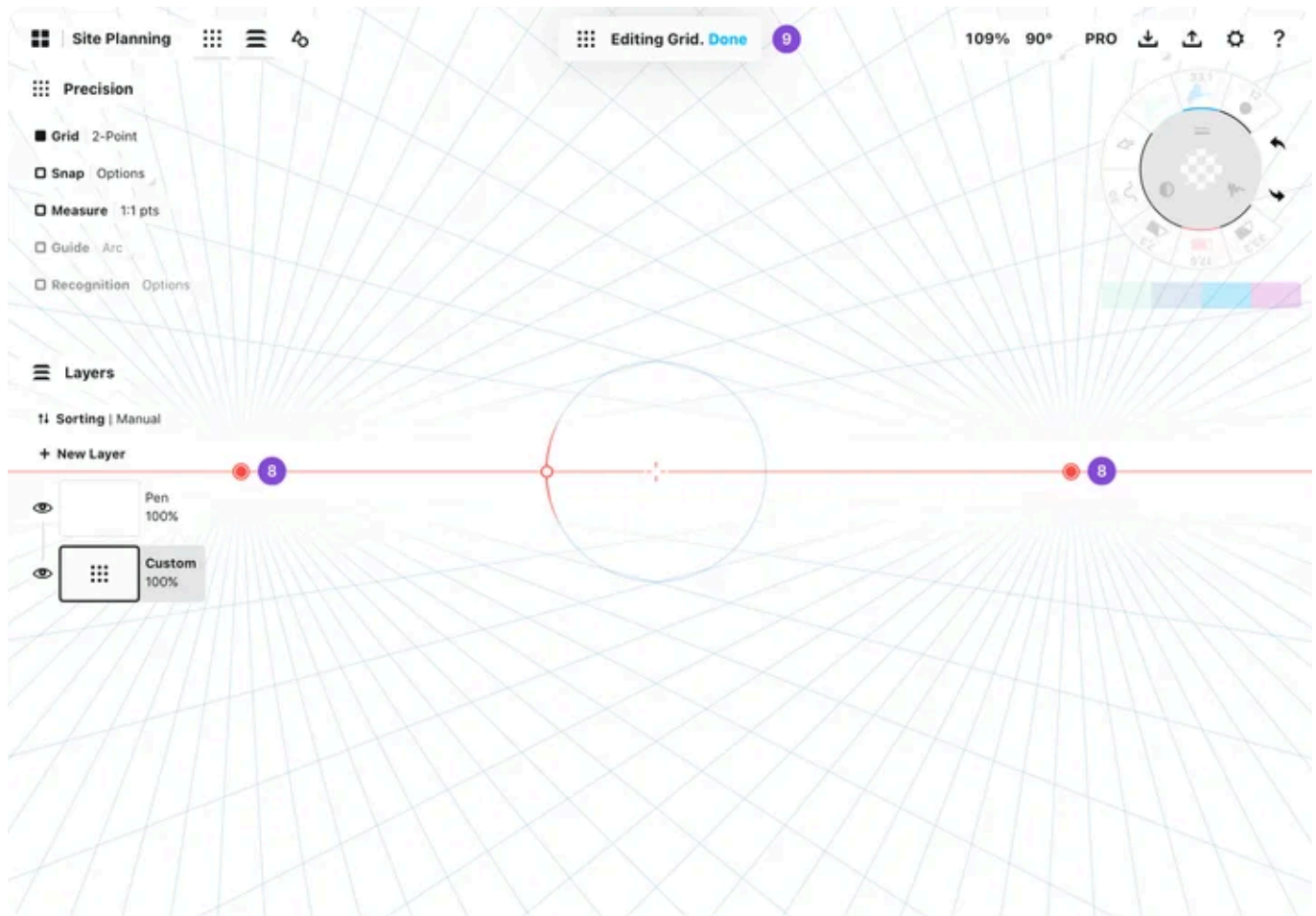
While the Grid layer is active, zooming and panning the canvas work normally, but it is also possible to edit the grid. All grids have a **rotation handle** that you can use to set the grid to a specific angle.



3. **Drag the handle to rotate** the grid.
4. A **snap target line** is shown every **45 degrees**. Release 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.
5. When rotating the grid, the **angle** is shown in the **status bar**. **Tap+Hold** the value to edit it directly.



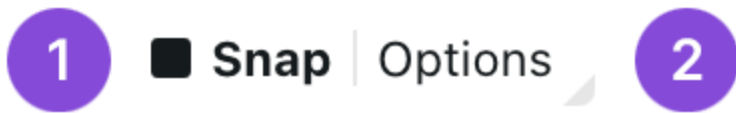
6. To move the grid, **drag** the grid from the **crosshairs** at the center of the horizon line, or **drag** the **line** itself.
7. With the perspective grids, you can move all of the **vanishing points** by **dragging** them.



8. **Tap** the vanishing points **to activate** them. 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**.
9. Tap **Done** in the **Editing Grid** toast notification to exit the grid editing mode. You can also **tap away** from the editing controls on canvas or **activate another layer**.

## Snap

You can use Snap in two ways in Concepts: **snapping while drawing**, and **snapping while editing**.

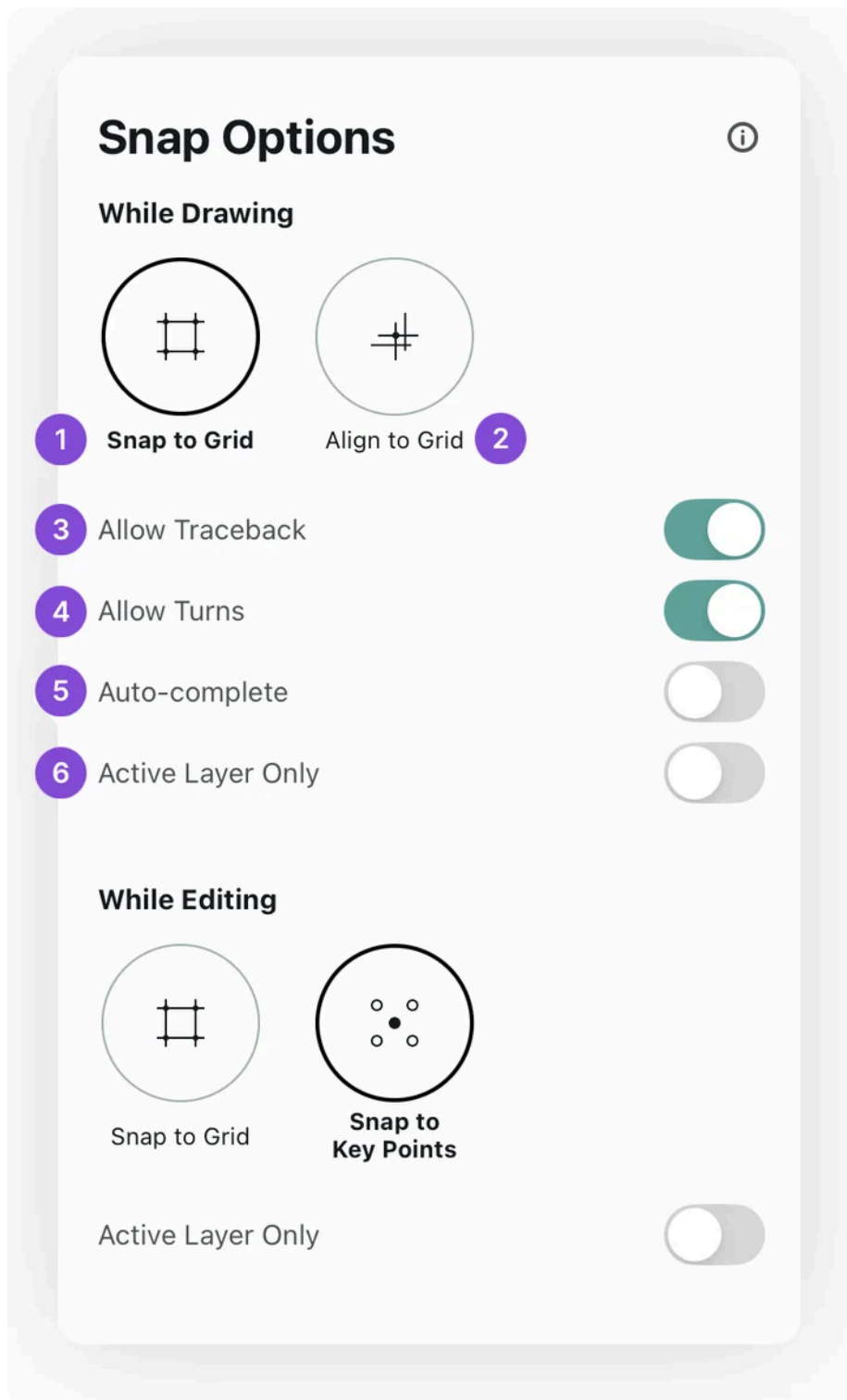


1. **Tap Snap** under Precision to toggle the snapping on or off.
2. **Tap the Options** to bring up the Snapping Options.

## Snap Options

When you open the menu for Snap Options, you will see a variety of options for snapping while **drawing** and **editing**.

## Snap While Drawing



1. **Snap to Grid.** With this option enabled, all strokes are **drawn to follow** the **closest grid line** available. The Wire and Fixed Width brushes can be used to draw strokes with fewer points. Try these tools if you want to export SVG or DXF.

2. **Align to Grid.** This option **aligns strokes directionally** with the grid lines but does not limit them to the grid lines.
3. **Allow Traceback.** With the **Allow Traceback** option toggled, you can **retrace** your strokes and redo your lines.
4. **Allow Turns.** Enable this option to **allow making turns** when drawing while drawing with Snap and Align to Grid.
5. **Auto-complete. Connects** the start and end **points** of your strokes. You will see small circles appear showing you possible points to connect to. Tap the one you want to connect to. Autocomplete can be used together with **Snap to Grid** and **Align to Grid**. With Align to Grid, the strokes can snap to any strokes intersecting with the trajectory of the stroke.
6. **Active Layer Only.** This option only applies to the auto-complete. Activate this option to **only auto-complete** to lines on the **currently active layer**.

### Drawing with Snap + Grids

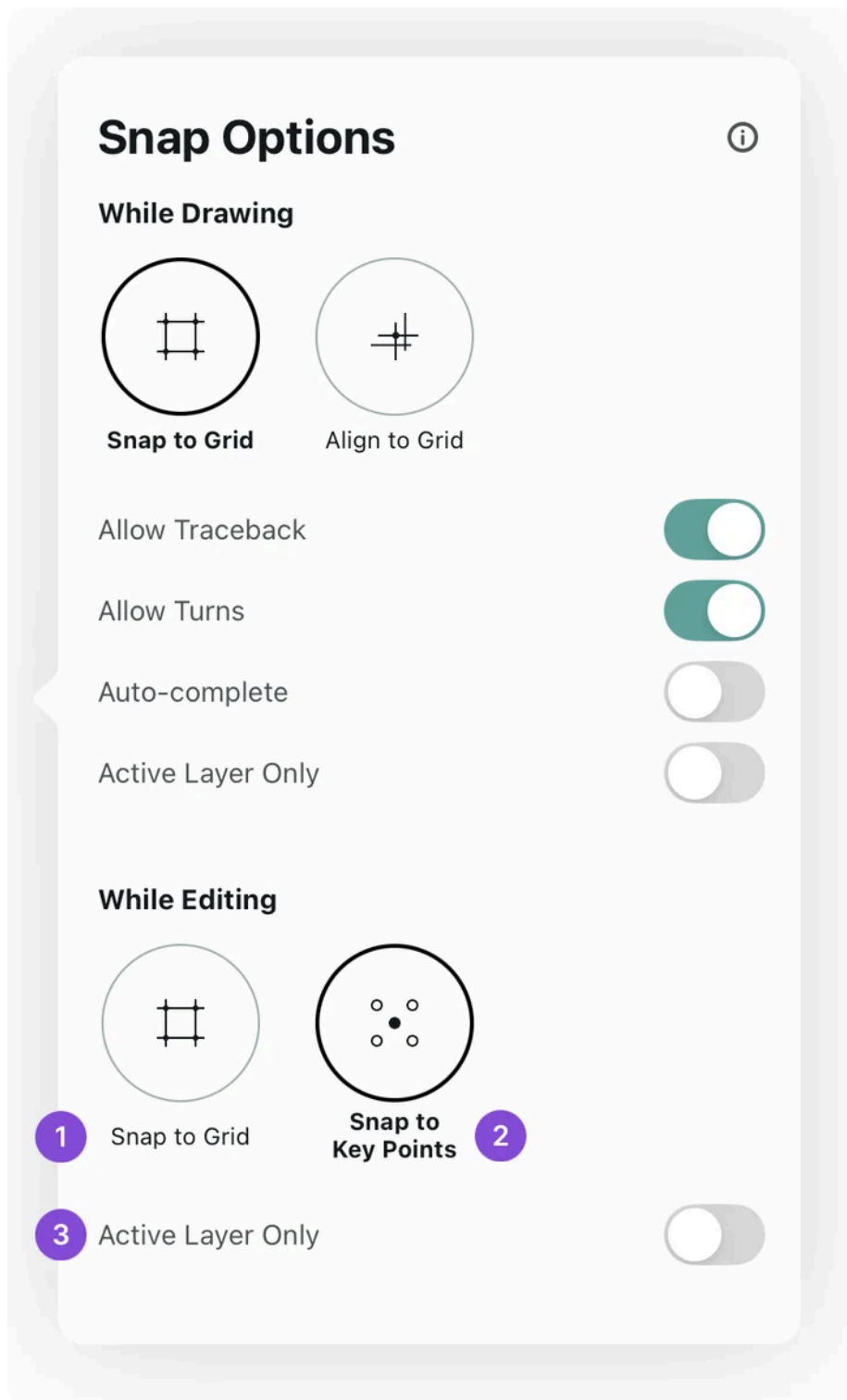
When **drawing with Snap**, each grid has its **own guide settings** that correspond with the grid's directional constraints.

- **Dot Grid**
  - Snap: Draw horizontal and vertical lines only.
  - Align: Draw horizontal, vertical, and 45-degree diagonal lines.
- **Graph Paper**
  - Snap: Draw horizontal and vertical lines only.
  - Align: Draw horizontal, vertical, and 45-degree diagonal lines.
- **Lined Paper**
  - Snap: Draw horizontal and vertical lines only.
  - Align: Draw horizontal, vertical, and 45-degree diagonal lines.

- **Isometric Grid**
  - Snap + Align: Draw 60-degree diagonal lines only.
- **Triangle Grid**
  - Snap + Align: Draw 60-degree 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.

## Snap While Editing

When you **Select** a previously drawn stroke, you can adjust and move it with the help of **Snap**. You can **snap** the stroke to other **key points** or to the grid.



1. **Snap to Grid.** Snap to Grid snaps the **key points** of your selection to the **grid**.
2. **Snap to Key Points.** Snap to Key Points snaps the **key points** of your selection to the **key points of other strokes**.

### 3. **Active Layer Only.** Active Layer Only allows you to snap to strokes on the **current layer only**.

#### **Snap Points**

Depending on how the stroke was created, it has different snap points it will use to snap with.

- With single-stroke selections, Snap points are the **beginning** and **end** points of any given line, and the **four corners** and the **center** point.
- 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 of the selection.
- When used with **Shape Guides**, Snap applies to the **handles** and the **center** point.

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

## Measure

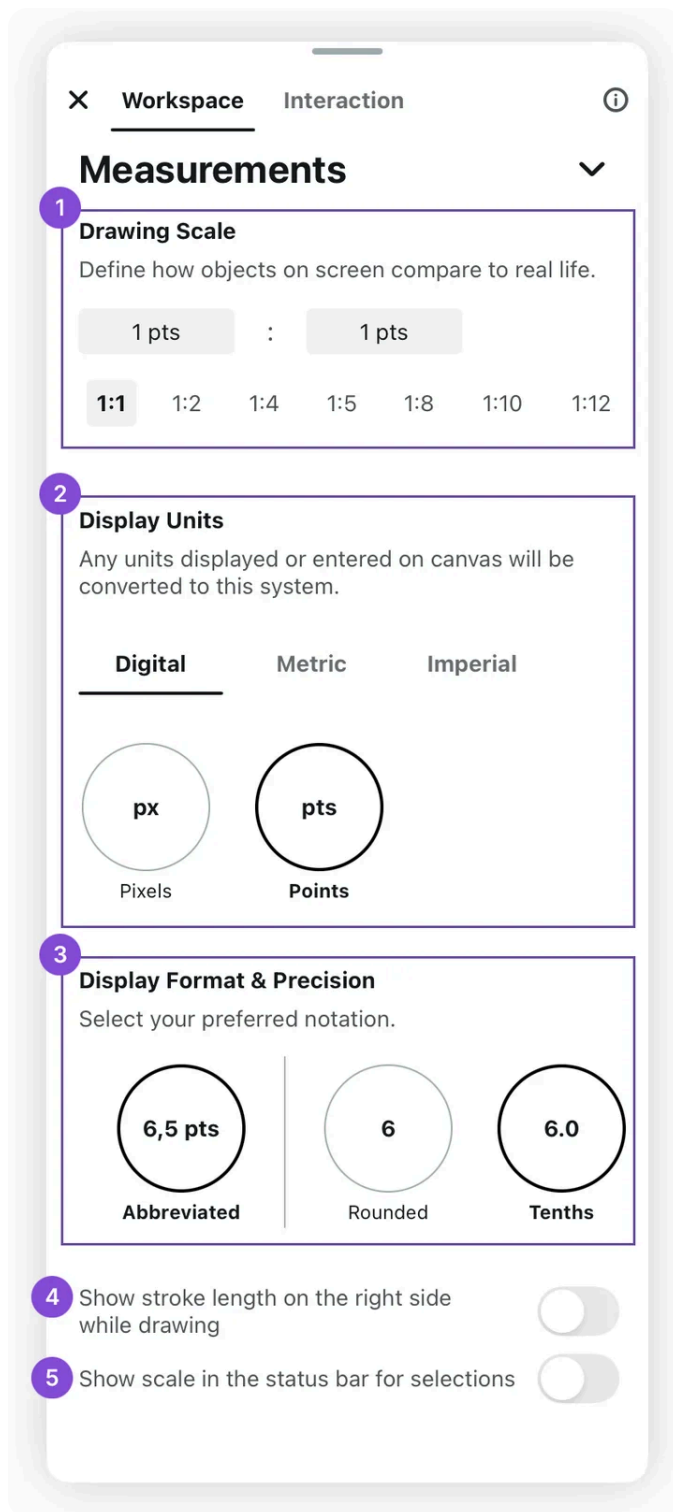
In Concepts, all the strokes, selections, and imported items have measurement data attached to them. These measurements are not visible by default, but you can display them by enabling the Measure option in the Precision menu.

### Setting up the measurements



1. **Tap Measure** under Precision to toggle the Measurements on or off.
2. Tap the unit and scale on the other side of the toggle to see and edit your **Measurement Options**.

## **Measurement Options**

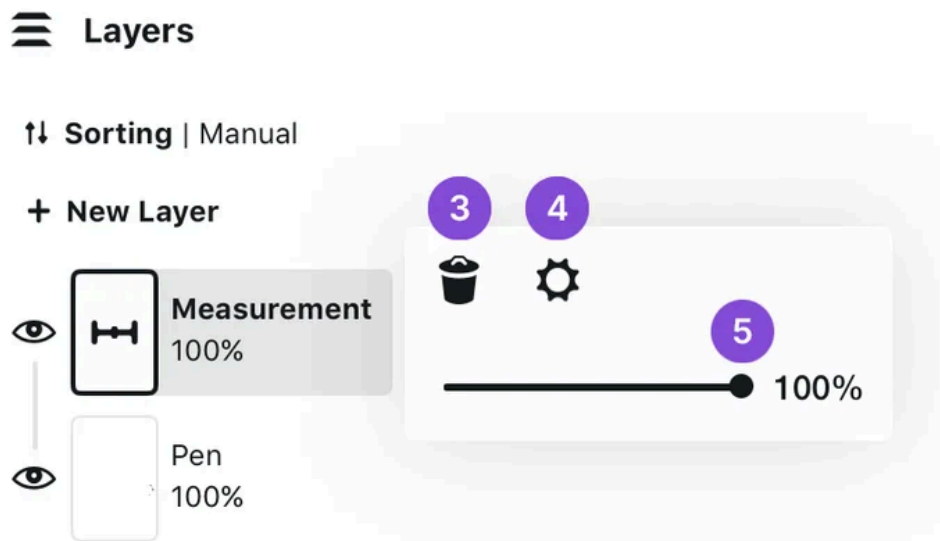


- 1. Drawing Scale.** Define your Drawing Scale. You can choose from one of the presets or set a custom scale.
- 2. Display Units.** Concepts offers different **unit systems**: Digital, Metric, and Imperial.

3. **Display Format & Precision.** Set the display format and fidelity of precision for your measurements.
4. If you want to **change the side** where the measurement labels are shown, toggle the **Show stroke on the right side while drawing.** This is useful if you are left-handed.
5. If you want to show the **percentage value** of your selection's Width and Height, toggle the **Show scale in the status bar for selections** option.

## Measurement Layer

Once you have activated the **Measure** in the Precision menu, the **Measurement Layer** is added to the top of your layer list. The Measurement Layer also allows adding static measurements to your drawing that are not associated with any strokes.



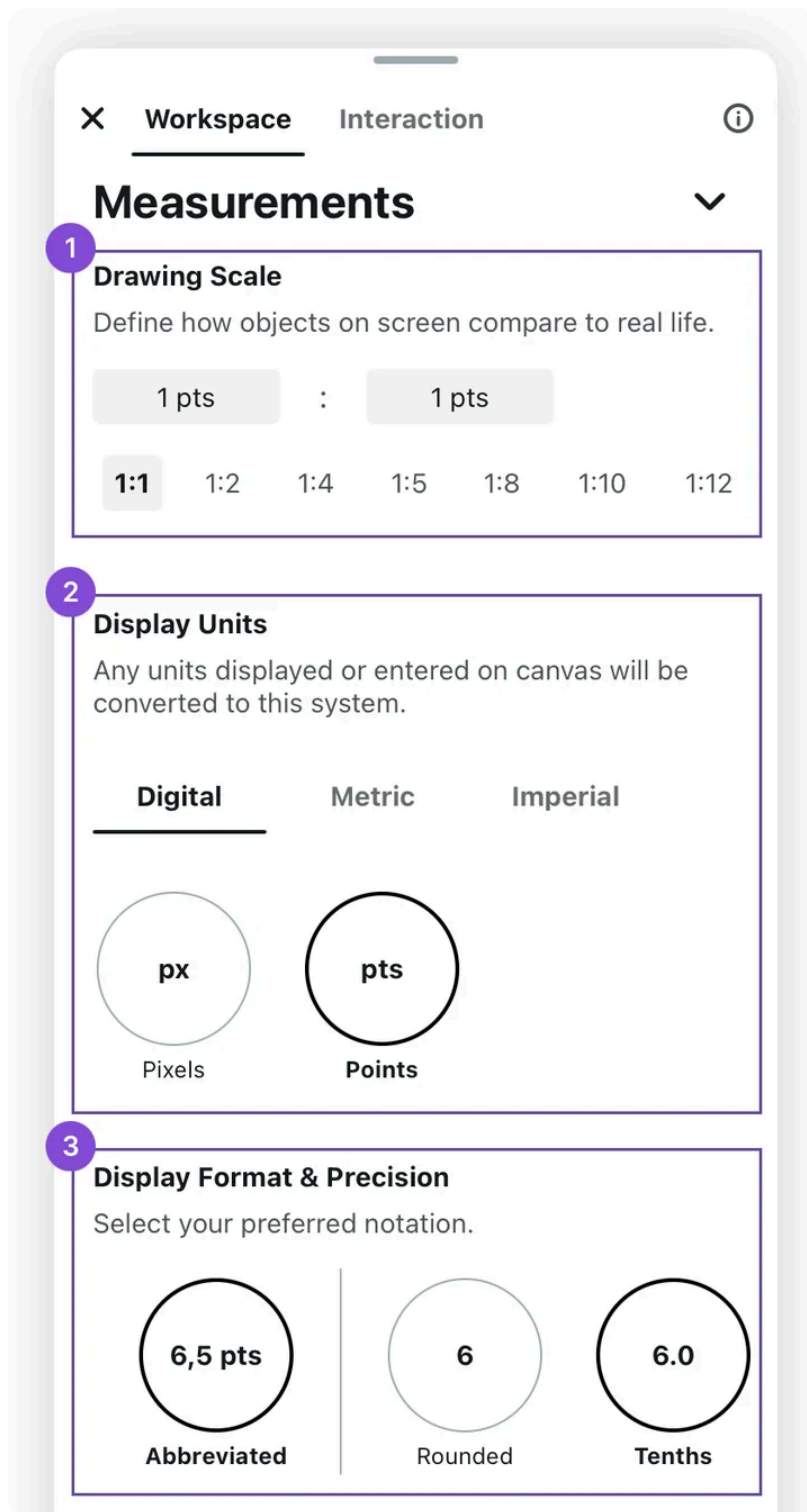
1. You can **Tap+Hold+Drag** the Measurement Layer to move it anywhere on the layer list.
2. **Double-tap** the Measurement Layer to enter Focus Mode.

In the Measurement Layer menu, you will find:

3. **Delete** layer button. This will delete your **Measurement Layer** and toggle **Measure off**. Please note that this will also delete all the measurements you might have added to your drawing.
4. **Tap** the **Settings** button to access the Measurement Settings.
5. **Drag** the slider to adjust the opacity of the Measurement Layer.

### **How to set Drawing Scale and Units**

Scale is the ratio between the size of something in drawing and its actual size. For example in 1:100 scale, a 1 cm line on the screen represents a 100 cm line.



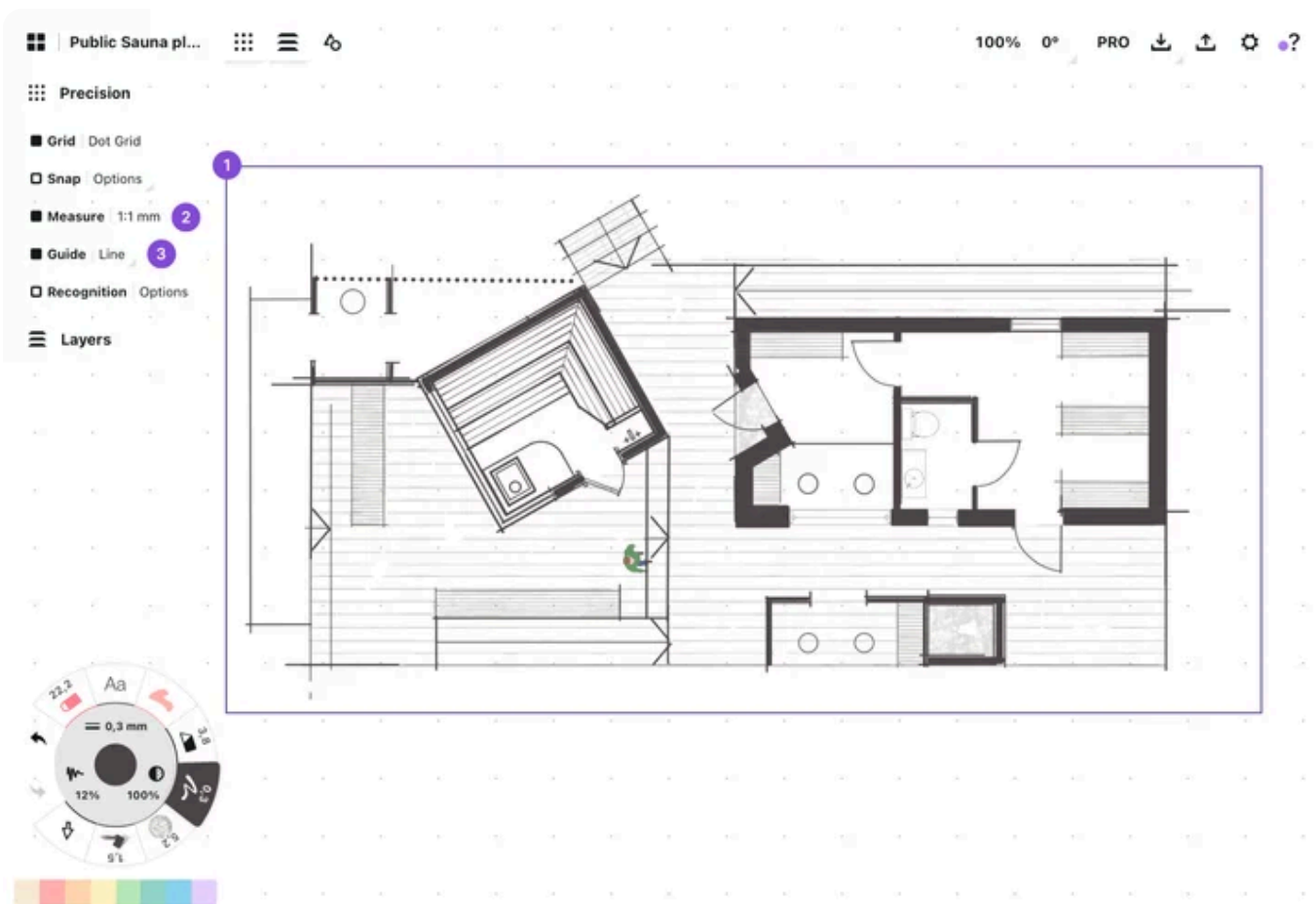
1. To set your **Drawing Scale and Units**, go to Settings → Workspace → Measurements → Drawing Scale. Choose one of the scale presets or set a custom scale.
2. Set your **Units**. Select the units you want to use from Digital, Imperial, and Metric.

### 3. Choose the **Format** and **Precision** your units are displayed in.

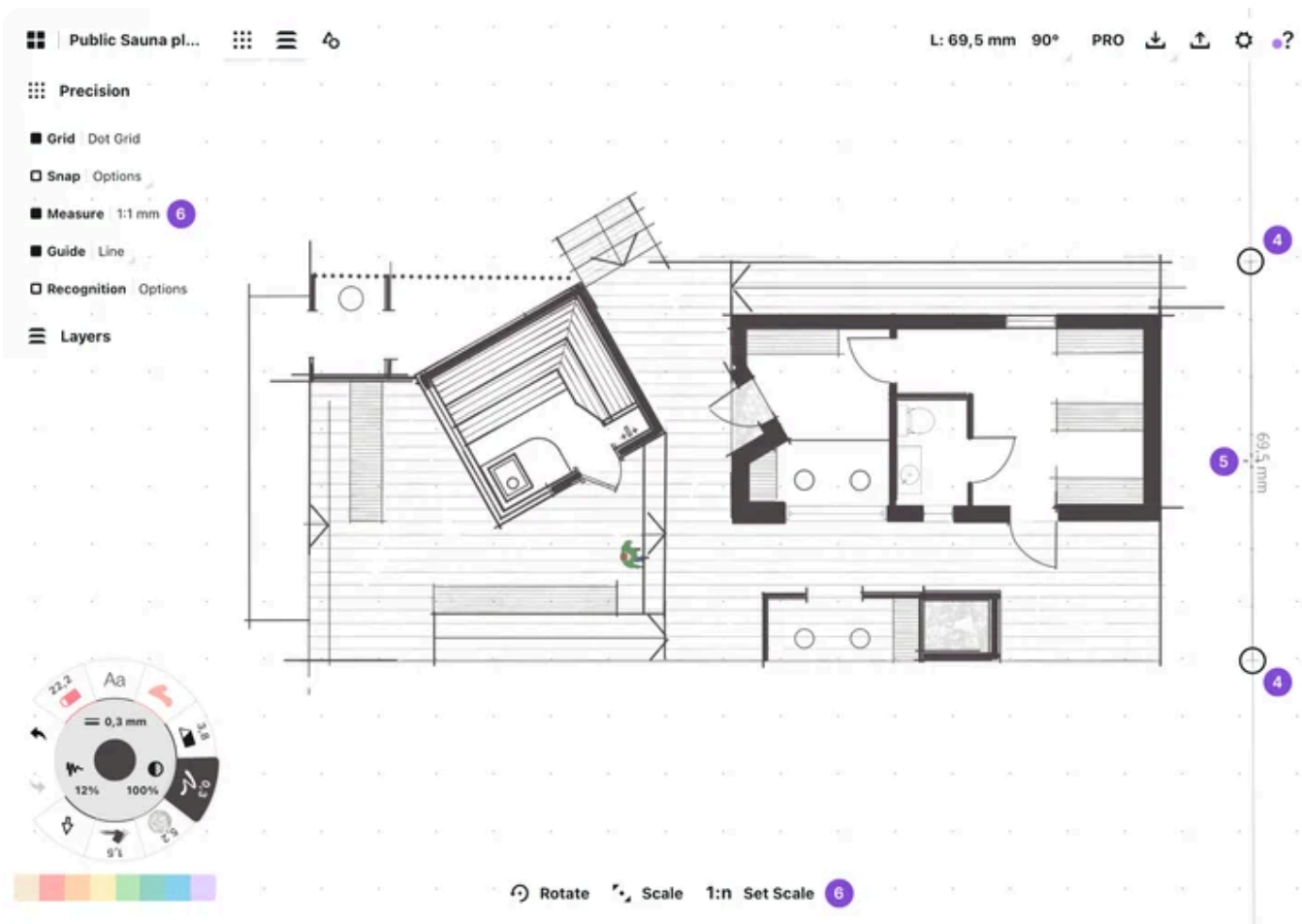
After setting your units and scale, all tool and measurement values will appear according to the selected scale. For example, when changing from points to inches, a pen set to 2 points would be converted to 0.015 inches. Your **tool presets** will remain the size you have set, but the **units will be converted**.

### How to Set Scale with an Imported Plan or Photo

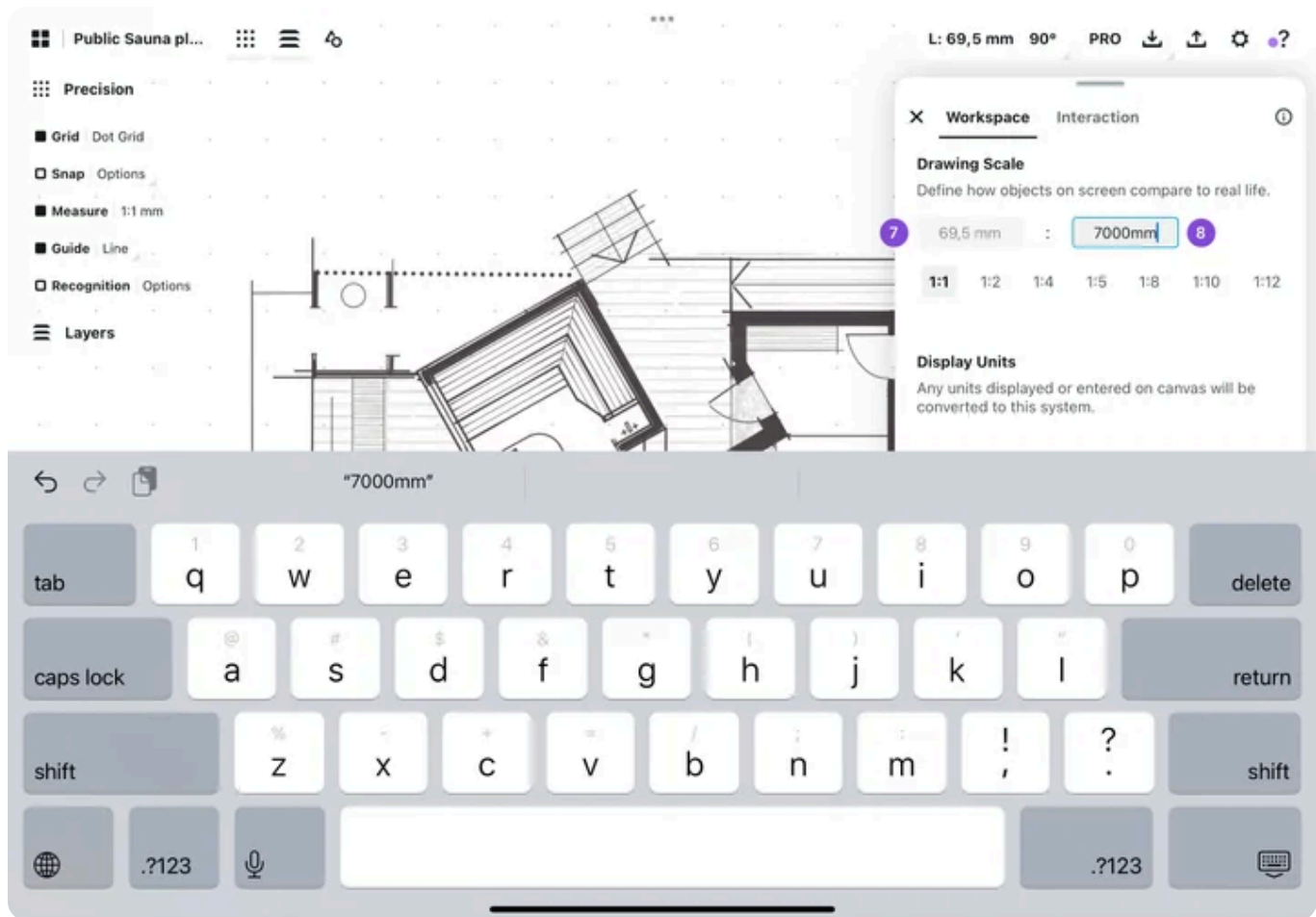
If you want to set scale **accurately** in a project, you will need to know **one accurate measure** for reference.



