



Welcome to Concepts!

Few things in life satisfy like creating with your hands. Concepts is a power tool for your quickest and most intricate ideas. It's natural, flexible and portable, and it helps you to get things done. This is your instruction manual.

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

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

know.

Help Doesn't End Here

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



Your fans,

The Concepts Team @ TopHatch

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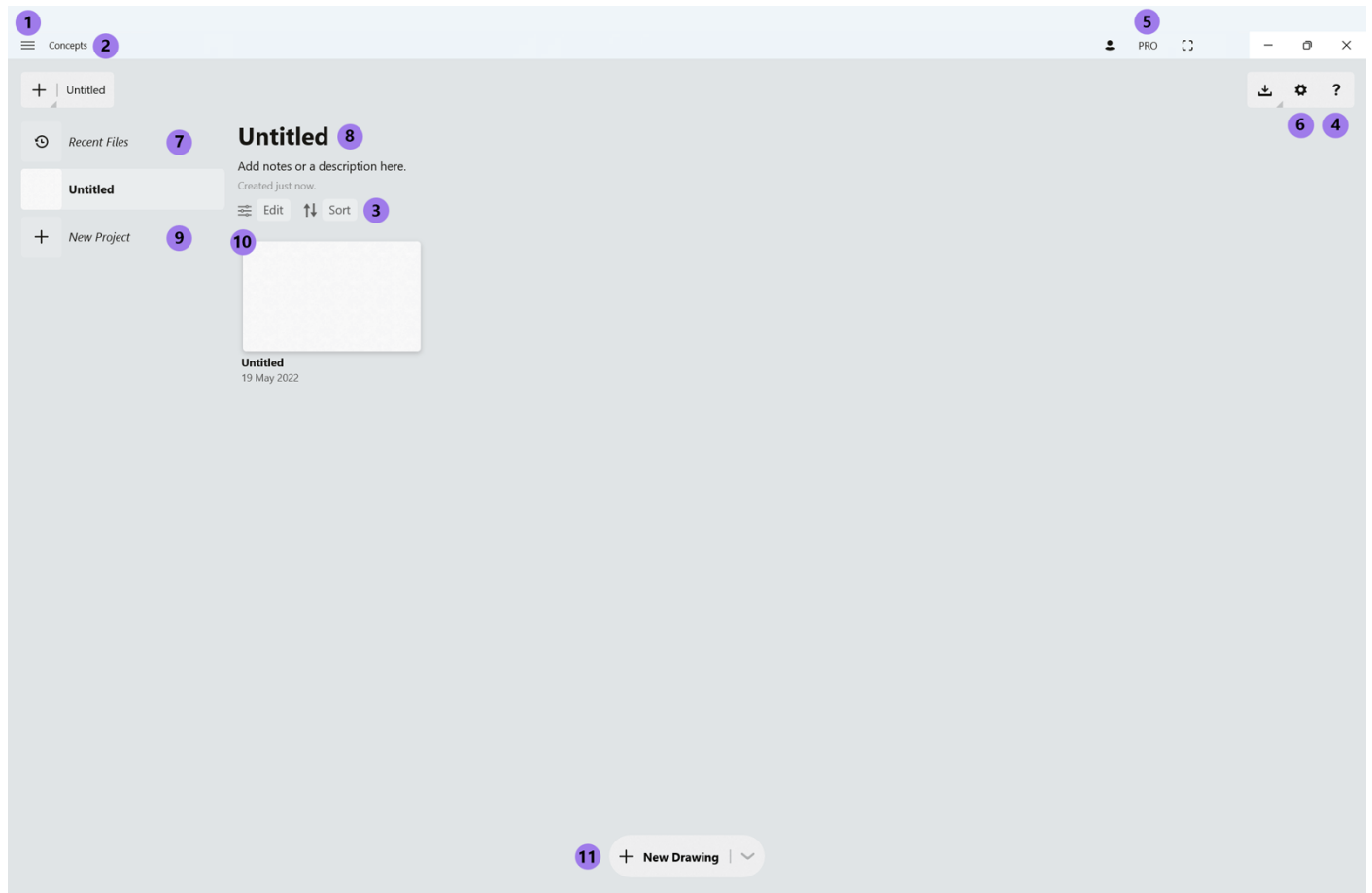
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The Gallery

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



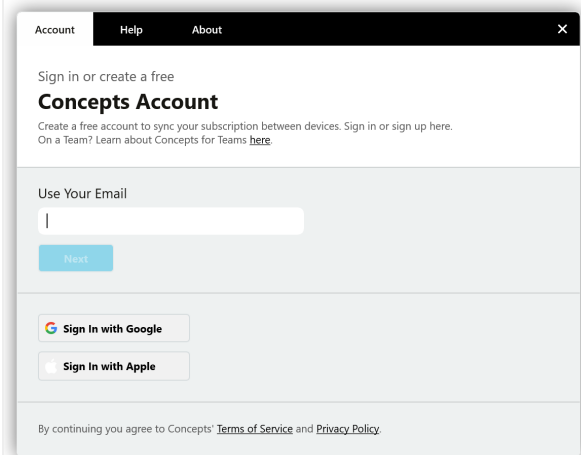
1. **Drop-down Menu.**
2. **Breadcrumbs.** You're now in the Gallery.
3. **Gallery Sorting.** You can change the sorting of your drawings in the project.
4. **Help.** Always available with a *tap*.

5. **Pro Shop.** Show your status, find cool tools and libraries to make your life easier, and support us!
6. **Gallery Settings.** You can check your Gallery location here.
7. **Project List.** You can see the list of your projects here. Currently there's only one Project called "Untitled" in the list.
8. **Project Meta.** *Tap* to change.
9. **New Project.** *Tap* to create a new project.
10. **Drawings.** All of your drawings in this project. *Swipe left / right* to switch between projects or tap a project on your Project List. *Tap+hold* or *right-click* a drawing to duplicate it, rename it or delete it. You can also drag your drawings to different places with a *tap+hold*.
11. **New Drawing.** *Tap* this plus button to start a drawing from scratch.

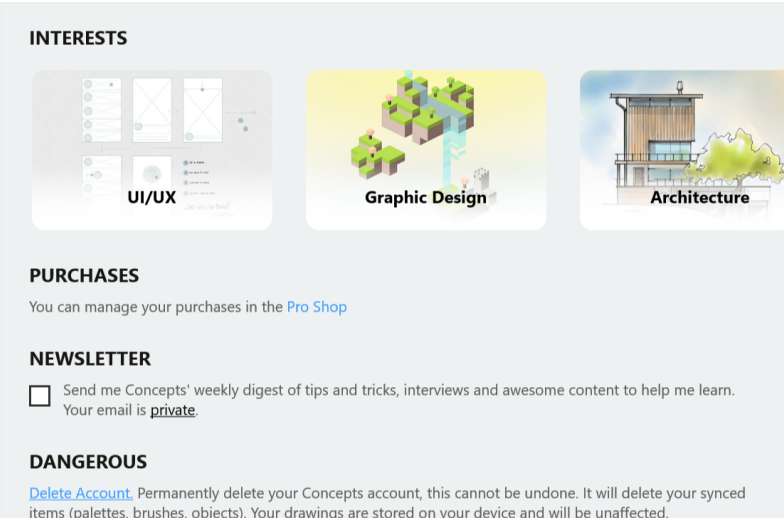
Concepts Accounts

You can now create a free Concepts Account to securely sync your subscription purchases between your devices. (Note that drawing sync is not available at this time.)

1. Touch your profile icon in the Gallery.
2. Under the Accounts tab, enter your email address and create a password. We won't share your email, it's our way of contacting yours truly in the Concepts universe.
3. Confirm your email address via your email account.
4. Voilà, you're official! Your subscription purchases will automatically sync between your devices.
5. While you're on the Accounts tab, would you mind telling us your interests? We'll know to create awesome content for someone just like you.
6. You can also subscribe to our weekly newsletter filled with tips, interviews and cool stuff.



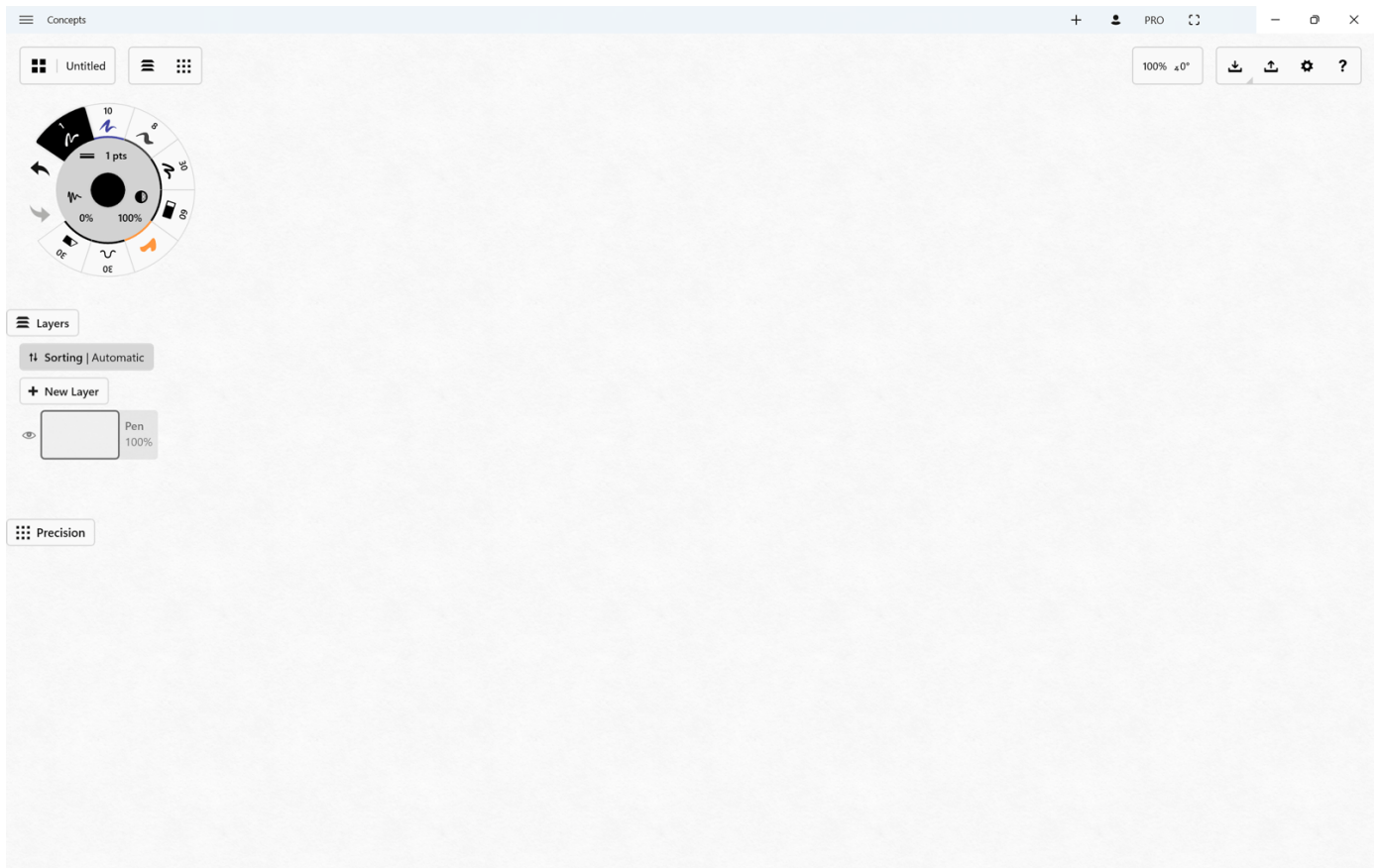
The screenshot shows the 'Account' tab in the Concepts app. At the top, there are tabs for 'Account', 'Help', and 'About'. Below the tabs, the text reads: 'Sign in or create a free Concepts Account'. It then says: 'Create a free account to sync your subscription between devices. Sign in or sign up here. On a Team? Learn about Concepts for Teams [here](#).' Below this is a section titled 'Use Your Email' with an input field for an email address and a 'Next' button. There are also two buttons for 'Sign In with Google' and 'Sign In with Apple'. At the bottom, it says: 'By continuing you agree to Concepts' [Terms of Service](#) and [Privacy Policy](#).'



The screenshot shows the 'INTERESTS' section of the Concepts account setup screen. It features three cards: 'UI/UX' with a grid icon, 'Graphic Design' with a 3D isometric cube icon, and 'Architecture' with a house icon. Below the interests section is the 'PURCHASES' section, which says: 'You can manage your purchases in the [Pro Shop](#)'. The 'NEWSLETTER' section has a checkbox and the text: 'Send me Concepts' weekly digest of tips and tricks, interviews and awesome content to help me learn. Your email is private.' The 'DANGEROUS' section has a link: '[Delete Account](#). Permanently delete your Concepts account, this cannot be undone. It will delete your synced items (palettes, brushes, objects). Your drawings are stored on your device and will be unaffected.'

Your Workspace

After tapping the plus button in the center bottom of the gallery, a new drawing will open.



The Status Bar

Up at the top, you'll see a black Status Bar. From left to right on the bar, you'll find:

1. Drop-down Menu. This handy menu allows you to 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-hr “Ask Us Anything” support, and exit the app.

2. Breadcrumbs. You’re using the Concepts app, currently in this “Untitled” drawing, working in “Layer A”.

3. Start a New Drawing, aka +. Save your current drawing and start a new drawing by tapping or clicking on the +.

4. Pro Shop. Show your status, find cool tools and libraries to make your life easier, and support us!

5. Minimize. Send the app to wait patiently in your dock.

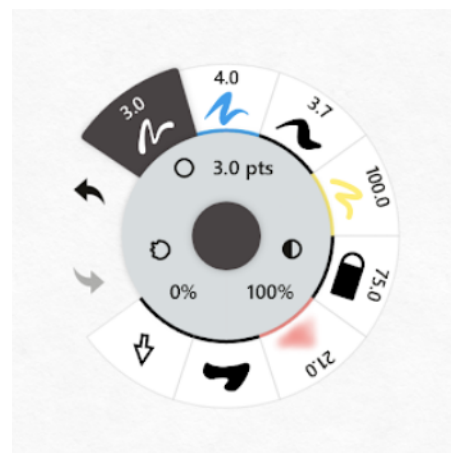
6. Full Screen vs. Window Mode. Shrink your canvas and show your workspace, or expand to a full display.

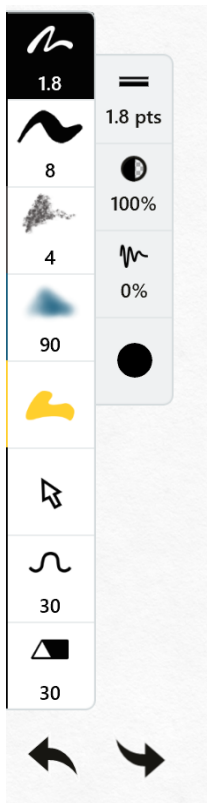
7. Quit. Touch the X to quit the app (instead of finding treasure).

The Tool Wheel / Bar

Below the status bar is your Tool Wheel, including eight of your favorite tools (each configurable), and an Undo and Redo button.

The wheel is movable. If you tap+hold+drag (or click+drag) on the wheel, you’ll find you can drag the wheel about and put it anywhere you’d like on the canvas. Pass the center line and the wheel will switch to left-handed mode.





Some people prefer their buttons larger or smaller to fit their fingers. You can scale the tool wheel by pinching or expanding your fingers on it, and find the size that is most comfortable for you. If you're on a desktop, hover the mouse over it and scroll up or down.

Tap a tool on the *outer ring* to activate it and start drawing. Tap it again (or double-tap an inactive tool) to enter the Brushes menu, where you can choose from many different tools and find your flair. More about this in [Brushes](#).

On the *inner ring* of the tool wheel are three settings you can use to configure your current brush.

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 for your brush. 100% is fully opaque, 0% is fully transparent.

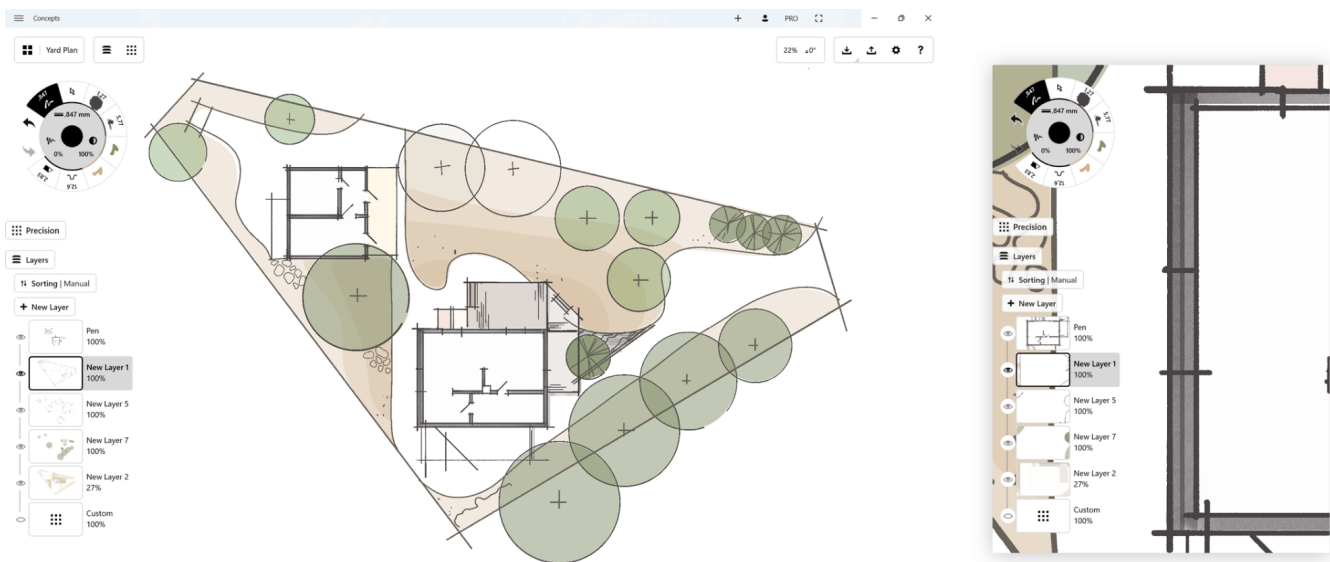
3. Smoothing. Use the smoothing slider and presets to set how much “smart” smoothing you'd like your line to have. Smoothing happens after you draw, not during - live smoothing is coming soon.

