

# STYLE INSTRUCTIONS FOR AFFINITY DESIGNER ON IPAD

## THANKS FOR DOWNLOADING THIS PRODUCT

This document explains the basic principles of loading, applying and adjusting styles on the iPad version of Affinity Designer.

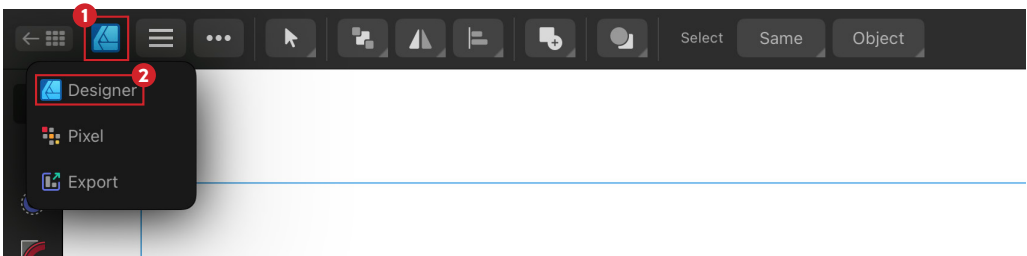
## WHAT IS A STYLE?

A ‘Style’ is a group of patterns, textures and/or effects, which have been bundled together and can be applied to vector shapes and type with one click. Some ‘Styles’ feature just patterns/textures, some feature just effects and some feature both. I will explain how to identify which elements a specific style contains later in these instructions.

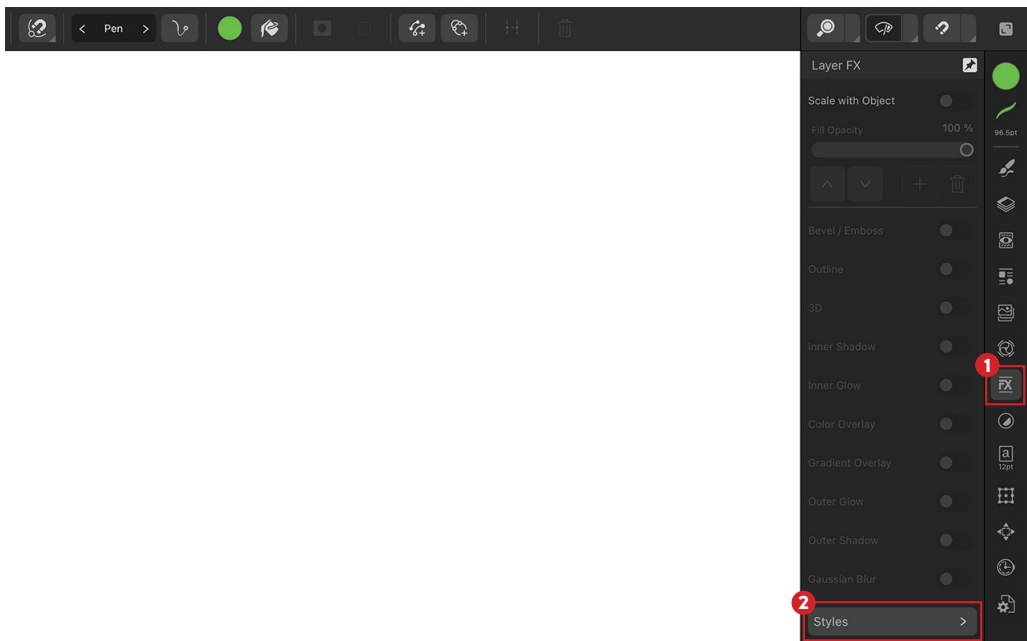
All elements used in ‘Styles’ remain live so they can be adjusted after application.