1. **Import** a reference image onto your canvas.
2. Turn on **Precision**, and activate **Measure**.
3. Activate the **Line guide**.



4. **Align the handles** on your reference image to the segment for which you know the measure.
5. **Double-tap** the **crosshairs** at the center of the Line guide to contain the boundaries of the line to your measurement when you draw.
6. **Tap** the **1:1** ratio beside Measure, or the **1:n Set Scale** in the bottom menu.



7. You will notice the values under **Drawing Scale** have been filled in with the **current length** of the Line guide.
8. Enter your measure of reference in the **second field**, and dismiss the menu. Your scale is now **set to your measure of reference**.

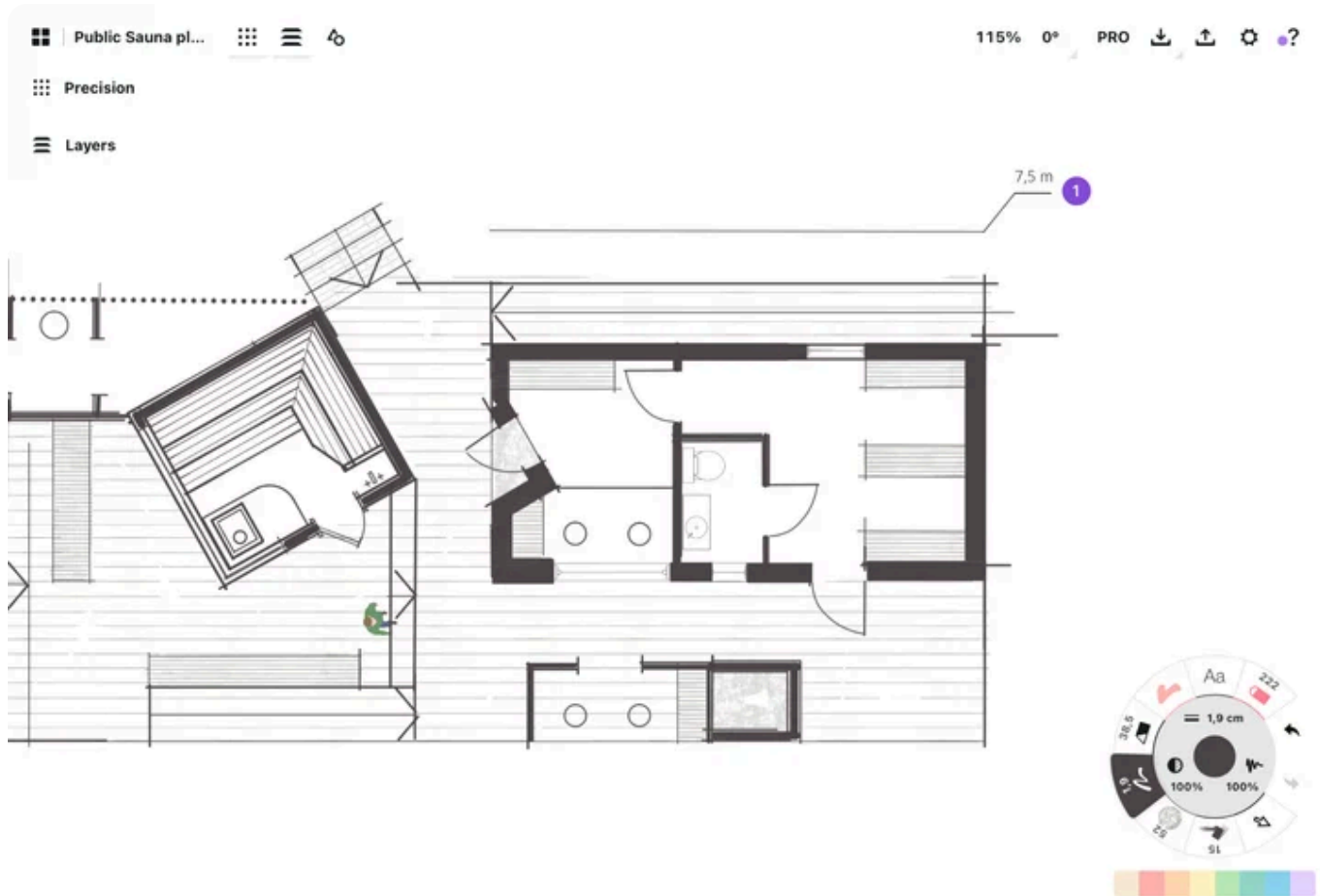
For a fully illustrated tutorial on setting scale, check out [Scale and Measurement in Concepts](#).

## Types of Measurement Labels

When **Measure** is active, a measurement label updates live with your stroke as you draw. You can also add static measurement labels to your plan for reference objects using the **Shape Guides** and **Selections**.

## Dynamic Measurements

**Dynamic measurements** are live measurements associated with a drawn stroke or a filled in area. You will see these measurements update as you draw.



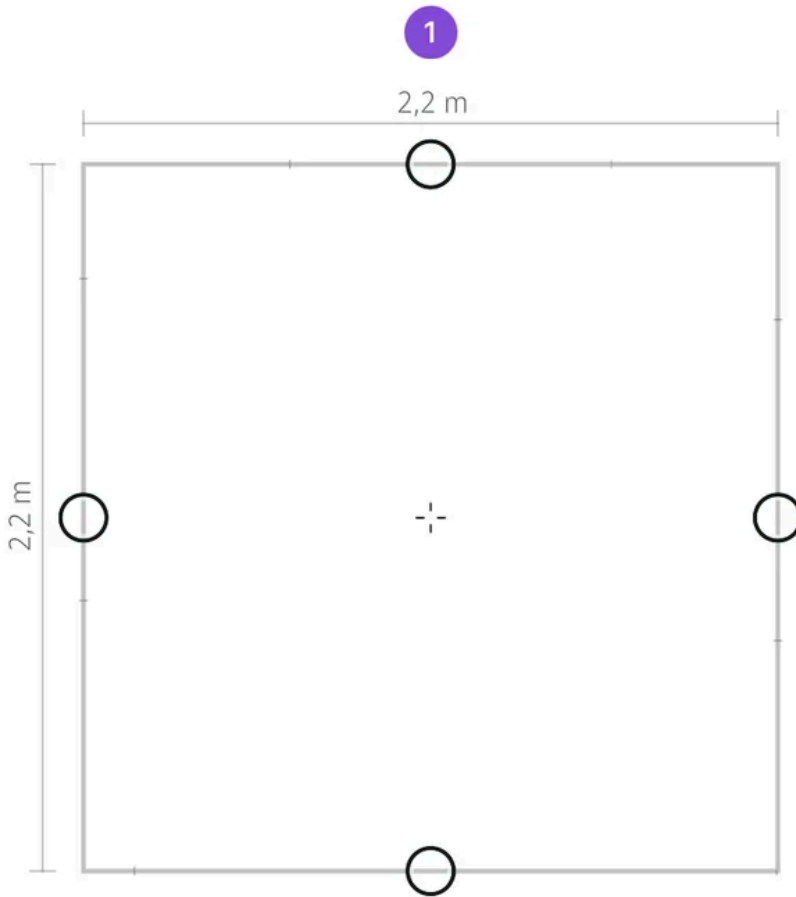
1. When you **tap** a dynamic measurement **label**, it remains attached to your stroke and will "stick" on the layer you drew it on.
  - o Selecting a dynamic measurement will also select the stroke it is attached to. They will be treated as the same object when editing.



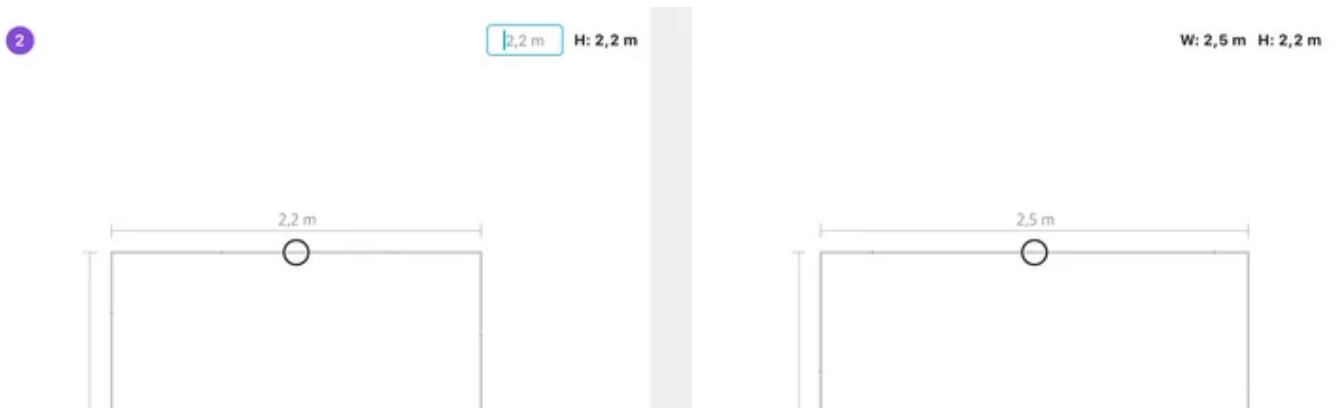
2. **Select a line** or **fill** you've previously drawn to **show its measurement label**. Tap it to set it on the canvas.

### Static Measurements

Static Measurements are measurement labels applied to the canvas when a line or fill is **Selected**, or when using a **Shape Guide**.



1. A Shape Guide allows you to create a **static measurement**, or a label without an associated line. Just **tap** the shape guide's **measurement label** without tracing the corresponding line.

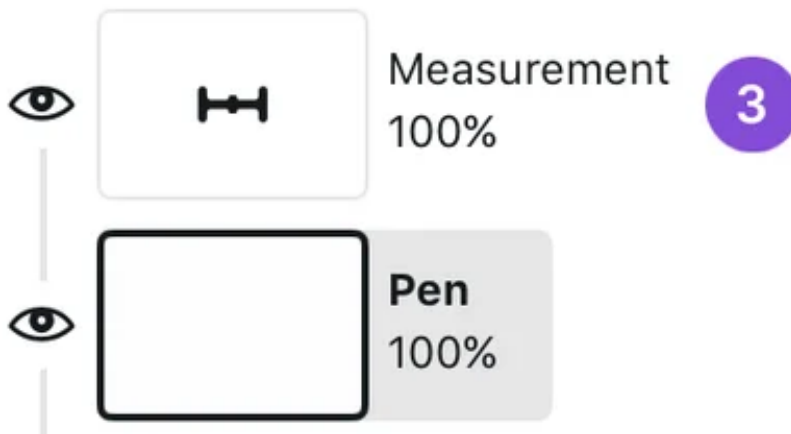


- You can also enter a custom value by **Tap+Holding** on your shape guide's measurement label, and the entire guide will adjust to your value.

## ☰ Layers

↕ Sorting | Manual

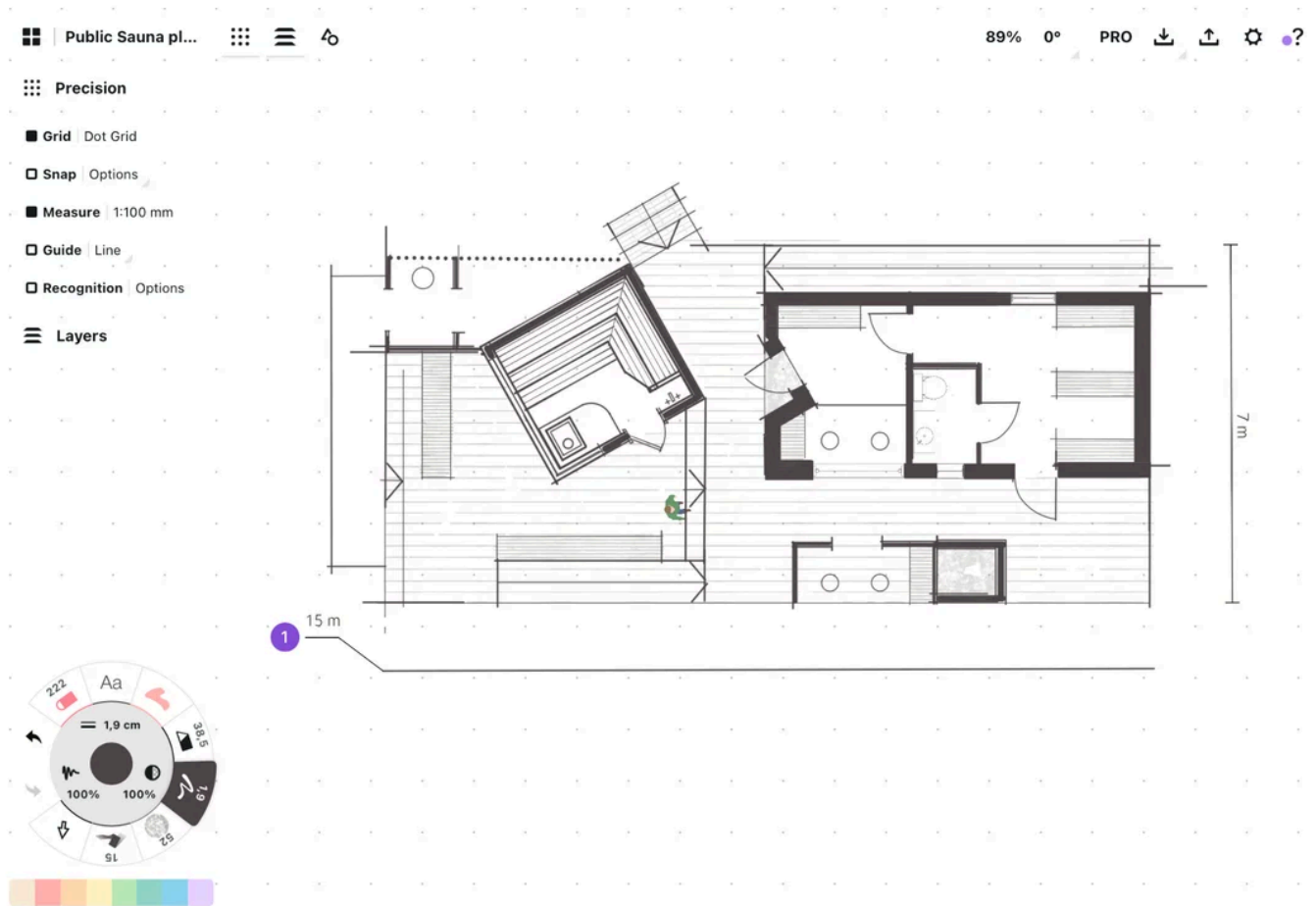
+ New Layer



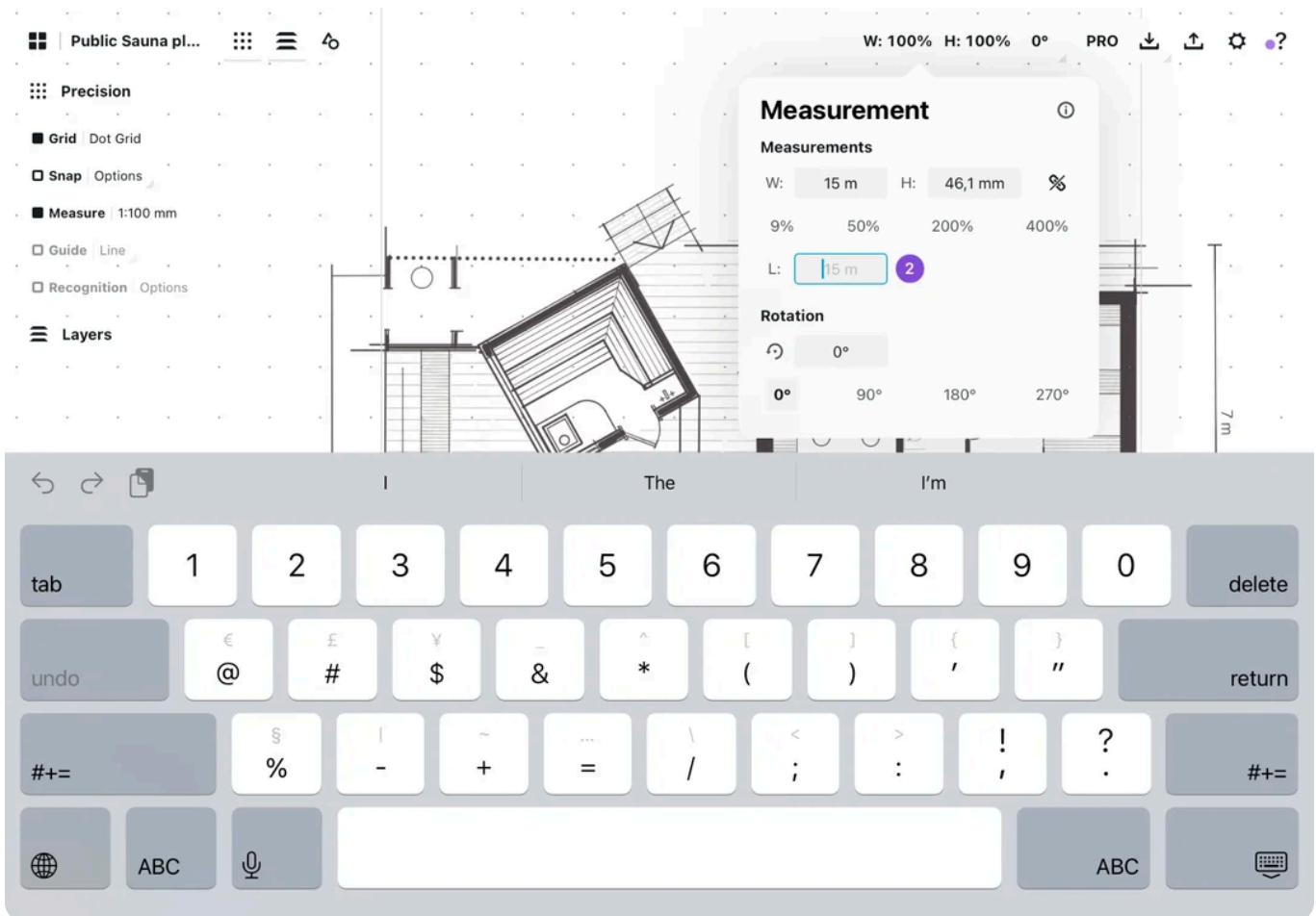
- Static measurement labels are saved to the **Measurement layer**. This layer appears automatically when Measure is activated.

### Drawing with measurements

When you start drawing with the **Measure** enabled, you can see a **live measurement** attached to your stroke showing the length or area of the stroke.



1. When **Measure** is enabled, you will see the **measurement attached** to your stroke. **Tap** the measurement label to stick it to the canvas.



2. If you want to **resize your stroke** to a certain length, select a stroke and then **Tap+Hold** its measurement label. You can also edit the stroke length by **Tap+Holding** the length indicator up in the status bar, or using the Measurement Popup.

## ☰ Precision

Grid | No Grid

Snap | Options

3

Measure | 1:1 mm

Guide | Arc

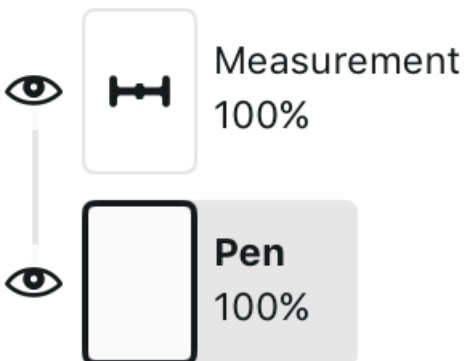
Recognition | Options

## ☰ Layers

↕ Sorting | Manual

+ New Layer

3



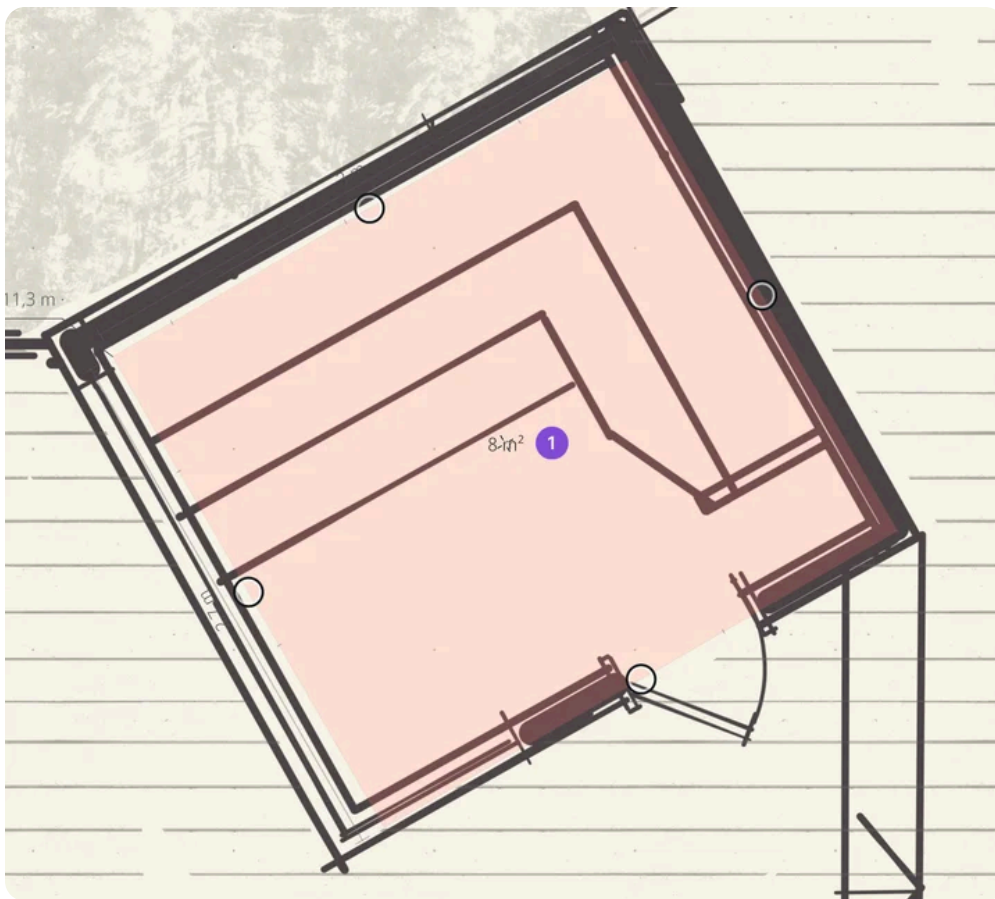
3. Note that measurement labels will only appear and export with your drawing:

- While **Measure is active**.
- When your **Measurement layer** is toggled to **visible**.

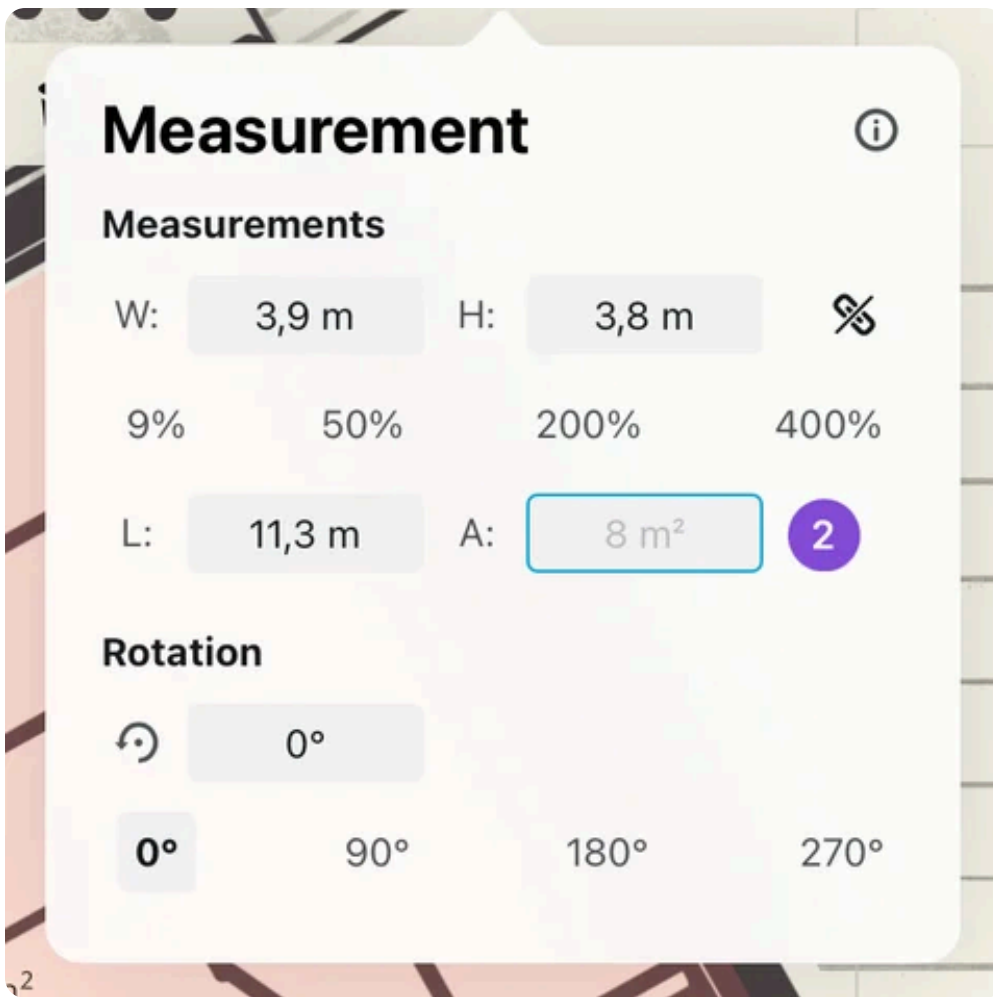
We have an [illustrated tutorial on working with Scale and Measurement here](#). This tutorial walks you through how to work with measurement labels and how to set scale to drawings and imported plans of various types.

## Area Measurement

The Fill tool is different from all the other brushes as it also **shows the area**. You can use this to estimate material consumption in your renovation plans or quickly check the size of a certain area in your plan.



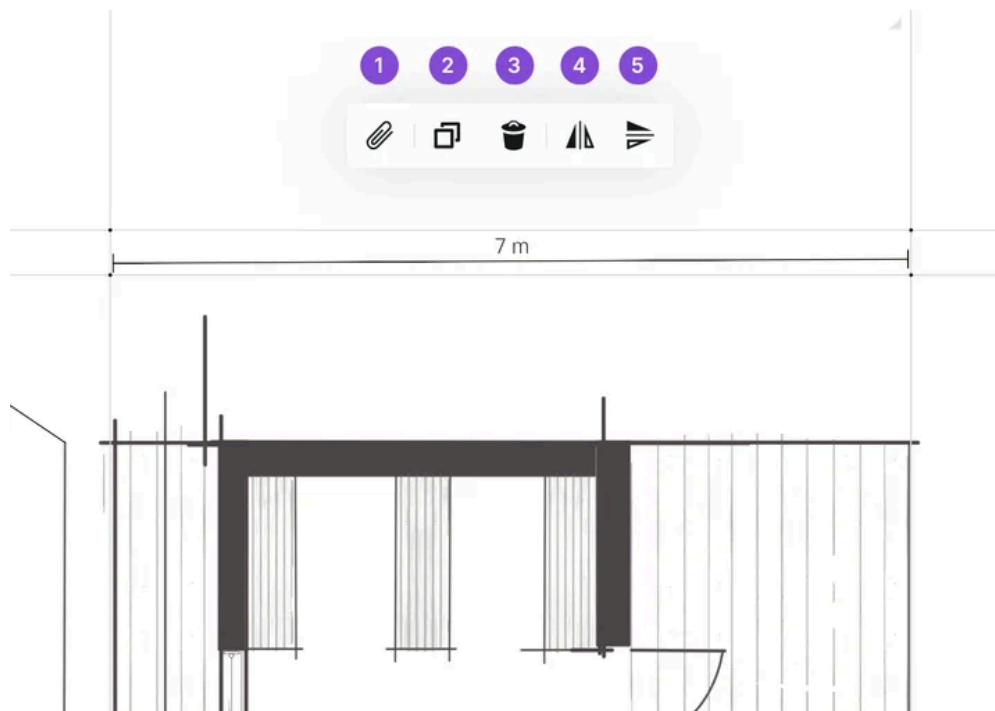
1. When drawing, the **area measurement** appears in the **center** of the fill. Once the fill is finished, **tap** the measurement to save it on canvas.



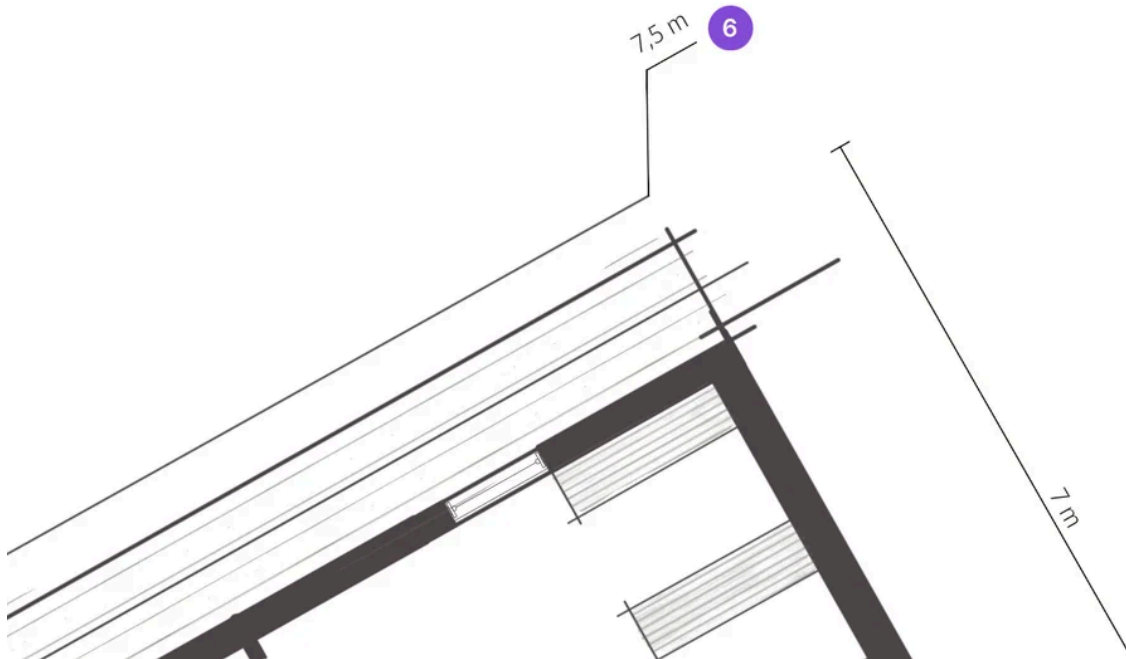
2. You can **resize your area** to a certain measure. Select the fill and **Tap+Hold** the measurement label. You can also edit the stroke length by **Tap+Holding** the length indicator up in the status bar, or using the Measurement Popup.

### Editing Measurements

To edit a Static Measurement label, select the label on the Measurement Layer.



1. **Copy to Clipboard.** Copy the measurement label to clipboard.
2. **Duplicate.** Duplicate the measurement label.
3. **Delete.** Delete the measurement label.
4. **Flip Horizontally.** Flips the measurement label horizontally. The label text will not be flipped.
5. **Flip Vertically.** Flips the measurement label vertically. The label text will not be flipped.

136% 331° PRO    

6. To **reposition** a label attached to a stroke, **Tap+Hold+Drag** the label along the stroke path.

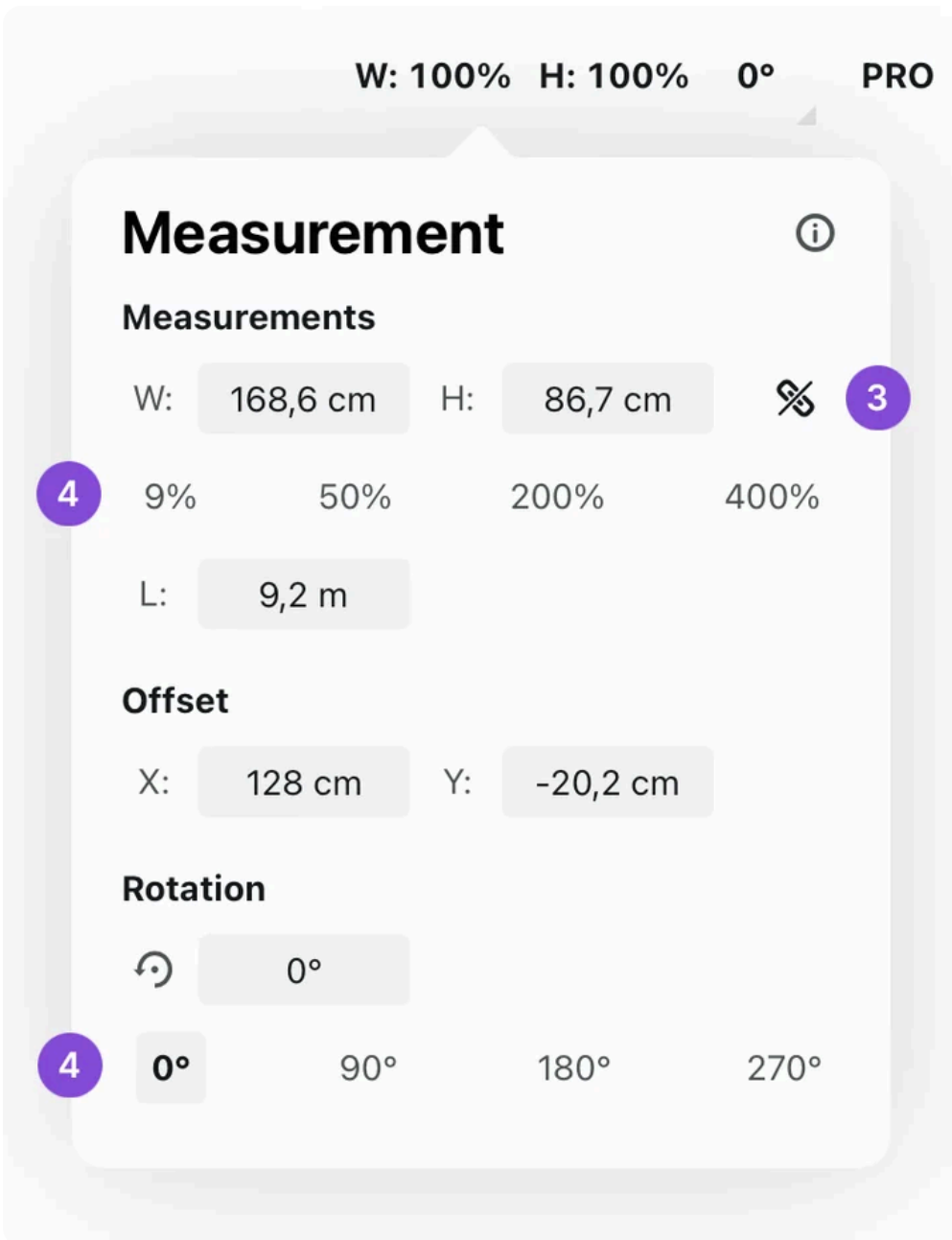
## Measurement Popup

On the Status Bar, you will see a field stating your current relevant **zoom**, **rotation** and **selection status**. In the **Measurement Popup**, 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 will see the length, width, height and rotation of the stroke.
- With **multiple strokes** or an image selected, you will see the width, height and rotation of the selection.
- With a **fill stroke selected**, you will see the width, height, length, area and rotation of the selection.