0% smoothing gives you the raw stroke straight from your hand input, 50% smoothing takes many of the bumps out for a more polished stroke, and 100% smooths the stroke into a perfectly straight line between start and end points, no matter how wriggly it started.

At the *center* of the tool wheel, you'll see the current color and opacity of your brush. Tap this circle to reveal the COPIC color wheel, Too Corporation's beautiful design and illustration spectrum. Tap a color to select it. Read more on [Colors](#) below.

If you drag the tool wheel to the center of the screen, you'll see a canvas layout manager. Drag the wheel on the image representing the tool bar and your tool wheel will become a tool bar. You can also toggle between the wheel and the bar in the settings menu. The same abilities are available with the tool bar as with the tool wheel, with the customizations and color options available along the inside edge.

The Infinite Canvas



Work on the bigger picture or zoom in to focus on the details. With the infinite canvas, there are no boundaries unless you set them yourself.

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

To zoom in and out, or to rotate the canvas, use a two finger pinch / spread gesture. Lines stay sharp no matter how far you go - one of the many benefits of a vector-based platform. You'll notice there are "zoom steps" at 10% increments which help you find standard sizes and rotations by feel.

You can also set your zoom level manually by tapping on the zoom value at the top right corner of the canvas and entering it in.

If you get lost on your canvas (infinite is very big), you can double-tap the zoom value field and you'll be brought back to the center of the canvas.

Of course, you can add a predefined boundary or artboard to your infinite canvas, too. Just go to the **Settings** menu and define your custom size or choose from the popular choices.

Undo / Redo

In case you need to take a step back and change something, you can always use the undo and redo buttons on the tool wheel. But you may use them less than you think.

With a two-finger tap on the canvas, you can undo your strokes in workflow. It's popular to the point we've heard our designers wail about not having two-finger undo on a normal piece of paper.

But the biggest reason you might not use undo so much is that we're vector-based, which means you can **Select** and adjust the offending line, or delete it entirely *whenever you want*. This is a selective way to alter your sketch (no pun intended) without being limited to a brute force undo that loses all of your latest work. We think you'll prefer it.

Layers

Finally on the main canvas, you'll see the Layers menu. This is also movable. Just tap+drag the Layers button to anywhere on the canvas you'd like it. Read more about Layers below.

Using a Stylus

Concepts is at its best with a stylus, though it works with a mouse on PCs with Windows 10 installed. Currently Concepts is optimized for working with the Surface Pen, a pressure and tilt-sensitive stylus for the Surface, Pro and Dial. We do not have official support for other styli or touchscreens, but you may find that they work regardless. If you have devices you'd like us to optimize for, please [let us know](#).

Brushes and Tools

Brush Gestures

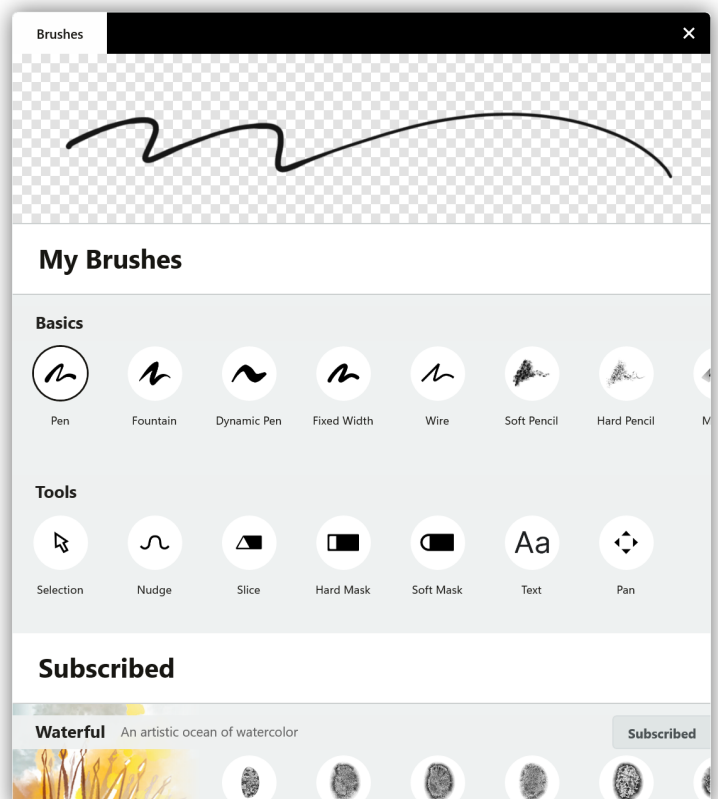
To use a tool, just *tap* on it and start sketching. Tilt and pressure are supported with the Surface Pen, and with many of the brushes (each is a bit different), and will happen naturally as you tilt or press on the screen. Try them out and see which you like best.

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

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

Brushes Menu

In the Brushes menu, you can select a tool from the basic set of sketching tools or from the brush market.

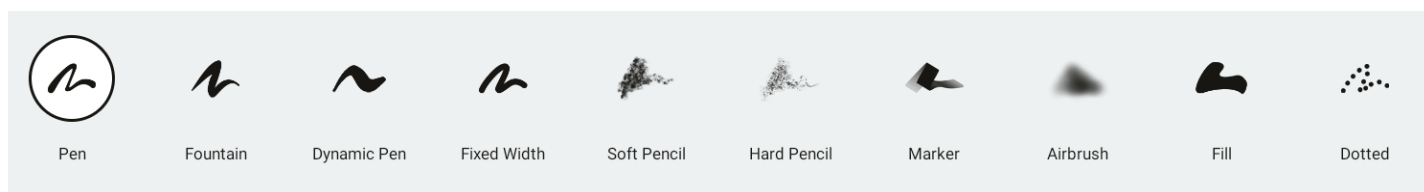


Up at the top of the menu is your brush viewer, which changes to preview the brush you choose.

Below the viewer you can find your basic tools, where you can select from a variety of organic or engineering brushes.

Scroll down further and you'll find the Brush Market, with different types of artistic brush libraries that you can unlock a-la-carte, or enjoy open access to if you've subscribed.

Basic Brushes and Tools



Pens

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

Soft & Hard Pencils

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

Marker

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

Airbrush

The airbrush flows onto the screen with subtle texture and soft edges like the real medium. Popular with sketchnoters, for highlights and for painting, give your design some sheen.

Filled Stroke

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

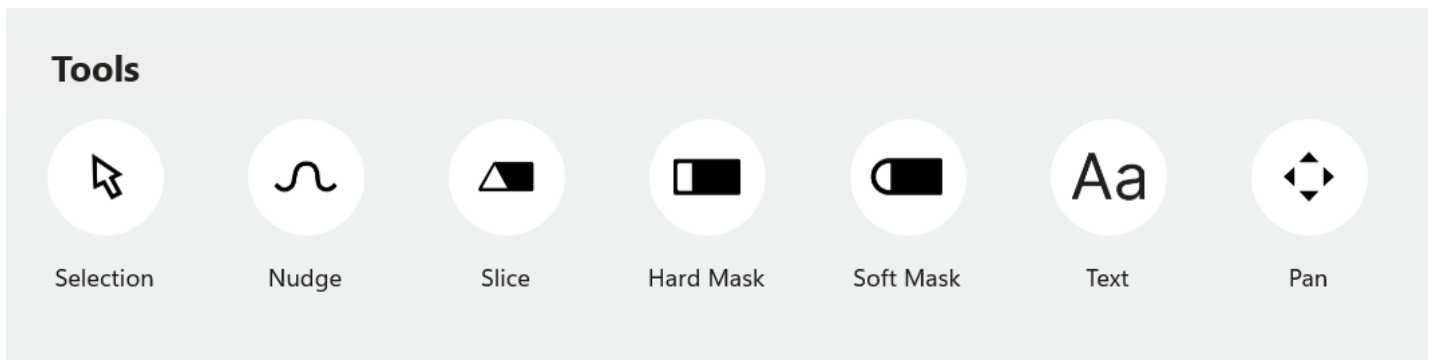
"Positive space" refers to any area inside your drawn line between start and end point that is original to the stroke - as in, the area hasn't been drawn over a second time during the same stroke. This crossing over of filled area causes it to become "negative space" and remain empty. Of course, if you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

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

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

Dotted

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



Selection

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

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

Nudge

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

Slice

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

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

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

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

Soft Mask & Hard Mask

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

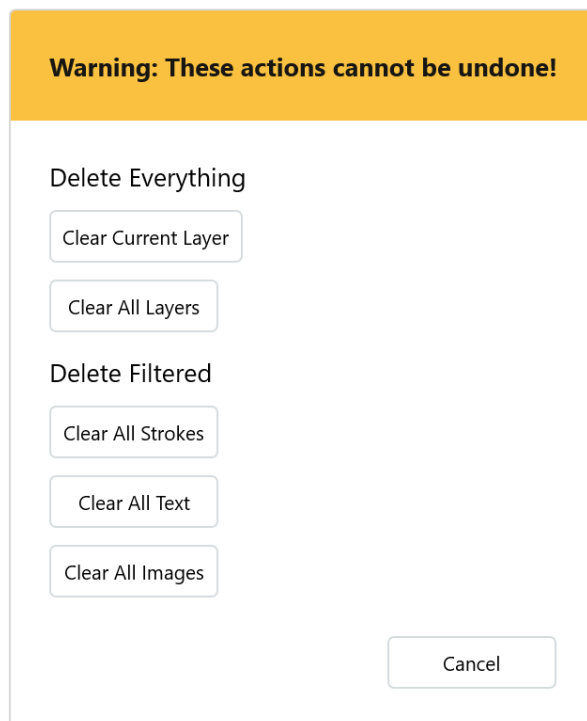
Adobe Photoshop or Autodesk Sketchbook Pro, the mask tools will function similarly to masking tools in aforementioned software. They visually remove anything underneath them, but the data isn't actually gone. You can still retrieve old strokes later, or adjust your mask as your drawings progress.

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

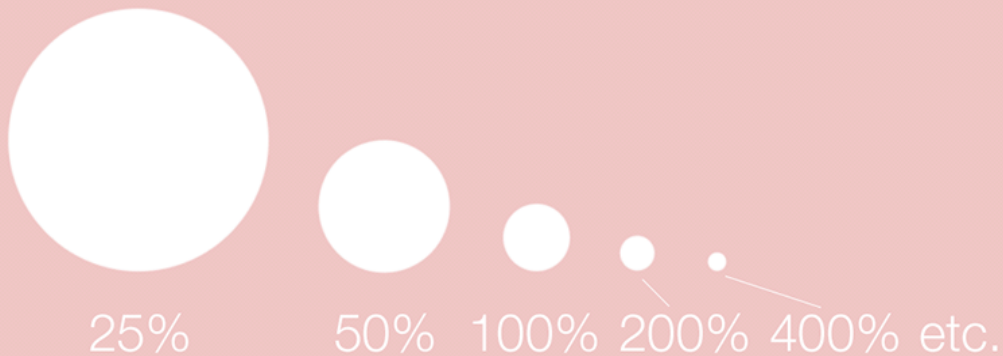
Double-tap the mask button to open a **Quick Clear** menu. Here you can choose to delete everything on a particular layer, or clear everything in the image.

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

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



Eraser at zoom level:



Pan

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

Text

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

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

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

You can select and modify the appearance of your text label just like you'd select any other stroke. Select the text, then change its color or opacity via the tool wheel, use the [Selection](#)

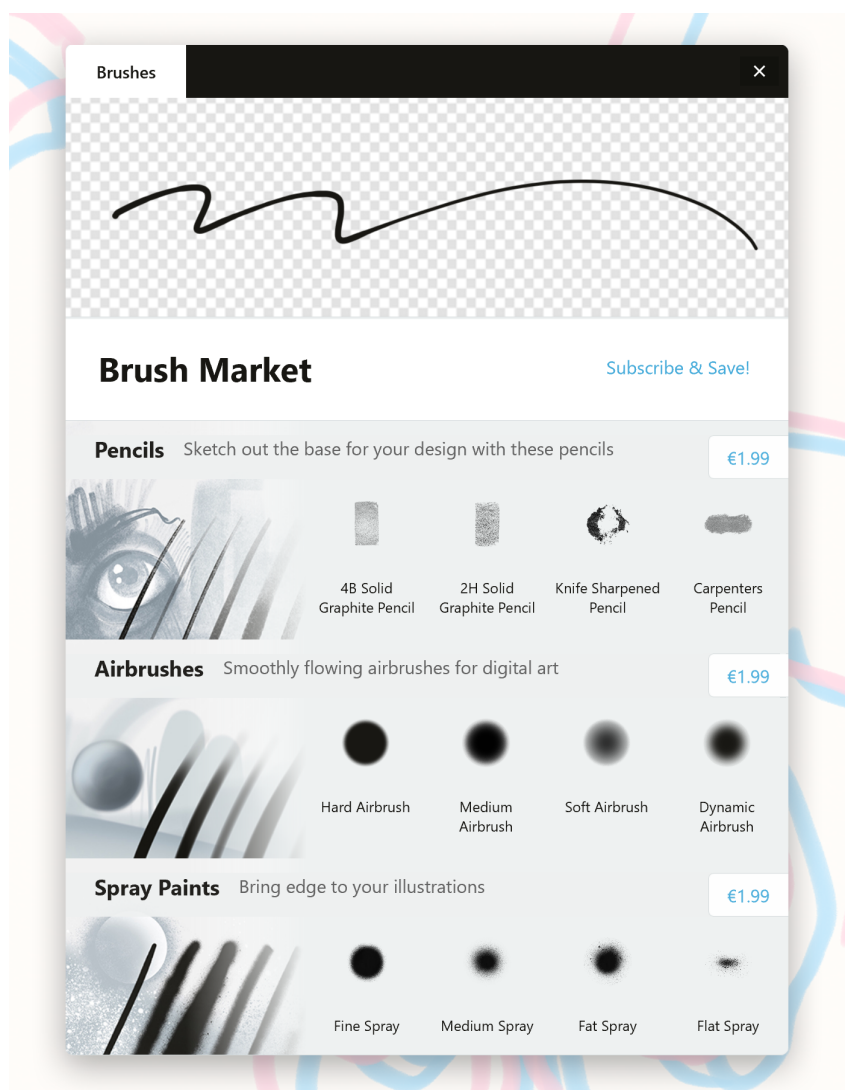
[popups](#) to rotate, flip, scale, group, lock, delete it (etc), or use the [control points](#) to stretch your text into Star Wars-like perspectives and align it with your drawing.

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

Brush Market Brushes

The texture-rich, artistic tools in the brush market are made from image-based stamps created from their actual physical counterparts. Strokes made with these brushes (as well as the Dynamic Pen) are movable and adjustable like all of our other vector-based tools, but they are limited when it comes to zoom. As they are made from pixel-based images, they will pixellate if you zoom in too far, depending on the brush. Try them out and see which ones you like best, or try changing the look of existing drawings by selecting your strokes and switching to a new tool.

Memphis Patterns - These brushes let you add a variety of playful



patterns to your work just by coloring in.

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

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

Pencils - These pencils complement the basic hard and soft pencils to give you a full set of traditional sketching pencils, including a 4B Solid Graphite, 2H Solid Graphite, Knife-Sharpended Pencil, Carpenter's Pencil, round and square Graphite Sticks and a Mechanical Pencil.

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

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

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

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

Colors

The Color Wheels

At the center of the tool wheel is a circle representing the current color and opacity of your current tool.

Tap the circle to bring up your current color wheel. Concepts has three color wheels to choose from: Copic, HSL, and RGB. Each of these uses its own approach to color selection.

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

- **Buttons for the Copic, HSL and RGB color wheels.** Tap these to switch between them.
- **Eyedropper button.** This will activate the Color Picker.

On to choosing colors.

The Copic Color Wheel



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

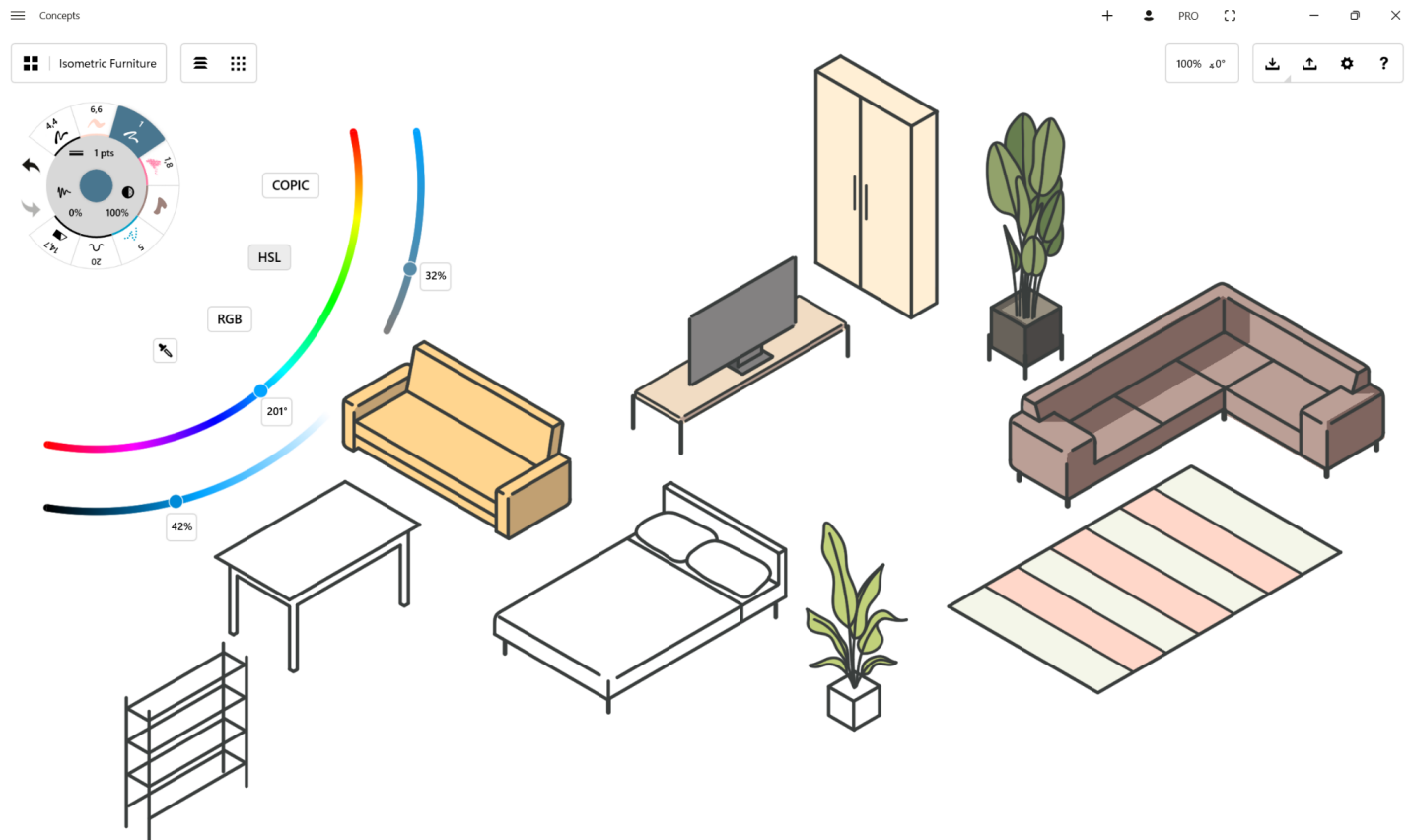
The color wheel is spinnable. *Drag* your finger up or down to turn the wheel.