## TO LOAD STYLES INTO AFFINITY DESIGNER FOR IPAD...

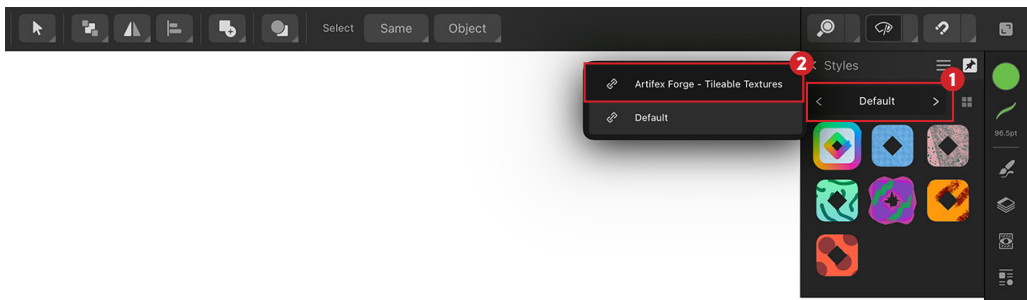
1. Transfer the ‘Styles’ file to your iPad and save it where you can easily find it.
2. Switch to the ‘Designer Persona’ by tapping the buttons shown below (1 then 2).



3. Tap the ‘Layer FX’ icon to reveal the ‘Layer FX Panel’, as shown below (1). Then Tap the ‘Styles’ icon (2) at the bottom of the panel, to open the ‘Styles Panel’.

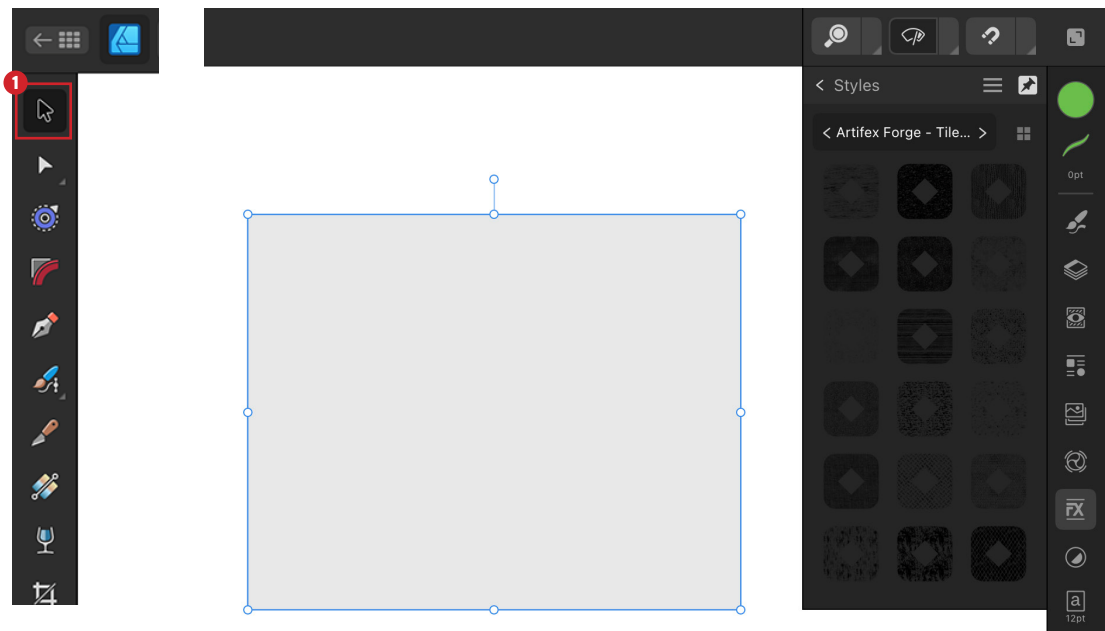


4. Tap the name of the currently used ‘Styles’ (1) to reveal the list of all loaded ‘Styles’. Tap the name of the ‘Styles’ you want to use, to bring them into the panel (2). The ‘Styles’ will now be ready to use.