1. Tap on the measurement field in the status bar to open the **Measurement Popup**.



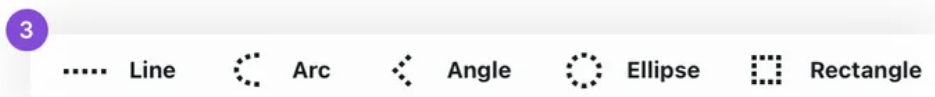
2. Tap the **values** in the popup to **inline edit** them. You can enter measurements in any unit, and they will be **automatically converted** to match the document units you have selected in the Workspace Settings.
3. You can **lock or unlock** the relation of width and height when adjusting the values. Tap the **chain** to toggle.
4. You can use the presets to **rotate** and **scale** the selection.

## Shape Guides

The **Shape Guides** are templates you can use to draw your desired shapes. Depending on the guide, you can control the width, height, edge, and radius of the guide to trace along.



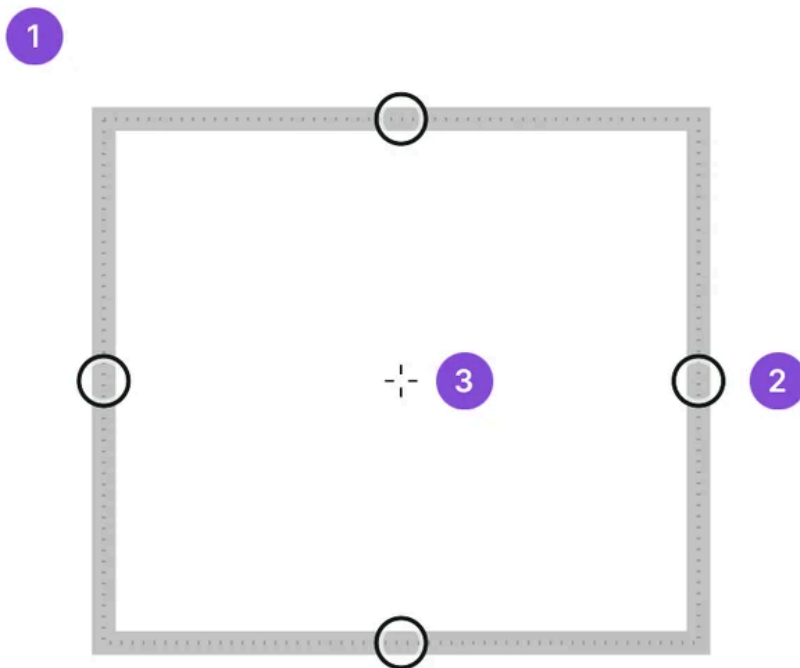
1. **Tap Shape Guide** under Precision to toggle the currently active Shape Guide on or off.
2. **Tap the Shape Guide name** on the other side of the toggle to see the different Shape Guides.



3. Concepts has five **Shape Guide** options; line, arc, angle, ellipse, and rectangle.

### Using Shape Guides

When you activate a **Shape Guide**, you will see some additional elements on your canvas.



1. The **Shape Guide**. The gray template shows the path where the stroke will be drawn. The thickness depends on your tool width. **Draw anywhere** on screen to draw the shape.
2. The handles. **Tap+Hold+Drag** a handle to pull it to change the shape.
3. The **crosshairs**. **Tap+Drag** the crosshairs at the center of the Shape Guide to move the guide. 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 guide** will become a **perfect half-circle**.
  - The **Angle guide** will **snap to 90 degrees**.
  - The **Ellipse guide** will become a **perfect circle**.
  - The **Rectangle guide** will become a **perfect square**.

4



4. To **rotate** a **Shape Guide**, use the **two-finger gesture**. You can also use the angle field in the status bar at the top of the canvas, the "Rotate" tool, or the keyboard shortcut "R".

### Using Shape Guides with Measurements

When you have both **Shape Guide** and **Measure** active, you will see the relevant measurements of your guide. You can **Tap+Hold** the measure to edit your guide accurately.

You can use the **Shape Guides** to create measurement labels that are not attached to a stroke. Read more about measurement labels created with **Shape Guides** in the [Static Measurements](#) section.

To set scale using the **Line Guide**, read the [How to Set Scale with an Imported Plan or Photo section](#).

## Shape Recognition

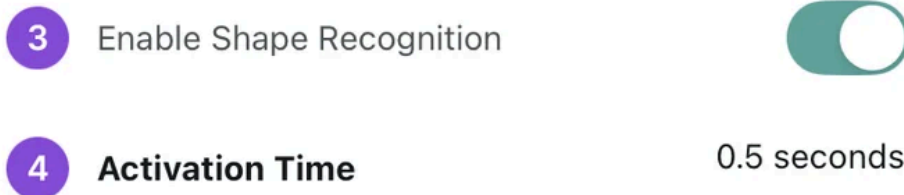
**Shape Recognition** allows you to quickly turn rough drawings into perfect shapes. Start **drawing a shape** and then **hold at the end** of the final stroke to detect a shape.



1. **Tap Recognition** under Precision to toggle the Shape Recognition on or off.
2. **Tap the options** on the other side of the toggle to see the **options** for the Shape Recognition.

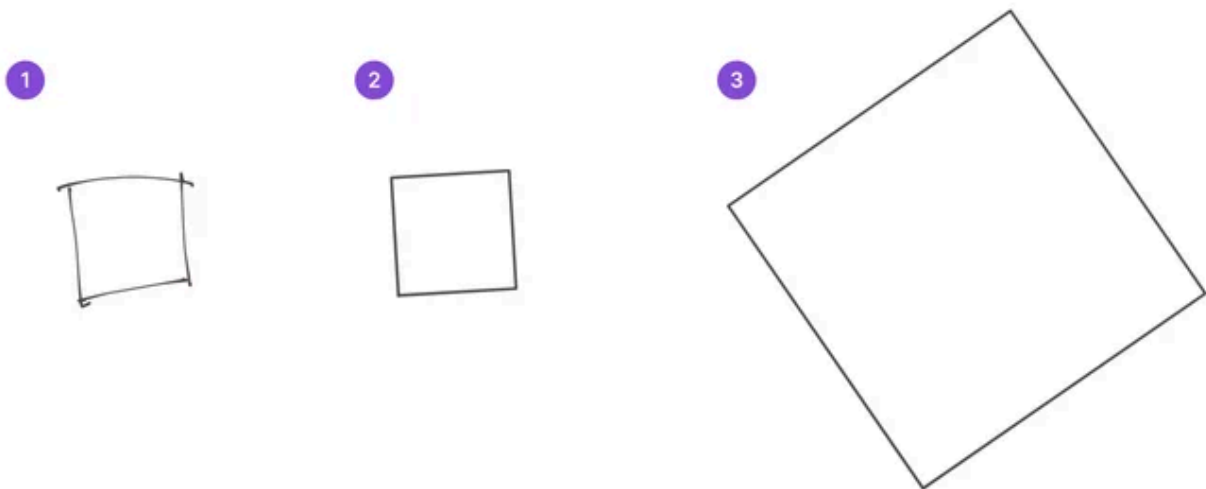
### Draw & Hold

At the end of your stroke, stay still.



3. In **Settings** → **Interaction** → **Draw & Hold** menu, you can adjust the **Shape Recognition Settings**. You can toggle the "Enable Shape Recognition" to turn it on or off.
4. You can change the **Activation Time** by adjusting the slider.

## Using Shape Recognition



1. Start by **drawing a shape** with **one** to **four** strokes.
2. **Hold at the end** of the final stroke to detect a shape.
3. When the shape has been **detected**, you can **scale** and **rotate** it by moving your stylus without lifting it from the screen.

Supported shapes include **straight** and **curved lines**, **arrows**, **triangles**, **squares**, **rectangles**, **circles** and **ellipses**.

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

# Objects

## Objects

### QUICK SUMMARY

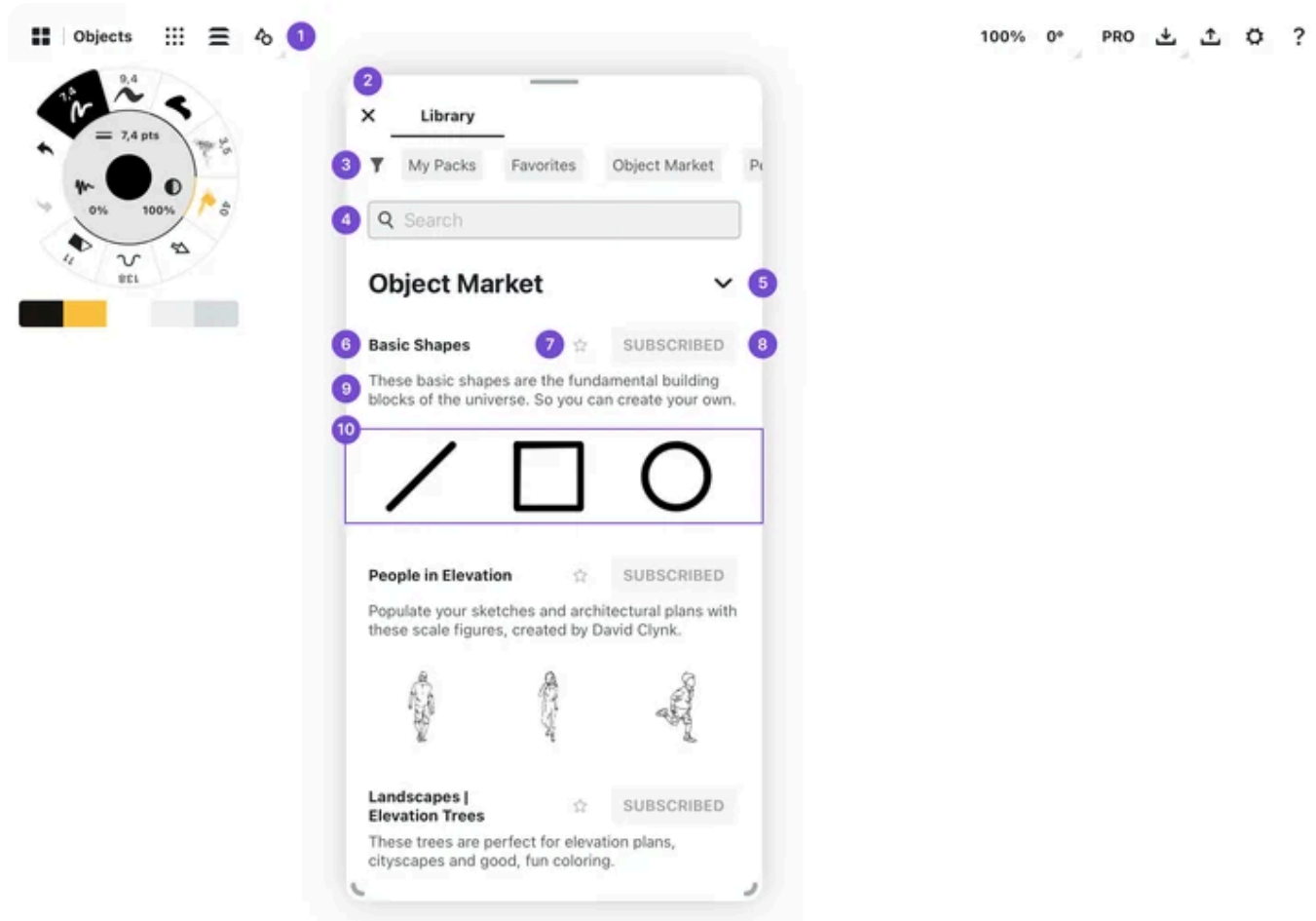
1. Tap the **Objects icon** to open the Objects menu.
2. Purchase packs individually in the **Object Market** or subscribe for full access.
3. Tap a **Pack** to see all the Objects in the pack.
4. Tap or **drag & drop** objects to add them on the Canvas.
5. Subscribe to access **Make Your Own Objects**.

Objects are adjustable, royalty-free vector assets. You can purchase Object packs individually from the Object Market or gain access to all with a subscription.

If you have a subscription, you can Make Your Own Objects as well. On iOS, you can also share your self-made Objects with colleagues via your Concepts Account.

# Interface

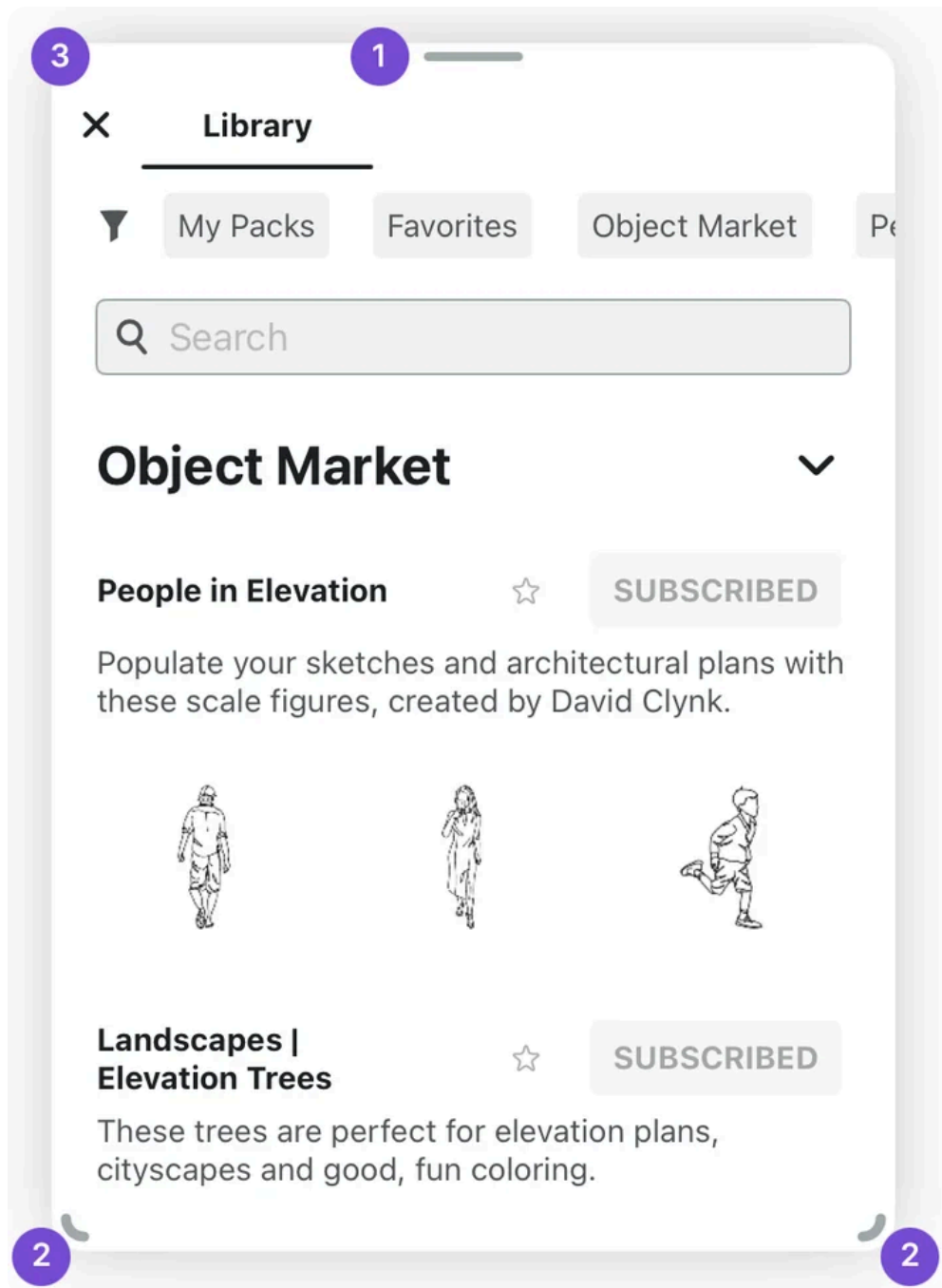
## Object Library View



1. **Objects icon.** Tap the Objects icon in the Status Bar to open the Objects menu.
2. **Close.** Close the Objects menu by tapping the "x" button.
3. **Filters.** Tap a filter to display Objects only in your desired category.
4. **Search.** Search for a pack or an individual Object.
5. Toggle the arrow to **hide or show** a section in the Objects menu.

6. **Pack Name.** This indicates the name of the Object pack. You can also tap the pack name to open the pack.
7. **Favorite pack.** Add an Object pack to your favorites. Favorite packs appear higher in your Object Library, under the Favorites heading.
8. **Purchase status.**
9. **Pack Description.** A short description of the Object pack. You can also tap the pack description to open the pack.
10. **Pack preview.** This provides a preview of the Objects in the pack. You can also tap the pack preview to open the pack.

## Move, Pin and Resize the Object Panel



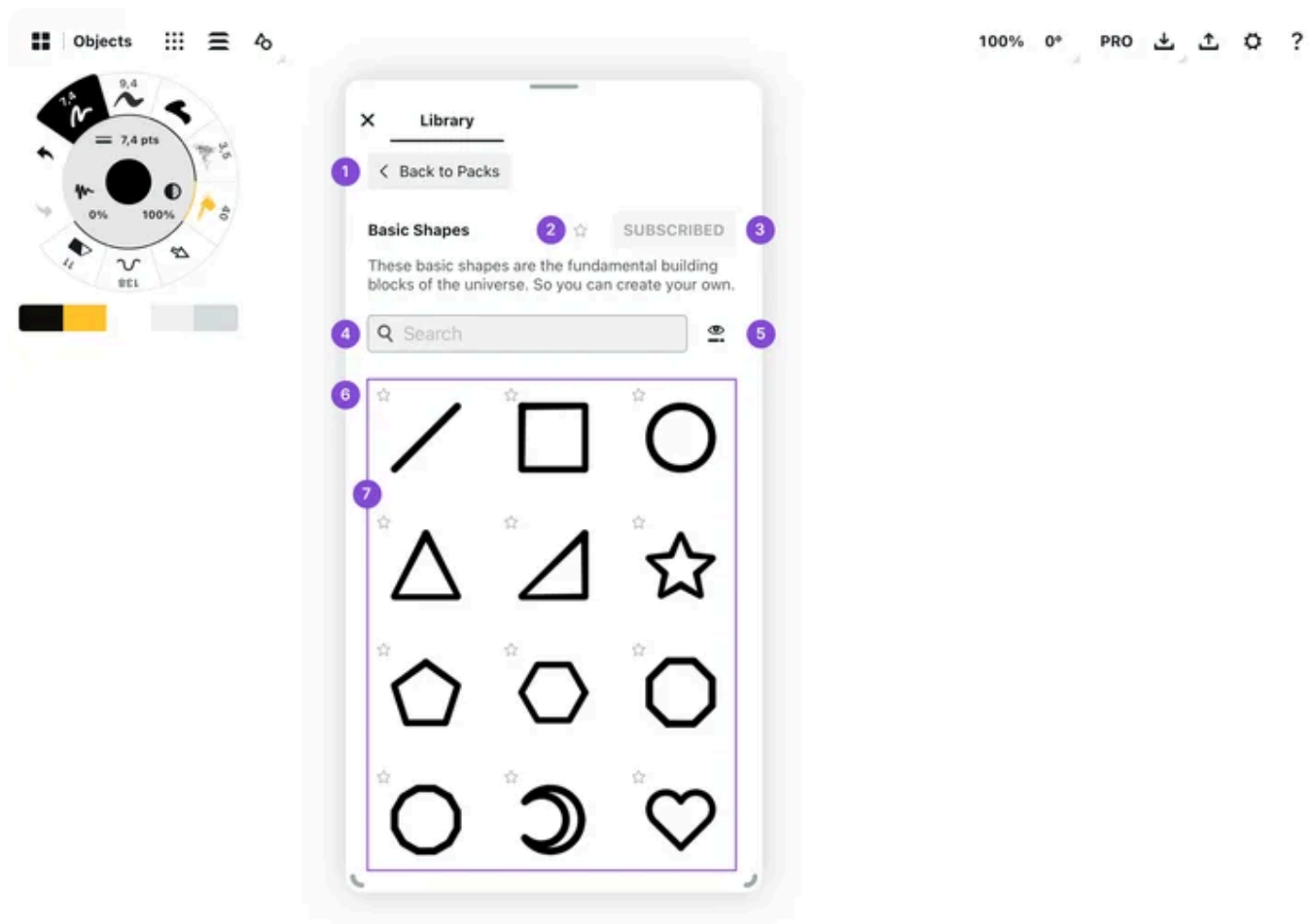
You can change the position and size of the Objects Library panel at any time.

1. **To move and pin the Object panel, drag the handle at the top** of the panel and move it to your desired location on the Canvas.
2. **To resize the Objects panel, tap+drag the bottom left or right corner handles** of the panel and adjust the width. You can condense the panel

down to two columns or expand it to six columns.

**To close the Objects panel, tap the X close button or drag it back to the status bar where you found it.**

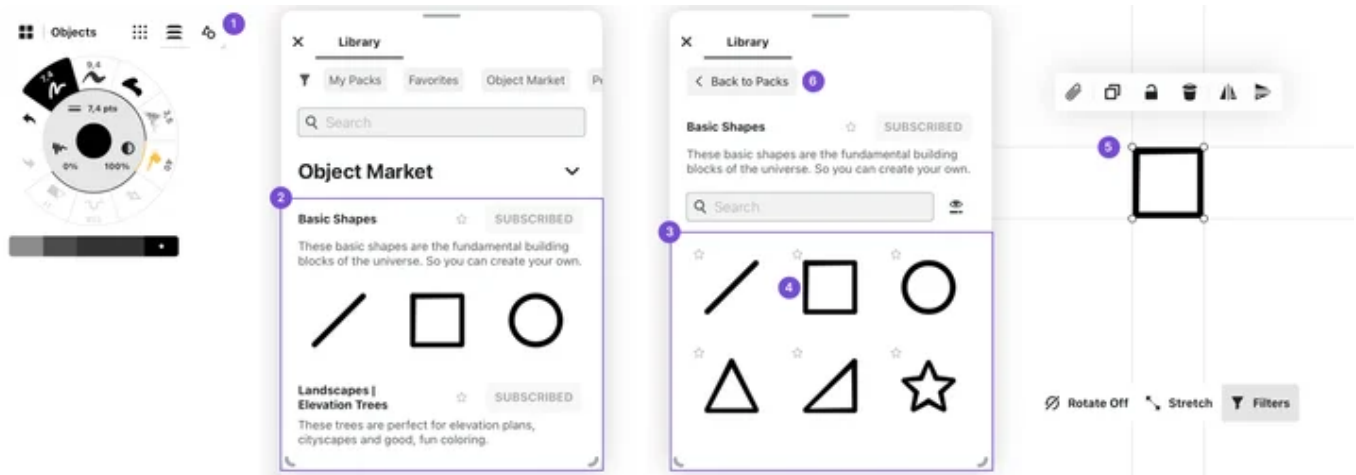
## Object Pack View



1. **Back to Packs.** This will take you back to the Object Library.
2. **Favorite pack.** Add an Object pack to your favorites. Favorite packs appear higher in your Object Library, under the Favorites heading.
3. **Purchase status.**
4. **Search.** Search for an individual Object within the current pack.
5. **Toggle Object name visibility.** Choose to show or hide the Object names.

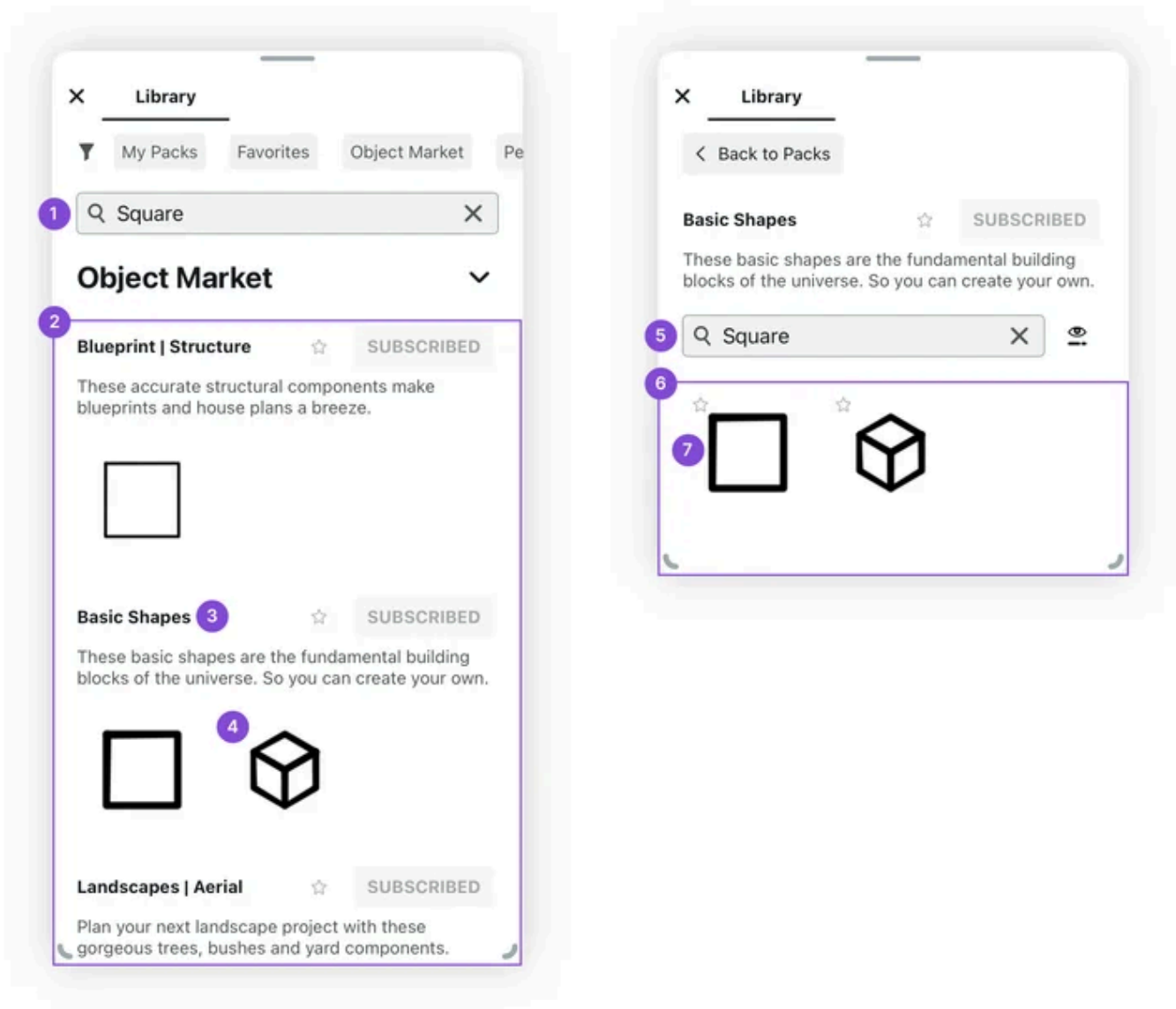
6. **Favorite Object.** Favorite Objects appear higher within the Object Pack.
7. **Object list.** Tap an Object to add it to your Canvas. The placed Object is in the selected state, allowing you to move, rotate and resize it.

## Using Objects



1. To start using Objects, **tap the Object icon** in the Status Bar to open the Objects menu.
2. **Scroll** through the Object Library to the pack you want to use and **tap** to open it.
3. **Scroll** to the Object you want to use.
4. **Tap** or **drag** the Object you want to use to add it to the Canvas.
5. The Object will be **selected**, allowing you to adjust it (move, resize, duplicate, mirror, change color or tool etc.). Tap on the Canvas to deselect the Object.
6. To switch to another Object pack, tap the **Back to Packs** button, and you will return to the library view.

## Search for Objects



You can search Objects in either the Library view or the Pack view.

### Searching in Library View

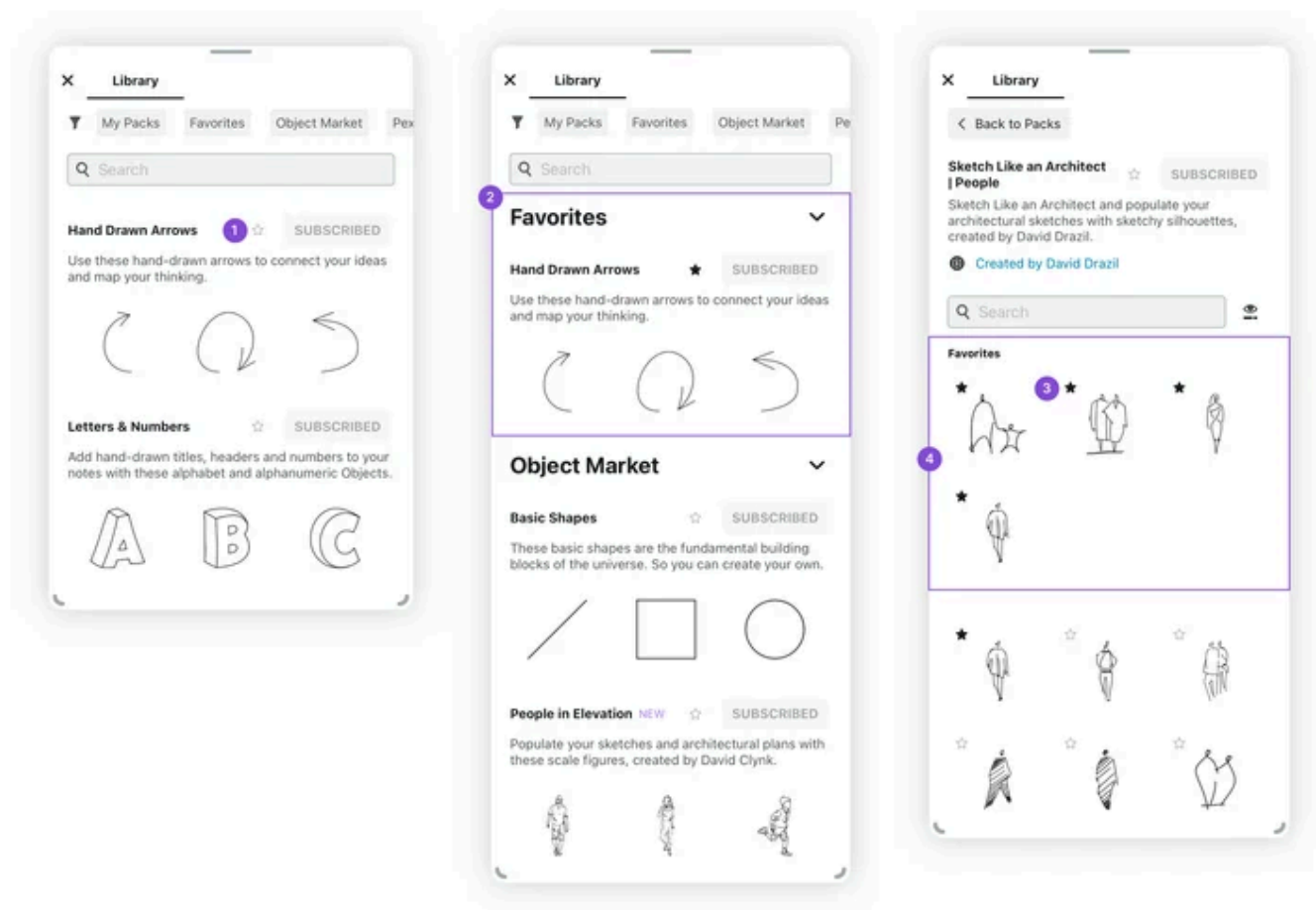
1. **Searching** for Objects in the **Library view** displays all Objects in every pack that match your search.
2. You can **scroll** through the search results as you would with the Object Library.

3. **Tapping** the pack name or description will move you to the pack view.
4. You can add Objects in the search results directly from the library view by **tapping** or **dragging** them to the Canvas.

### Searching in Pack View

5. **Searching** for Objects within the pack only displays relevant results in the current pack.
6. All relevant results will be shown in the **Pack view**.
7. You can add Objects as you normally would by **tapping** or **dragging** them onto the Canvas.

### Favoriting Objects



You can mark your favorite packs and Objects by tapping the star icon on the pack. Favoriting a pack will add it to a favorites section in the Object menu. Favoriting an individual Object moves it to the top of the pack's list.

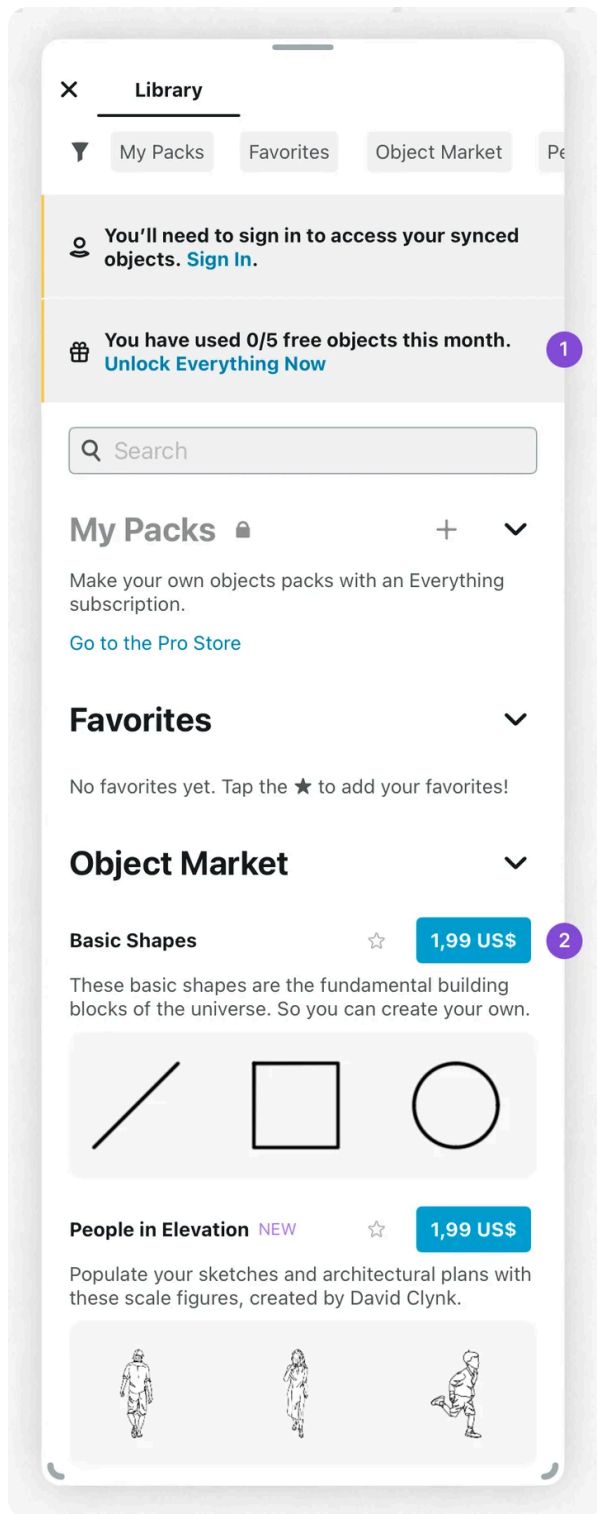
### **Favoriting Packs**

1. **Tap the star icon** in the Library view to mark it as a favourite.
2. Favorited packs will be added to the **Favorites section** at the top of the Object Library view. You can remove a pack from the favorites by tapping the star again.