At the center (beyond the tool wheel), you'll find an eyedropper activating the [Color Picker](#).

Next you'll see a tonal value spectrum, true black and white. Next is a ring of your cool, warm, neutral and tonal grays. Then the colors in their particular blending gradients, in all their glory.

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

The HSL Color Wheel



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

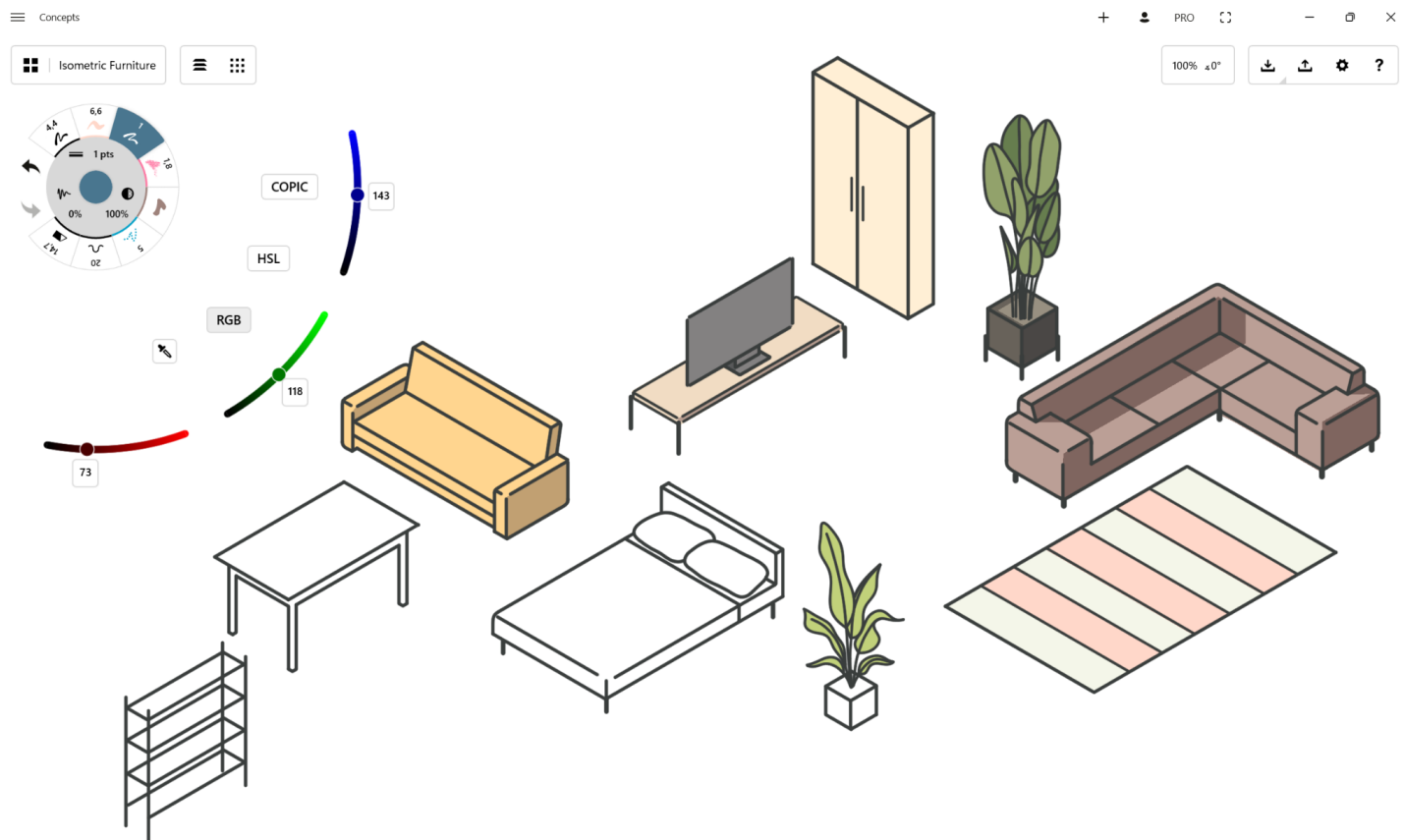
The **Hue Slider** is the inner slider on the wheel, and it allows you to change the base shade of your color.

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

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

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

The RGB Color Wheel



Like the HSL wheel, the RGB wheel consists of three sliders. However, rather than picking a hue and then controlling the saturation and lightness, this wheel allows you to combine different amounts of red, green and blue to create the hue you want. Red and green make yellow, blue and green make cyan, and red and blue make magenta. Set your sliders to 0 if you want pure black, or set them all to 255 if you want bright white.

Color Picker

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



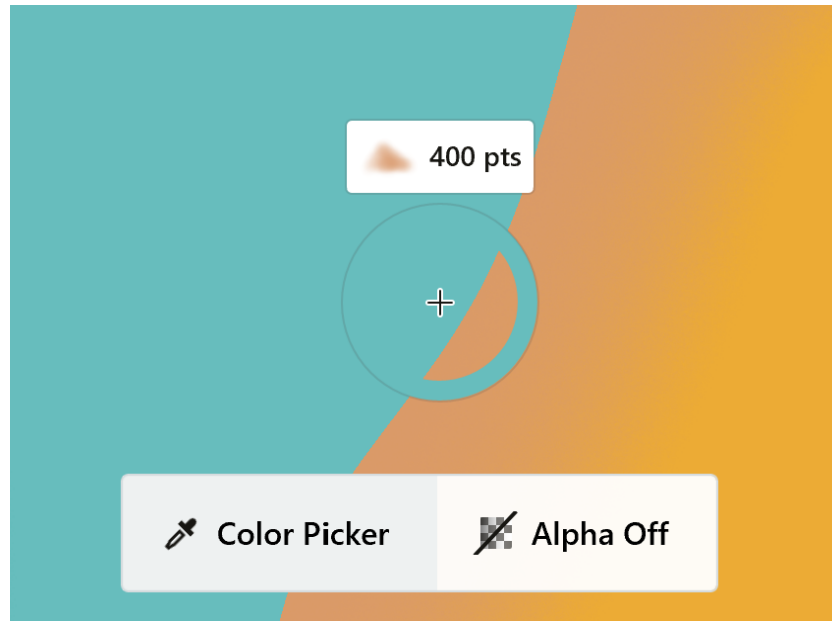
You can access the color picker in a couple ways:

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

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

1. Its shape. The circle acts as your target zone, with the crosshairs at the center giving you the exact point of choice.

2. The solid color on the bottom half of the rim is your currently selected color for your brush. It won't change until you tell it to.



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

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

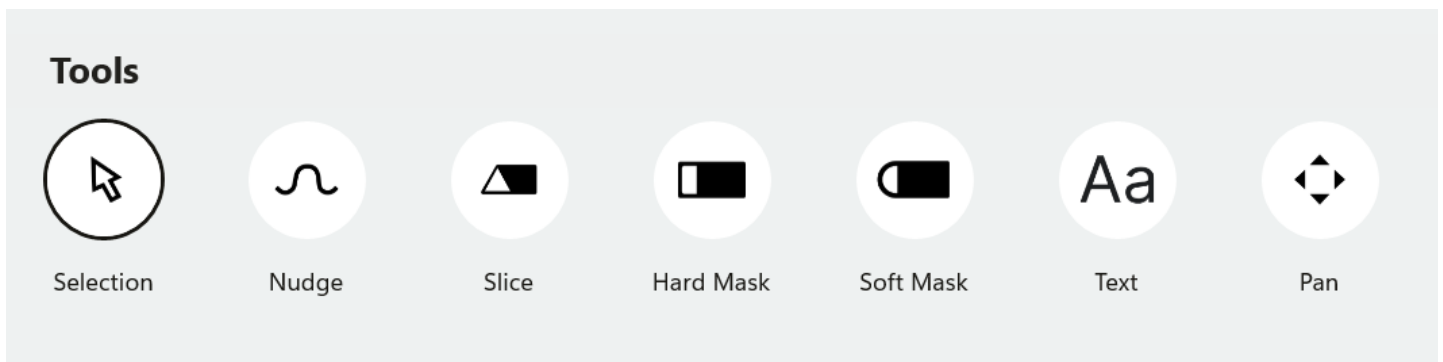
4. While the ring analyzes the color and opacity of the stroke, the tag floating above the circle shows the vector details—its brush type and size etc. These are the characteristics of the brush you used when initially drawing the stroke. If you *tap the tag* instead of letting go of the ring, it will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

Selection

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

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

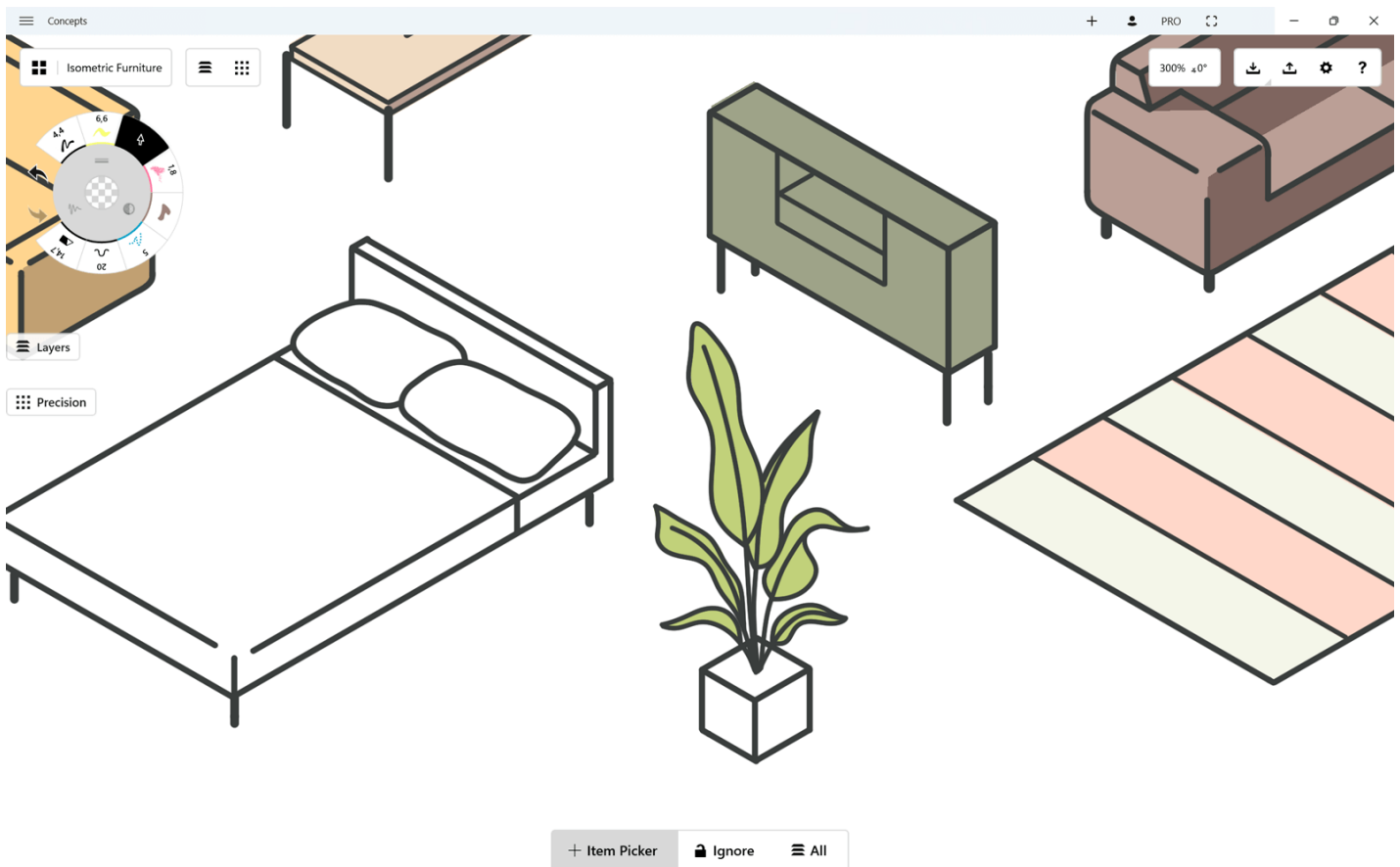
1. Use the Selection tool. In the Brushes menu, you can choose the Selection tool (the arrow) and set it as a separate tool on your tool wheel or bar. Touch the screen to use it like you use any tool.



2. *Tap+hold* anywhere on canvas to activate Selection. This is a really nice shortcut so you don't have to interrupt your drawing flow by changing tools.
3. If you're using a Surface Pen, configure your Finger Action to *Select* (Settings → Workspace → Surface Pen). Your finger will work as the Selection tool while the Surface Pen follows your selected preset in the tool wheel.

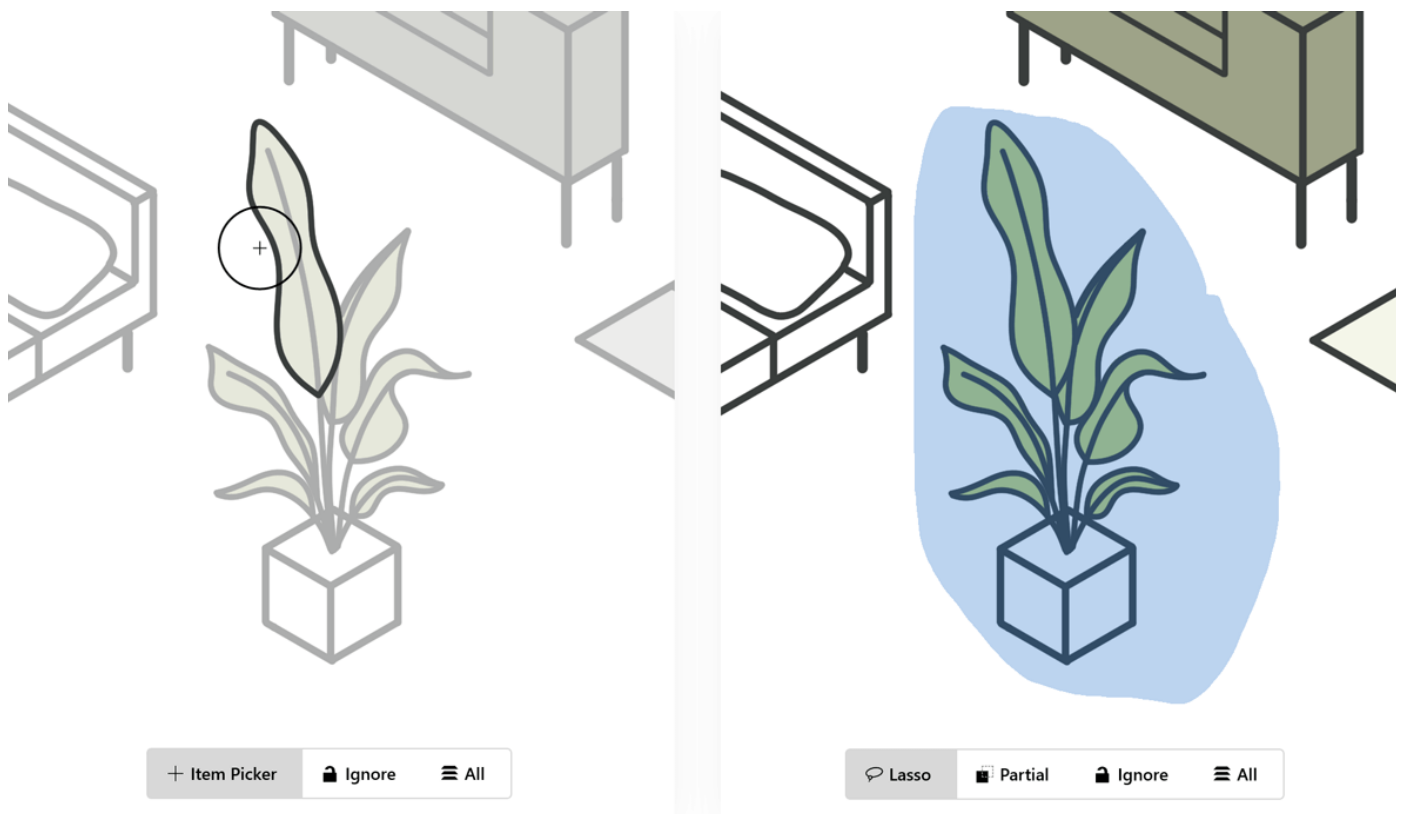
4. If you want to select all strokes on a single layer, you can tap on the active layer to open the [Layer Selection](#) pop-up. Tapping the *cursor icon* will select everything on that layer.

The Selection Menu



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

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



Item Picker and Lasso with their respective popups.