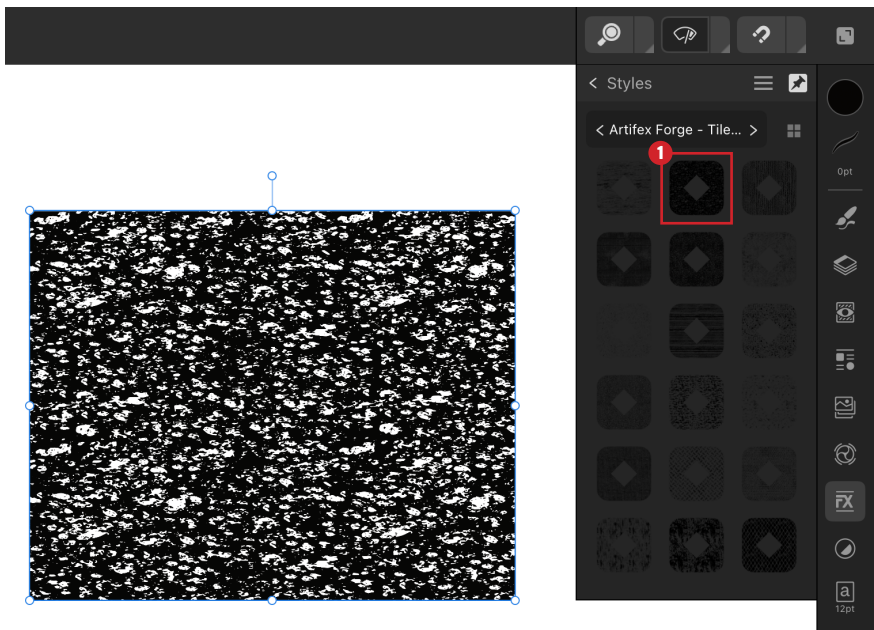


TO APPLY A STYLE...

1. With the ‘Styles’ loaded and the ‘Styles Panel’ revealed, select a vector shape or a piece of type using the ‘Move Tool’ (1).



2. Tap one of the ‘Style Panel’ Icons (1) to apply the style.



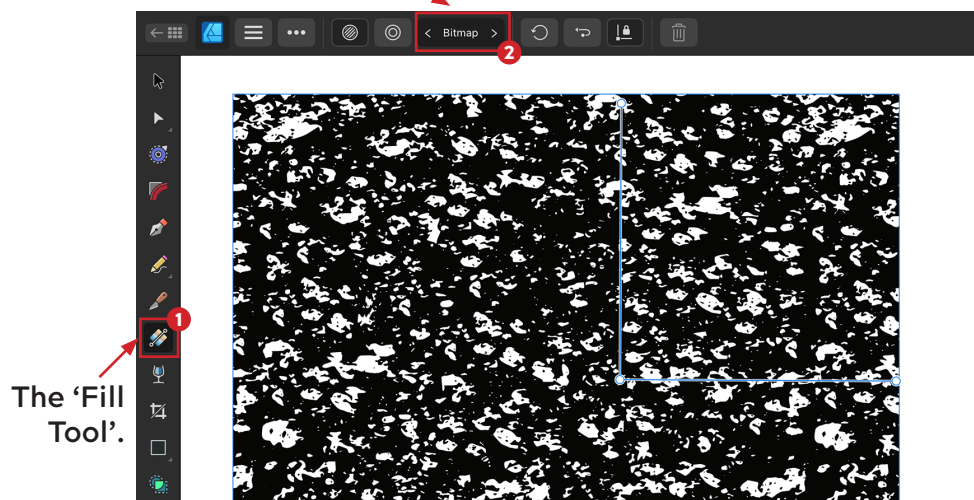
3. If patterns or textures are used in the applied ‘Style’, adjust the proportion, size and rotation to suit your design. Find out how later in these instructions.
4. If ‘Layer Effects’ are used in the applied ‘Style’, adjust them to suit your design. Find out how later in the instructions.

HOW TO IDENTIFY IF PATTERNS/TEXTURES ARE USED IN AN APPLIED STYLE

After you’ve applied a style you can identify if the applied style features patterns/textures by doing the following:

Select a shape/text that has an applied ‘Style’ using the ‘Fill Tool’ (1). If you see the word ‘Bitmap’, as shown below (2) then your style uses a texture or pattern.