### **Favoriting Individual Objects**

3. To add an individual Object to your favorites, **tap the star icon** next to the Object within the pack view.
4. Individual Objects that have been favorited will show at the **top of the pack view** under **Favorites**.

## Objects Market



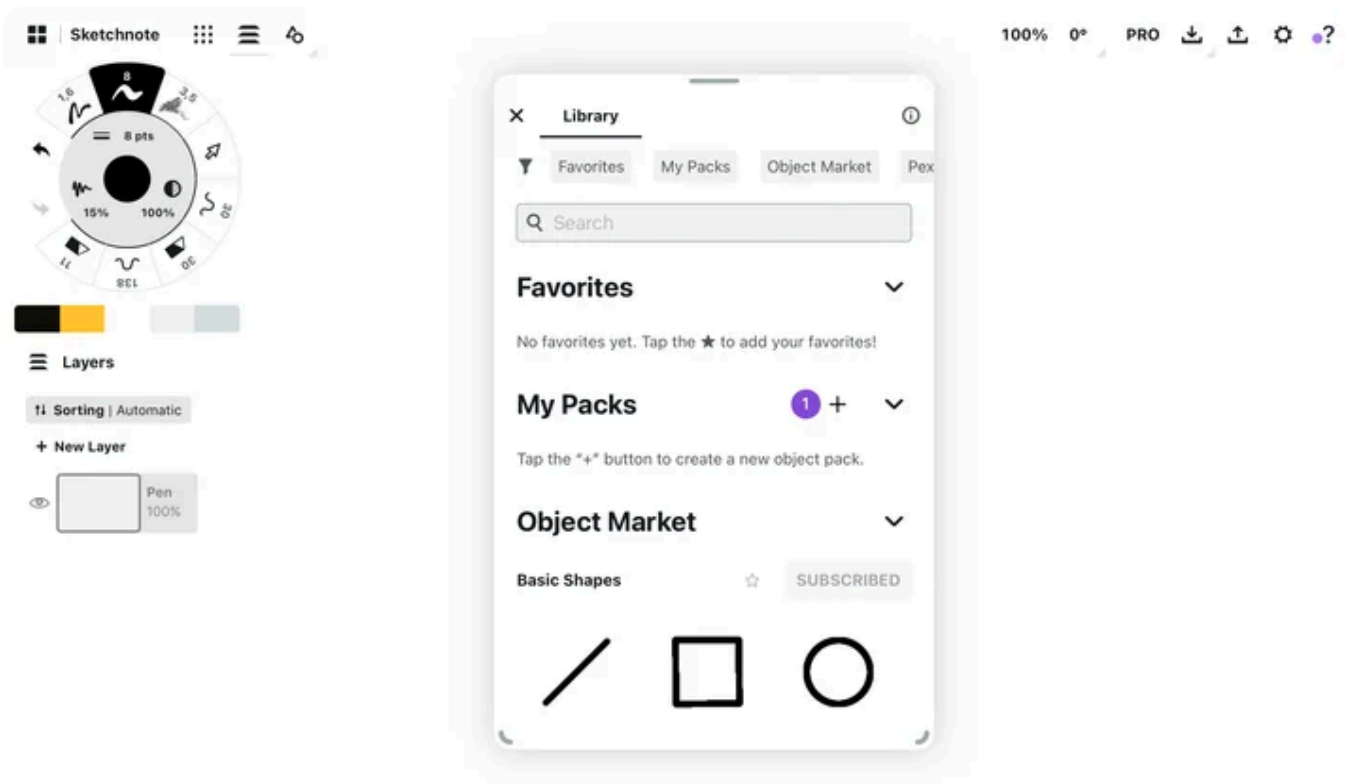
From the Objects market, you will find pre-made Objects available for purchase. You can buy the Object packs individually, or get everything by subscribing in the Pro Store.

1. With the free plan, you can use **five Objects for free** per month.
2. You can purchase each Object pack individually or **get everything with a subscription** in the Pro Store.

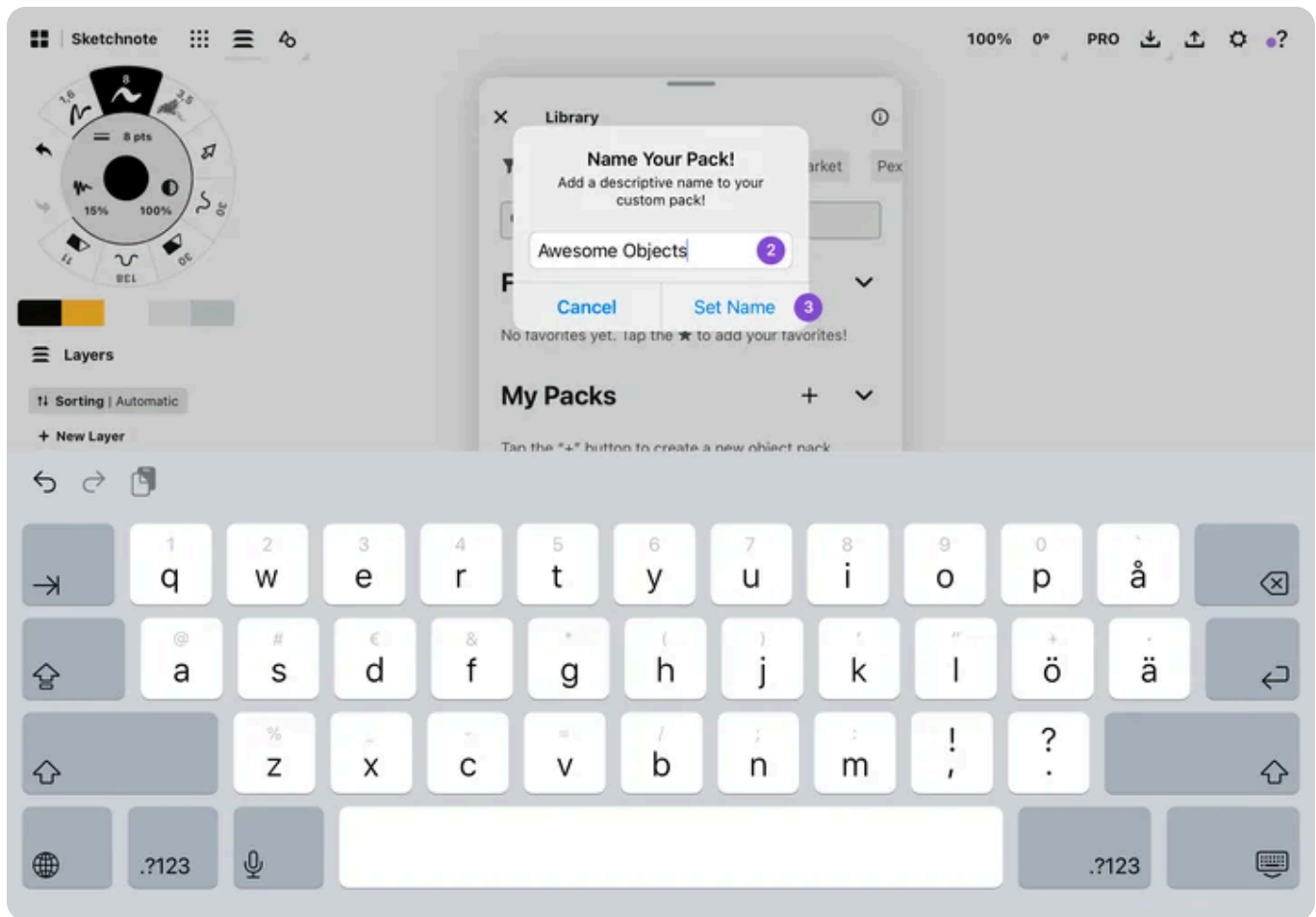
## Make Your Own Objects (MYOO)

You can create your own Object packs with anything you draw. Make Your Own Objects is a paid feature, available as part of the monthly or yearly Everything subscription.

### Creating an Object Pack

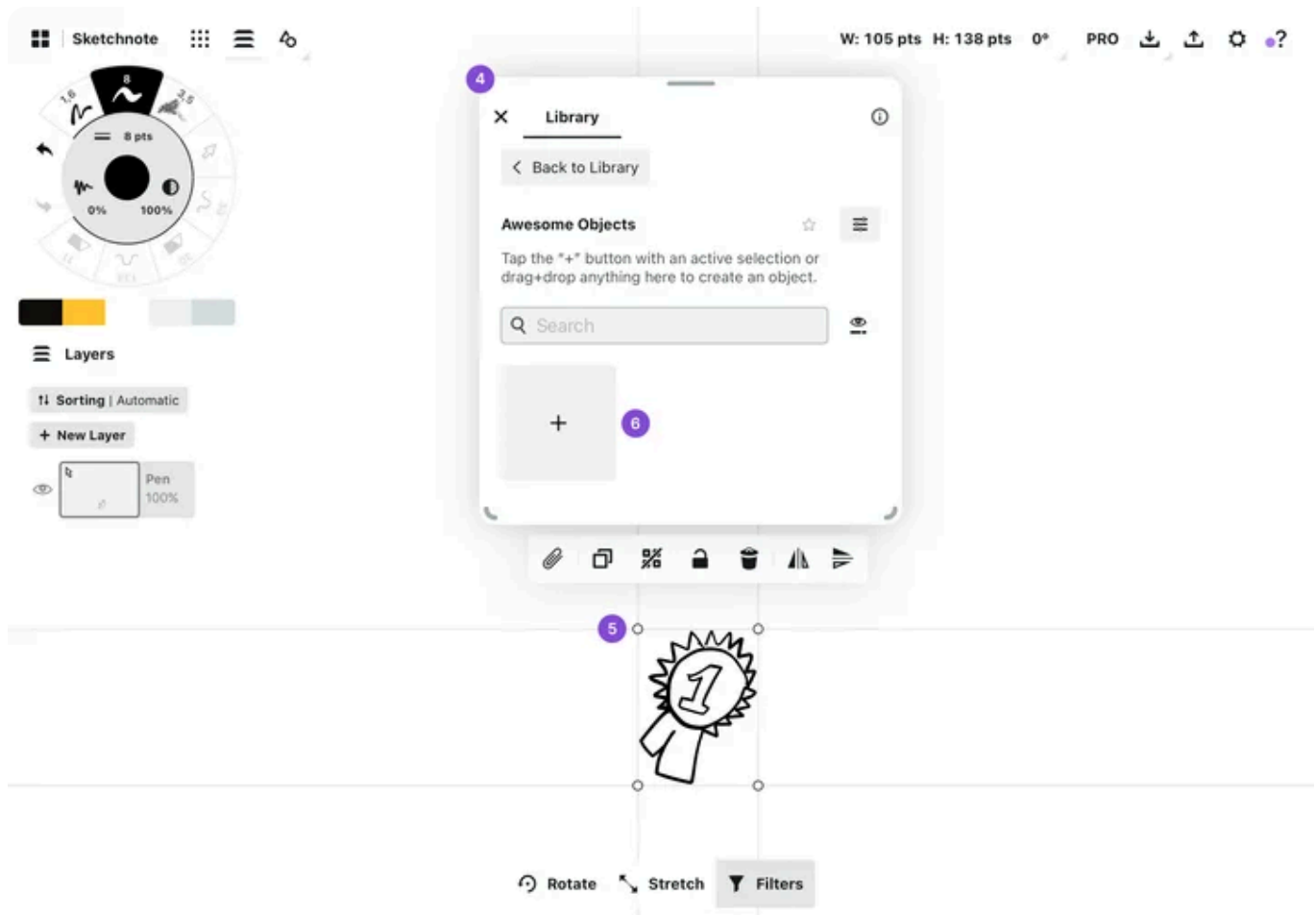


1. **To create a new Object Pack, tap the +** button at the My Packs section of the Object Library.

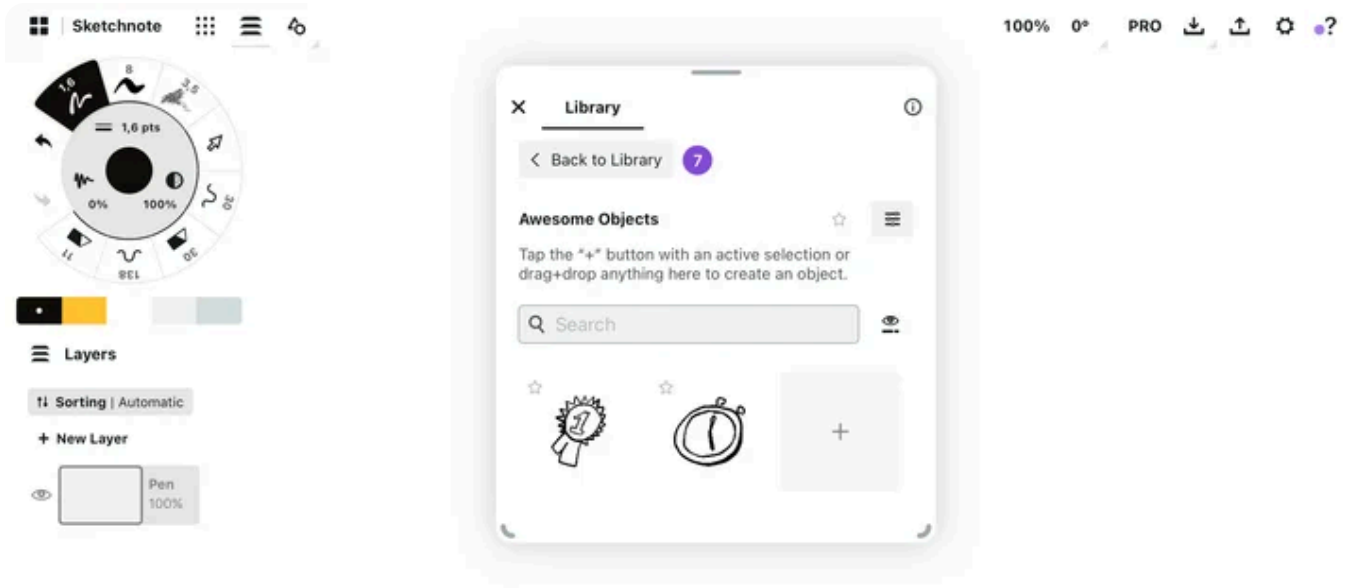


2. You will be prompted to **Name Your Pack!**

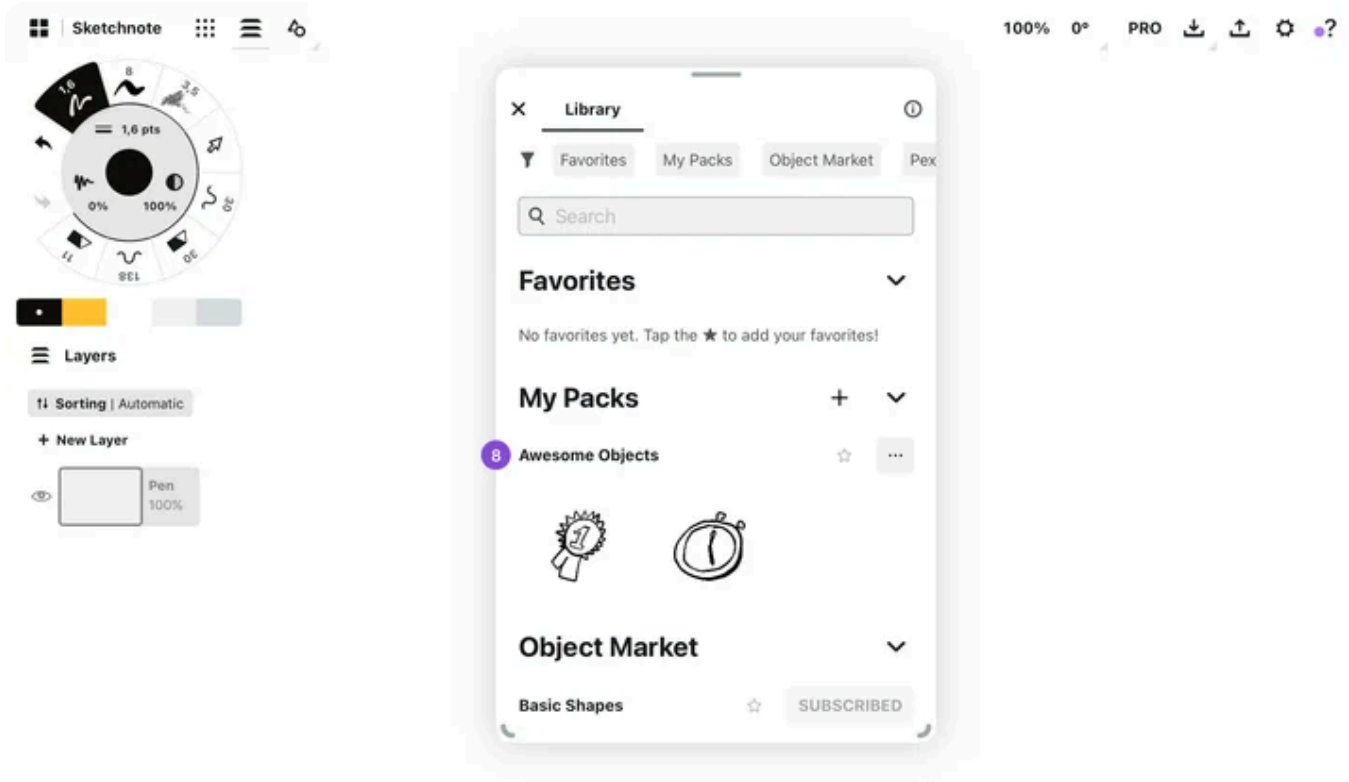
3. Once you've chosen a fitting name, **tap Set Name.**



4. You will be taken to the **Pack view** of your newly created Object pack.
5. To create an Object, **select the strokes you want**, then **drag & drop them anywhere into the Object pack view**. Once created, your Object will automatically group your strokes, so you can move and edit it more easily.
6. You can also **tap the + in the Object pack view** when you have an active selection to add strokes as an Object.



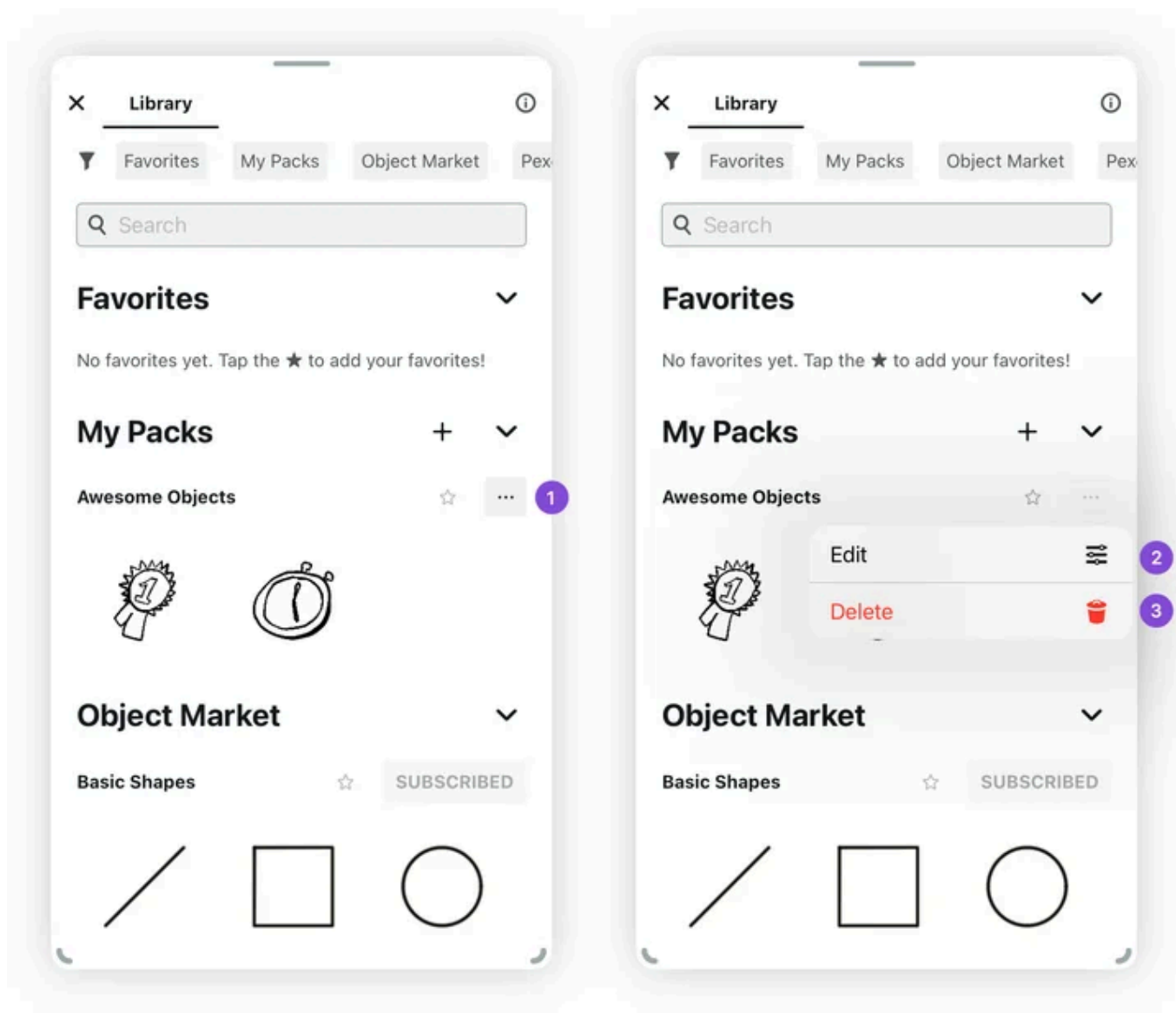
7. Once you have added the items you want to your Object Pack, tap the **Back to Library** button.



- Your Object pack will appear in the **My Packs** section of the Object Library. You can edit and add Objects to your Object pack whenever you want. You can favorite your self-created Objects just as you would with other packs.

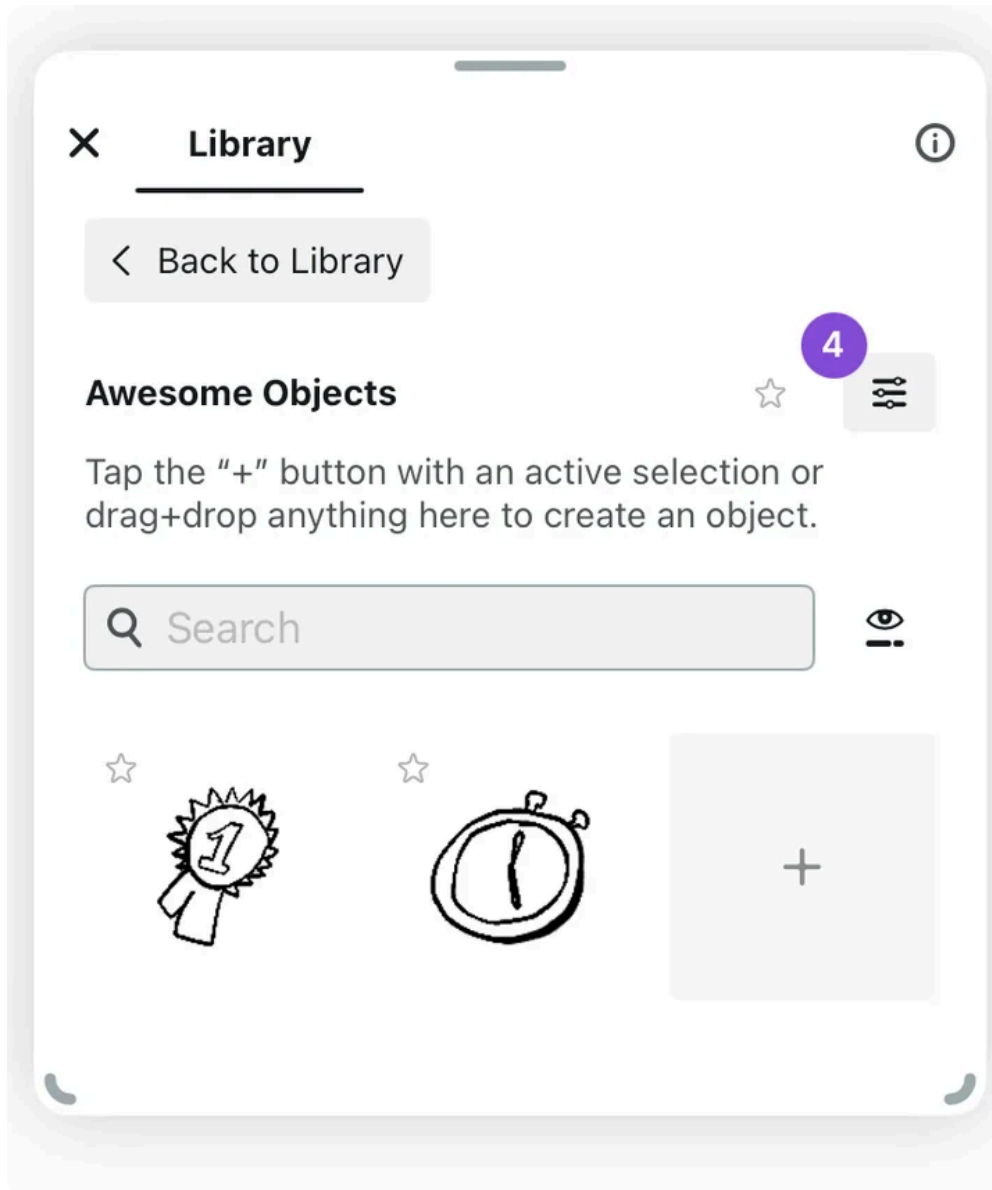
## Editing Object Pack Settings

You can edit your Object pack's name, add a description or change the brush property settings at any time.

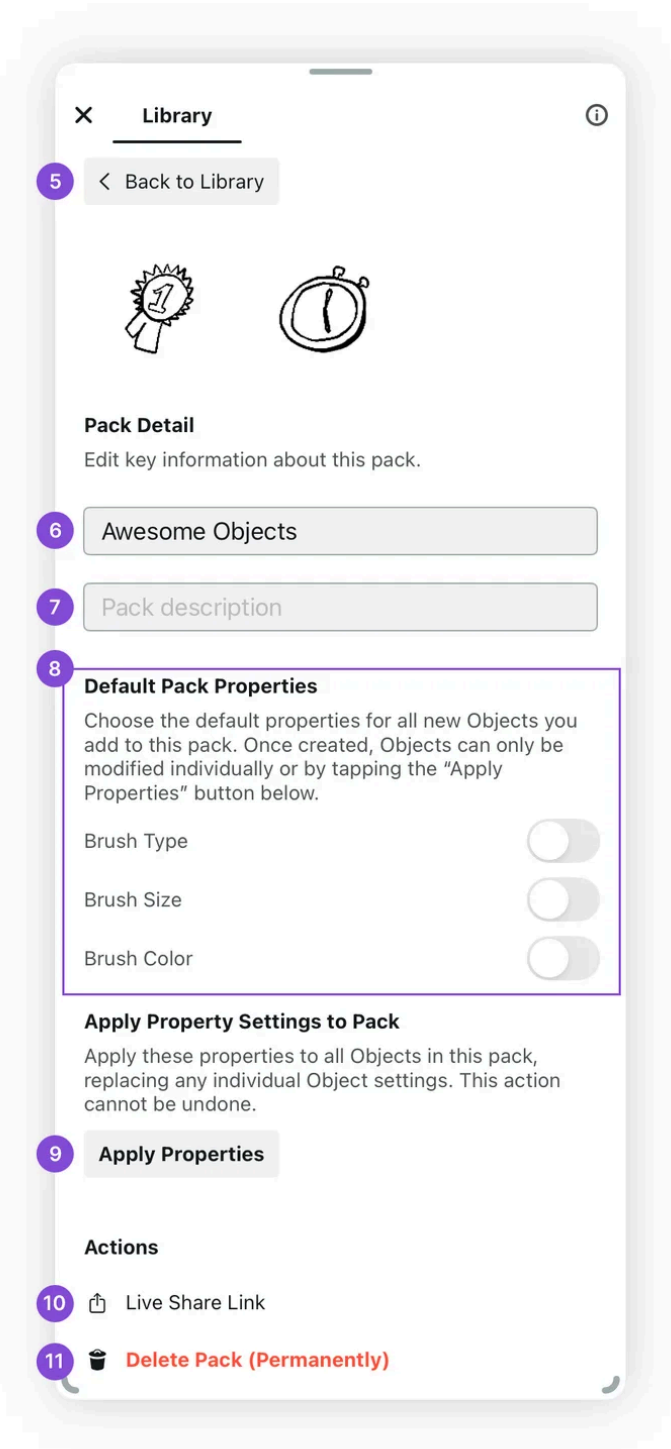


- To start editing your Object pack's settings, **tap the ... icon** next to your Object pack in the Object Library.

2. **Tap Edit** to access Object pack settings.
3. You can also **delete** your Object pack. Please note that **this cannot be undone**.



4. You can also access the Object pack settings by **tapping the settings icon** in your Object pack's pack view.

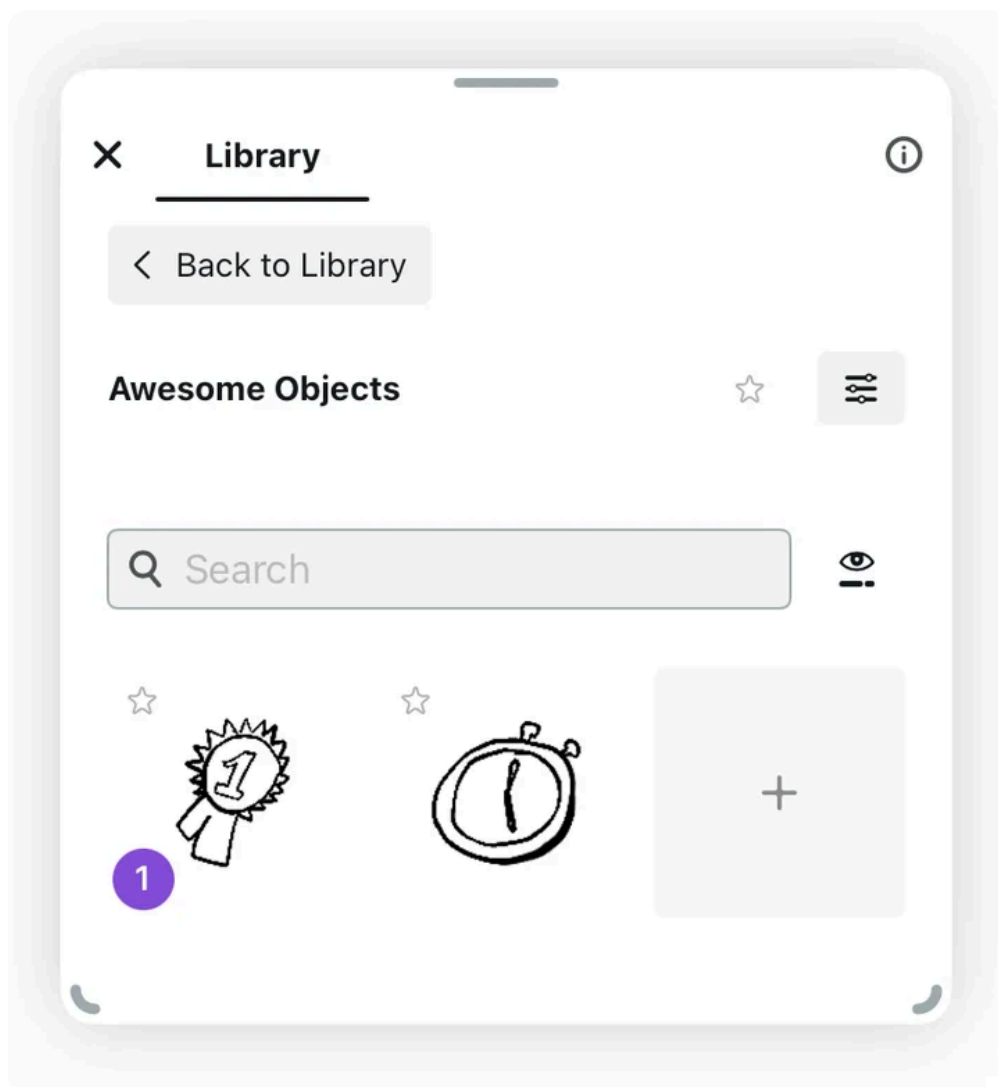


5. In the Object pack Settings, you will see all the **options you can apply to your pack**. You can get back to the Object Library / Object pack view by tapping the **Back to Library** or **Back to Pack** button.
6. From here you can **change the Object pack name** you set when creating the Object pack.

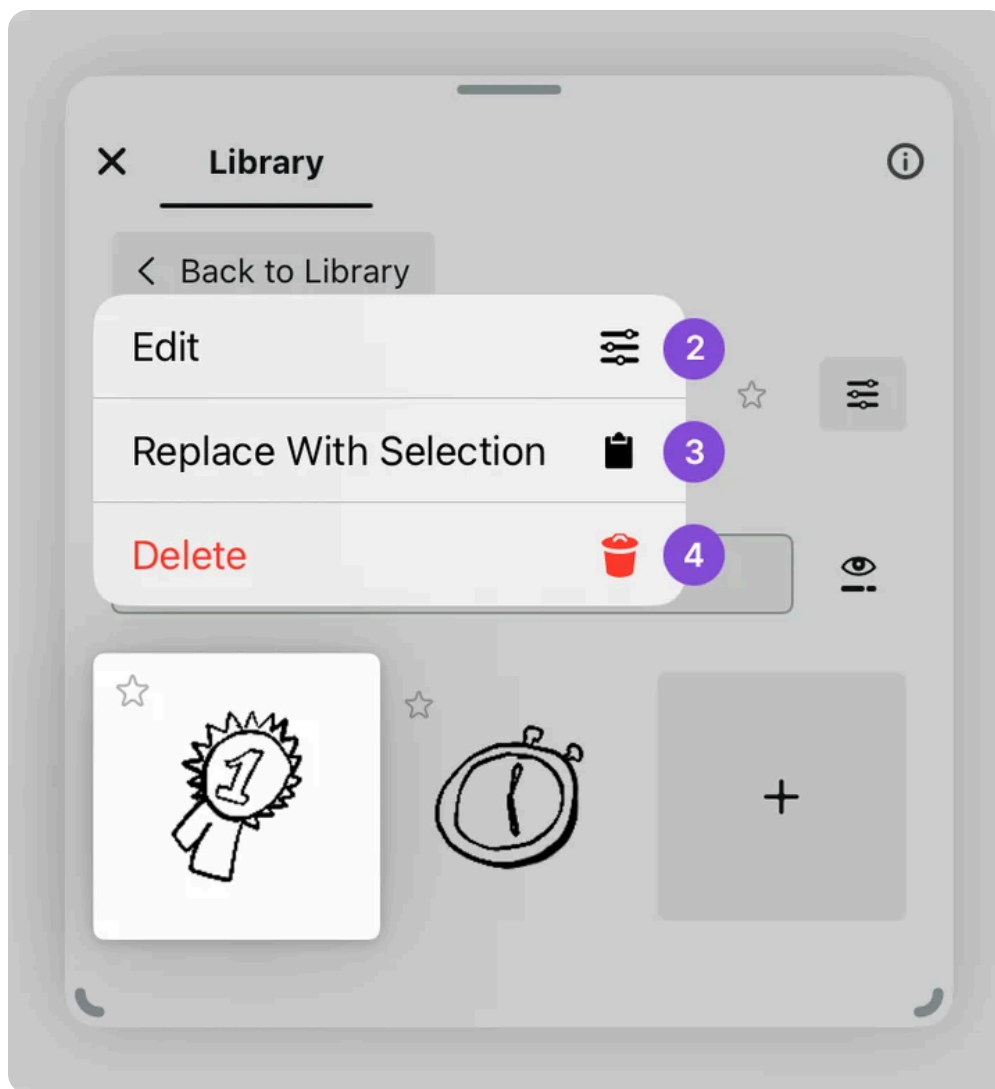
7. Here you can **add a description for your Object pack**. When using the search function in the Object Library, the search will also look for words in the pack description.
8. In the Default Pack Properties, you can choose which **tool properties from the Tool Wheel** affect the Objects you add to your Canvas. By default, your Objects will appear as you created them when added again on Canvas. By toggling the different options, you can decide whether the Object uses one or more properties from your currently active tool in the Tool Wheel. Do note that toggling the options will only affect new Objects in the pack, unless you tap the **Apply Properties** button.
  - **Toggling Brush Type on will use the active tool** in the Tool Wheel when adding an Object to the Canvas.
  - **Toggling Size on will use the active tool's size** in the Tool Wheel when adding an Object to the Canvas.
  - **Toggling Color on will use the active tool's color** in the Tool Wheel when adding an Object to the Canvas.
9. **Tapping the Apply Properties** button will apply the chosen Brush, Size and Color property settings on all the existing Objects in the pack.
10. With the **Live Share Link, you can share the Object Pack with other users**. Read more about Sharing Objects Packs below.
11. You can also **Delete Pack** to permanently delete your Object Pack. Please note that **this cannot be undone**.