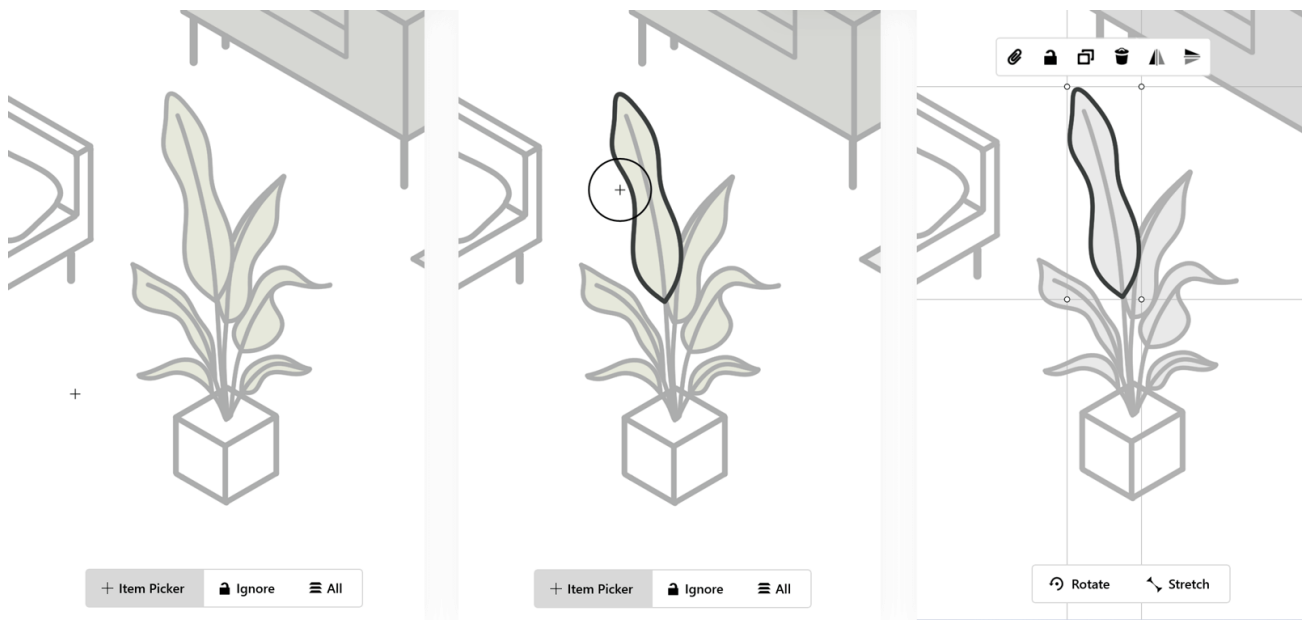
In the Selection menu, depending on which toggle you have active, you'll find from left to right:

1. A *Selection Type* toggle, for which selection method you'd like active. Tap it to toggle between Item Picker (single item selection, with the ability to add or subtract strokes individually), and Lasso (multi-select using drag to lasso your strokes).

2. A *Stroke Type* toggle, allowing you to choose whether you'd like to select Partial or Complete strokes inside your selection.
3. A *Lock* toggle, which includes or ignores any strokes you may have locked while drawing.
4. A *Layers* toggle, so you can choose whether to select inside your *Active* layer only, or inside *All* layers at once.

Item Picker

On the left-hand of the selection toggle is your Item Picker. This is a single item selection mechanism, which allows you to add and subtract individual strokes to your selection.

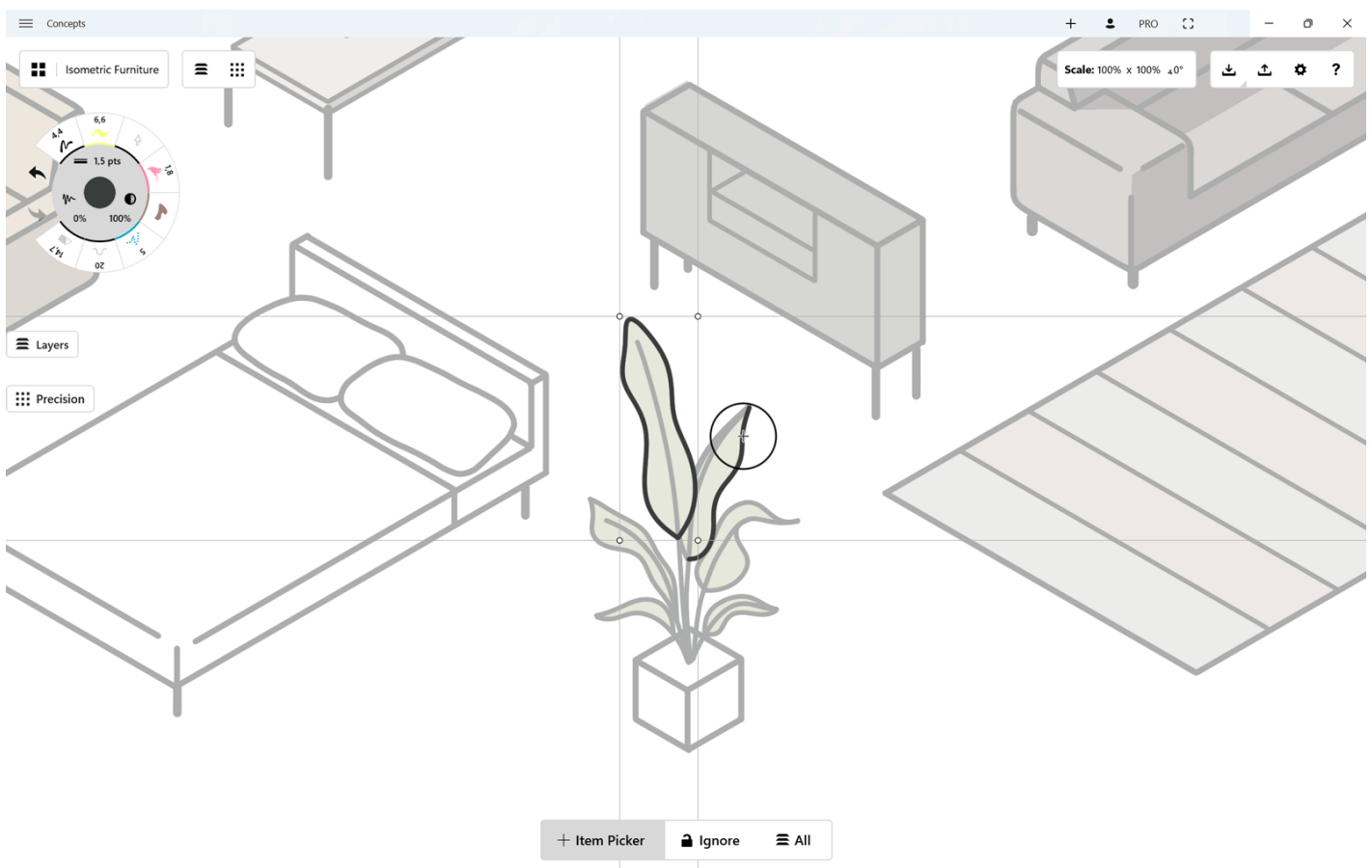


Drag the crosshairs over a stroke. For a single selection, let go. To multi-select, tap the screen with another finger to select the stroke, then move to another stroke and repeat.

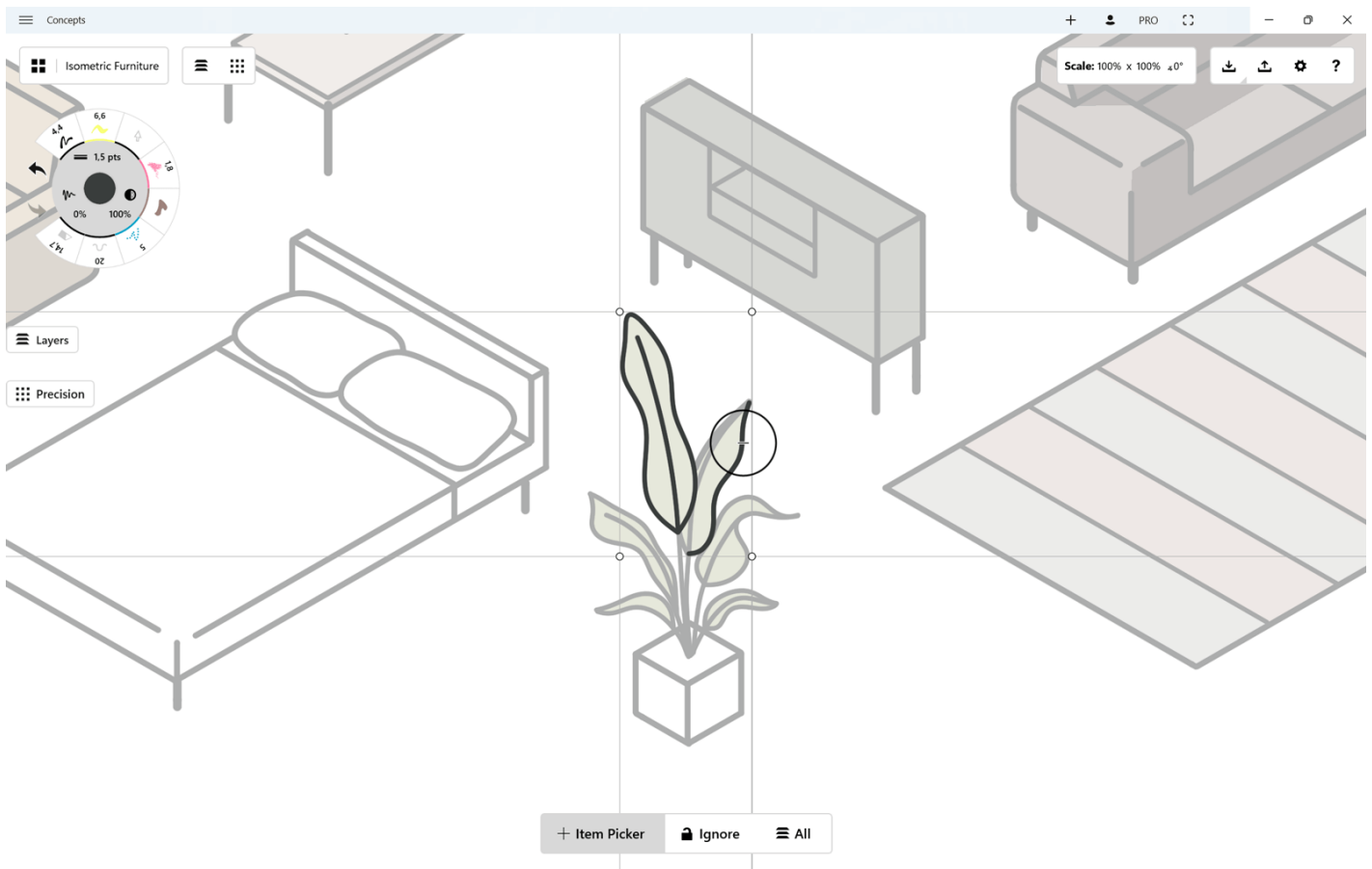
To use Item Picker, set your finger or stylus on the screen. A small crosshairs or plus (+) will appear above your finger, or at the tip of your stylus.

When you touch the crosshairs to a stroke, a circle will appear, telling you it has located a stroke. Tap the screen to validate the stroke, and let go of the screen. The stroke will be selected.

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

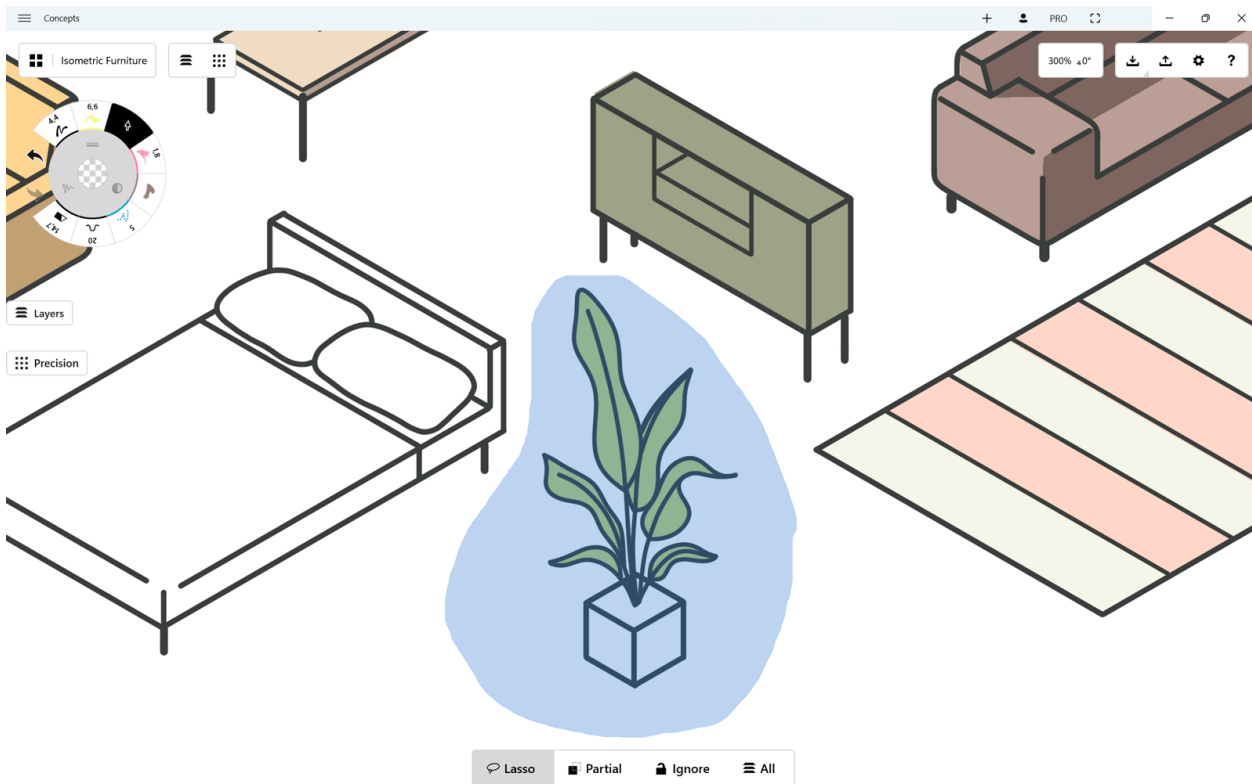


To subtract a stroke from your selection, drag the crosshairs to an already selected stroke. You'll see the plus turn to a minus. Tap the screen to accept it.

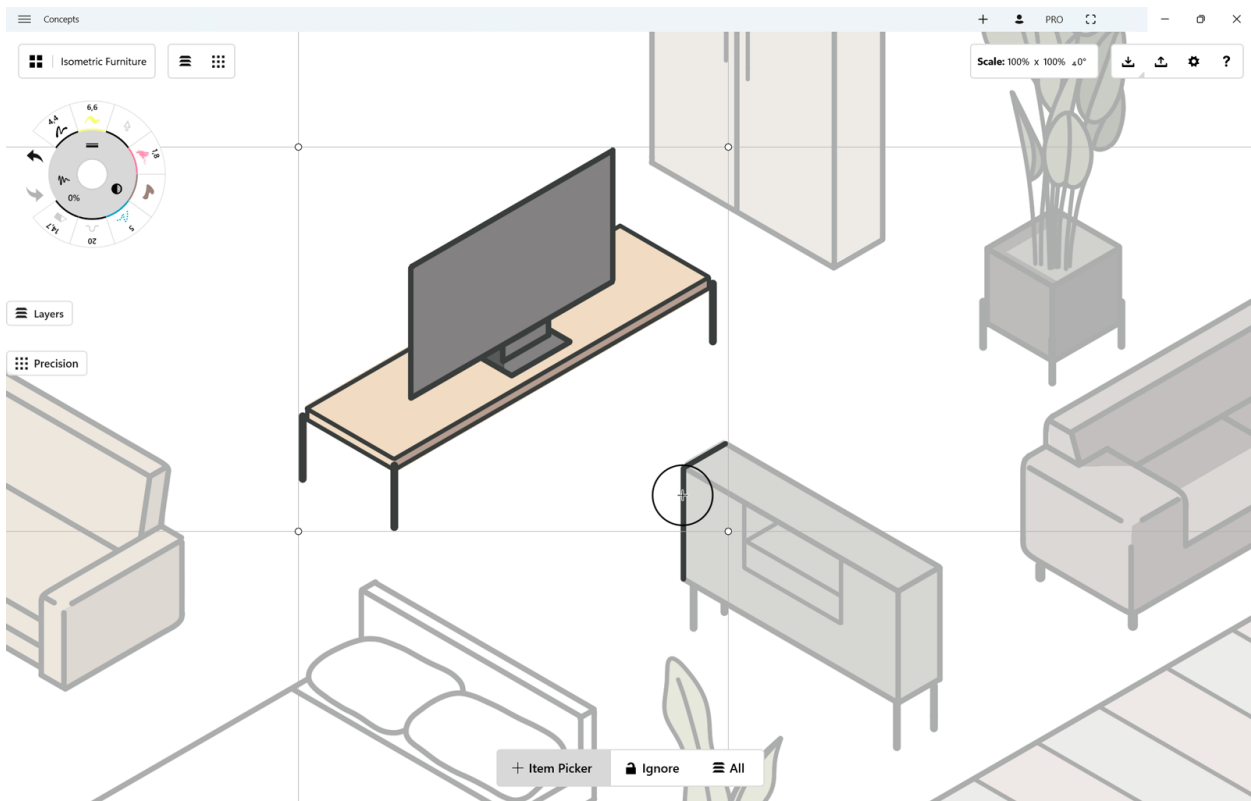


Lasso

If you tap the Selection Type toggle again, you'll find the Lasso. This allows you to select multiple items by dragging your finger across or around your strokes. Whatever the blue lasso touches will be part of your selection. Lasso again to subtract from the selection.



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



Color Picker

The third Selection toggle is the Color Picker. This is a vector color picker with a few more capabilities than standard color pickers in other apps. It allows you to select and remember color, brush and stroke properties, and set them to your tools.

In addition to the Selection toggle, you can activate the color picker from the Color Wheel. Open the wheel, find the eyedropper, and tap it to use it.