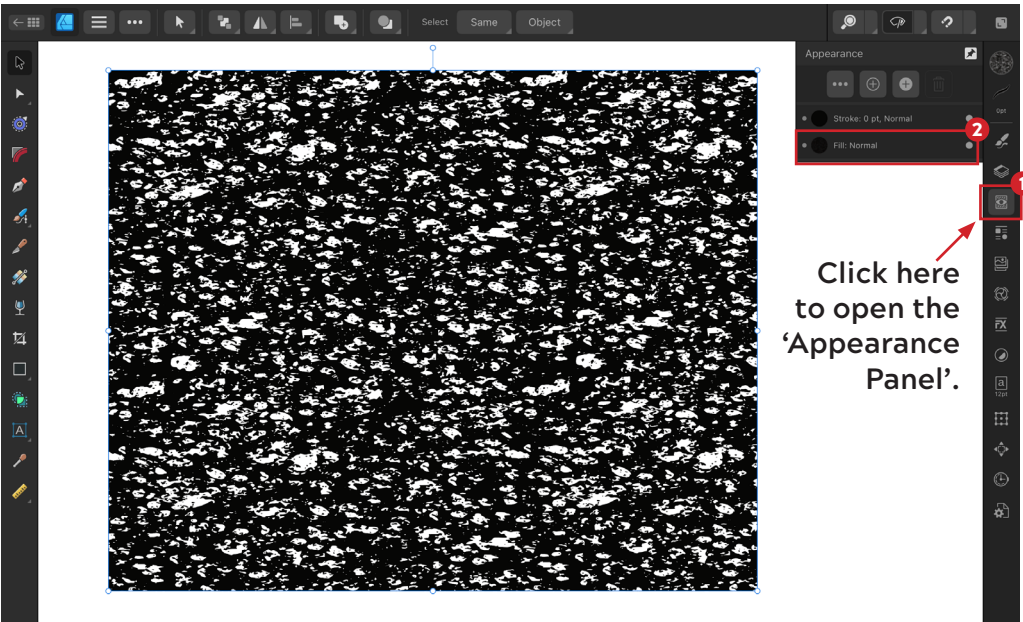
The fill type is shown here



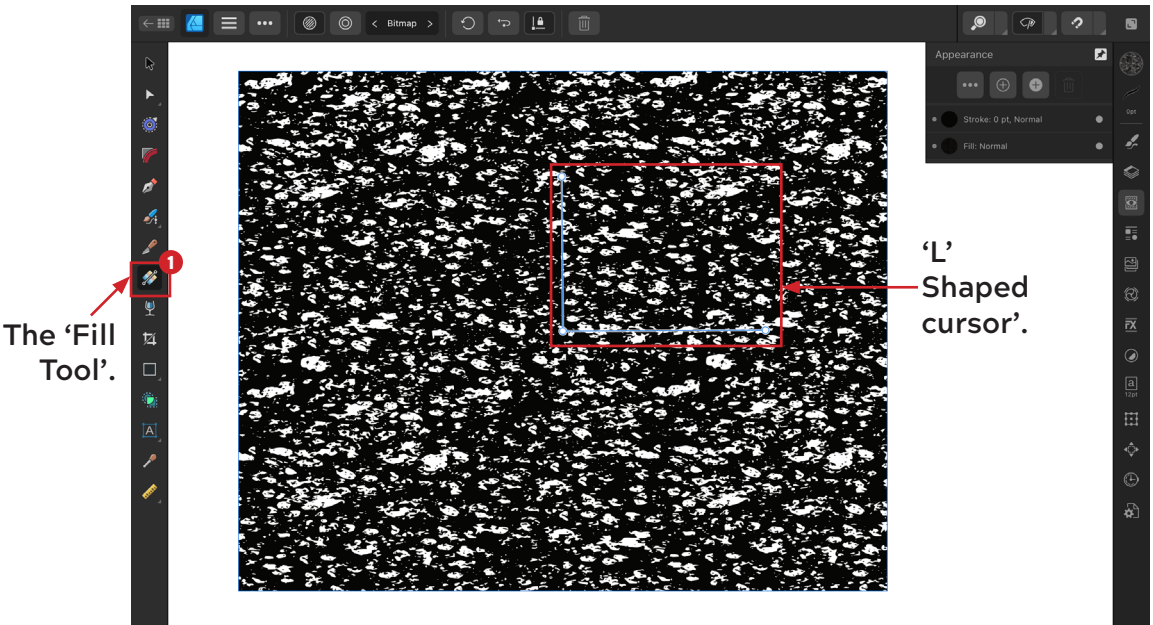
ADJUSTING PATTERNS/TEXTURES AFTER APPLICATION

When a style is applied to an object, any patterns/textures used will be proportioned as per the vector object/type to which they’re applied, rather than at their original proportions. To revert to their original proportions, follow these steps:

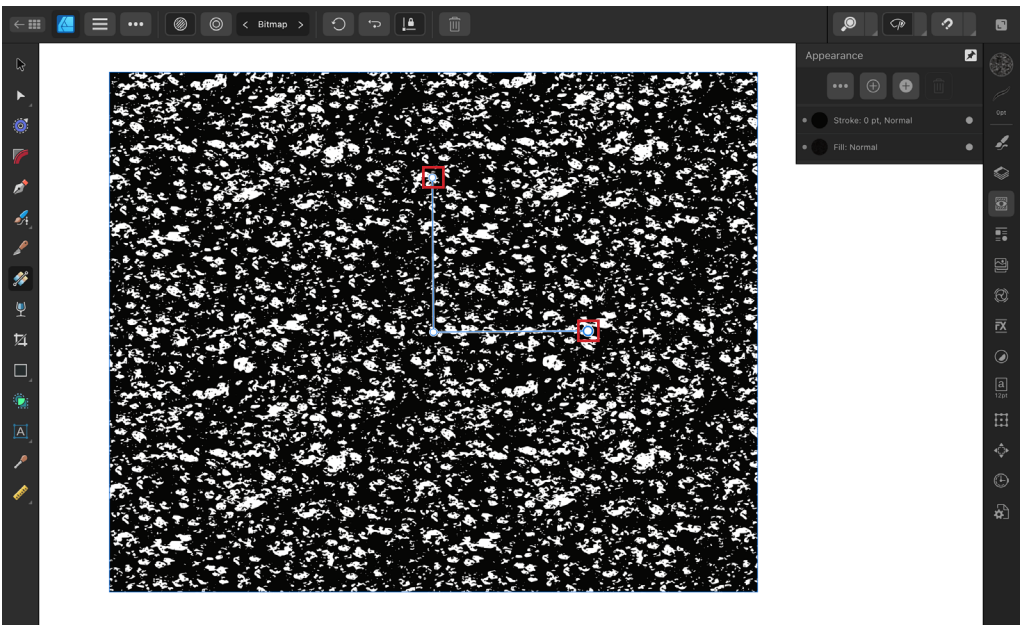
1. Select an object which has a ‘Style’ applied to it. Access the ‘Appearance Panel’ (1) and select the icon which has the pattern/texture applied to it. In the example below, this is the ‘Fill’ (2).



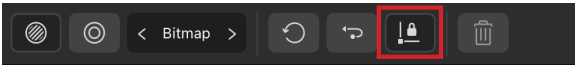
2. Select the ‘Fill Tool’ (1) from the ‘Tool Bar’. You’ll notice an ‘L’ shaped cursor appear on or near your shape/type. This cursor represents the ratio of one pattern tile and therefore the proportion.



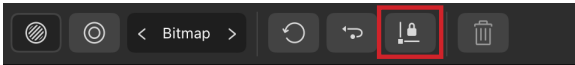
3. Double tap one of the circles at the either end of the ‘L’ cursor and the proportions of the pattern/texture will be corrected.



4. Tap the ‘Aspect’ button to prevent further proportional changes.



Proportional changes not allowed.

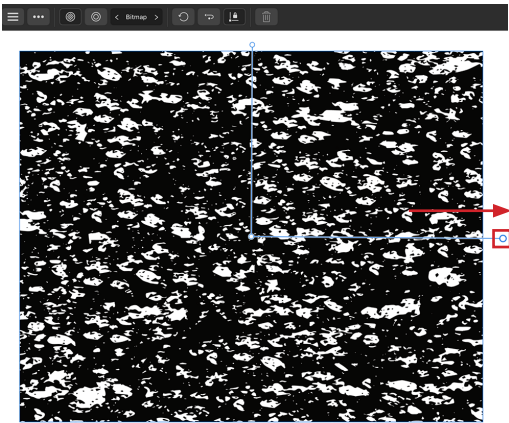


Proportional changes allowed.