## Editing Object Settings

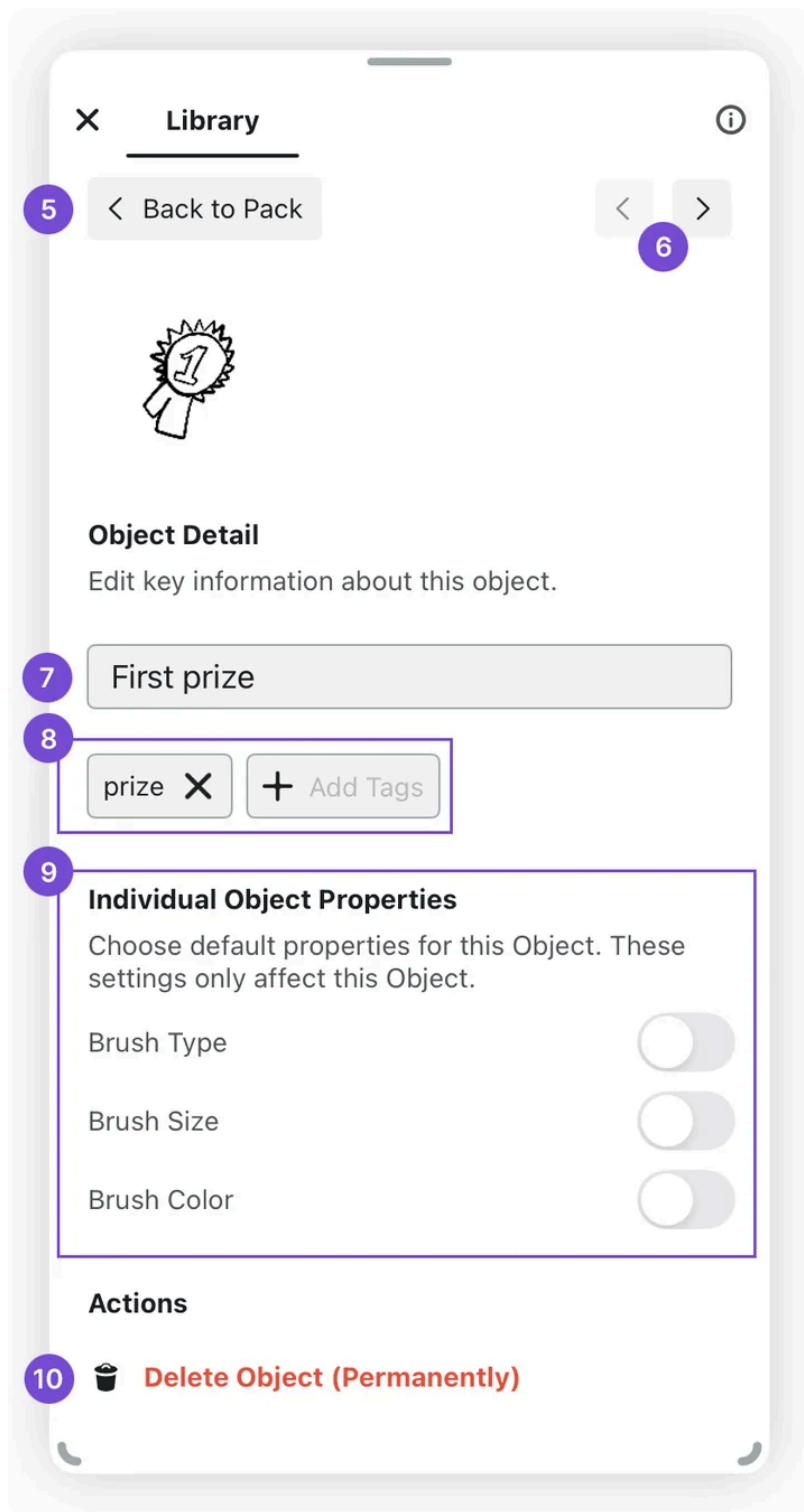
As with the Object Pack Settings, you can also edit your individual Object's settings. You can edit the Object name, change the brush property settings and add search tags for your Object.



1. To start editing your Object's settings, go to the Pack View of your Object Pack, and **Tap+Hold on the Object** you want to edit.



2. To edit the Object, **tap the Edit** option in the pop-up menu.
3. If you have an active Selection, you can also **replace the current Object with the currently active Selection**, by tapping the **Replace With Selection** option. Please note that this cannot be undone.
4. If you want to delete the Object, press the **Delete** option in the pop-up menu. Please note that **this cannot be undone**.

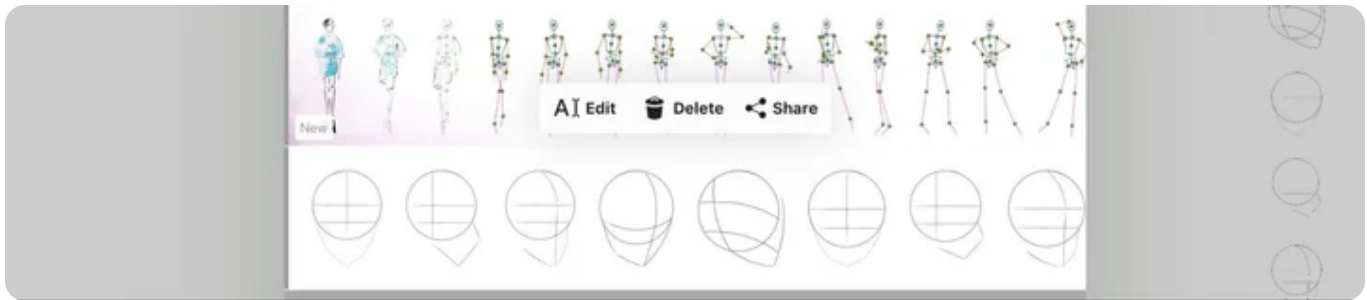


5. In the Object Settings, you will see all the options you can apply to your Object. You can get back to the Object Pack View by tapping the **Back to Pack** button.
6. You can **move back and forth between the Objects** in your current pack with the < and > buttons.

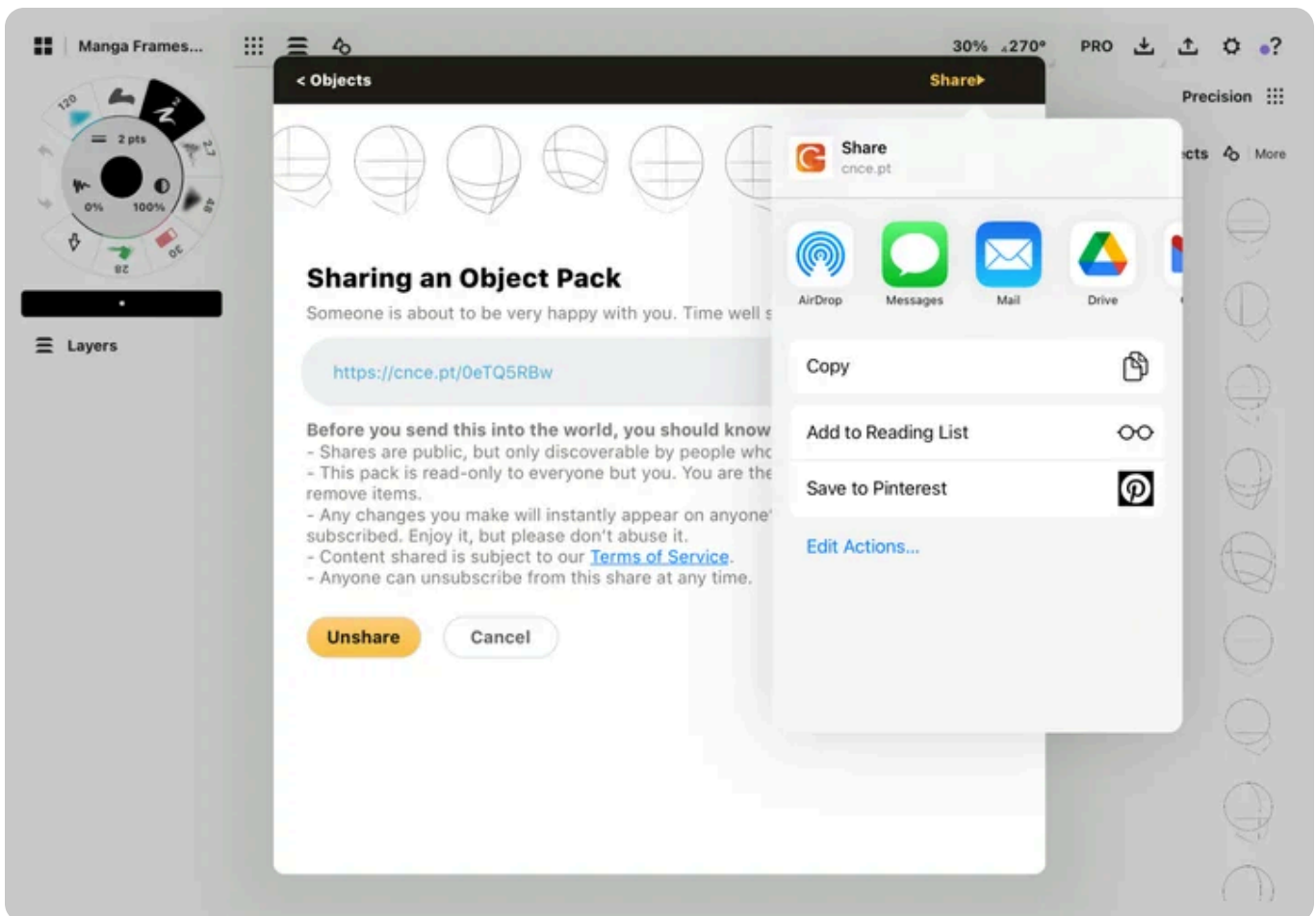
7. Here you can **name your Object**.
8. You can **add tags to your Object**. This will affect how the Object will appear when using the search function in the Object Library.
9. In the Individual Object Properties, you can choose which **tool properties from the Tool Wheel** affect the object when you add it to your Canvas. By default, your Object will appear as you created it when added again to the Canvas. By toggling the different options, you can decide whether the Object uses one or more properties from your currently active tool in the Tool Wheel. Do note that toggling the options for an Object will only affect this particular Object in the pack.
  - **Toggling Brush Type on will use the active tool** in the Tool Wheel when adding the Object to the Canvas.
  - **Toggling Size on will use the active tool's size** in the Tool Wheel when adding the Object to the Canvas.
  - **Toggling Color on will use the active tool's color** in the Tool Wheel when adding the Object to the Canvas.
10. You can also **Delete Object** to permanently delete the Object. Please note that **this cannot be undone**.

## Sharing Object Packs, iOS only

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 Objects 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:

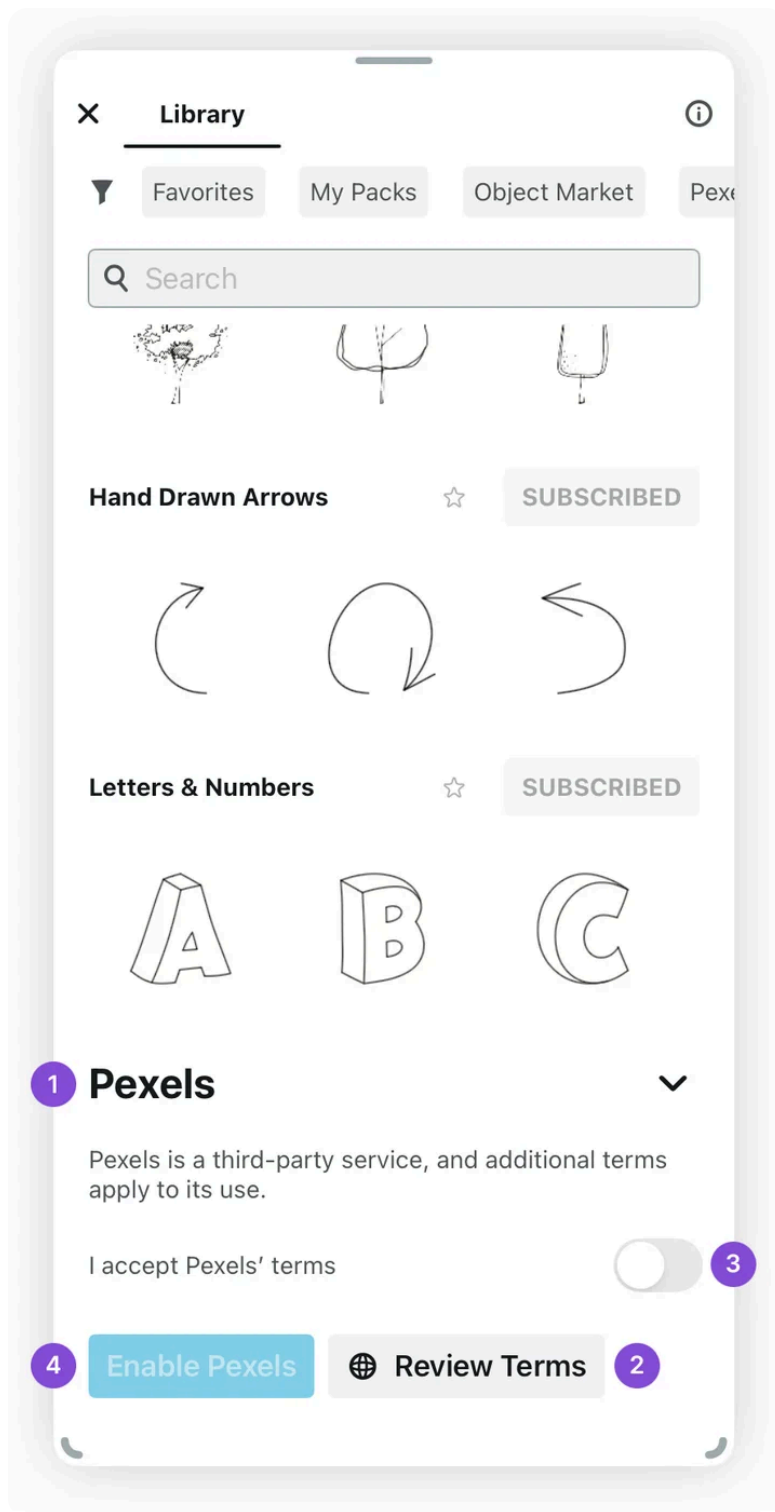
- Sharing is public, but is only discoverable by people who have the link.
- Your Object pack is read-only to everyone except you. You are the only one who can add, rename or remove Objects or rename the pack.
- Any changes you make will instantly appear on anyone's device that has subscribed, with whom 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.

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

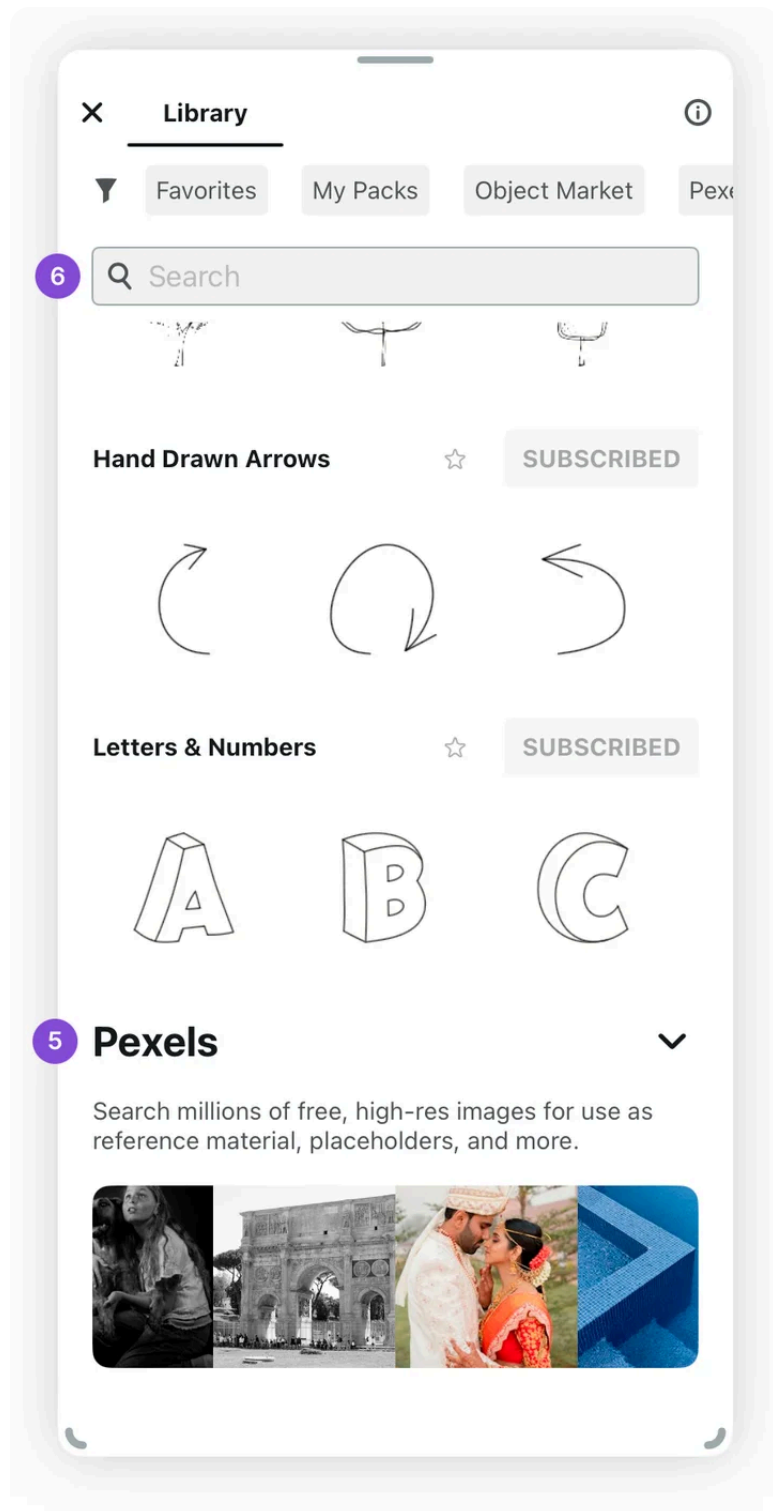
## Pexels

Pexels provides free, high-resolution stock images for use in your drawings. Read and accept Pexels' [Terms of Service](#) to search from thousands of reference images.

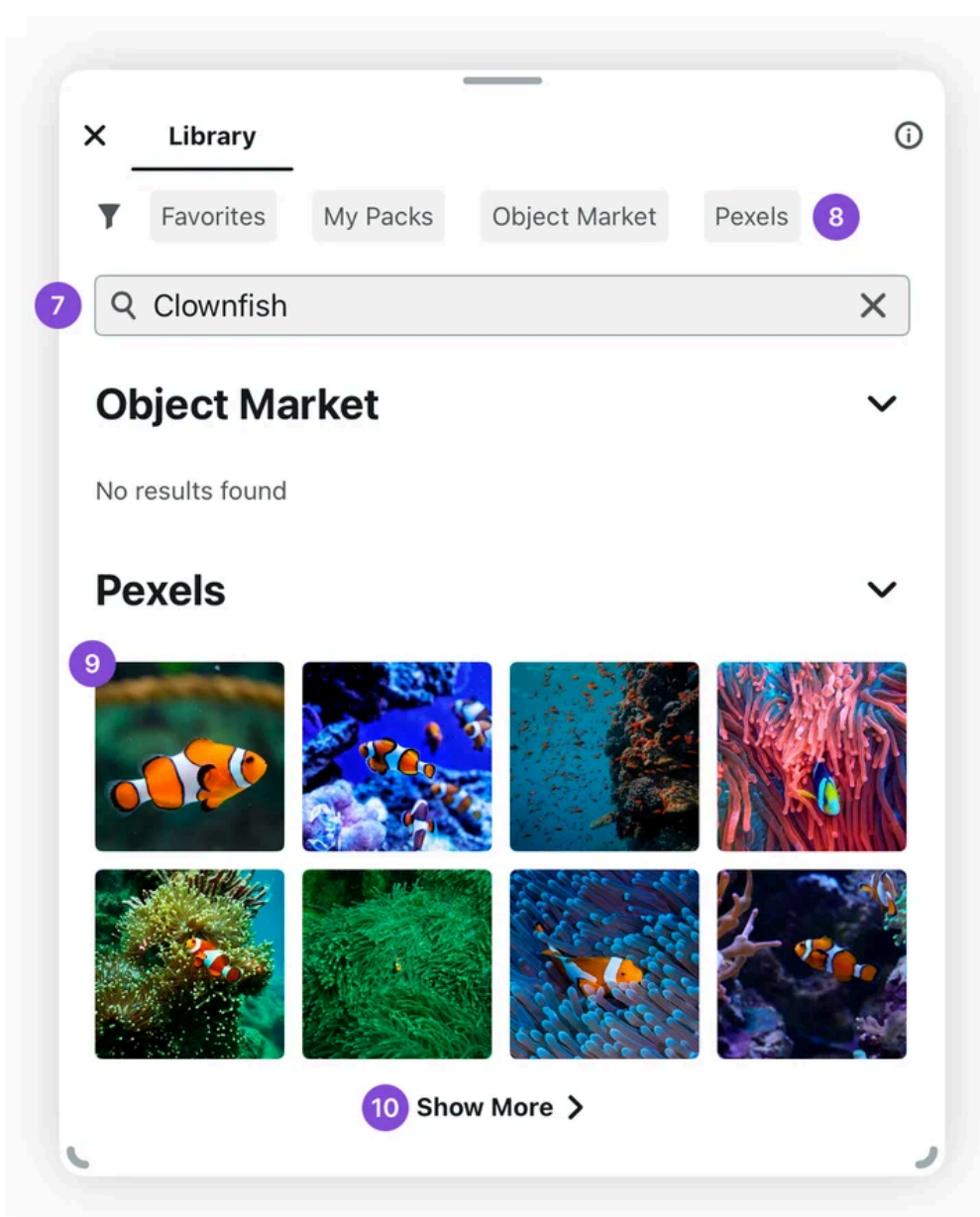


1. To start using Pexels, **scroll to the bottom of the Object Library** or **tap the Pexels tag** at the top of the Library window.
2. Ensure you understand the **terms of service** before enabling Pexels.
3. **Accept Pexels' terms and conditions** by toggling the switch.

4. Once you have accepted Pexel's terms and conditions, you can **tap Enable Pexels**.

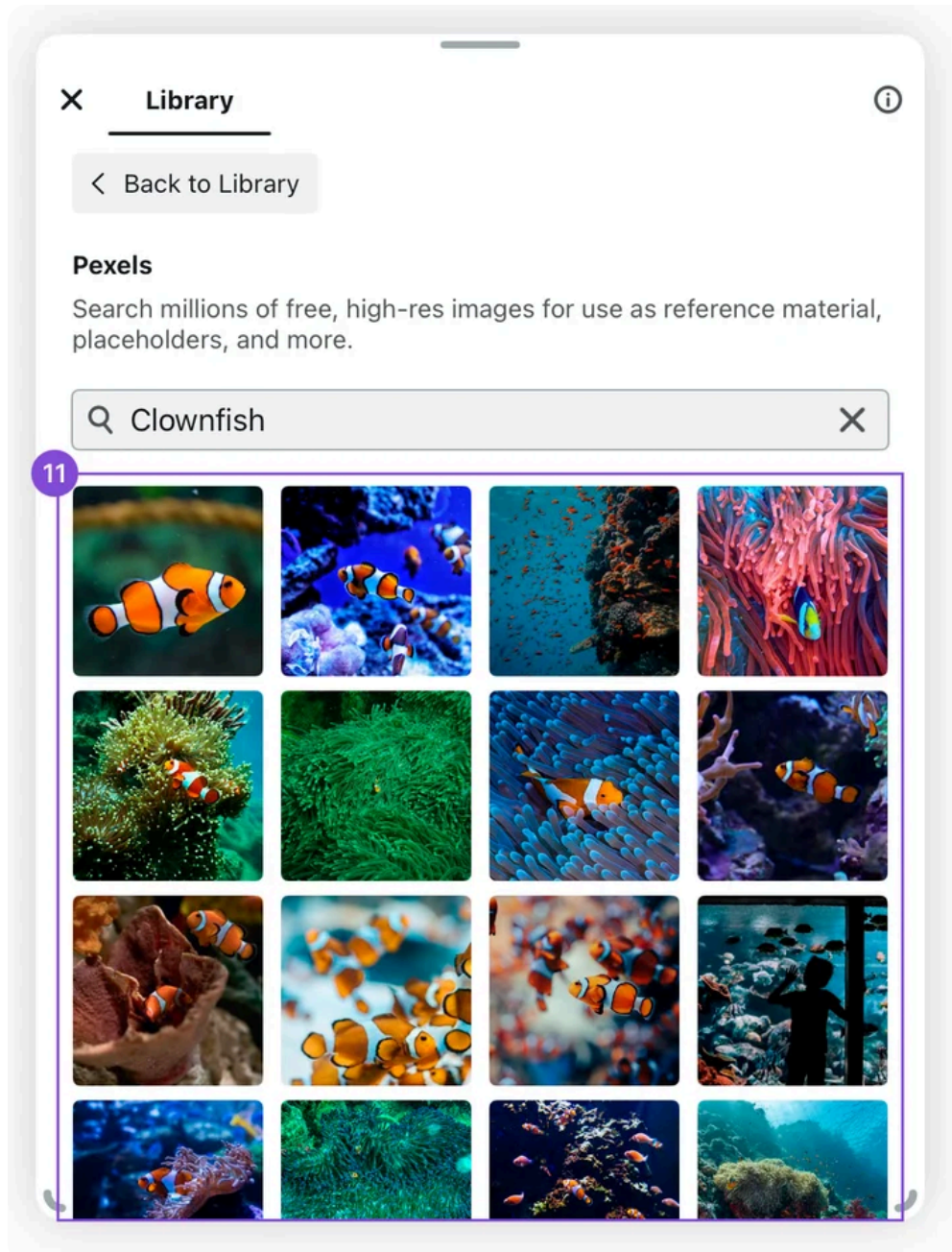


- Once you have enabled Pexels, you will see the **featured feed**. You can tap the preview to see more featured images.
- To see images from a specific topic, use the **Search function** at the top of the window.



- Use the search function** to narrow the results.
- To search only for Pexels images, **tap the Pexels filter** at the top of the Library panel.

9. **Tap** or **drag** the image you want to use to add it on the Canvas.
10. To see more results, tap the **Show More** text at the bottom of the Pexels section.



11. Once you've tapped Show More, you will see the **full list of search results**. Concepts loads only a portion of the images, but you can **scroll down to load more**.

# Import

## Import

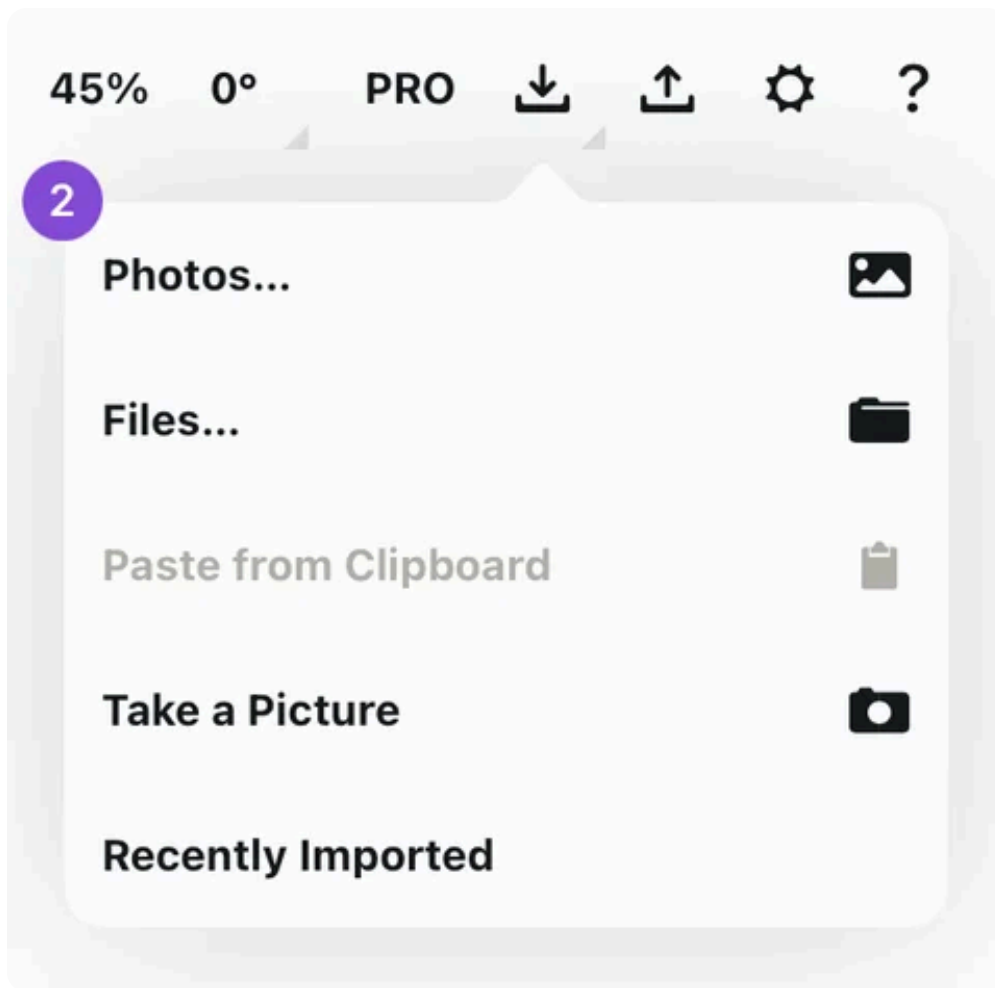
### QUICK SUMMARY

1. Tap the **Import icon** to bring images to your drawing.
2. **Drag & drop** images directly onto your canvas from other apps.
3. Copy strokes to your **clipboard** to duplicate them to another drawing.

Concepts can import JPG, PNG, PSD, PDF and the native .concept or .concepts files. Images are imported to scale onto your canvas. You can import files in Concepts in multiple ways: via **drag & drop**, the **Import menu**, or through your device's **clipboard**. You can also export selections in Concepts to import into other drawings.

## Importing in Concepts

1. Tap the **Import Icon** in the Status Bar to open the Import Menu.



2. The **Import Menu** will open and show several options.
  - **Photos.** Import photos from your device's photo library. (Not available on Windows)
  - **Files.** Import files from your file system.
  - **Paste from Clipboard.** Paste any files supported by Concepts
  - **Take a Picture.** Take and import a Photo using the device's built-in Camera.
  - **Recently Imported.** View the recently imported items for quick access. (iOS only)



3. Your imported image will be **selected**, allowing you to position or resize it before placing. Tap outside the bounding box to deselect the image.
4. If your layers are set to **Automatic**, Concepts will create an **image layer** at the bottom of the layer list. If your layers are set to **Manual**, the image will import to your **active layer**.

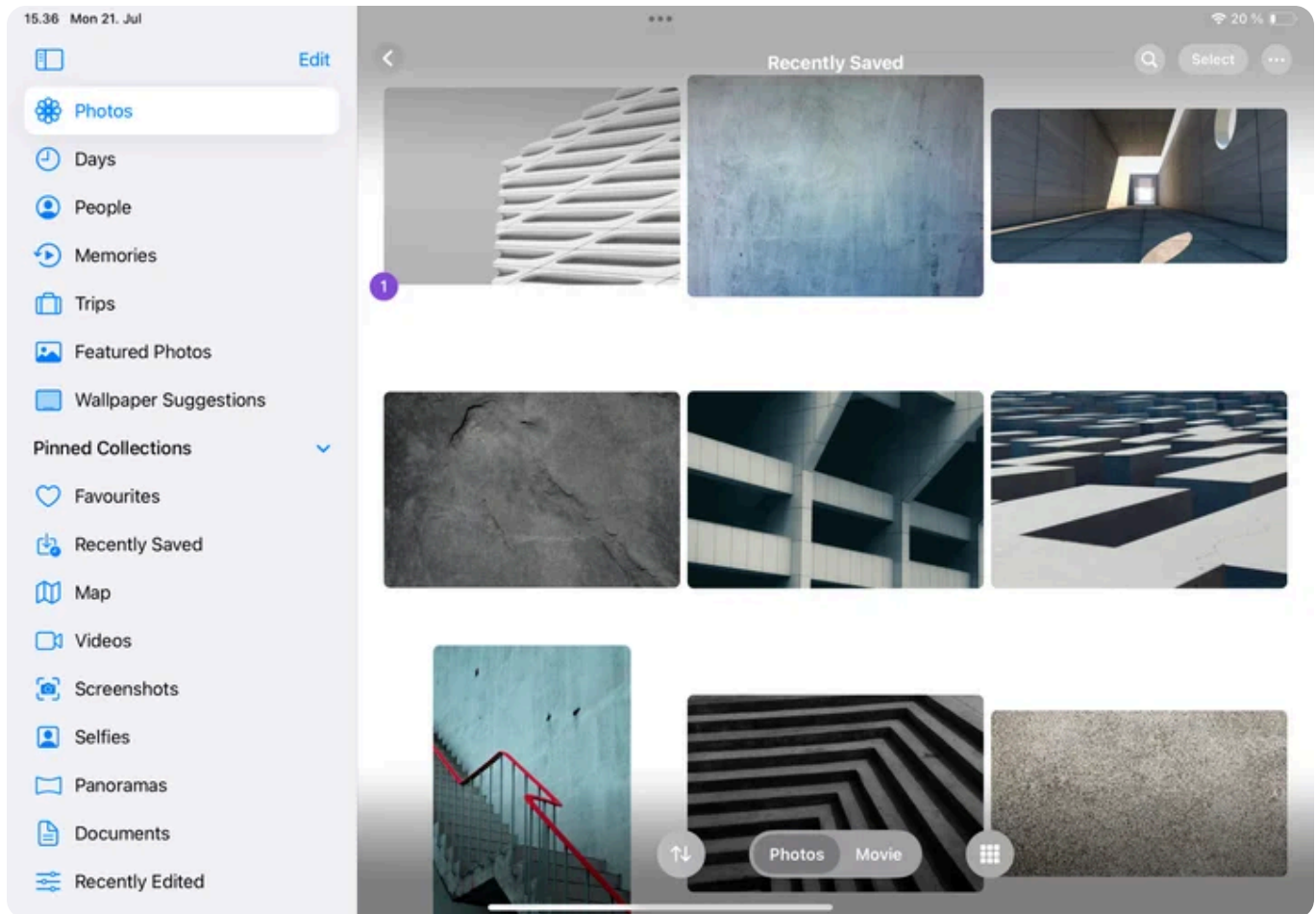
## Importing a .concept or .concepts File

You can import the native **.concept** and **.concepts** files just like any other compatible files; open them from the Import menu or drag them into your Gallery.