When Color Picker is active, drag the circle with crosshairs across the screen. You'll see the top half of the picker changes colors and transparency according to the character of the color

beneath it, while the bottom half of the picker displays your active tool's current color. *When you let go of the color picker, the new color will be assigned to the tool.*

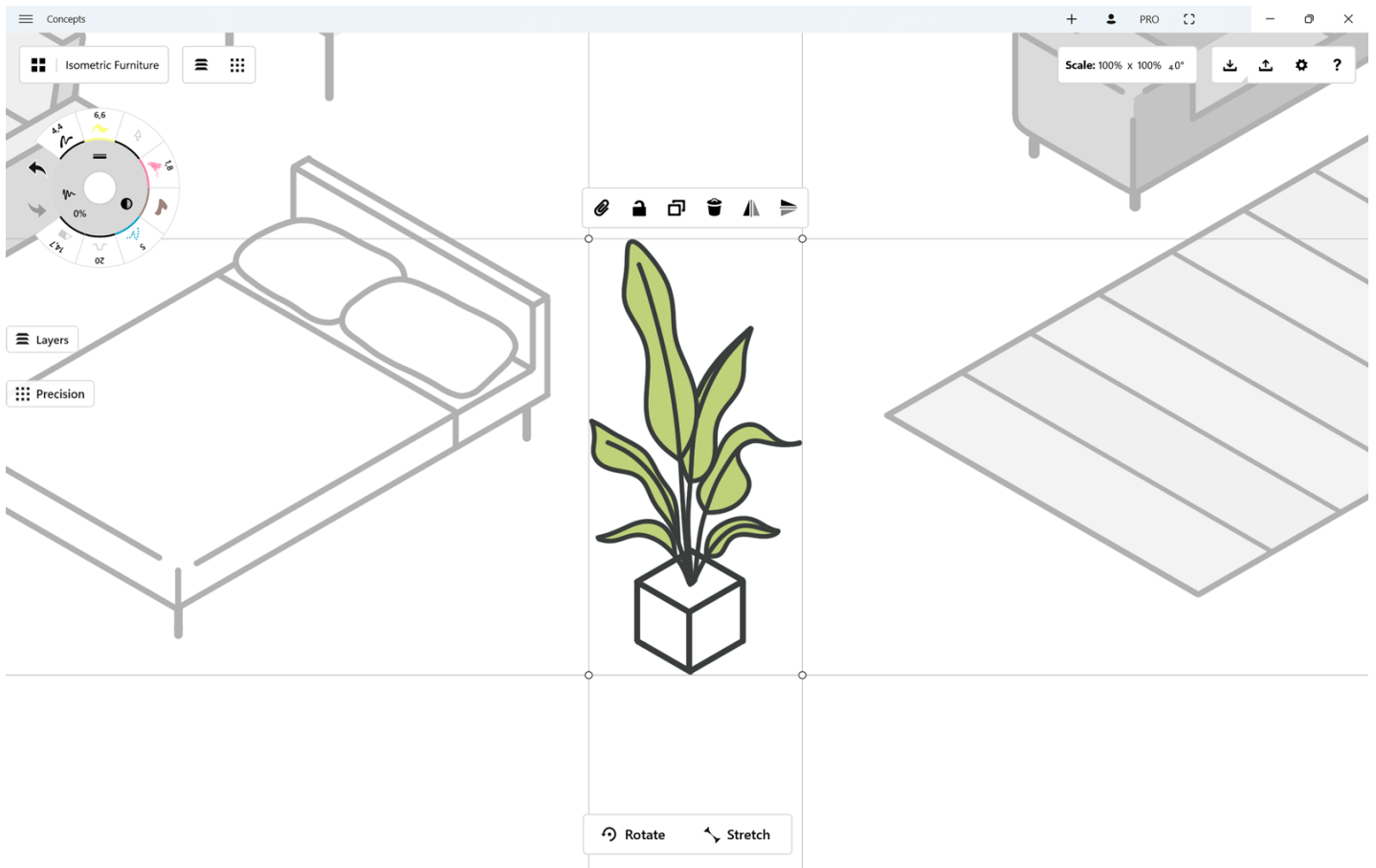
In the selection menu at the bottom of the screen, you'll see an option for "Alpha On". This means the color reflected will be calculated as if the color were against a transparent background. It grabs the actual flat color without applying opacity to the brush.

Finally, you'll see a tool tag floating above the color picker. This tag recalls the exact tool you used to draw each stroke in your drawing. If you're having trouble remembering which tool you used in what color, tap the tag and the tool will be applied to your tool slot.

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

Adjusting a Selection

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



- **Rotate.** Allows you to rotate your selection. Tap it on or tap it off.
- **Scale / Stretch / Off.** Toggle between these to scale strokes (grow the whole selection bigger or smaller, with a locked aspect ratio), stretch strokes (stretch strokes longer or shorter, keeps the same tool size), or lock your strokes from scaling or stretching.

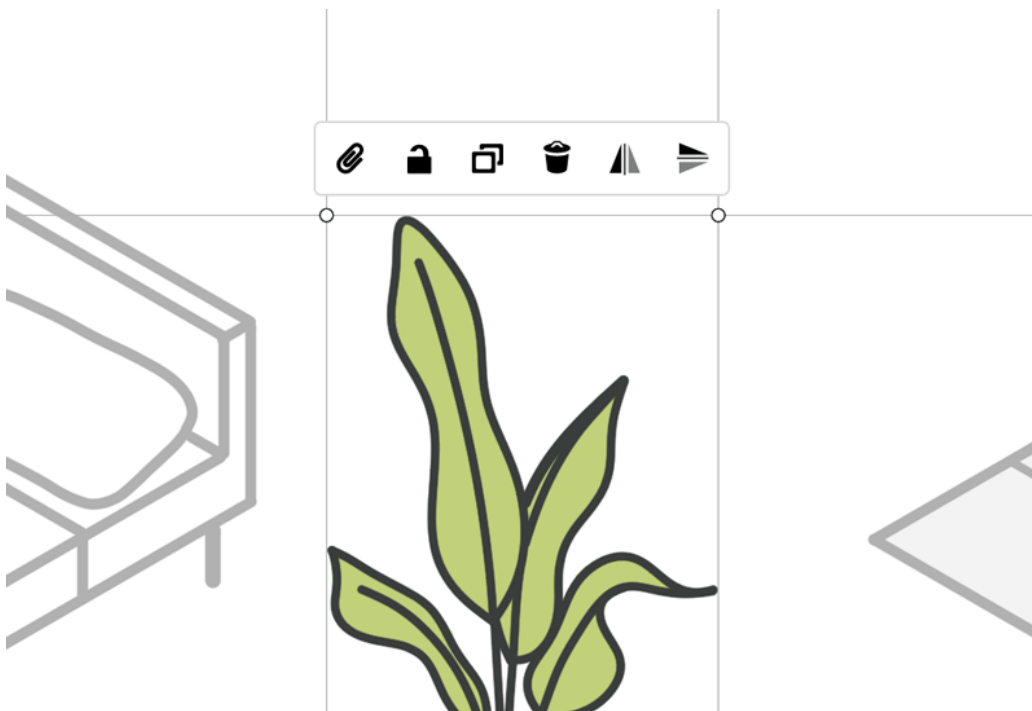
To scale and rotate the selection, use a two finger gesture *away* from the bounding box of the selection.

You can also do an **exact angle rotation** of your selection using the angle field below the status bar at the top of the canvas. Tap+hold the angle field to bring up a keyboard, and type in your custom degrees value. Objects will rotate clock-wise. It helps to lock your rotation

toggle on the selection menu first to avoid turning it again when moving the object.

The Selection Popup

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



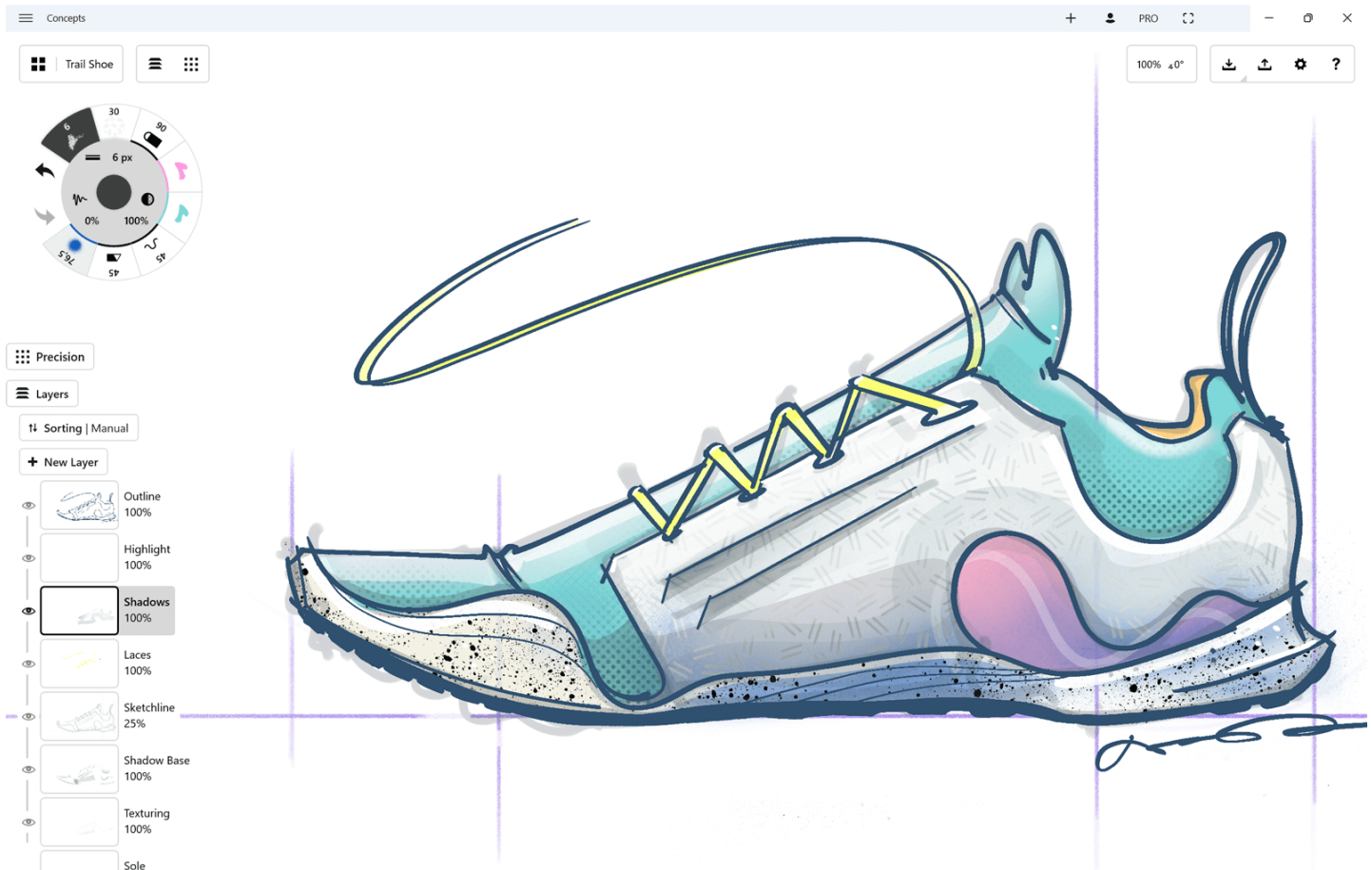
Lock. The Lock button locks your selection from all other selections and adjustments you might make in the future. You can access it again by selecting and unlocking it, or by changing the Lock filter on the Selection menu.

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

Delete. The best way to erase a vector stroke is to delete it, so if you truly dislike a stroke and want to banish it to the far nethers, just delete it from your life and drawing. You can also use the Slice tool that acts like an eraser. Of course, you can Undo.

Flip and Mirror. The final two buttons allow you to flip your selection from side to side, or to mirror it vertically. Great for creating reflections and shadows, as well.

Layers



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

Each layer comes equipped with its own set of controls:

- *Tap* on a layer to activate it for drawing.

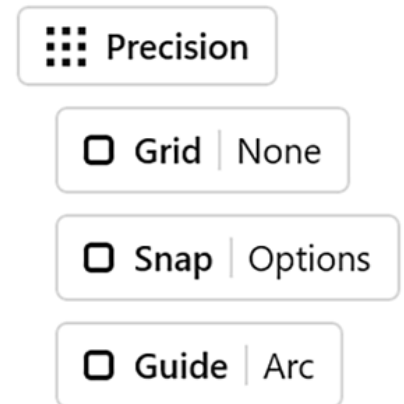
- *Tap + New Layer* to create a new layer. It will always appear directly above your current layer. You can also select strokes from the canvas and drag them to this button, where they will create a new layer just for themselves.
- Likewise, you can make a selection from your drawing and *drag* it to any layer, where they will nestle into their new home.
- *Tap+hold* a layer to rearrange layers into your preferred order.
- *Tap* the **eye** to the left to switch on / off the layer's visibility. It's still there, it just doesn't show up when off.
- *Tapping* an active layer brings up the layer's **selection** popup. From here you can *select everything* on the layer, *lock* the layer, *duplicate* it, *delete* it, *merge* it down into the layer beneath it, and *rename* it. You can also adjust the full layer's *opacity* level by dragging your finger along the slider.



Precision Tools

Our Precision Tools are coming to Windows. [We have a roadmap of our expected release dates for these tools here.](#)

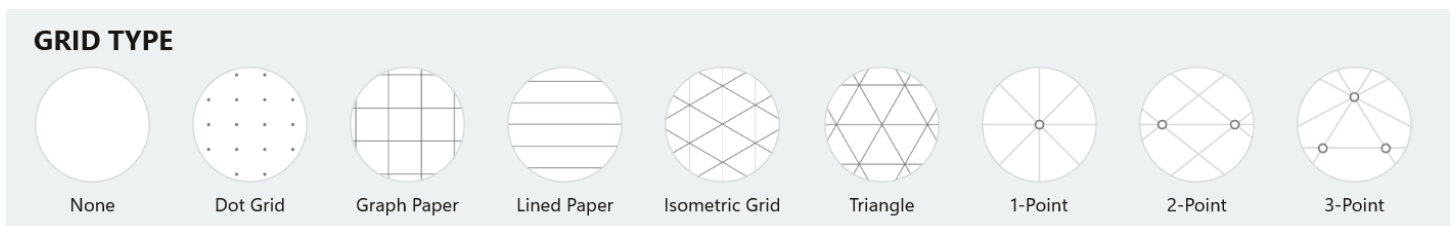
If you tap the Precision button on the canvas, you'll see a couple of options expand beneath the menu - Grid and Snap.



Grids

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

Grid Types

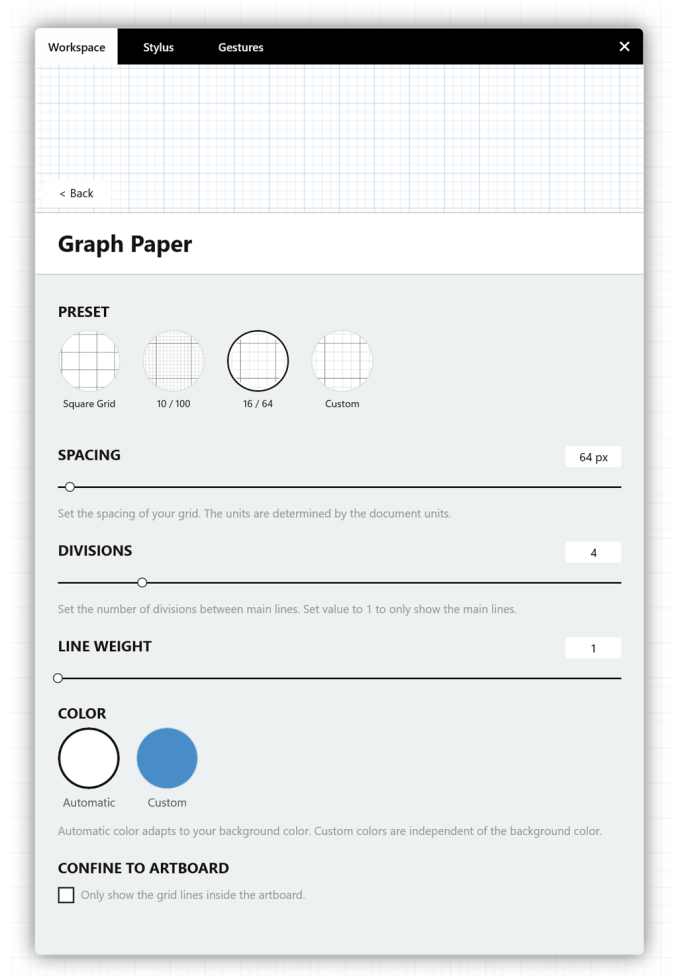


Concepts has five **regular grids** and three **perspective grids**: Dot Grid, Graph Paper, Lined Paper, Isometric Grid, Triangle Grid, and 1, 2 and 3 Point Perspectives. Select the grid from the

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

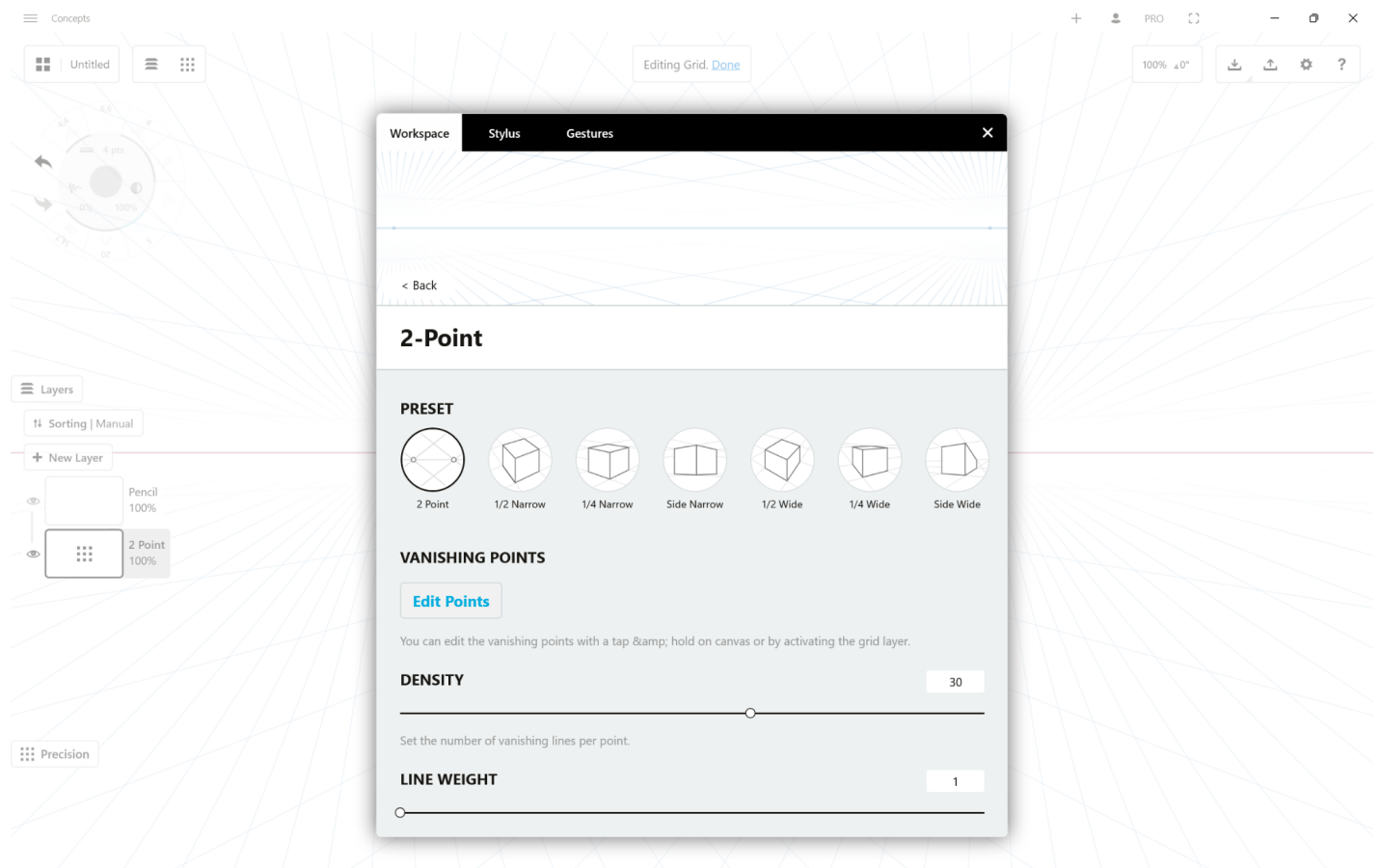
With the five regular grids, you can edit:

- **Preset** – Choose from a variety of pre-made grids.
- **Spacing** – The distance between the main lines/dots.
- **Divisions** – Determine how many subdivisions there are between the major lines. Set value to 1 to only show the main lines. Available for Graph Paper and Lined Paper grids.
- **Line Weight** – The thickness of the grid lines.
- **Color** – Select the automatic color that adapts to your canvas or choose a custom color.
- **Opacity** – Set the opacity of the grid. This option is available when using a custom color.
- **Orientation** – Set the orientation of the grid to landscape or portrait. This is useful if, for example, you want to use vertical lines for lined paper. Available for Lined Paper, Isometric Grid and Triangle Grid.