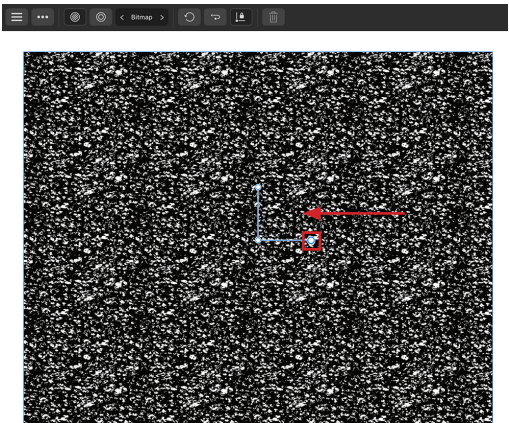
The Fill tool’s ‘L’ shaped cursor can be used to rotate, scale and move the pattern/texture as required.

To scale the pattern/texture...

Ensure the ‘Aspect’ button is depressed then drag one of the circular end parts of the cursor out, to enlarge the pattern, or in to shrink it.



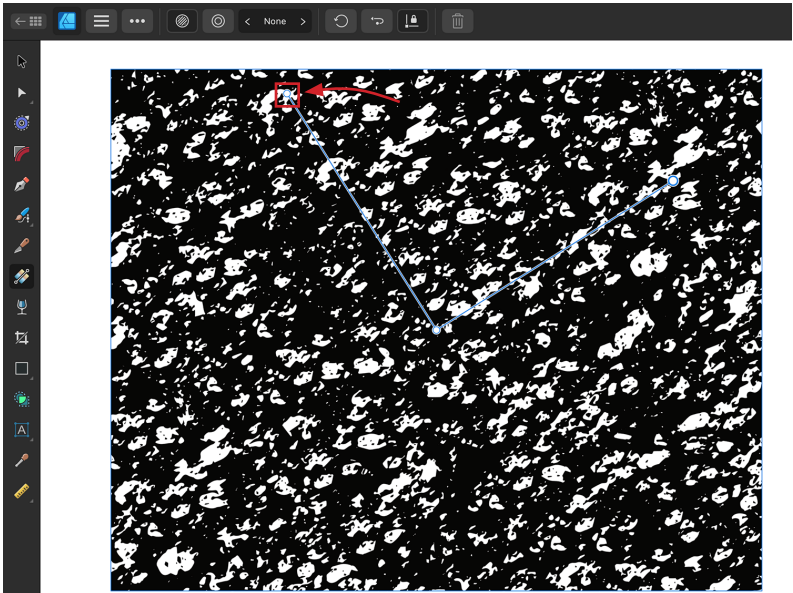
Drag outwards to enlarge texture/pattern.



Drag inwards to shrink texture/pattern.

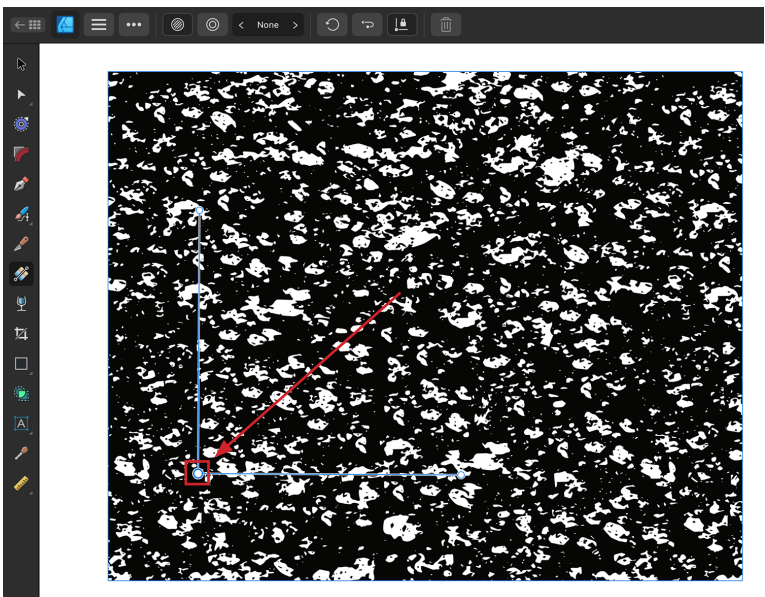
To rotate the pattern/texture...