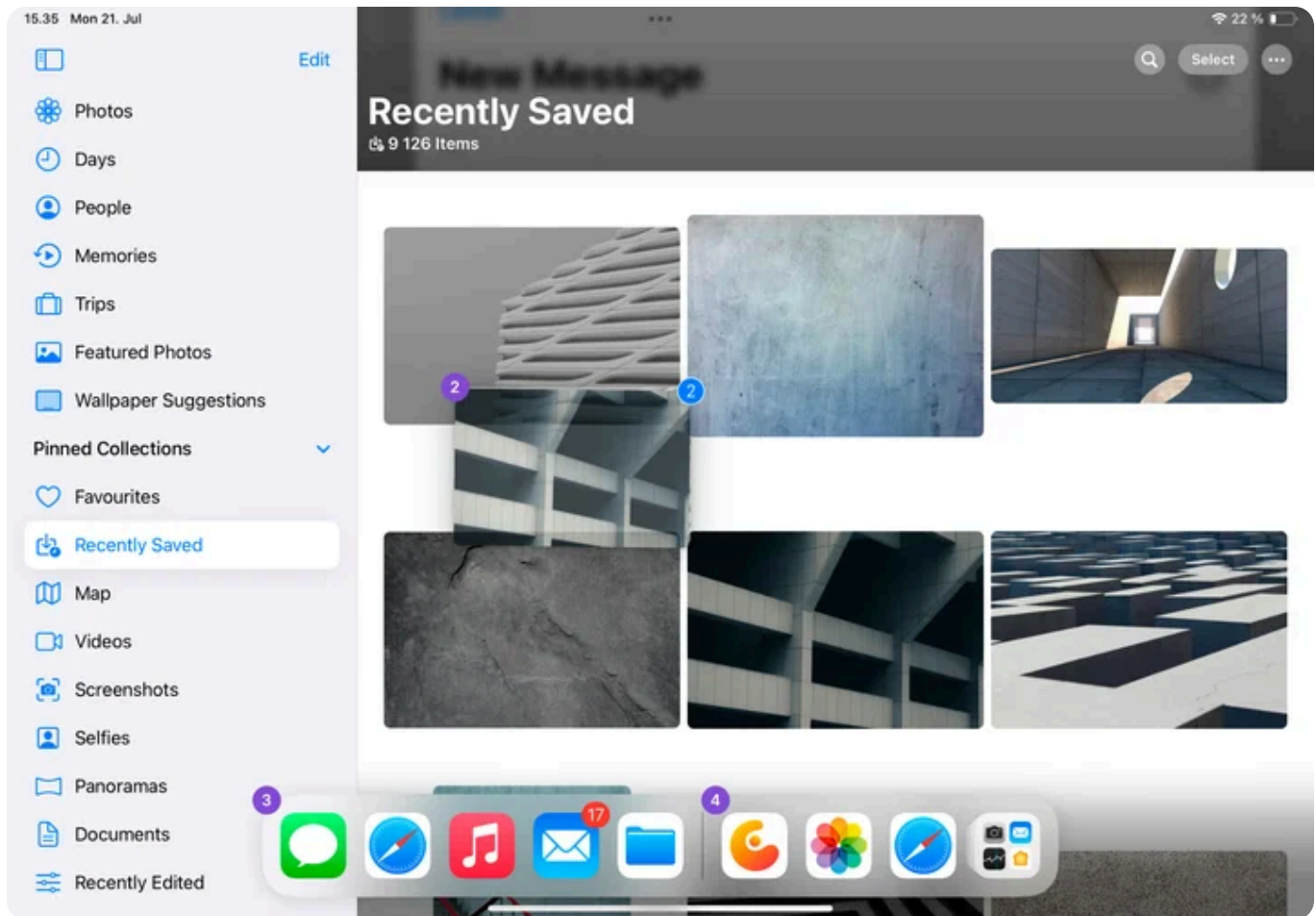
Currently, iOS uses a different native file format than Windows and Android platforms. At the moment, iOS can only open **.concept** files and Windows and Android can only open **.concepts** files. We are working on bringing these two file formats together.

## Importing with Drag & Drop

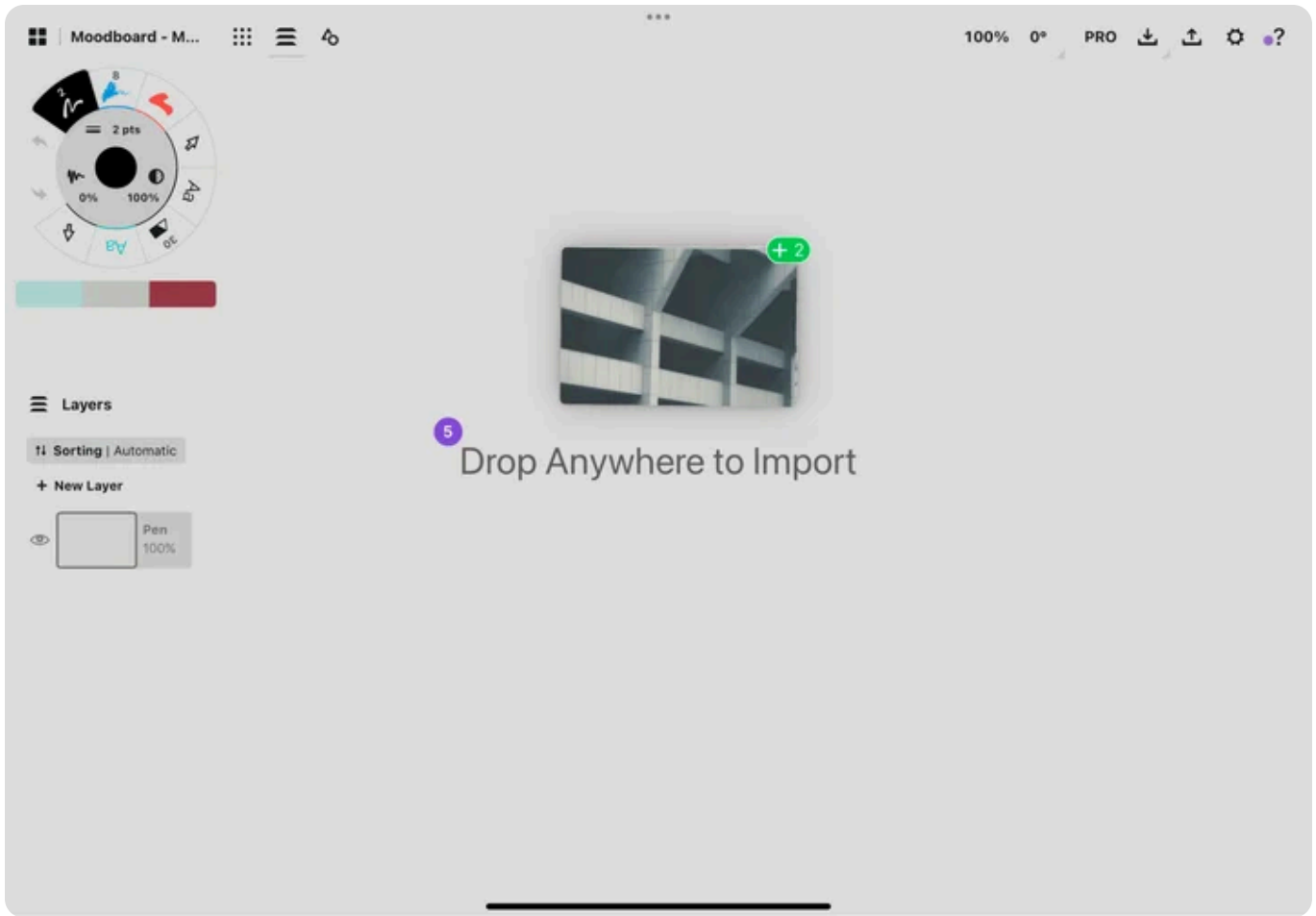
You can use **drag & drop** from any supported app to import images to your canvas. Select images directly from your Photos app, browser, or any other supported app, and drag them into Concepts.



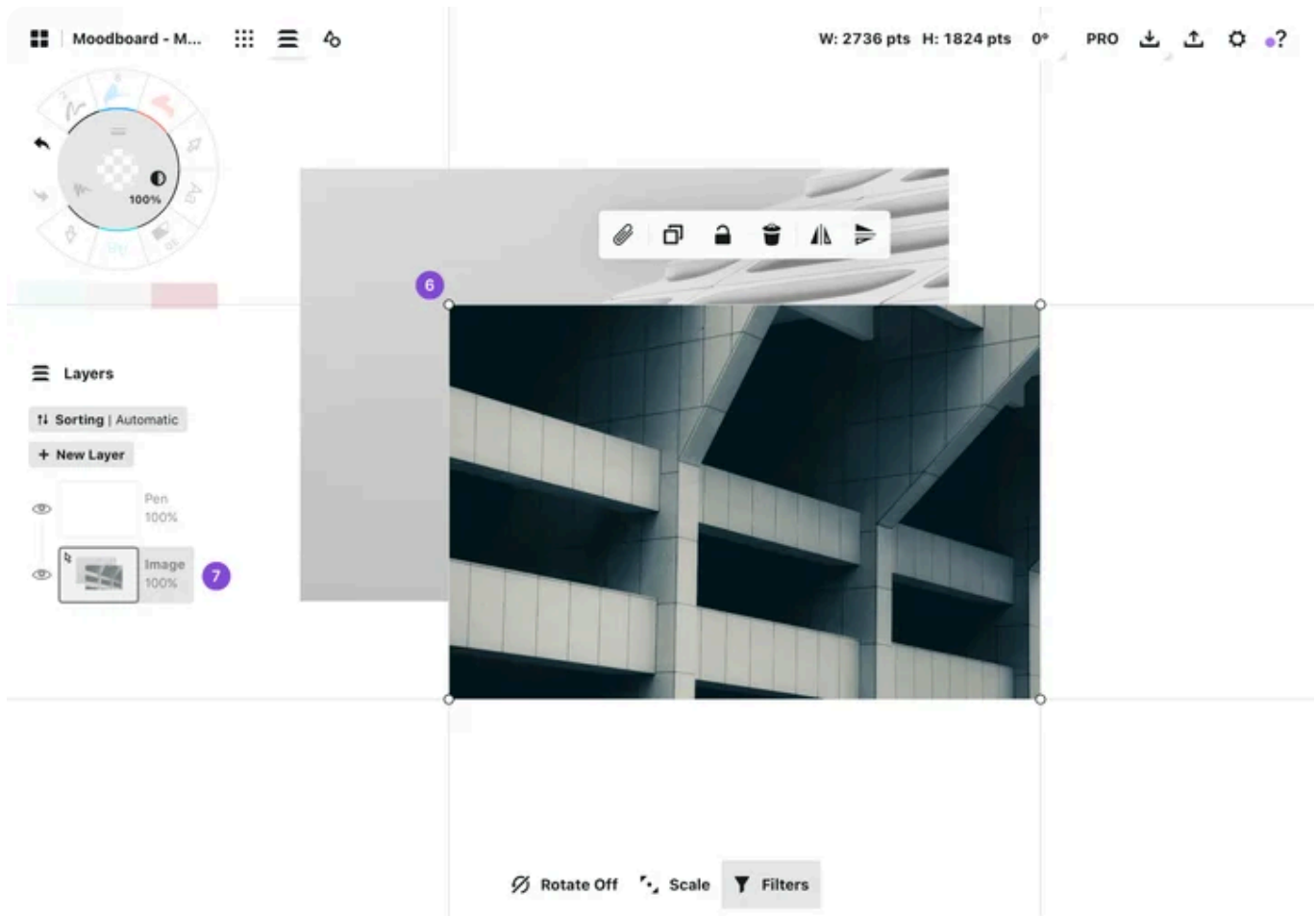
1. **Tap+hold** the image in your preferred app.



2. You can **select multiple images** to drag into Concepts.
3. When you have selected the images to import, bring up the app selection by **swiping up** (this may depend on your operating system).
4. Choose **Concepts**.



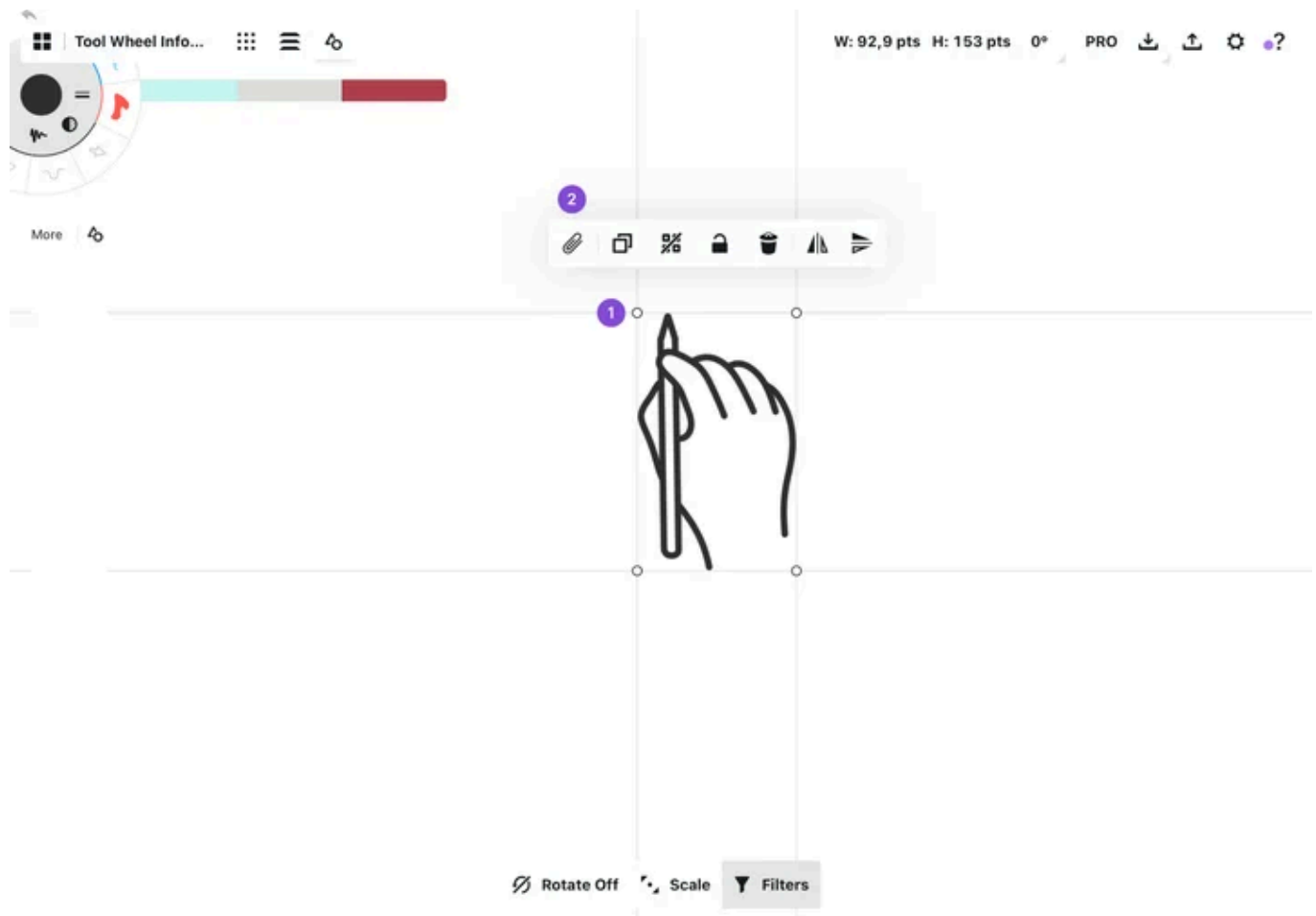
5. **Drop the images** into Concepts.



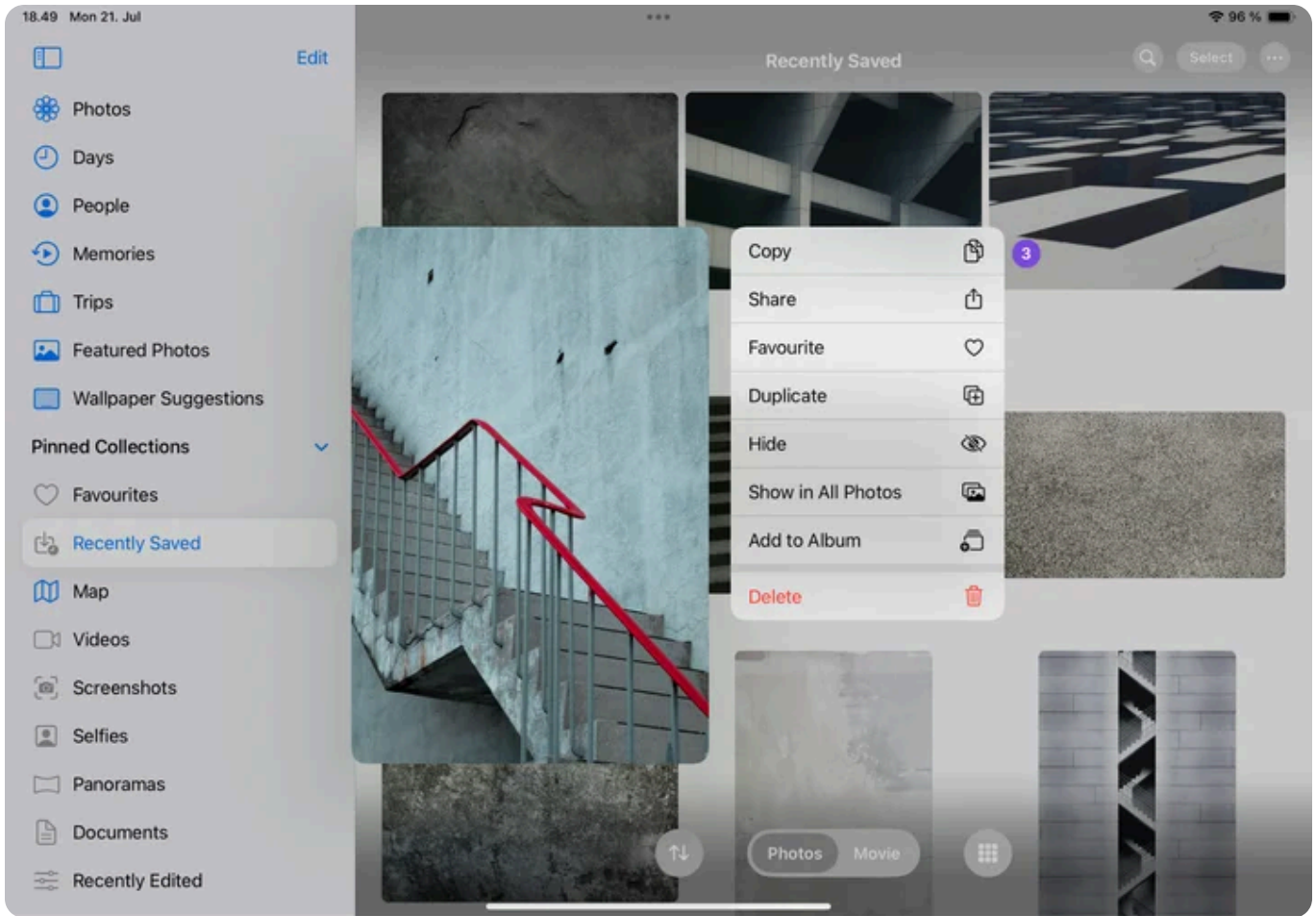
6. Your imported image will be **selected**, allowing you to position or resize it before placing. Tap outside the bounding box to deselect the image.
7. If your layers are set to **Automatic**, Concepts will create an **Image layer** at the bottom of the layer list. If your layers are set to **Manual**, the image will import to the **active layer**.

## Importing via Clipboard

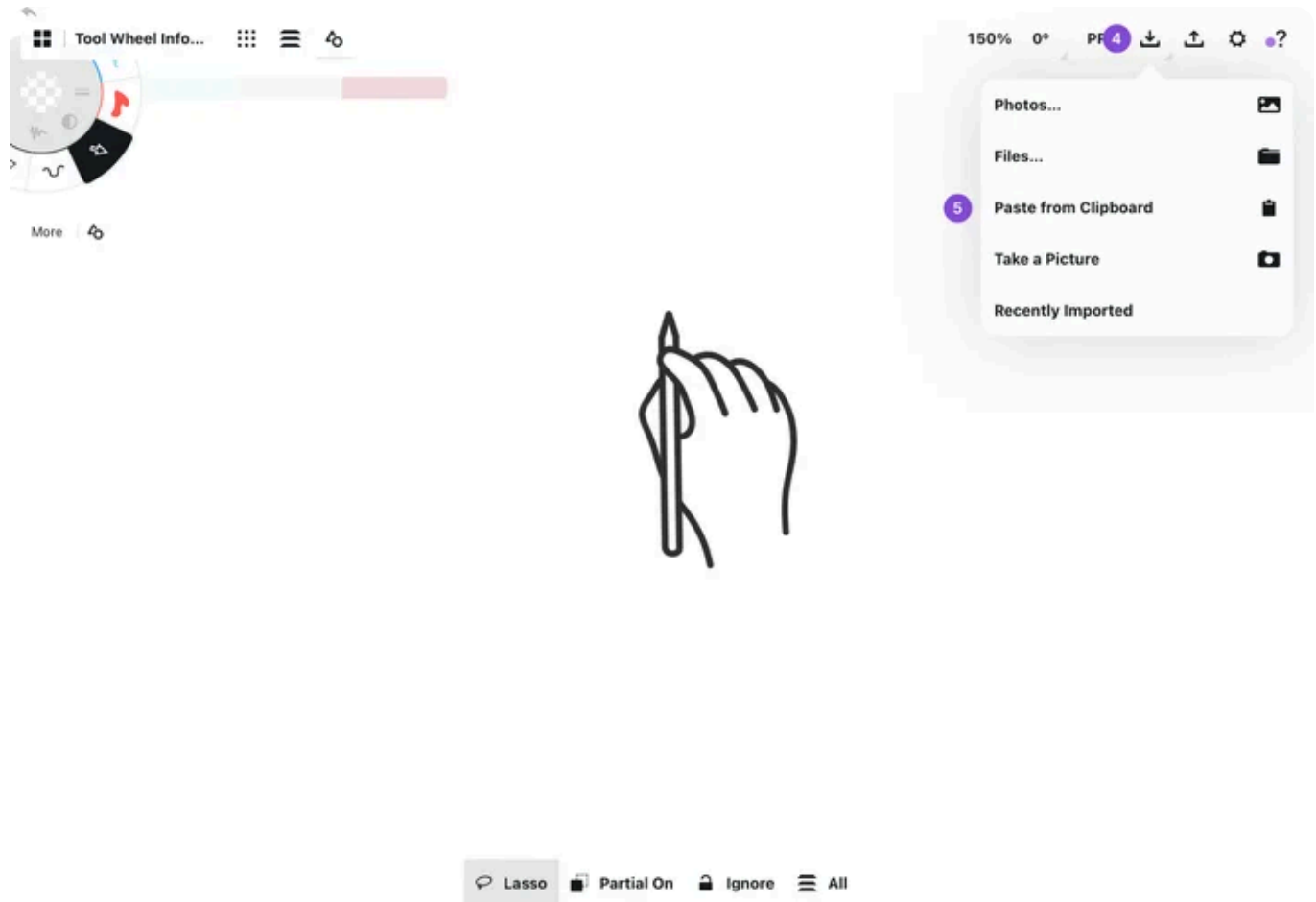
You can use your **device's clipboard** to store **images**, **objects**, or **selections**. You can also copy images from your file manager or web browser to the clipboard.



1. When adding strokes to clipboard in Concepts, first **select the item** you want to import.
2. Tap the **Paperclip icon** in the Selection menu.



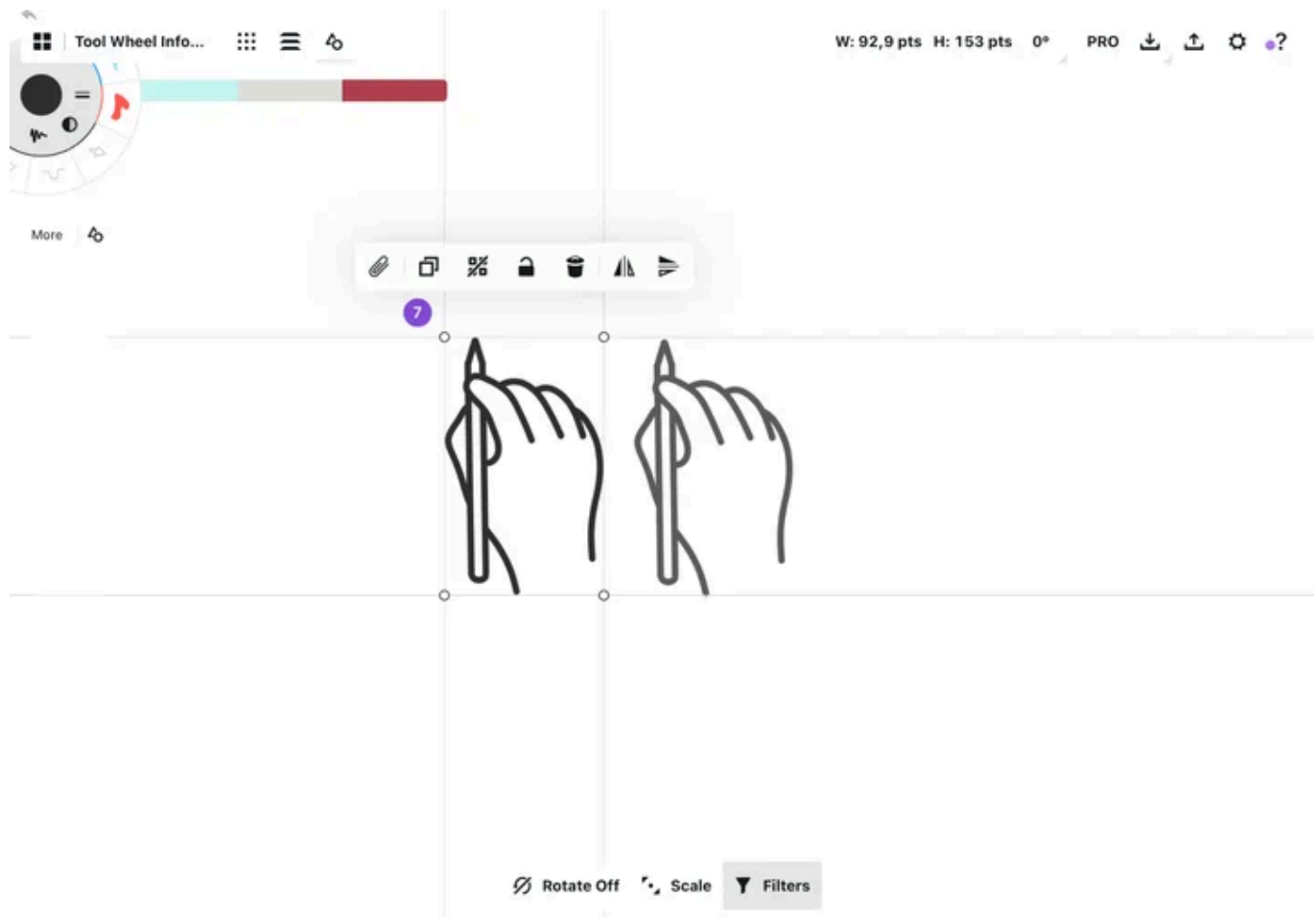
3. You can also copy from another **supported app** to your clipboard.



4. Open the Import menu by tapping the **Import Icon**.
5. Tap the **Paste from Clipboard**. You can also use the keyboard shortcut **Ctrl + V** to import from the clipboard.



6. You can also import the content of your clipboard with a **tap+hold** gesture on your canvas, then tapping the **Paste icon**.



7. Your imported item will be **selected**, allowing you to position or resize it before placing. Tap outside the bounding box to deselect the item.

## Importing a PDF

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

# Export

## Export

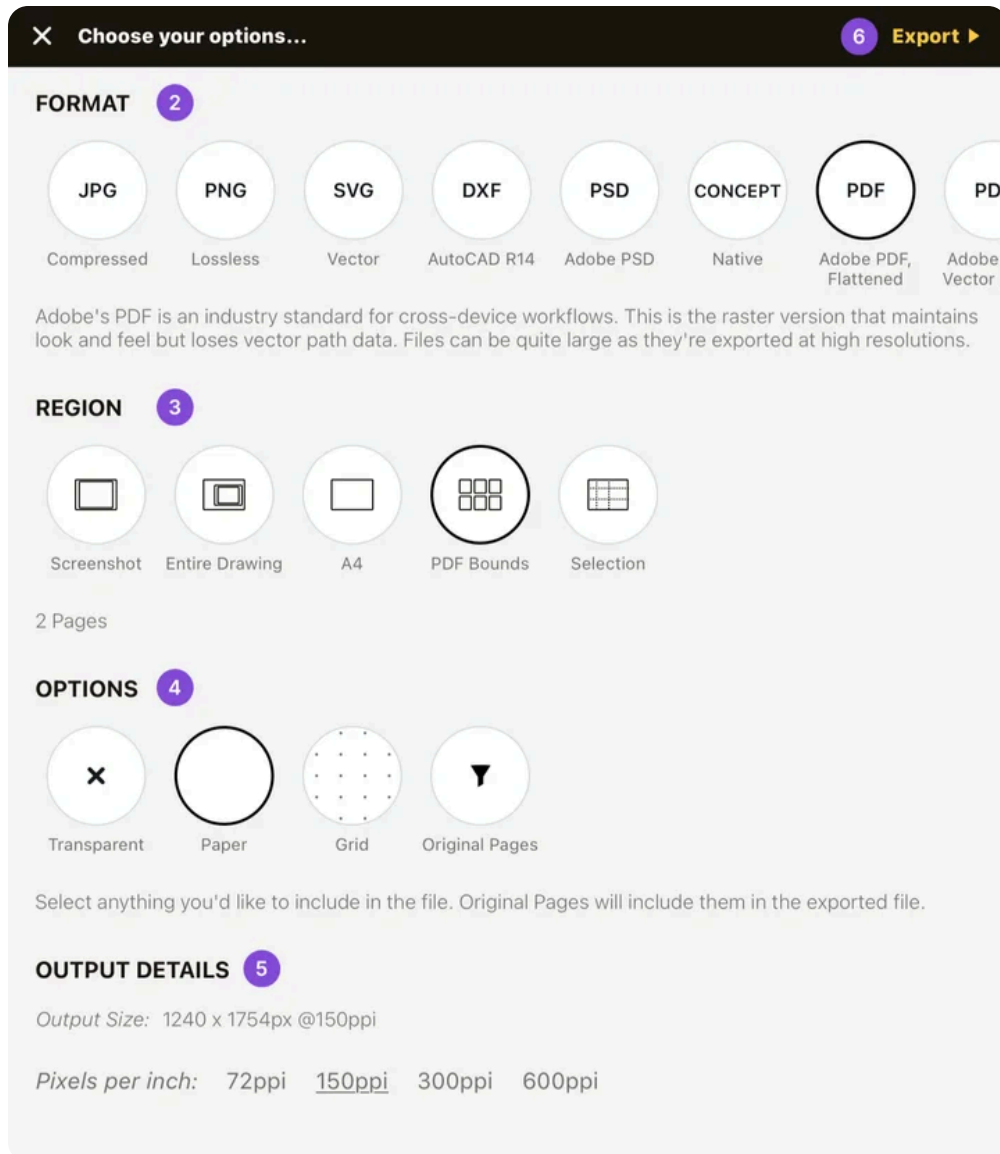
### QUICK SUMMARY

1. Tap the **Export icon** to share your drawing in other formats.
2. Choose the export **Region** and **Resolution** to suit your needs.
3. **Export a Selection** when you only want to share a specific part of your drawing.



## Exporting in Concepts

1. When you are ready to export your drawing, tap the **Export icon** in the status bar to open the Export Menu.



2. Choose the **Format** you want to export to. Please note that due to Concepts' unique Vector-raster hybrid engine, strokes might look different when exported in a vector format. For vector exports, we suggest using the Fixed Width or the Wire brush. Read more about the Exporting Formats.

- **JPG.** A lossy raster format.
- **PNG.** A lossless raster format.
- **SVG.** A simplified vector format.
- **DXF.** A vector format usable in CAD software.
- **.concept / .concepts.** Concepts' native format.
- **PSD.** Photoshop's high-resolution raster format with layer support.
- **PDF, Flattened.** A high-resolution raster format.
- **PDF, Vector Paths.** A vector PDF format.

3. Choose the **Region** you want to export.

- **Screenshot** exports the area currently visible on the screen.
- **Entire Drawing** exports all the lines in the whole drawing into a single file. This can lead to large file sizes.
- **Artboard** confines the export to your Artboard's boundaries, for example, A3. You will need to set up an Artboard in the Settings for this option to be visible.
- **PDF Bounds** uses the area of the imported PDFs in the document as the export area.
- **Selection** export option is the only available option if you have an active Selection. This will only export the strokes you have selected as a single image.

4. Choose additional **Options** for your export.

- **Transparent.** The background will be exported as transparent instead of using your background texture or color. This option is not available in JPG.
- **Paper.** Your background paper will be included in the export.

- **Grid.** Your grid will be included in the export. Note that you will need to activate the grid in the Precision menu for this option to be available.
- **Use Filters.** An SVG export option. This will add the texture images of brushes and the background into the export.
- **Wireframe.** A DXF export option. This will export the lines as wireframes.
- **All Layers.** A PSD export option. This includes all Layers, even hidden ones, in your export.
- **Visible Layers.** A PSD export option. This includes only visible Layers in your export.
- **Original Pages.** If you have selected PDF Bounds as your region, you can use this option to include all the pages of a multi-page document.

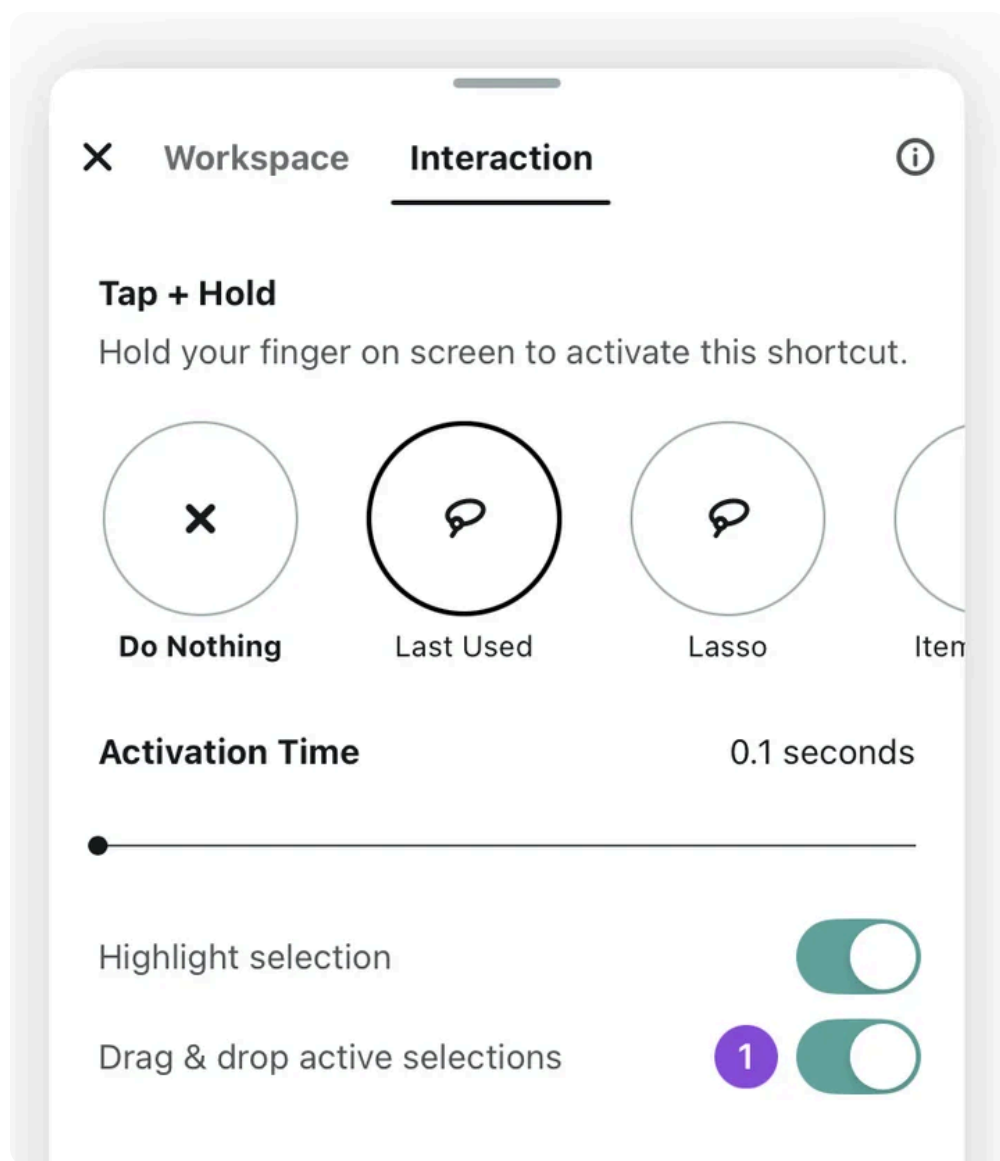
5. With **Output Details**, you can control the size of your export.