- **Confine to Artboard** – Check the box to only show grid lines within an artboard. This only applies if there is an artboard on canvas.

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



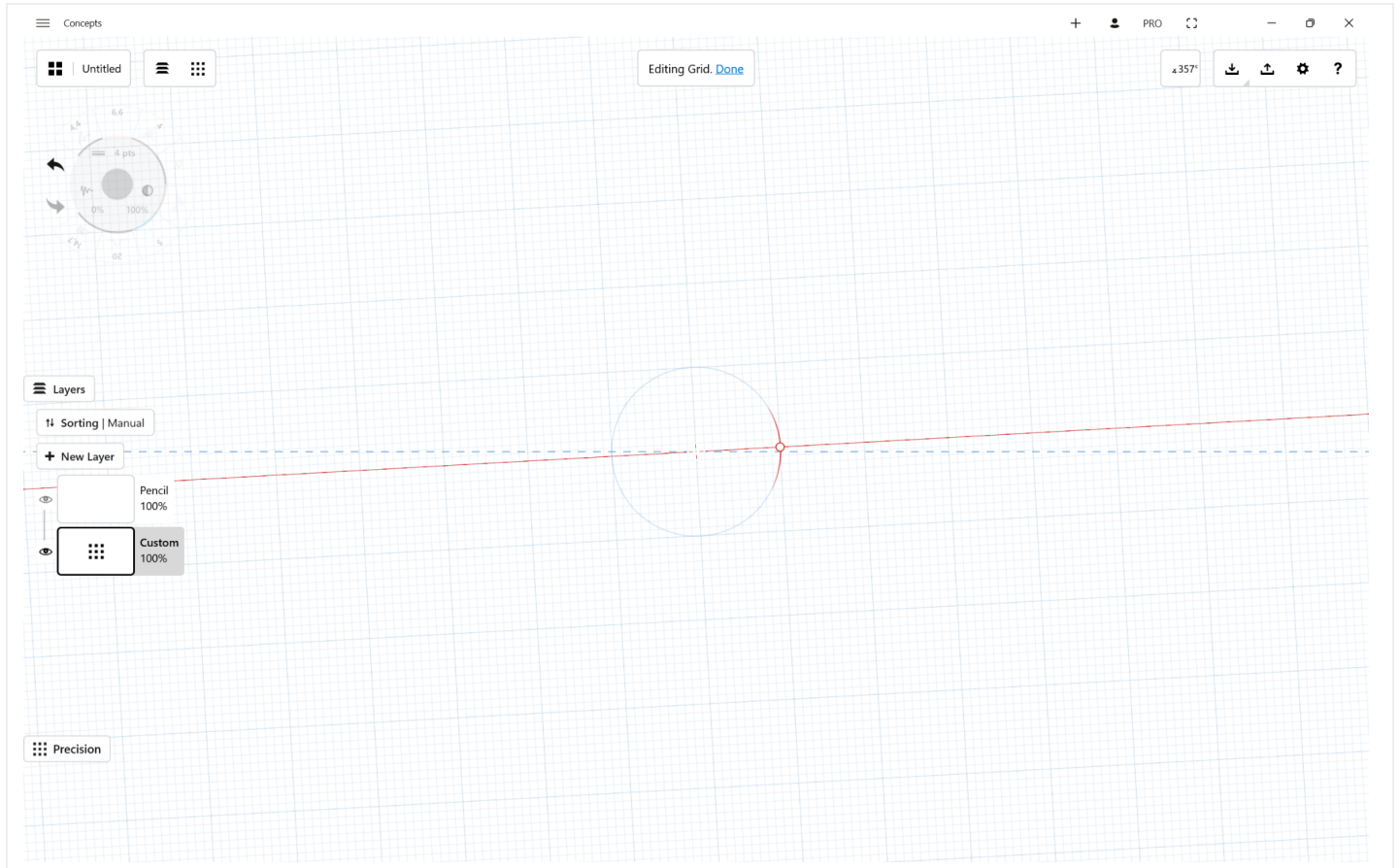
The settings are slightly different for the perspective grids:

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

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

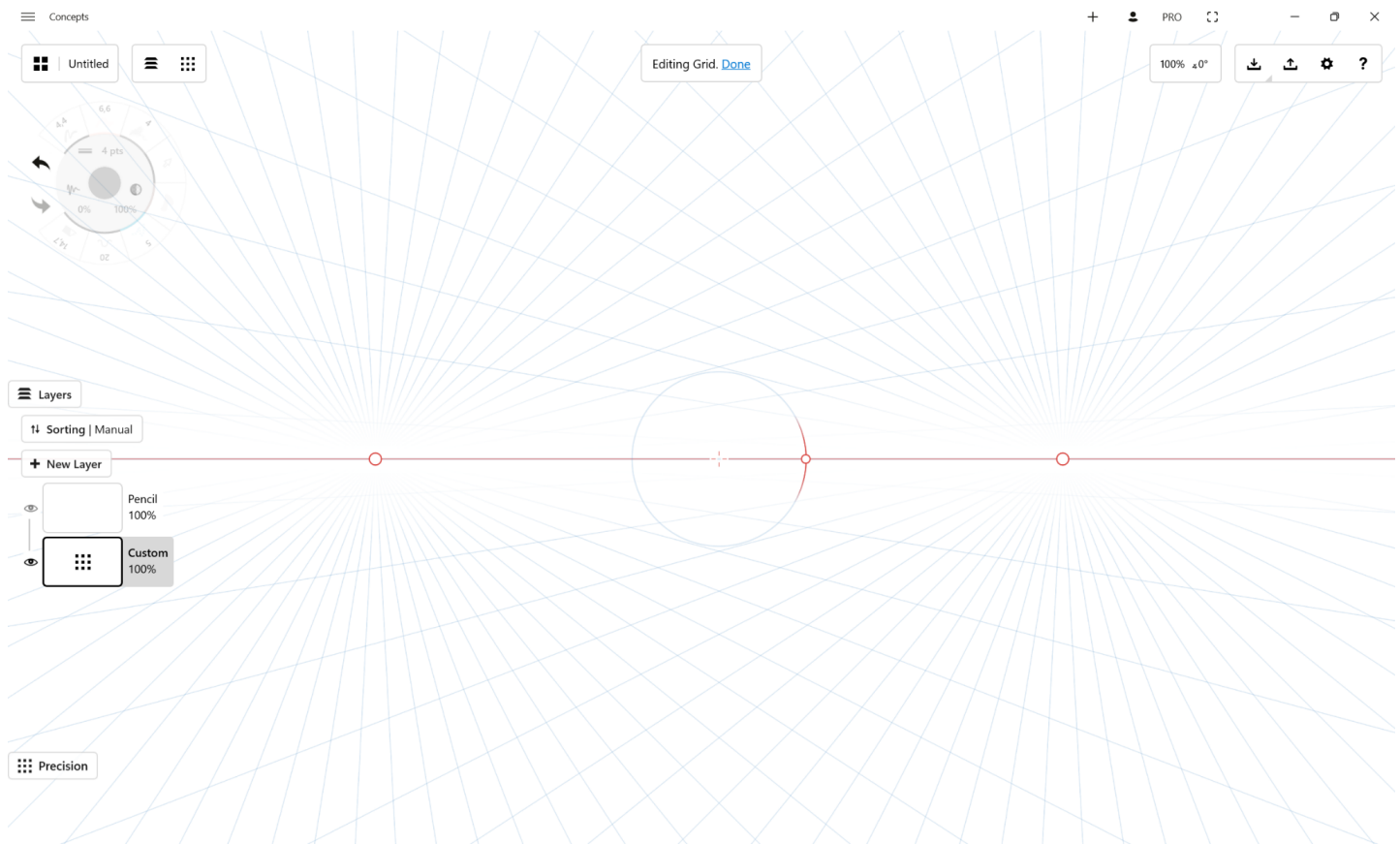
Editing Grids on Canvas

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



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

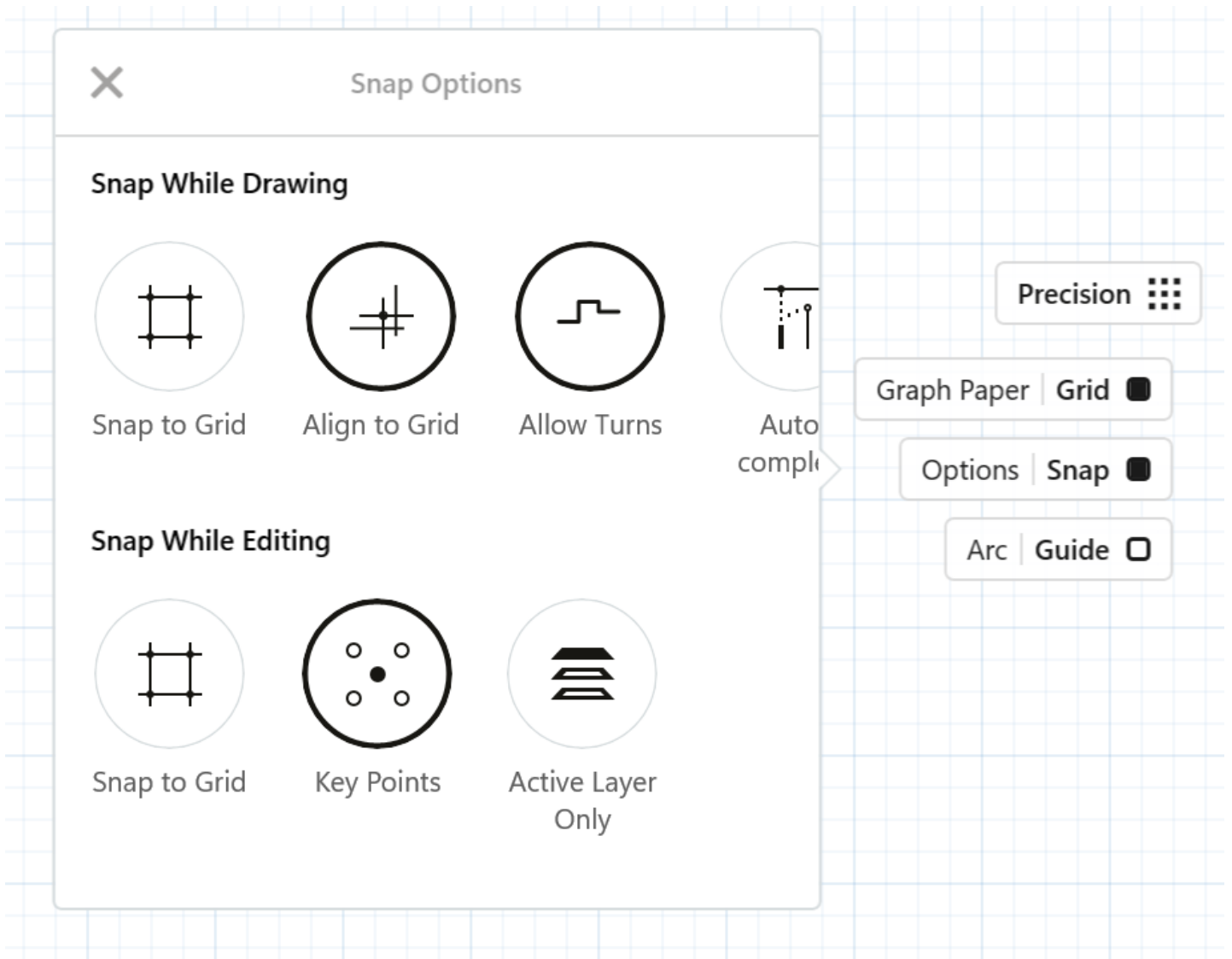
To move the grid, drag the grid from the crosshairs at the centre of the horizon line, or drag the line itself.



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

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

Snap



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

Snap While Drawing

There are three types of Snap guides for drawing: Snap to Grid, Align to Grid and Autocomplete. There is also an Active Layer Only option. These Snap guides can help you to draw straight lines according to a grid's directional set, create precise floor plans or style patterns.

Snap to Grid

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

The Wire and Fixed Width brushes can be used to draw clean strokes with fewer points. Try these tools if you want to export clean SVG or DXF.

Align to Grid

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

Allow Turns

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

Autocomplete

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

Active Layer Only

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

Snap While Editing

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

- With single-stroke selections, Snap points are the beginning and end points of any given line and to 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.
- When used with [Shape Guides](#), Snap applies to the handles and the center point.

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

Drawing with Snap + Grids

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

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

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

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

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

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

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

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

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

Measure

This feature is coming soon.

Scale

This feature is coming soon.

Shape Guides



The Shape Guides are your design-sketching friend. The Shape Guides give you precision control over every edge and radius you draw. Use them to sketch partial or complete perfect shapes, and adjust them to any size, shape or angle.

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

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

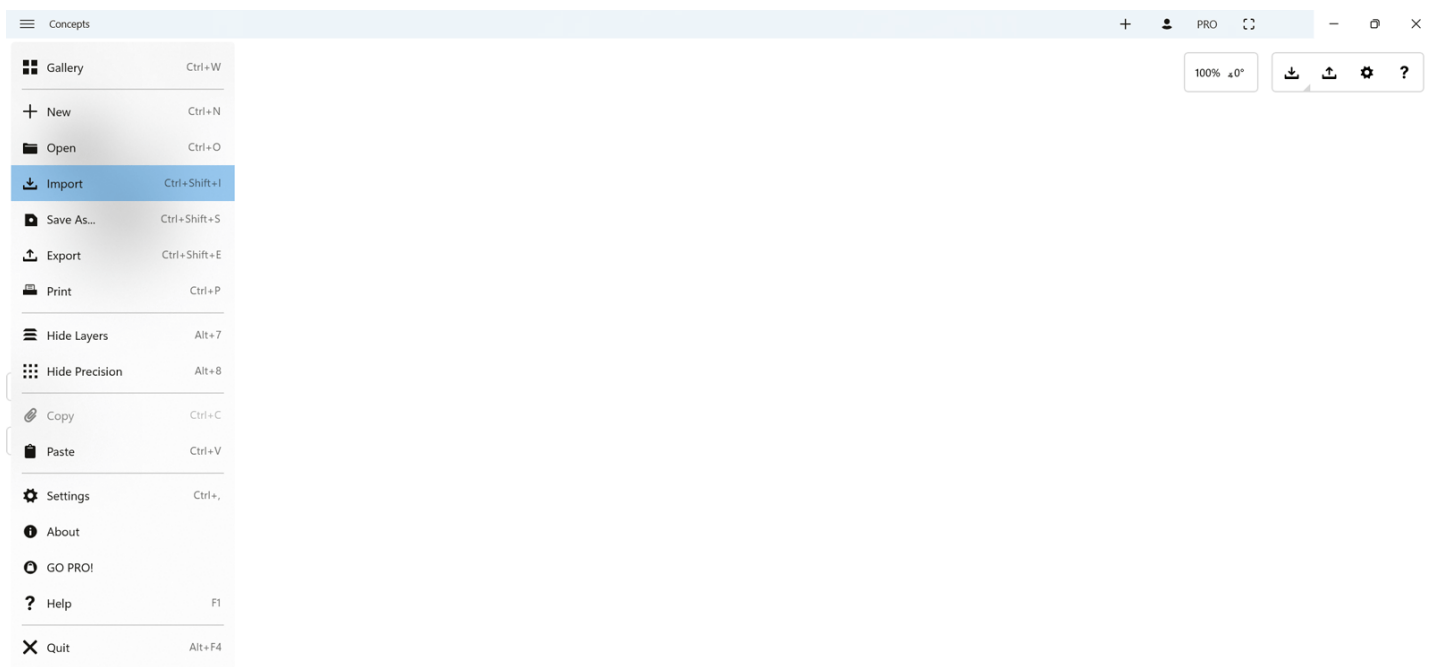
To rotate a shape guide or any selection to an angle, tap the angle field in the status bar at the top of the canvas and a keyboard will appear. Type in a custom value and confirm your choice. The selection will rotate in a clock-wise direction.

Import

There are a couple ways to import images and selections onto your canvas - via the Import menu or your device clipboard.

You can have one or many images on the canvas at a time, and as with all elements in Concepts, each image can be selected, moved across the canvas or between layers, adjusted for opacity, size or rotation, drawn on, masked or duplicated.

Importing selections allows you to draw elements in one drawing, copy them to the clipboard, and paste them into another drawing for quicker work.



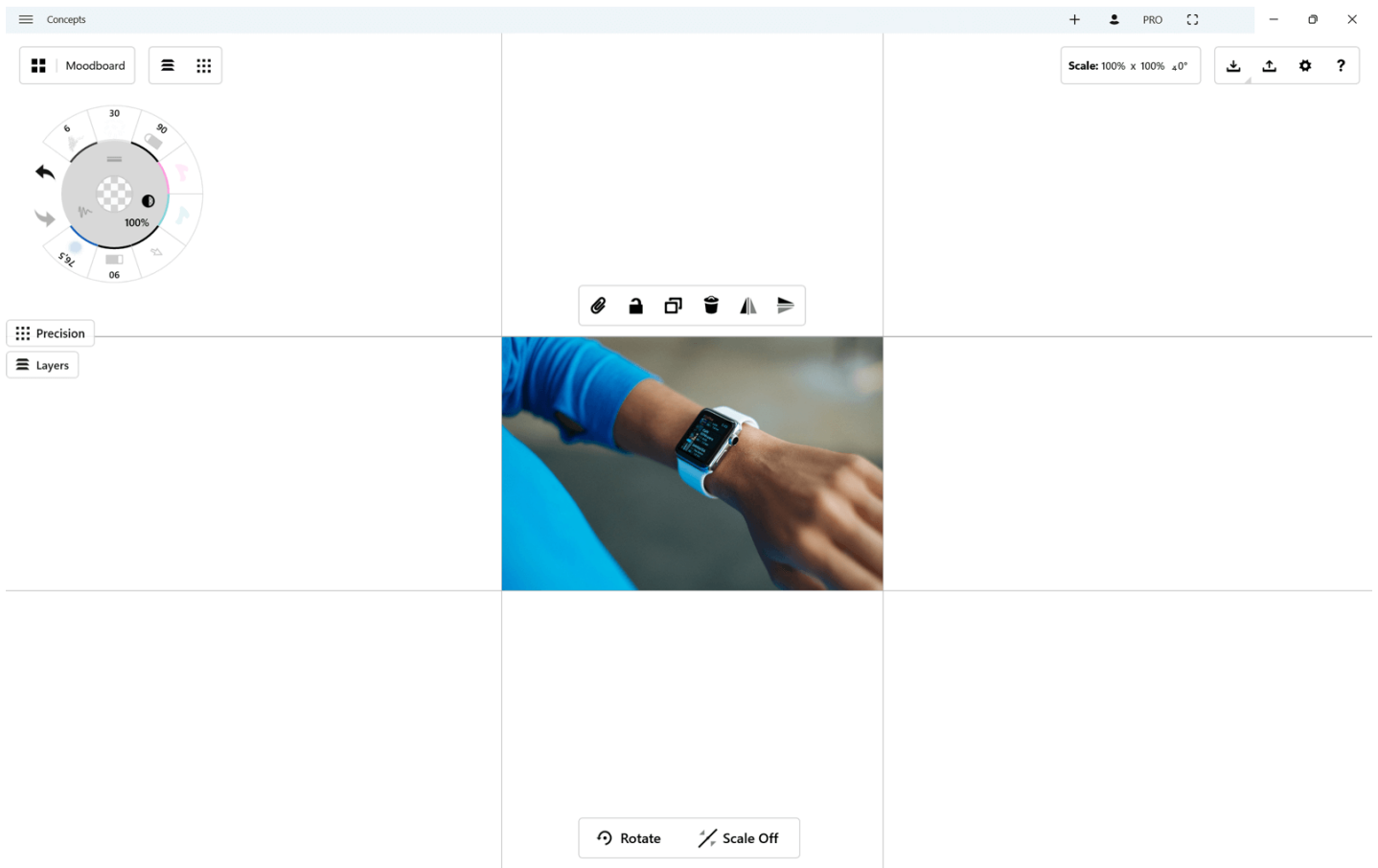
The Import Menu

1. To import an image (JPG or PNG) or a selection you've drawn into a Concepts drawing, open the menu in the top left corner of the status bar and tap Import.
2. A menu will open with options to import from your device clipboard (selections or images, explained below), the device camera (takes a photo), or your file management system.



3. Choose your location. If, for example, your image is in your file system, tap Files and select the image you wish to import. It will appear on your canvas in Selected mode, allowing you to position or resize your image before placing it. Tap to set it to the canvas.

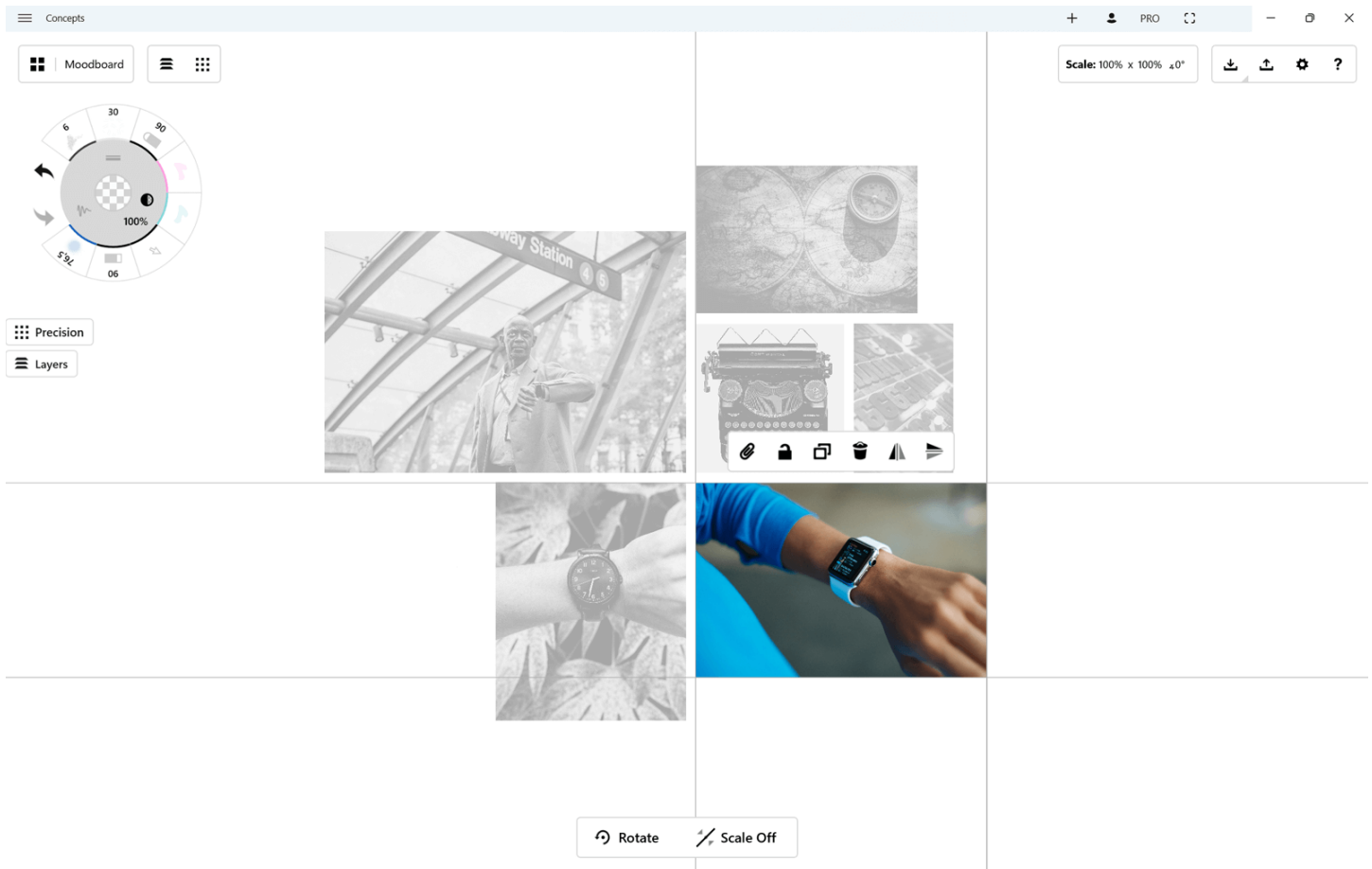
The app will place the image on a layer. If your layers are set to “Automatic”, the app will create an “Image” layer just for the image at the bottom of the stack. If your layers are set to “Manual”, the image will import to the active layer.



Copying a Selection or Image to the Clipboard

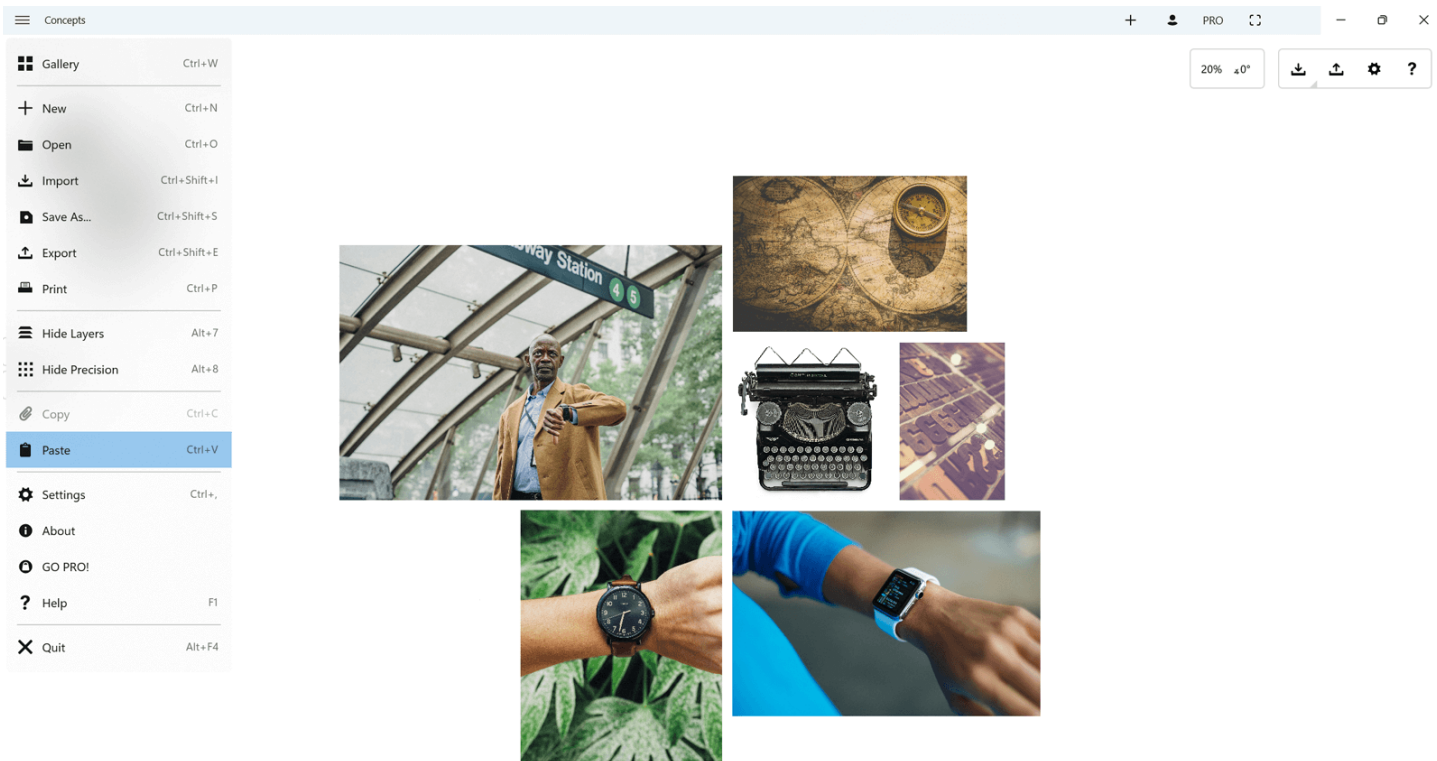
To copy strokes you’ve drawn or an image within Concepts to the device clipboard, select your preferred strokes or image, then tap the paperclip icon on the selection menu, use Ctrl+C, or select “Copy” in the menu on the status bar. A note will appear saying “Copied to Clipboard.”

You can also copy images from the file manager or your web browser to the clipboard, using the Copy function or Ctrl+C.



Pasting a Selection or Image to the Canvas

Enter your drawing. To paste your selection or image to the canvas, use Ctrl+V, or select "Paste" from the menu in the status bar, or open the Import menu and choose Clipboard. Your material will appear Selected so you can adjust its position before placing it. Tap to set it to the canvas.



PDF

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

Export



Once your sketch is ready to go, tap the menu button in the upper left corner of the status bar and touch **Save As** for a working *.concepts* file type, or **Export** for outside file types. Here you can name your file, choose where to save it, and choose a file type.

You can choose to export to JPG, PNG, PSD, DXF, SVG or PDF.

You'll notice a *Region* and an *Options* area. Your *Region* is the area you'd like to include in the export (since you have an infinite canvas to choose from). If you have an artboard active, you'll see that region available, as well, and you can choose to export to your preset boundaries. Your *Options* include exporting with a transparent background, exporting with your current

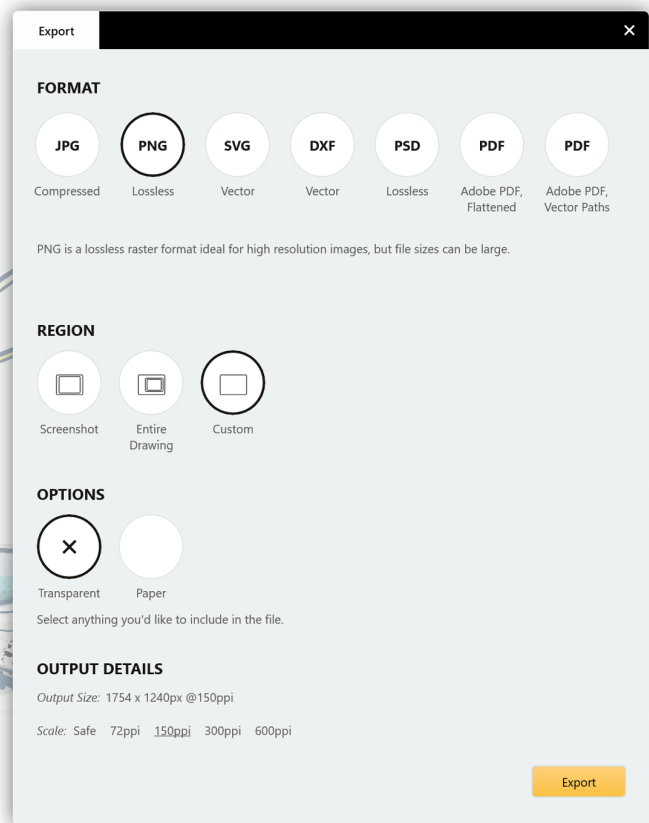
Paper type, and whether or not you'd like to include your Grid in your export. These options differ a bit depending on which file type you choose - go ahead and select to your desired outcome.

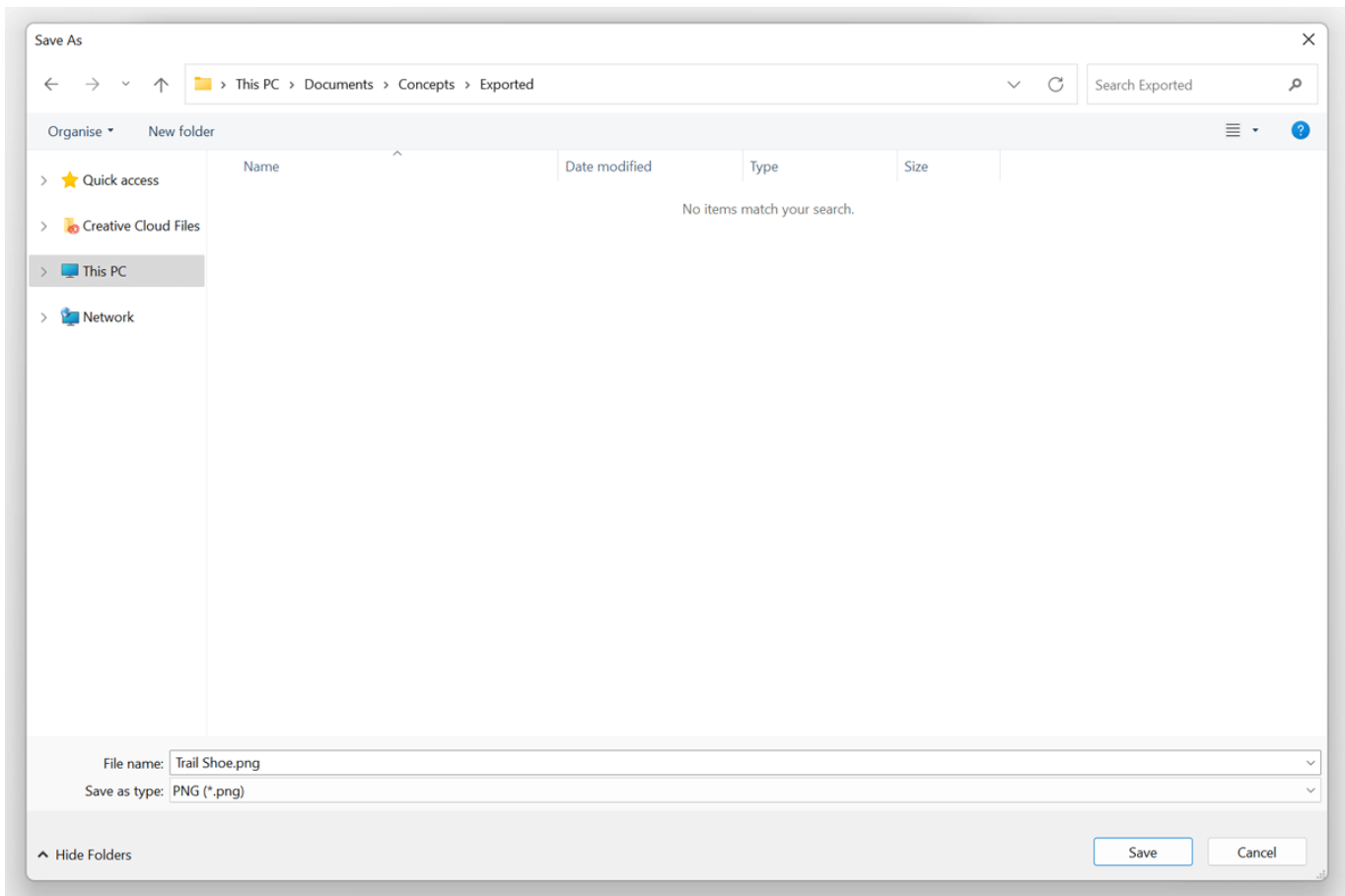
.concepts

Select **Save As** to save the drawing as a native *.concepts* file type, to be opened and continued later, or shared with other Concepts for Windows users. At this point, *.concepts* files created in Windows cannot be opened on iOS or vice versa.