- When exporting using the **Entire Drawing** or **Artboard** region, you can choose from device-specific ppi settings: 72, 150, 300, and 600 ppi. The larger the ppi, the higher the image quality and file size.
- When exporting a **Screenshot** or an **Artboard** measured in pixels, you can choose to export at 100%, 200%, or 400%.

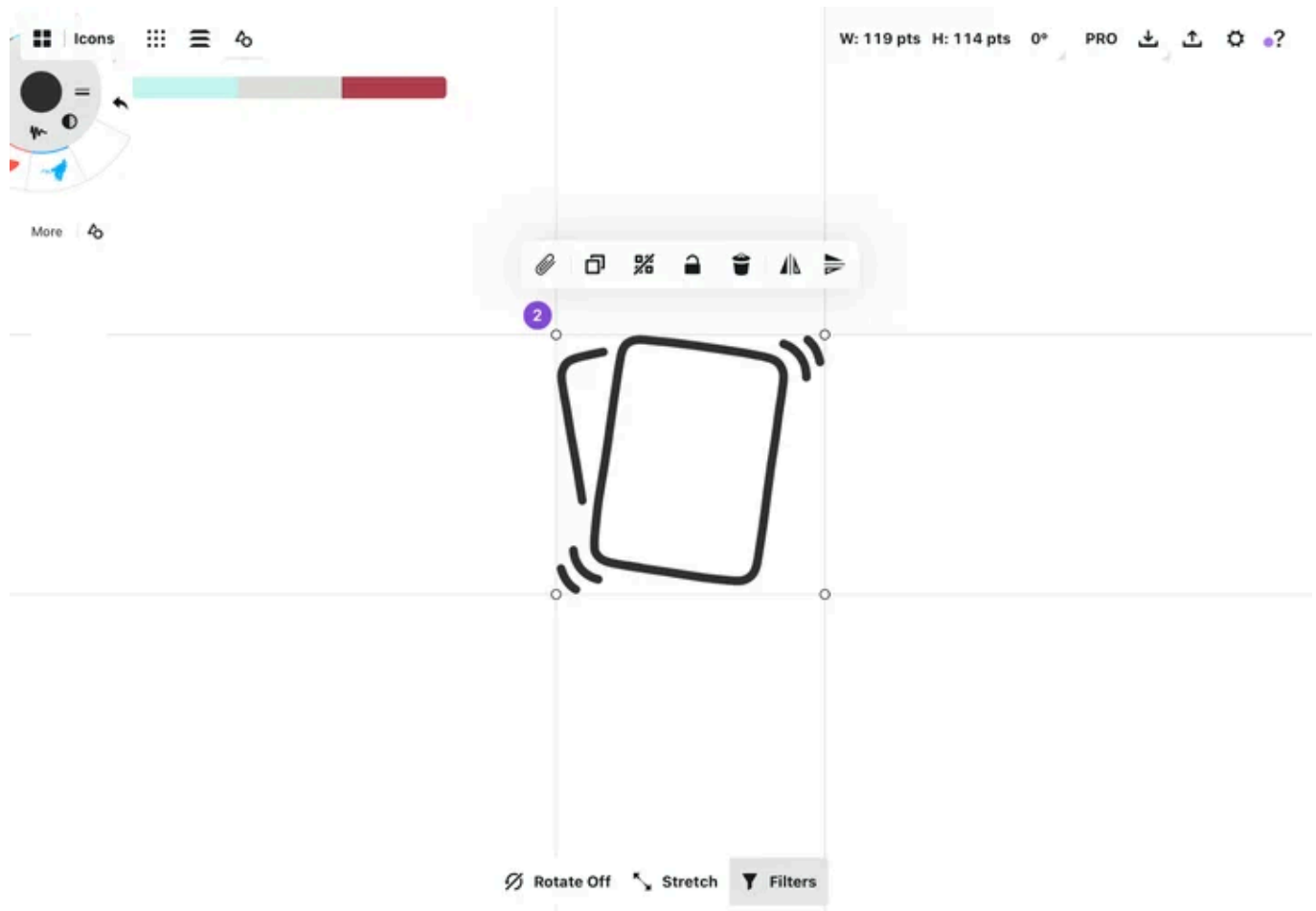
6. Once you're happy with your settings, tap **Export**.

## Exporting with Drag & Drop

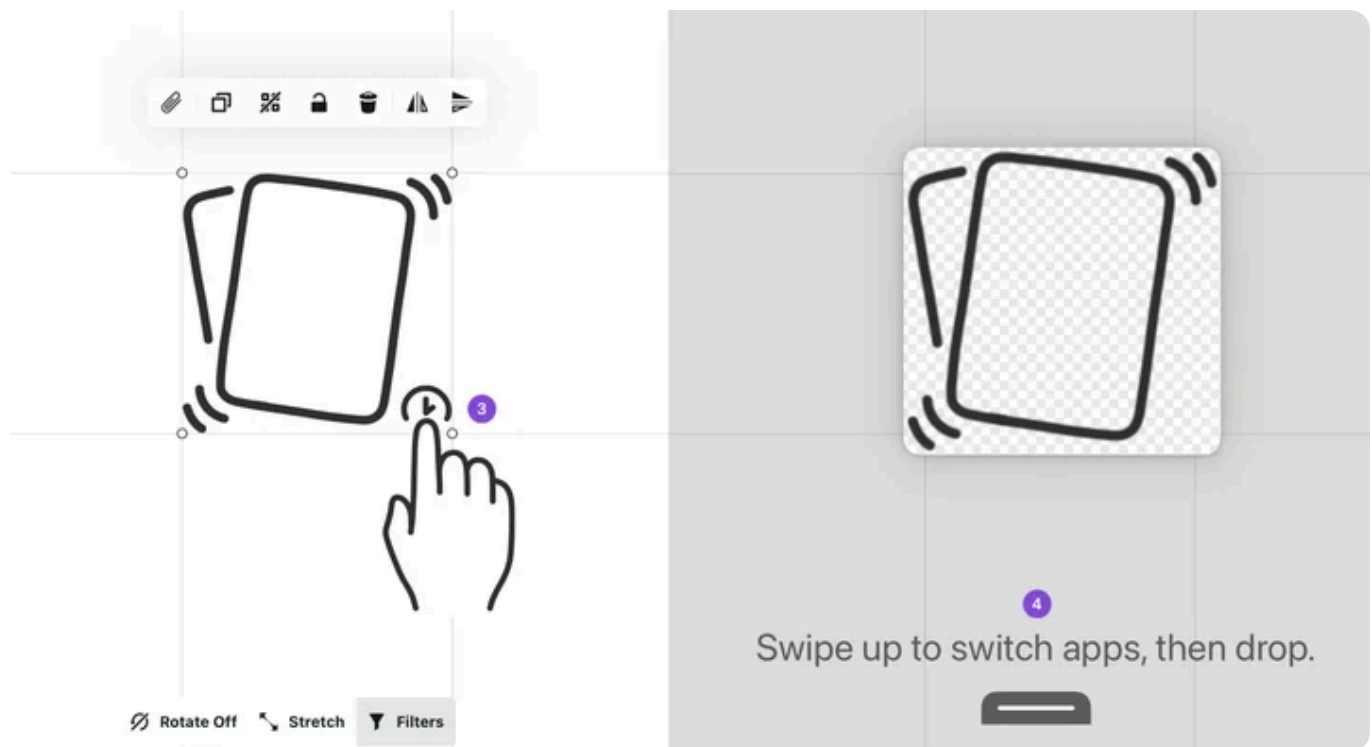
Concepts supports iOS' and Android's **drag & drop** capabilities. On iOS, you can drag & drop Selections, images, text, and colors both into and out of Concepts with supported apps. On Android, you can drag & drop Selections to supported apps. Images are exported as transparent PNGs.



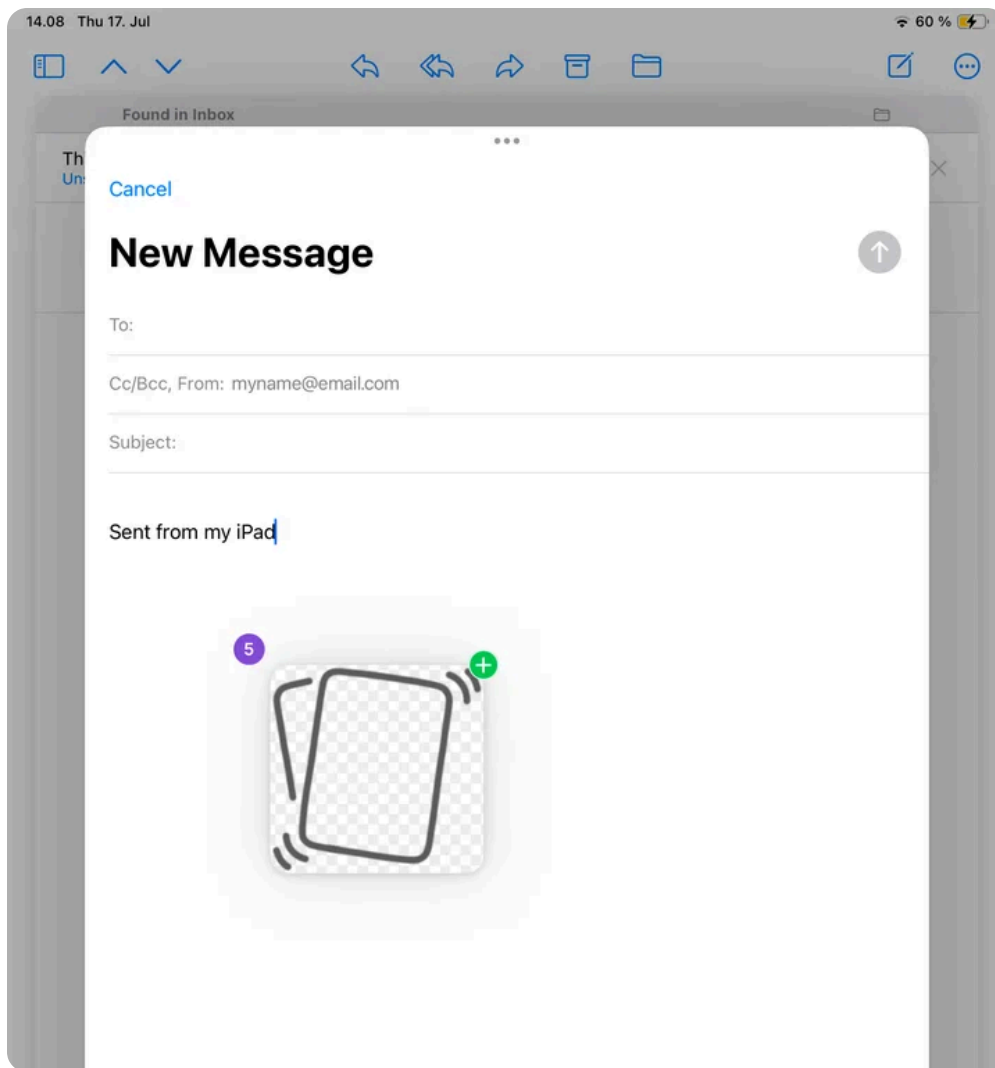
1. Toggle to enable **Drag & drop active selections** in **Settings > Interactions** menu.



2. Using the Lasso or Item Picker, **select** what you would like to copy to another app.



3. **Tap+hold** on your Selection. It will pop out from the screen slightly to indicate it is being dragged & dropped.
4. Start **dragging** your Selection. **Swipe upward** on the tab with another finger to open another app and choose your destination app.

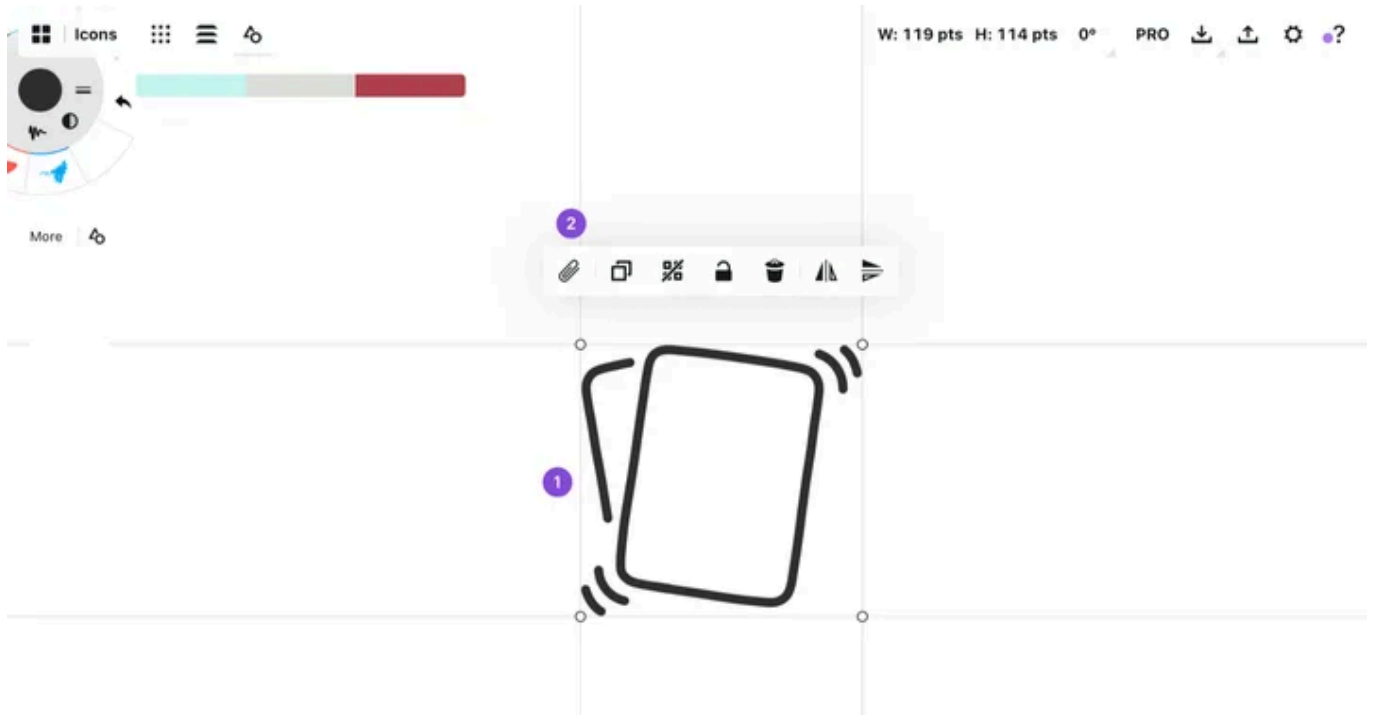


5. **Drag** in your Selection. You should see an indication where the Selection can be added.

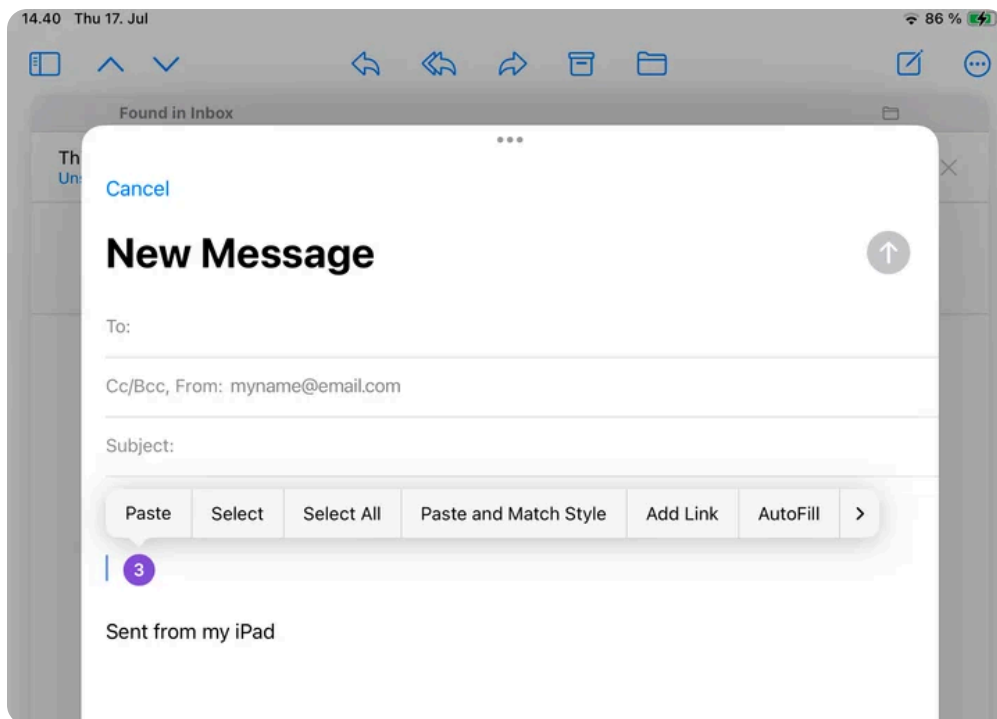
This feature is not currently available on Windows. Read how to drag & drop selections into Concepts in [the import section](#).

## Exporting via Clipboard

You can attach Selections, images, text and colors (iOS) to your device's clipboard, and paste them into email, text, supported document editors and other apps.



1. To copy a selection to your clipboard, start by **selecting** your drawing, selection, or Object.
2. Tap the **Paperclip icon** in the Selection popup to add it to your clipboard.



3. Open your app of choice and **Paste** your item.

For more tips on exporting, read [Tips for Exporting Your Designs](#).

## Exporting File Formats

### JPG

A standard, lossy compression format is best for quick emails or low-resolution screenshots. You can choose from several different resolutions.

### PNG

A standard, lossless compression format for images viewable on nearly any device. PNG format also supports transparency. You can choose from several different resolutions.

### SVG

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

SVG formats are different and proprietary, so you can expect to see inconsistencies between vector stroke appearances in Concepts versus other vector apps.

Concepts' specialized textured strokes are not supported across other vector apps. If you intend to export your work to other vector editors, use the **Fixed Width** or **Wire** brush for drawing. Hard Mask and Soft Mask strokes will display as white lines, so use the **Slice (eraser) tool** to trim your line work.

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

### DXF

DXF (R14) is a CAD format developed by Autodesk that includes vector paths and basic color representation, useful for CAD models and laser/waterjet cutting.

Use the **Fixed Width** or **Wire** brush in Concepts for drawing.

Hard Mask and Soft Mask strokes will display as white lines, so use the Slice (eraser) tool to edit line work intended for DXF export.

## **.concept and .concepts**

The Concepts native file format. This format is best if you want to continue editing the file on another device or share your drawing for collaboration. On Windows, you will need to select **Save As** to export the drawing as a native **.concepts** file type.

Currently, iOS uses a different native file format than Windows and Android platforms. Currently, iOS can only open **.concept** files, and Windows and Android can only open **.concepts** files. We are working on bringing these two file formats together.

You can also export as **.concept** or **.concepts** if you want to back up your drawings to the cloud. [Read our illustrated tutorial on backing up your drawings.](#)

## **PSD**

Adobe's Photoshop format supports multiple layers in a high-resolution raster format.

## **PDF (Adobe PDF, Flattened)**

PDF is an industry standard, optimized for displaying documents on any screen or platform. This is the raster version that maintains look and feel but loses vector path data. Files can be large if exported at high resolutions.

## **PDF (Adobe PDF, Vector Paths)**

PDF is an industry standard, optimized for displaying documents on any screen or platform. This is the vector version that supports basic paths but loses the textures of your brushes.

# PDF

## PDF

### QUICK SUMMARY

1. Import documents, **annotate** and **export** for fast workflows.
2. Import PDF pages **scaled to the correct size**.
3. Export to PDF so your designs will look sharp on every display.

PDF (Portable Document Format) is a standardized file format that allows graphic data like fonts, images and layouts to be converted into a flattened document for viewing on any screen and any platform.

Concepts allows you to create, import, mark up, rearrange, substitute and export PDF pages. PDF Import/Export is available in the Pro Store as part of the Essentials or an Everything subscription.

## Importing a Single-page PDF

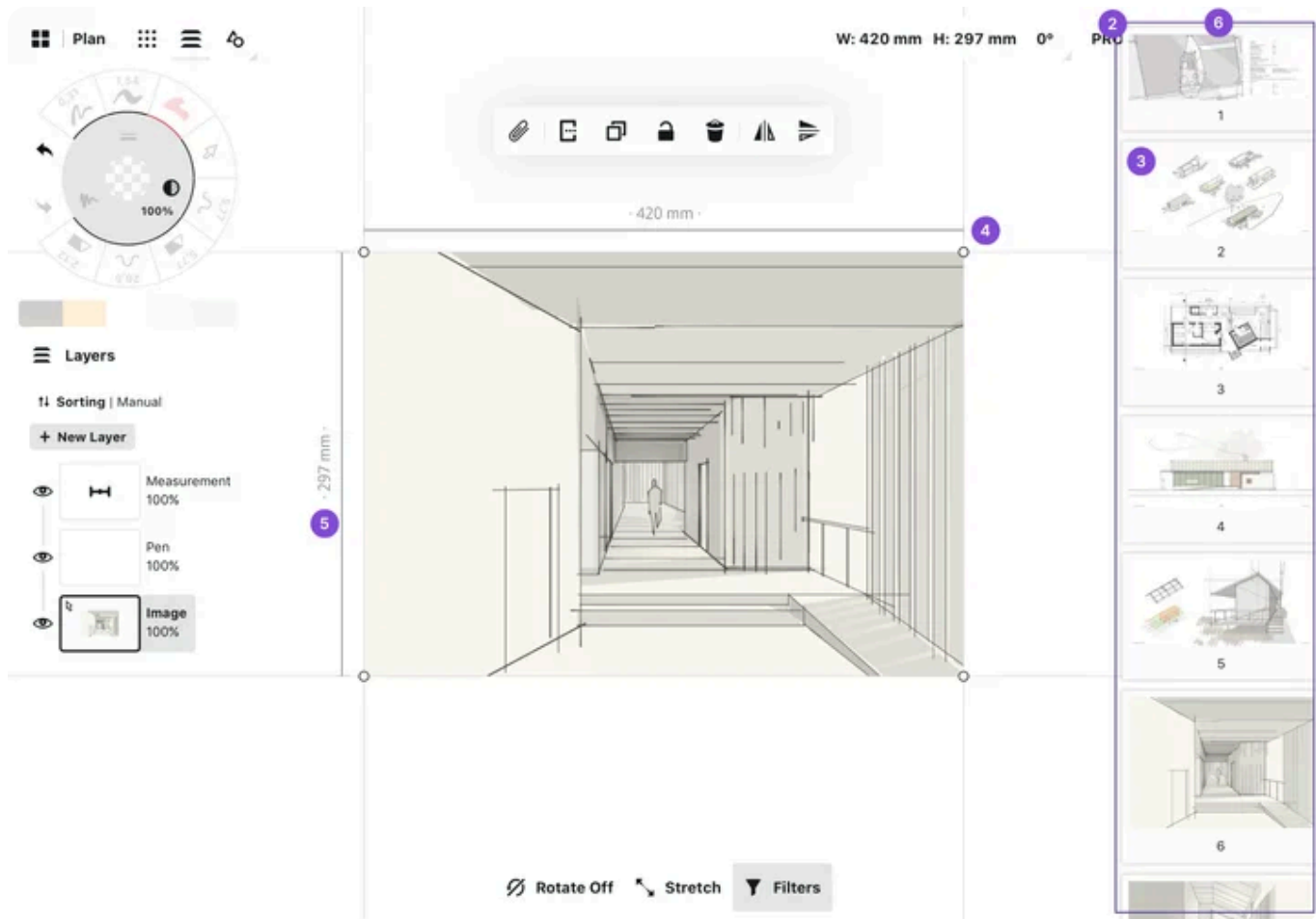
1. Tap the **Import icon** in the Gallery or in the Status Bar when in a drawing and choose the file you want to import.



2. A **single-page PDF** will import just like an image onto the canvas.
3. When **imported** on canvas, your PDF will be selected, and you can position it exactly as you would an image, object or other selection.
4. Your PDF will import **to scale** onto your canvas. Concepts respects the original size; for example, an A3-sized PDF will appear as 297 × 420 millimeters on your canvas. If you enable measurements, the measurements displayed in Concepts will match the imported document.

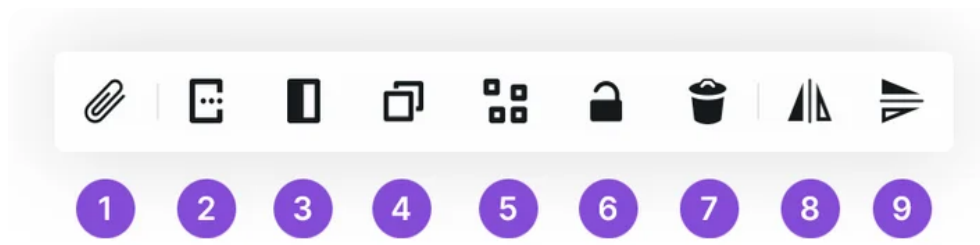
## Importing a Multi-page PDF

1. Tap the **Import icon** in the Gallery or in the Status Bar when in a drawing.



2. With a **multi-page PDF**, you will see a scrollable menu at the side of the screen.
3. You can **drag** or **tap** to add the pages to your canvas.
4. When **imported** on canvas, your PDF will be selected, and you can position it exactly as you would an image, object or other selection.
5. Your PDF will import to **scale** onto your canvas. Concepts respects the original size; for example, an A3-sized PDF will appear as 297 × 420 millimeters on your canvas. If you enable measurements, the measurements displayed in Concepts will match the imported document.
6. **Swipe** the PDF menu off the edge of the screen to hide it. You can bring it back from the selection menu. (See step 2 on the Selection menu image below.)

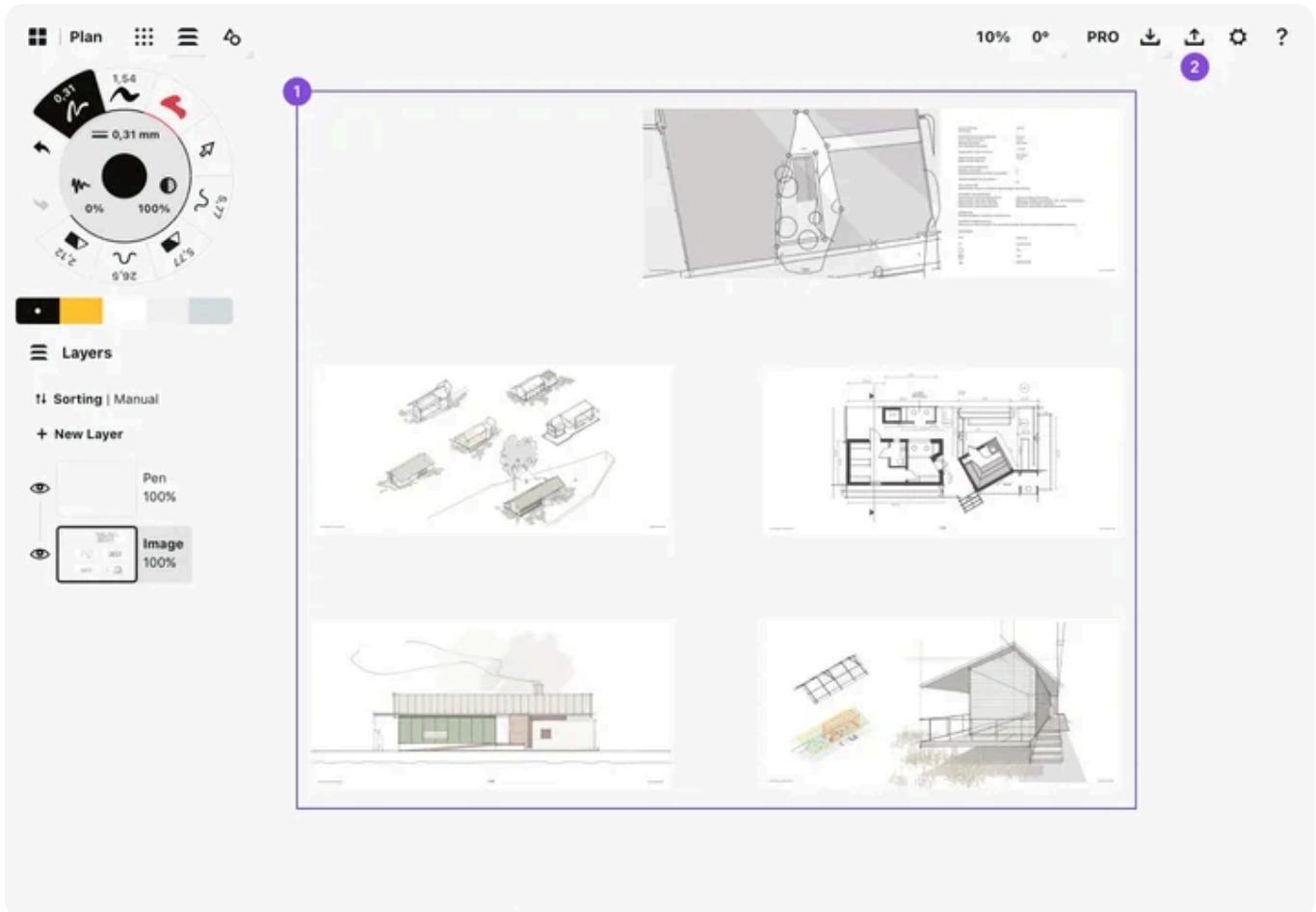
## Selection Menu



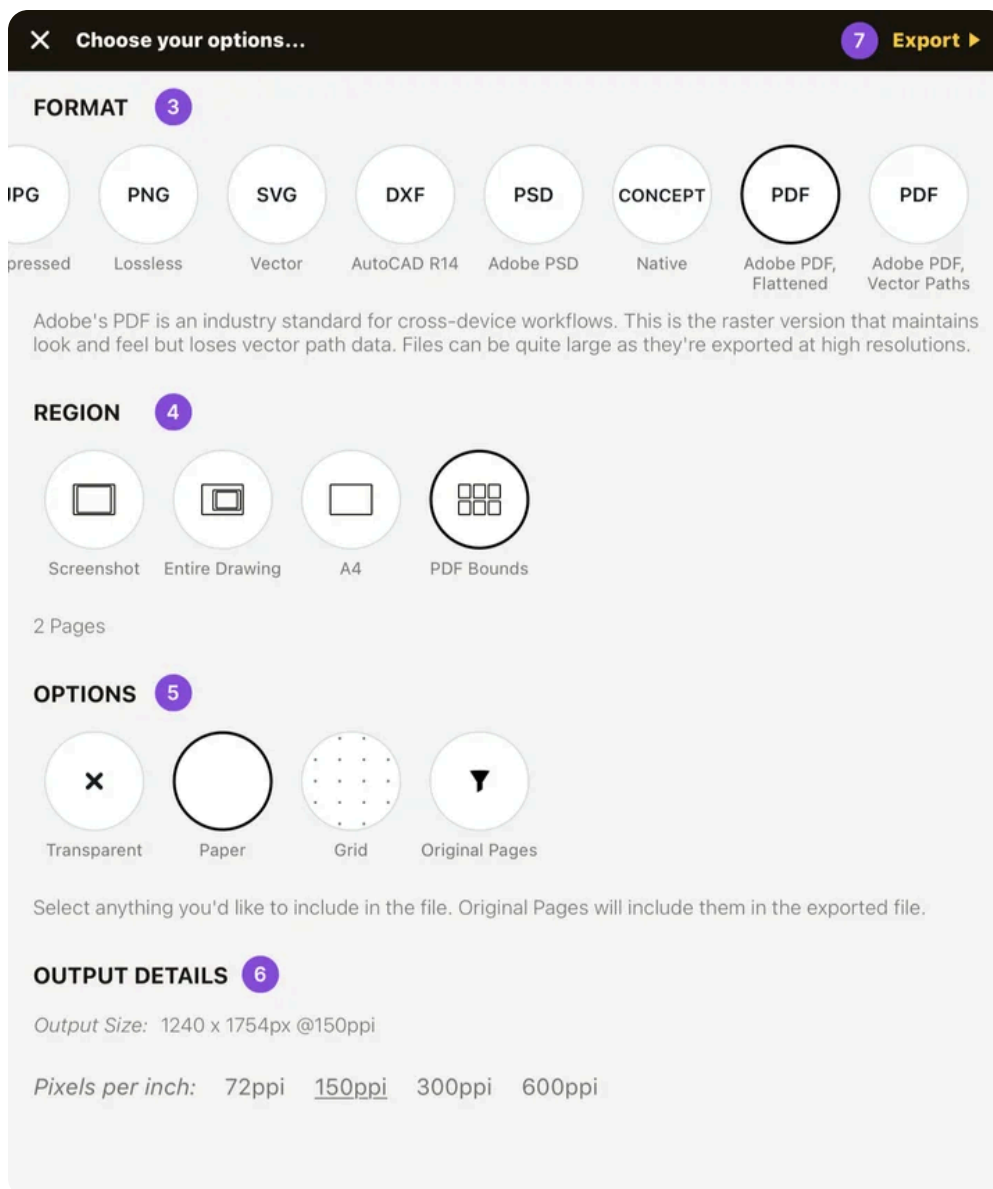
When a PDF page is selected, the Selection menu has a few additional options.

1. **Clipboard:** Copies the PDF page to the clipboard.
2. **Multi-page:** Opens the multi-page view. This is only visible for PDFs with more than one page.
3. **Alpha On/Alpha Off:** Enables or disables the imported page's alpha channel. If the alpha channel is disabled, transparent sections will show as white.
4. **Duplicate:** Creates a duplicate of your selected page.
5. **Group/Ungroup:** Collects all items inside your selection into a single group. You can then select the entire object by selecting a single stroke inside the group. You can ungroup the selection by tapping the button again when the group is selected.
6. **Lock/Unlock:** Locks your selection from subsequent selections and adjustments. You can access the locked item again by allowing selection of locked items in the Selection options. You can unlock the selection by tapping the button again when the locked item is selected.
7. **Trashcan:** Deletes the selected page.
8. **Flip Horizontally:** Mirrors the selection on the horizontal axis.
9. **Flip Vertically:** Mirrors the selection on the vertical axis.

## Exporting a PDF



1. Concepts reads your pages from **top to bottom** and from **left to right**. To **rearrange** pages in your PDF, drag them onto the screen into the desired order, then export your PDF.
2. When you are ready to export your PDF, tap the **Export icon** in the status bar to open the Export Menu.



### 3. Format

- **PDF (Adobe PDF, Flattened):** This option is the standard PDF export that flattens your work into a high-resolution document.
- **PDF (Adobe PDF, Vector Paths):** This allows you to export Concepts vector paths to PDF for use in editors that allow you to work with vector PDFs, such as Adobe Illustrator. Warning: The resulting PDF will not look exactly the same as your Concepts sketch. Any lines with varying width or texture will appear as simple, non-textured lines. If you want to export your file for use in other vector editors, use the Fixed Width or Wire brush for drawing and the Slice (eraser) tool for trimming.

## 4. Region

From Region, you can choose the area included in the PDF.

- **Screenshot:** Exports the area currently visible on the screen into a single PDF page.
- **Entire Drawing:** Exports all the lines in the whole drawing into a single PDF page. This can lead to large file sizes.
- **Artboard:** Confines the export to your artboard's boundaries and exports it as a single PDF page. You will need to set up an artboard for this option to be visible.
- **PDF Bounds:** Uses the area of the imported PDFs in the document as the export area. If you import more than one page of a PDF, it will result in a multi-page PDF document.
- **Selection:** This export option is only available if you have an active selection. It will only export the strokes you have selected as a single PDF page, which is useful for small illustrations and email attachments.