JPG

Standard, low-resolution export that's best for quick emails or low-res screenshots. You can choose between 72, 150 and 300 dpi resolutions.





PNG

Standard, higher-resolution export for pixel-perfect images that are viewable on nearly any device. You can choose between 72, 150 and 300 dpi resolutions.

SVG

A standard format for simplified vector paths that include point data and colors, but is limited to a single line-weight per stroke and very rough texture support. Please be aware that not all SVG formats are equal between apps. In fact, they're all different and proprietary, and you can expect to see inconsistencies between vector stroke appearances in Concepts versus other

vector apps. Soft Mask marks will display as white lines. If exporting for Adobe Illustrator, make sure to uncheck 'Filters' in the options.

DXF

DXF is a CAD format from Autodesk (R14) that includes vector paths and basic color representation, useful for organic CAD models and laser / waterjet cutting. Eraser marks will display as white lines.

PSD

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

PDF (Adobe PDF, Flattened)

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

Exporting a PDF

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

PDF

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

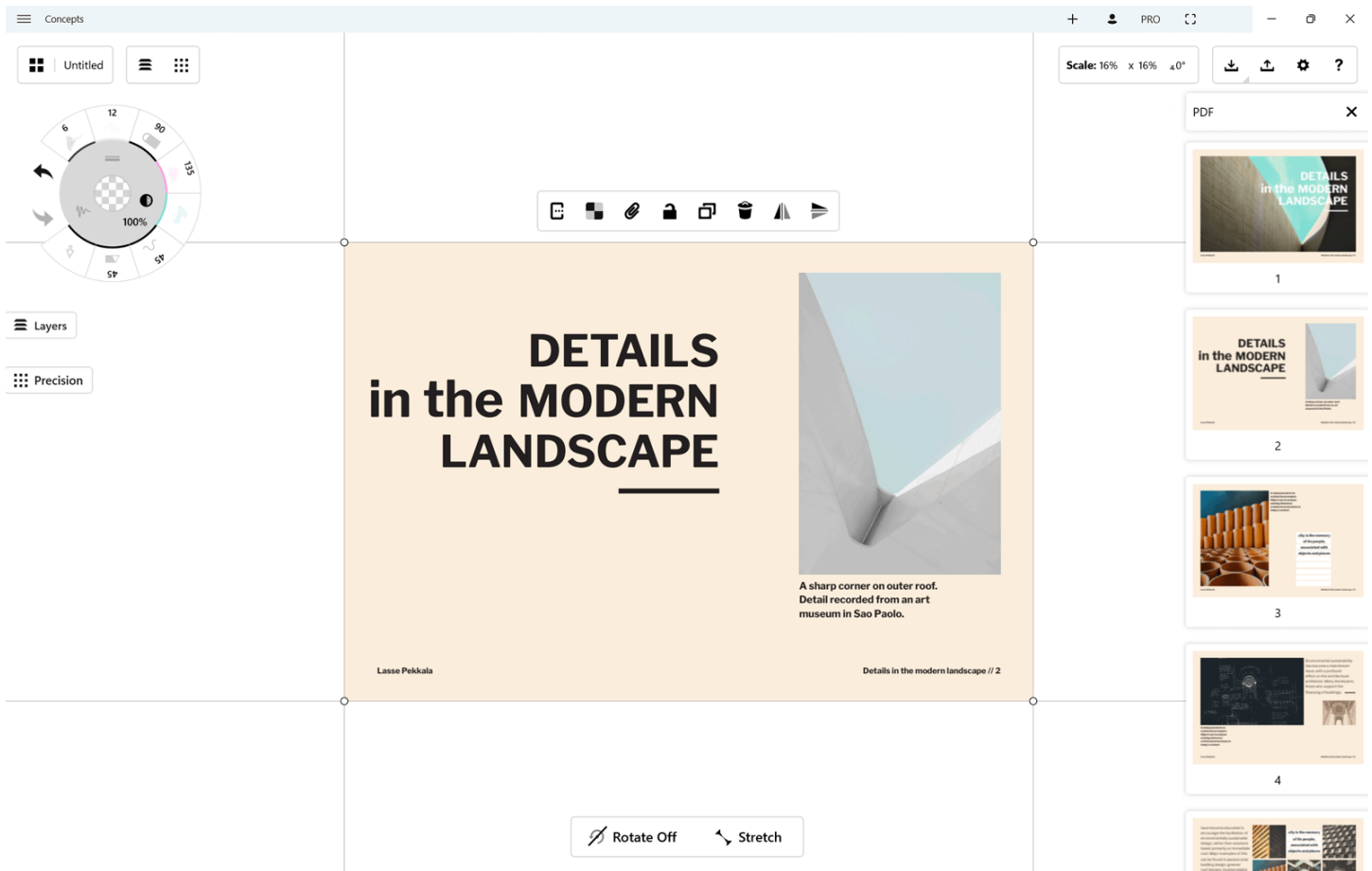
It also means your work can't be edited, which means design iterations are difficult and require lengthy re-drawing. Concepts allows you to create, import, mark up, rearrange, substitute and export crystal clear PDF pages. Available in the [Pro Shop](#) either a-la-carte or as part of subscription, it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

Importing a PDF

To import a PDF, download it via your email or other preferred method to your device, and import it in Concepts using the Import button in the dropdown menu or in the Gallery.

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

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

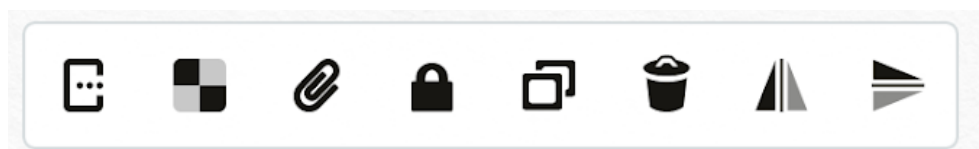


Interacting with your PDF

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

- *Drag* a page with a finger or stylus onto the canvas.
- *Tap* to set the page onto the canvas.
- *Tap+hold* the page to select it, move it about, and perform all the useful abilities selection offers, plus one just for PDF - apply transparency when exported (below).

- With a multi-page PDF, *swipe* the PDF menu off the edge of the screen to hide it while you work.
- To bring it back, *select* a PDF page and touch the left-most button on the popup with the *rectangle+dots* - another PDF-only button - and it will reappear.



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

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

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

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

Exporting a PDF

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

Choose **PDF (Adobe PDF, Flattened)**. This option is the standard PDF export that flattens your work into an untouchable, high-resolution document.

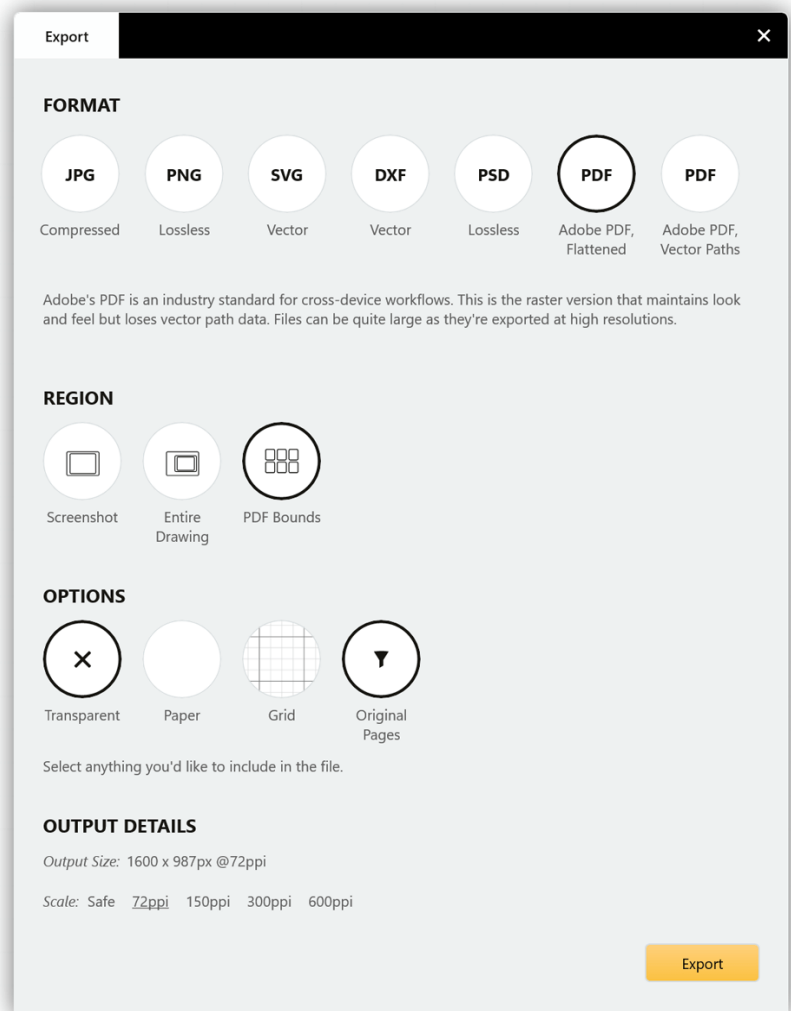
In *Region*, you see several options, with a Part B on the last.

1. If you choose Screenshot, whatever configuration of pages or beautiful work you've created that show within the current boundaries of the screen will save as a *single PDF page*.

2. If you choose Entire Drawing, everything you've drawn, including what you don't see in the visible screen boundaries, will save into a *single PDF page*.

3. If you have an artboard on canvas, you'll see this represented in your Region. Choosing this option exports your configured size to a *single PDF page*.

4a. If you choose PDF Bounds, you will create a *multiple-page PDF*. As many PDF pages you have within your drawing, read from left-to-right and top-to-bottom, will export into a full PDF document.



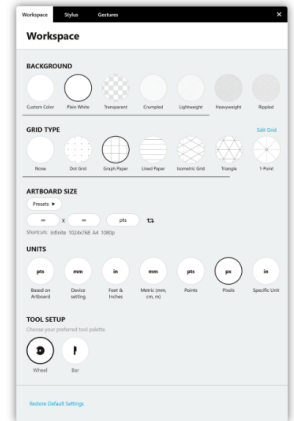
4b. If you select *PDF Bounds* and include *Original Pages*, any page(s) you dragged from the PDF and adjusted will **automatically substitute in** for the original pages, giving you an updated version of your original PDF. This is great for signing the last page of a legal document, for example, without having to recreate the entire spread.

Settings

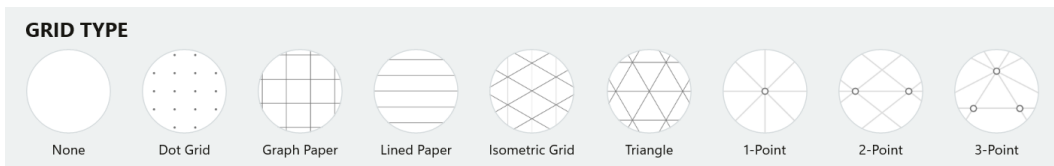
In the Settings menu, you'll see abilities to configure your Background, Grid, Artboard, Surface Pen and Gestures.

Background

You can scroll through these options and find many basic paper types with subtle textures, as well as plain white, transparent, blueprint and darkprint. We also give you the option to create a custom color background from the COPIC color wheel.



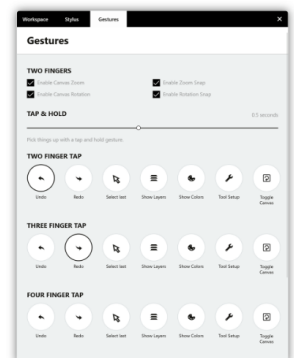
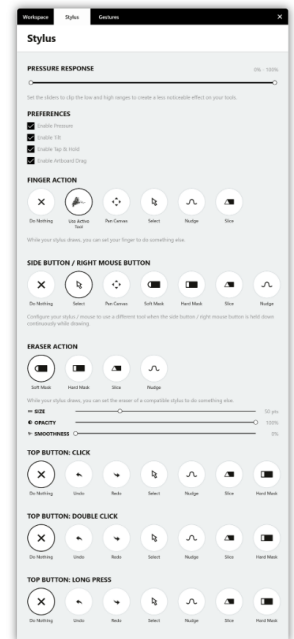
Grids



The grid provides structure to your drawings by setting a set of reference lines on your canvas. Turn the grid on or off from the Settings menu.

Artboards

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



find more presets in the contextual menu if you *tap* the width or height input field. You can find common paper sizes, screen sizes and even business card sizes.

Surface Pen

The Surface Pen can be configured for pressure and tilt, and if you'd like to smooth out the pressure response a bit, you can use the slider to clip the percentage range down on each end. Also, when using the Pen, you can set your finger action to something different like panning the canvas or selection (or to use the active tool or do nothing), so that your workflow is that much faster.

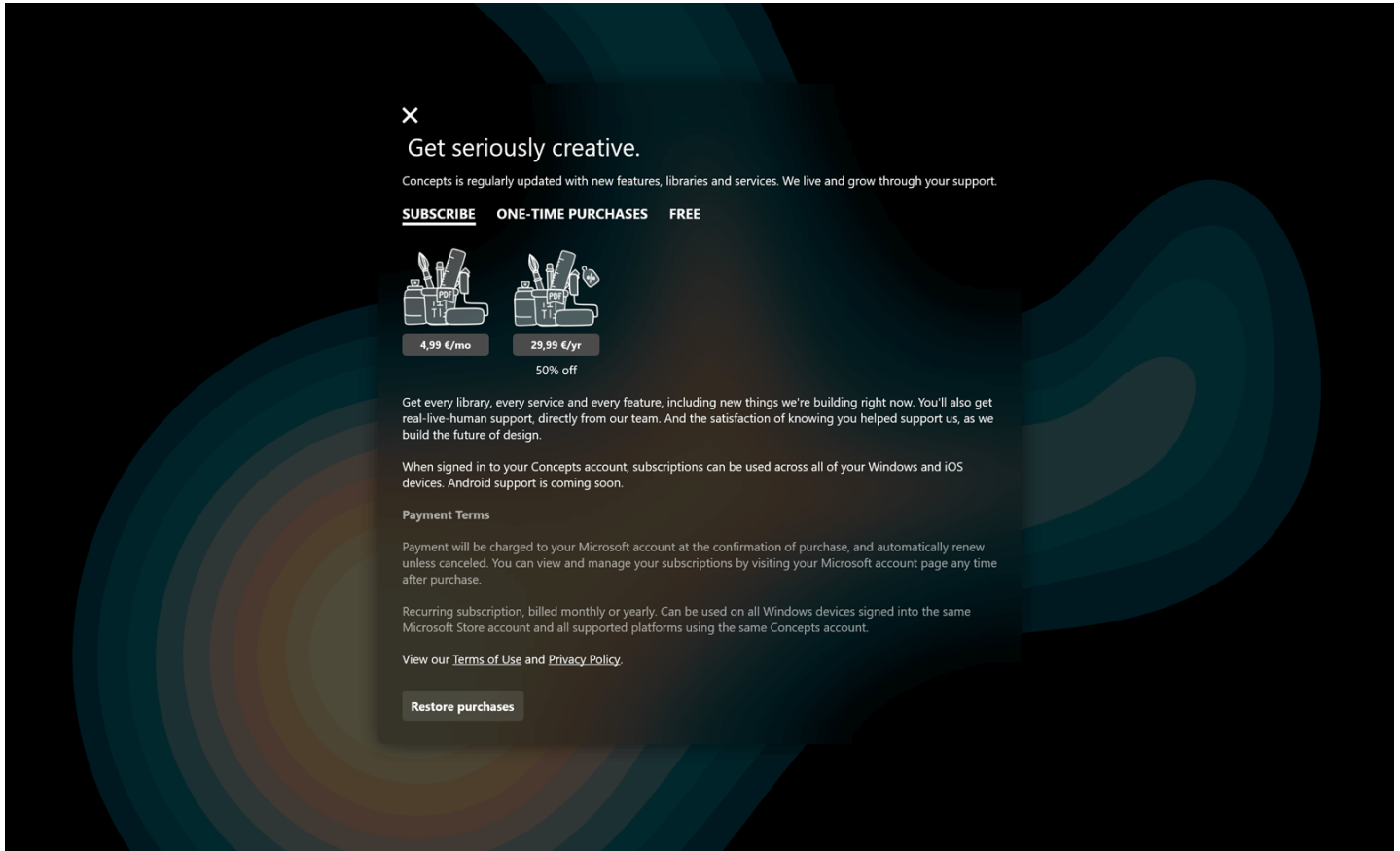
You can also set the eraser side of your Surface Pen to do something else, like Mask, Slice or Nudge.

Gestures

At this point in time we have a two-finger gesture available for moving (drag two fingers) and zooming (pinch or expand two fingers) about on the canvas. You can configure that here. Beneath the two-finger action is a slider that allows you to set your timing for how long you tap+hold to select objects. Some like it fast, others prefer it slow, choose a timing that works well for you.

The other tabs in the Settings menu allow you to learn more about Concepts, visit the Pro Shop, and find help. Besides helpful links to our videos, FAQ, articles, website and manual, you'll see a link to Ask Us Anything, which sends us a direct message about your troubles. You can expect to receive a reply in-app within 24 hours.

The Pro Shop



Basic

Concepts comes as a free, solid sketching app when you download it from the 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 export with this free package.

The Essentials

Upgrade to the Essentials and become a Pro user. A one-time only purchase, it gives you the powerful ability to select, move and adjust your vectors. It also gives you, unlimited layers, unlimited imports and high-resolution PNG and SVG export. Other features like brush editing, object libraries and further export types will be added to this package soon.

A-la-Carte

Brush Market

In the Brush Market, we've crafted some beautiful brushes that add artistic elements to your drawings - brushes like pastels, chalk, paint and other dynamic pens and pencils. Purchase these brush packs straight from the Brush Market in the Brushes menu.

PDF

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

Subscription Gives You Everything

Subscription gives you everything at once, going forward. This includes every feature, brush and export, including all of the many abilities that will be added as we develop Concepts for

Windows over the next year and beyond. Subscribing opens up the ultimate in design capabilities both for you and for us—you get great tools, and we get to keep building them.

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

Happy creating,

The Concepts Team @ TopHatch

Again, Help Doesn't End Here

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