## 5. Options

You can change the export Options of your PDF to include what you'll need in your file.

- **Transparent:** The background will be exported as transparent instead of using your background texture or color.
- **Paper:** Your background paper will be included in the export.
- **Grid:** Your grid will be included in the export. Note that you will need to activate the grid in the Precision menu for this option to be available.
- **Original Pages:** If you have selected PDF Bounds as your region, you can use this option to include all pages of a multi-page document even if you have imported only one page (useful for signing documents, for example).

## 6. Output Details

In Output Details you can control and see the size of your export.

- When exporting using the Entire Drawing or Artboard region, you can choose from device-specific PPI settings: 72, 150, 300, and 600 PPI. The larger the PPI, the higher the image quality and file size.
- When exporting a **screenshot** or an **artboard measured in pixels**, you can choose to export at 100%, 200% or 400%.

## 7. Export

Once you've chosen your settings, tap the Export button.

# Settings

## Settings

### QUICK SUMMARY

1. Tap the **Settings icon** in the status bar to find Settings.
2. **Workspace settings** control your background, grid and artboard.
3. **Interaction settings** control your input preferences, such as stylus and finger.

In Settings, you can customize your workspace and how you interact with your canvas. Under the **Workspace** tab you can configure your canvas experience. Under the **Interactions** tab, you can customize how you operate with the app.

## Workspace

In the **Workspace** tab, you can configure your canvas experience. You can set the background color, grid, artboard and scale.

## Canvas

### Background

#### Background

Standard paper type or custom background color?

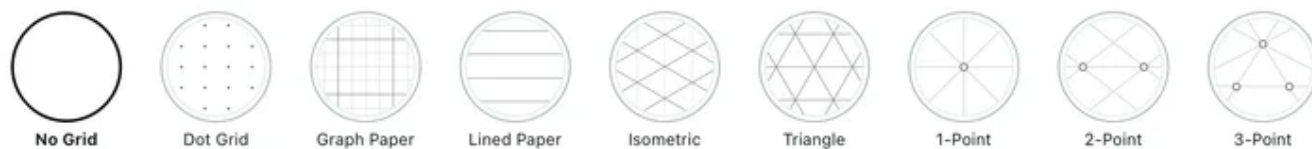


Concepts has ten **background options**, including textured paper types, transparent, blueprint and darkprint. You can also create a custom color background.

## Grid Type

### Grid Type

You can quickly toggle the grid in the Precision or Layers menus.



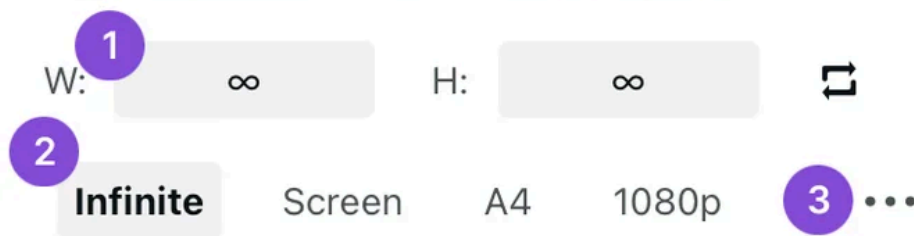
There are several **grid options** to choose from: Dot grid, Graph Paper, Lined Paper, Isometric, Triangle and 1, 2, 3 point Perspective Grids. To learn more about grids and how to set a custom grid, see Grid.

## Artboard

### Artboard Size

#### Artboard Size

Set a reference frame for easier exports.



Concepts has an Infinite Canvas, but you can set a specific size Artboard to help with composition and framing. You can use one of the presets or create a custom-sized Artboard. If you have set up an Artboard, you can use it when exporting your drawing.

1. **Tap** on the **size** to enter values for a custom-sized Artboard.
2. **Tap** one of the **presets** under the Artboard size.
3. **Tap** the **three dots** to see more presets.

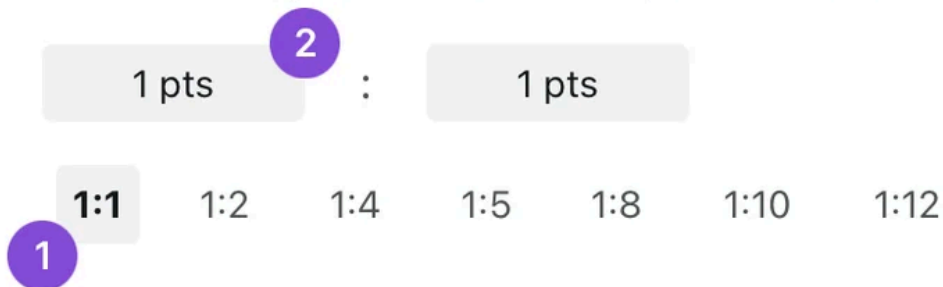
If you don't want your artboard to be movable, go to Interactions → Stylus → Enable artboard drag and toggle the option off.

## Measurements

### Drawing Scale

#### Drawing Scale

Define how objects on screen compare to real life.



Set the scale for your drawing in this section.

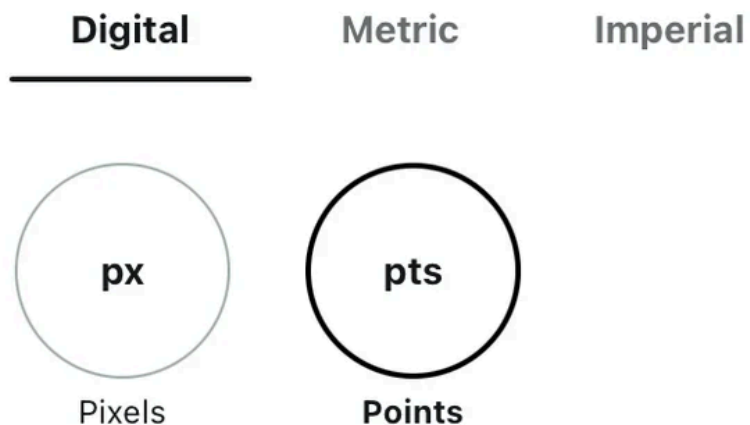
1. Select a scale from one of the **shortcuts**.
2. **Tap** on the value fields to enter a custom scale.

Read more about setting **Scale** for your project.

## Display Units

### Display Units

Any units displayed or entered on canvas will be converted to this system.



You can choose a unit for all measurements.

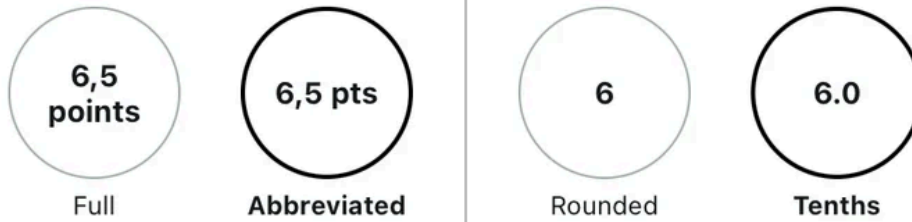
- **Digital:** Pixels, Points
- **Metric:** Automatic scale, Millimeters, Centimeters, Meters, Kilometers
- **Imperial:** Automatic scale, Inches, Feet, Yards, Miles

Choosing Auto-Scale will automatically resize your units as you draw when increasing or decreasing lengths (for example, mm > cm > m).

## Display Format & Precision

### Display Format & Precision

Select your preferred notation.



Show stroke length on the right side while drawing



Show scale in the status bar for selections



Choose a notation and precision level for your measurements. The level of precision available depends on your chosen unit of measurement.

Underneath the format and precision, there are additional toggles.

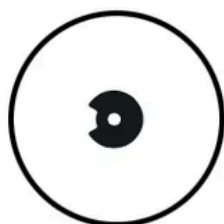
1. **Show stroke length on the right side when drawing** moves the precision labels to the other side of the stroke. This is useful for left-handed people to better see the measurement label while drawing.
2. **Show scale in the status bar for selections** allows you to view and edit the percentage of your Selection when scaling.

## Tool Setup

### Interface

#### Interface

Choose your preferred tool palette.



Wheel



Bar

You can choose between the **Tool Wheel** or the **Tool Bar**. This determines how your tools are laid out on the Canvas.

### Performance

#### Performance



Enable Low-Latency Mode



Uncheck if the screen freezes while drawing. The setting is applied after returning to gallery.

**Toggle off** the **Enable Low-Latency Mode** if you are experiencing problems with performance (Android only).

### Interaction

Under the **Interaction** tab, you can configure how you operate Concepts with gestures and styli. Under the Interaction tab, you can configure how you operate Concepts with gestures and styli.

## External Displays (Only on iOS)

### Presentation Mode

## External Displays



### Presentation Mode

These options are active when a second screen is connected.

After toggling the Mirror setting either reconnect your second screen or restart Concepts.

Mirror Everything



Show Touches



You can easily present in Concepts by connecting your device to an external display via a cable or AirPlay. AirPlay supports connecting to an Apple TV, video conferencing apps like Zoom, and macOS AirPlay apps like Reflector.

1. **Mirror Everything:** You can choose to present your Canvas without menus or mirror the full Canvas with controls.
2. **Show Touches:** You can choose whether to share your stylus or finger touches with the audience.

## Connecting Your iPad to an External Display

Connect your iPad to an external display using an HDMI cable.

Or

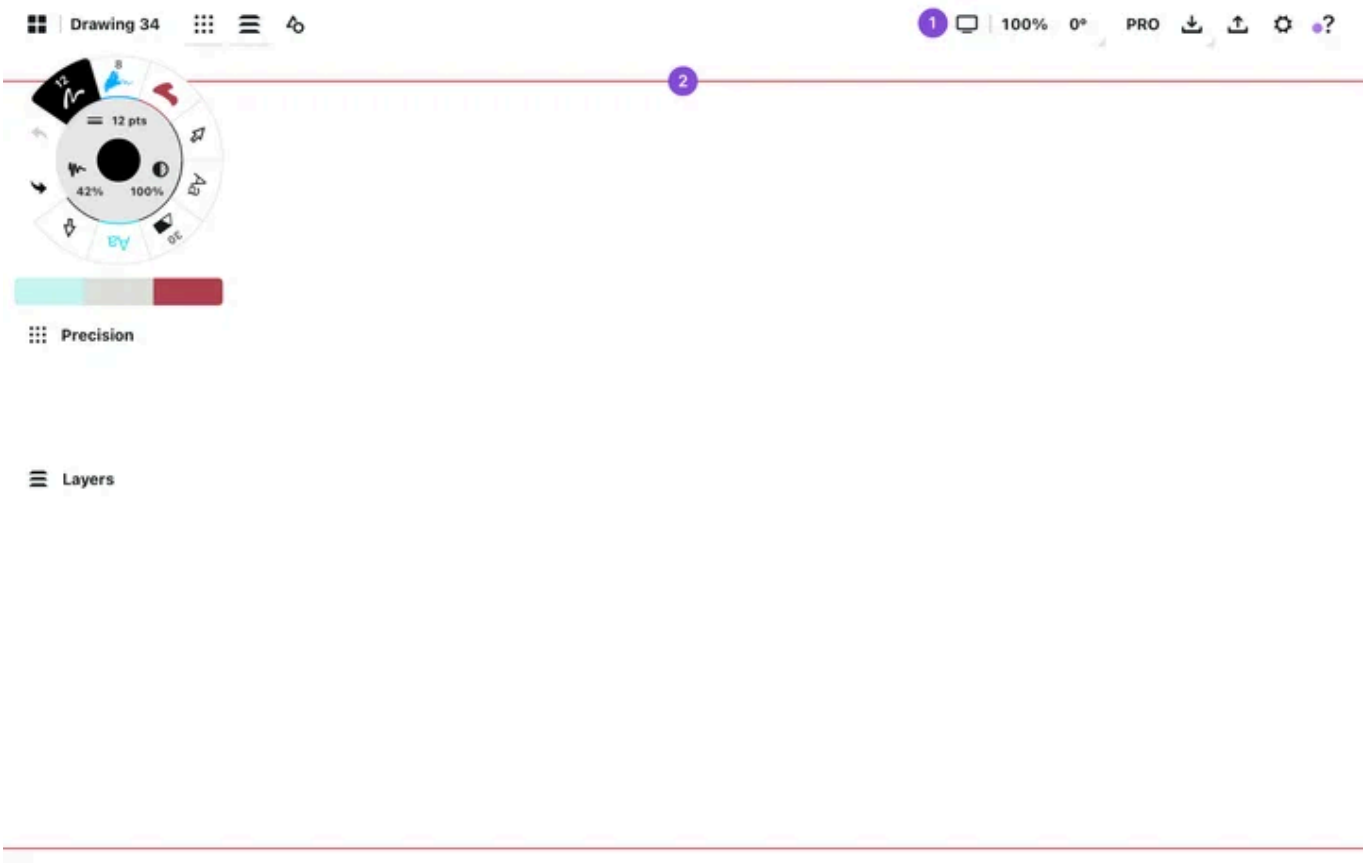


1. Connect your iPad using AirPlay. Open the command center on your iPad and **tap Screen Mirroring**.



2. Select the device from the list. A code will appear on the secondary screen; enter that code into your iPad to pair the devices. Your iPad will remember the device for instant mirroring in the future. Once you return to the main screen, you will see your iPad's contents displayed on the external display. Open Concepts and enter a Drawing.

## Presenting in the App



1. Once connected, a **Presentation mode icon** will appear in the Status Bar at the top of your Concepts Canvas. Tap this icon to find your toggles.
2. If the external display's aspect ratio differs from your device's screen, you will see two **horizontal boundaries**. These boundaries represent what is shown on the external screen. You can sketch, zoom, pan, select, adjust and perform all other normal actions in Concepts.

## Keyboard & Mouse

### Keyboard Shortcuts

The Keyboard & Mouse section allows you to enable or disable keyboard shortcuts and customize them.

## Keyboard & Mouse

### Keyboard Shortcuts [Edit Shortcuts](#)

View and edit available keyboard shortcuts.

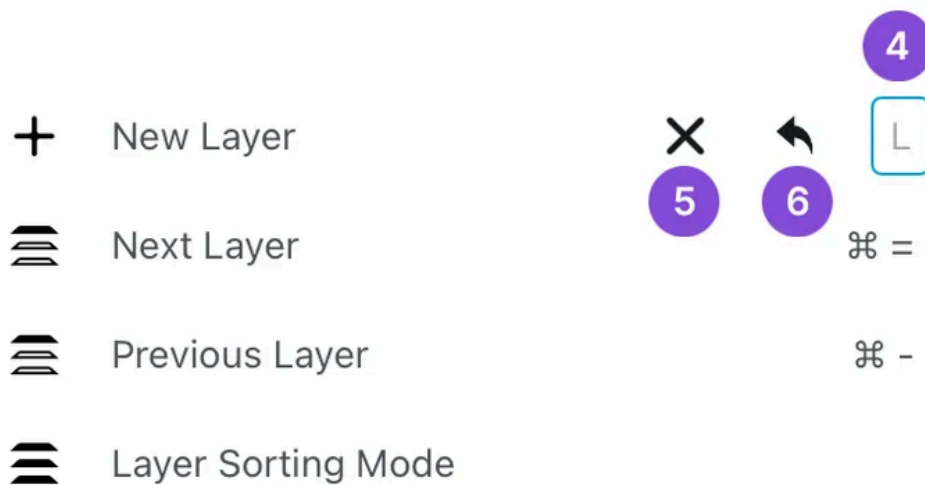
Enable Keyboard Shortcuts



1. Tap **Edit Shortcuts** to see and edit the full list of keyboard shortcuts.
2. You can also **Enable/Disable Keyboard Shortcuts**.



3. Tap the **typing field** to edit a shortcut.



## System

? Help F1

## Reset Shortcuts 7

4. **Type the Keyboard Shortcut** you want to use. You can use modifier keys such as Ctrl, Alt and Shift with alphanumeric characters to edit the shortcuts.
5. To cancel editing, **tap the X** button.
6. To **restore a shortcut** to its default, activate the shortcut field and **tap the arrow** next to the typing field.
7. To restore all keyboard shortcuts to their defaults, scroll down and tap **Reset Shortcuts**.

For users without touch-enabled devices, keyboard shortcuts provide easy access to Pan, Zoom, and Rotation modes. Learn more about Pan, Rotate and Zoom modes [in the navigation section](#).

## Touch Input

In the **Touch Input** section, you can choose how you interact with the app.

### Finger Action

#### Finger Action

Your finger can do something other than draw if you use an Apple Pencil.



If you have a supported stylus, you can set your finger to perform actions other than drawing, such as: Do Nothing, Use Active Tool, Pan Canvas, Select, Nudge, Slice, and Configured Tool.

### Two Fingers

#### Two Fingers

Use two fingers to move, scale and rotate the canvas and selections.

Canvas Rotation



Canvas Zoom



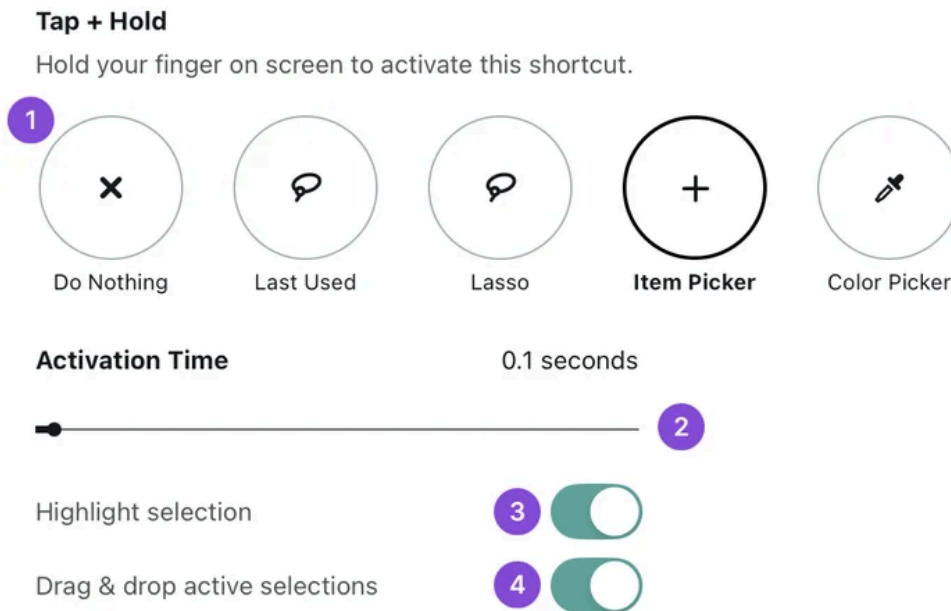
The default setting for two fingers is canvas rotation and zoom. If you want your canvas to maintain its angle and zoom at all times, you can disable canvas rotation and zoom.

1. Disable the two-finger gesture for **Canvas Rotation**.
2. Disable the two-finger gesture for **Canvas Zoom**.

You can **tap+hold** on the **degree** or **zoom** value in the upper right corner of the status bar to enter the rotation via keyboard. You can also use the canvas rotation keyboard shortcut or the rotation tool.

## Tap + Hold

You can set the action and timing for the **tap+hold** gesture according to your preferences.



1. Choose the action you want to use for the **tap+hold gesture**.
2. Edit the **activation time** of the action by moving the slider.
3. **Highlight selection** subdues other strokes on your canvas when a selection is **active**.
4. By activating **Drag & Drop active selections** you can move selected strokes as PNGs to **other supported applications**.

## Two-finger tap, three-finger tap and four-finger tap

### Two Finger Tap

Tap two fingers on screen at once to activate this shortcut.



There are several options to choose from for each gesture: do nothing, 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, or select all.

## Draw & Hold

### Draw & Hold

At the end of your stroke, stay still.

Enable Shape Recognition



Activation Time



0.5 seconds



Shape recognition allows you to quickly turn rough strokes into perfect shapes.

1. You can **enable or disable Shape Recognition** by toggling the switch.
2. You can edit the **Activation Time** by adjusting the **slider**.

Start by drawing a shape with one to four strokes. Then hold at the end of the final stroke to detect a shape. When the shape has been detected, you can scale and rotate it by moving your stylus without lifting it from the screen. Supported shapes include straight and curved lines, arrows, triangles, squares, rectangles, circles and ellipses.

## Left or Right Handed? (Only on iOS)

### Left or Right Handed?

This determines your default interface layout.



Left



Right

You can choose your **handedness**. This determines your default interface layout. This will also change the side of the measurement labels.

## Stylus

### Apple Pencil



Pressure Response

0 - 100%



Pressure



Tilt



Barrel Roll (Apple Pencil Pro)



Tap & Hold



Hover Brush Previews (M2+)



Under Stylus, you can configure settings specific to your **stylus**. If you are using a supported stylus, you can adjust and enable the **pressure** response and enable the **tilt**. The settings might differ depending on your platform.

- **Pressure Response.** You can use the Pressure Response sliders to restrict the pressure response.
- **Pressure.** Enable or disable pressure when using a stylus.
- **Tilt.** Enable or disable tilt recognition.
- **Tap & Hold.** Enable or disable the Tap+Hold feature when using a stylus.

- **Enable Artboard Drag.** Enable or disable the ability to drag the Artboard with a stylus (Windows and Android only).
- **Barrel Roll** (Apple Pencil Pro). Enable or disable stamp rotation (iOS only).
- **Hover Brush Previews** (M2+). Enable or disable showing brush stamp previews (iOS only).

## Shortcut Buttons

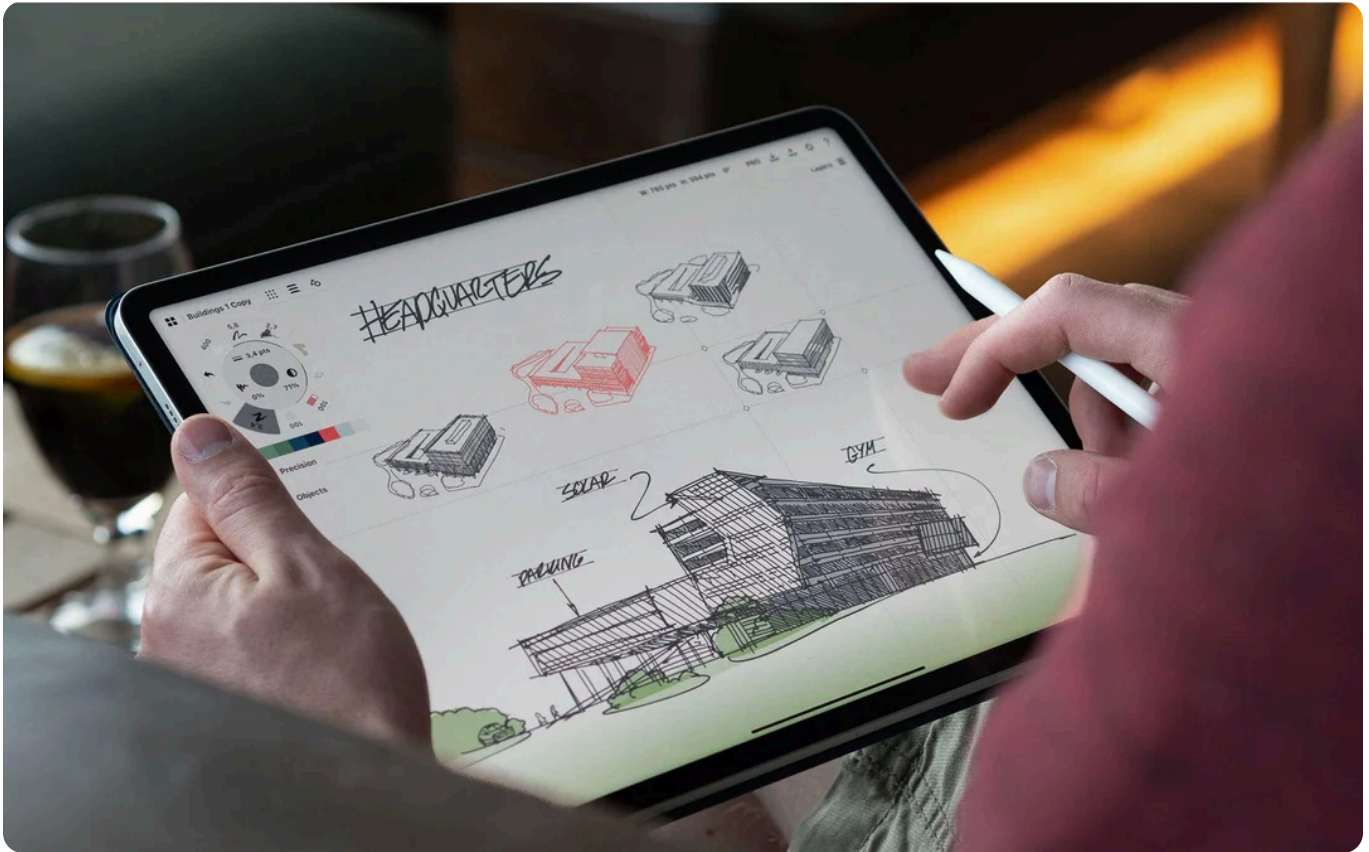
The shortcut buttons or the squeeze action (Apple Pencil Pro) on supported styli, or the right mouse button, can be configured as well.

## Eraser

If you use a stylus with a dedicated eraser end, you can set the eraser action. The chosen settings will also be applied for the keyboard shortcut eraser **E**.

# Concepts for Business

## Concepts for Business



Concepts strikes an ideal balance between the expressiveness of hand drawing and the precision of light-CAD. Use real-world measurements, directly mark up PDFs with sketches and notes, and drive rapid iteration. Concepts gives your team all the tools they need to think and communicate quickly.

### Who is Concepts for Business for?

Teams of all sizes use Concepts to iterate on design ideas and share work with clients instantaneously. Teams that commonly use Concepts:

- Architects
- Engineers

- Industrial Designers
- Landscape Designers

## Features

Your team membership means you have access to all of Concepts' Pro features. These are features and tools that allow you to be even more efficient, like advanced Selection and Editing tools, Custom Brushes, unlimited Objects and more!

Click the link below to read an overview of Concepts Pro features and how to use them.

[Learn how to use all of Concepts' Pro features.](#)

## Setting Up Your Team & Billing

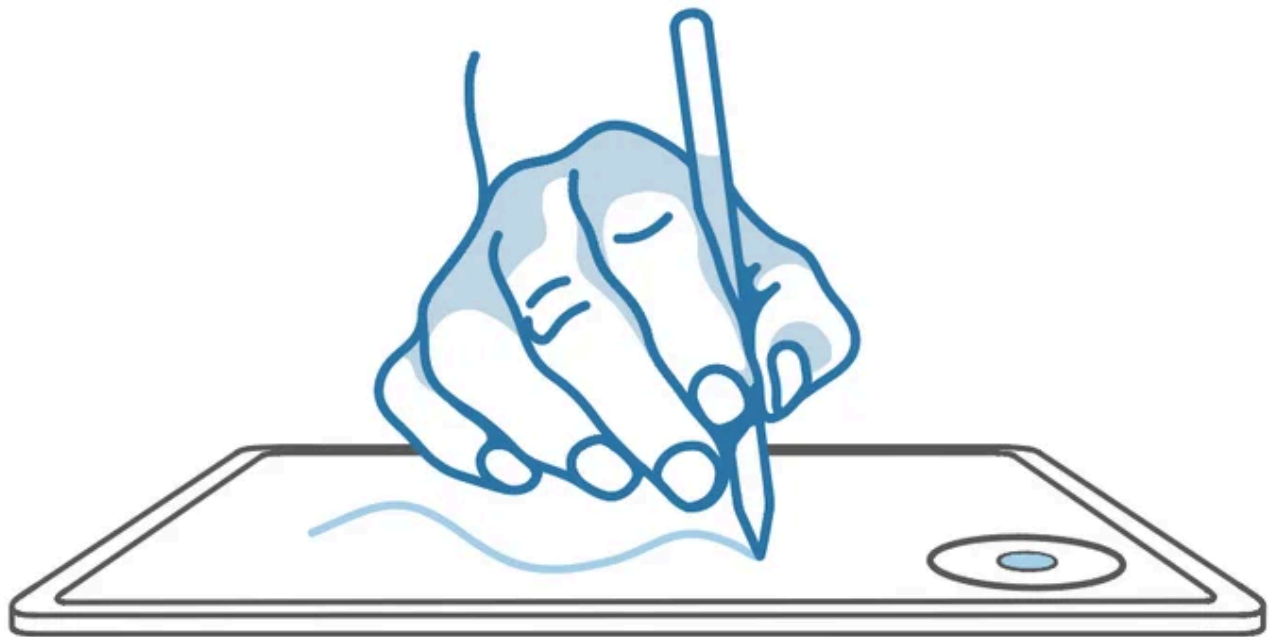
Team admins can give teammates instant access to Concepts' Everything subscription on any platform without complex installation procedures or setup.

Pricing varies by region — you'll find the most accurate pricing when you create a team and choose a plan. Still need to set up your team in Concepts? We've created a step-by-step guide to make creating your first team simple.

[Read the Guide](#) and [create your team now.](#)

Need invoice-based billing? Require security audits or custom configurations? Or are you looking for dedicated training? Let's talk about enterprise licensing.

### [Contact Sales](#)



## How to Deploy Concepts

The most common issue we hear is that IT teams are used to deploying software to Windows and don't have experience with iOS or Android devices.

For iOS, Apple has [detailed guides](#) on how to deploy to their devices.

Google has [documentation](#) on how to deploy to Android devices. And specifically for Samsung's tablets, they have [additional solutions](#) that you can learn more about.

Alternatively, if Windows is the only path there are some [great tablets](#) available from Microsoft too.

## Hardware Recommendations

If you're still shopping for hardware and would like our recommendations, check out our [hardware guide here](#).

## Syncing Your Work Across Devices

Your team's Concepts drawings are stored locally on their devices. If you'd like all of your team's work backed up or shared between other devices, you might want to set up cloud storage. Depending on the platform you are using, Concepts integrates with a variety of cloud services that support syncing and backup.

- [Managing your Drawings](#)
- [How to use iCloud Sync \(iOS\)](#)
- [How to Sync drawings on Windows to your cloud of choice \(Windows\)](#)
- [How to use FolderSync and Google Drive to Sync Your Drawings \(Android\)](#)
- [How to use DropSync and Dropbox to Sync Your Drawings \(Android\)](#)
- [How to use Syncthing to Sync Your Drawings \(Android\)](#)

## Where to Download Concepts

Concepts is available for download securely to your team's devices with automatic updates from any of the following stores: [Apple App Store](#), [Microsoft Store](#), [Google Play Store](#), and [Samsung Galaxy Store](#).

### Direct Download

If your IT department manages the software that is installed on your Windows devices then they may need to download an installer for Concepts. We offer a direct download which they can use to deploy Concepts. Note, that this version will not auto-update, your IT team will need to download and deploy updates manually. Once installed, your teammates sign in to their account and they'll have access to all the Pro features.

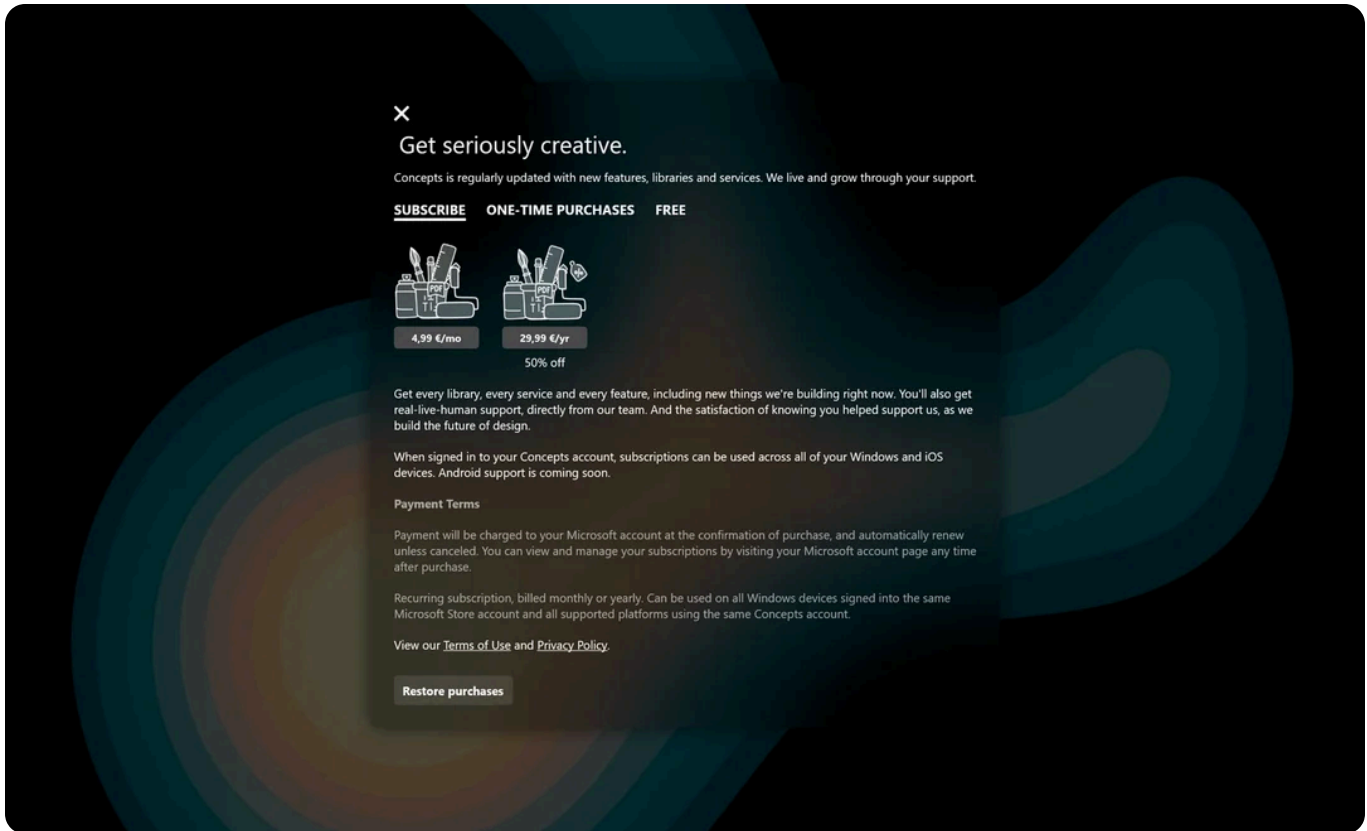
[Download Concepts for Windows \(Teams Edition\)](#)

## **Additional Help**

If you still can't find what you're after or have a specific question, email us at [sales@concepts.app](mailto:sales@concepts.app)

# The Pro Shop

## The Pro Shop



## Basic

Concepts comes as a free, solid sketching app when you download it from the App Store, Google Play Store or Microsoft 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 JPG exports with this free package.



## Subscribe to Get Everything

Subscription unlocks everything in the app. This includes Selection, PDF, every export type, every object library, Make Your Own Objects, the beautiful custom brush libraries, and all updates going forward as we release them. On iOS you can securely share the assets you create with your team members and friends, your favorite object libraries, custom brushes and color palettes.

With a subscription, you can try the app free for 7 days to decide if it's a good fit for your creative style. You will not be charged until the 7 day period is over. If you decide to cancel, just head over to your payment settings in your iTunes, Google Play or Microsoft Store account before the trial ends and cancel the subscription.

Your subscription allows us to build Concepts into the ultimate, flexible tool for visual thinking, illustration and design. We update regularly with great features requested directly by you because of your amazing support. Thank you so much.



## Pick Your Favorite Features

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

We created this toolset especially for professionals, previously known as the Pro Pack. You get a long list of features, including our powerful ability to select, move and adjust your vectors, an editor to create and customize your own brushes (iOS only), import and export PDFs, the Basic Shapes object library, and most of our high-res and vector exports. Please note that Essentials is a platform specific purchase.

## Objects

Our royalty-free, customizable vector objects are a win for making your design-work efficient yet elegant. Buy what you need to speed up your workflow.

## 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 individually, or get everything with subscription. 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