Rotate either of the circular parts of the cursor, as shown below.



To move the pattern/texture...

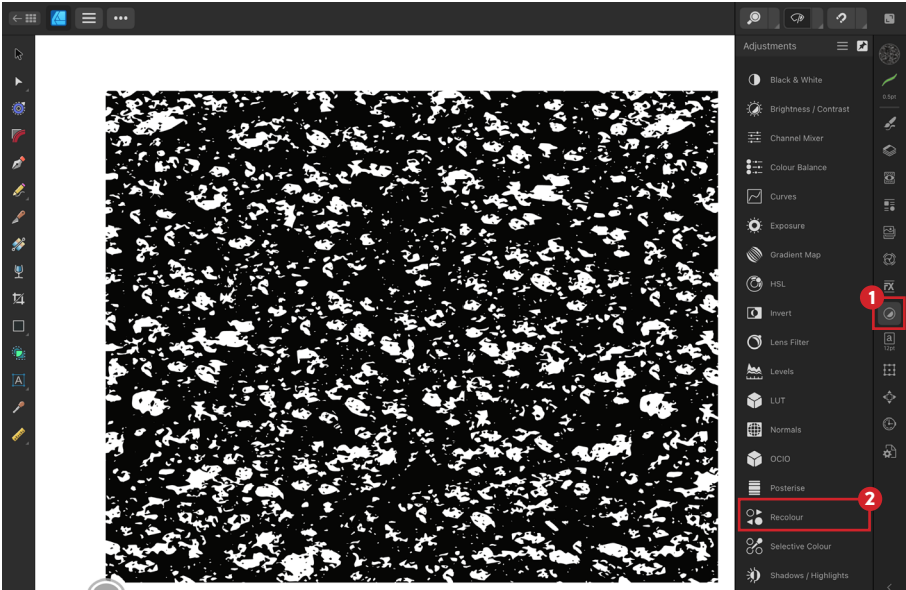
Drag the cursor's central circle, as shown below.



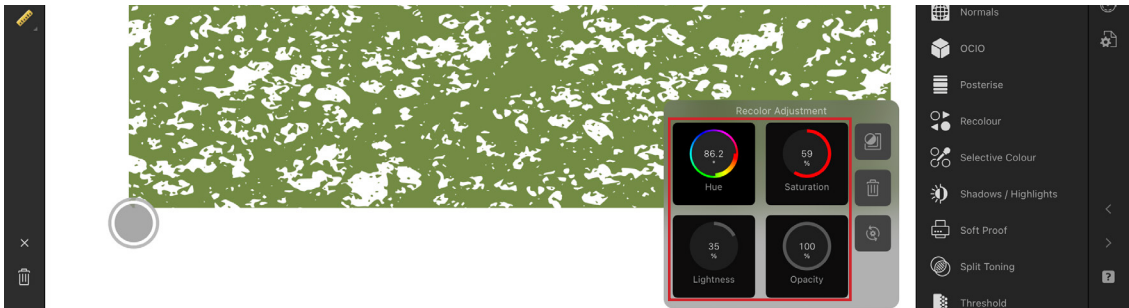
CHANGING THE COLORS OF AN APPLIED PATTERN STYLE

To change the color of an item, simply follow these steps:

- 1. Select the object you'd like to adjust.
- 2. Tap the 'Adjustments Icon' (1) then choose one of the color adjustments by tapping the name (2). I'd recommend 'Recolor' as a good place to start but you may want use a combination of 'adjustments'.



- 3. A set of dials will appear. Adjust their values by dragging to the left or right, until you're happy with the color changes.



The great thing about adjustments is that they are non-destructive so you can easily revert by deleting the 'Adjustment' on the 'Layers Panel' (1). You can also make further adjustments by clicking on the relevant icon on the 'Layers Panel' (2).



Tap to delete 'Adjustment'.

Tap to make further changes.

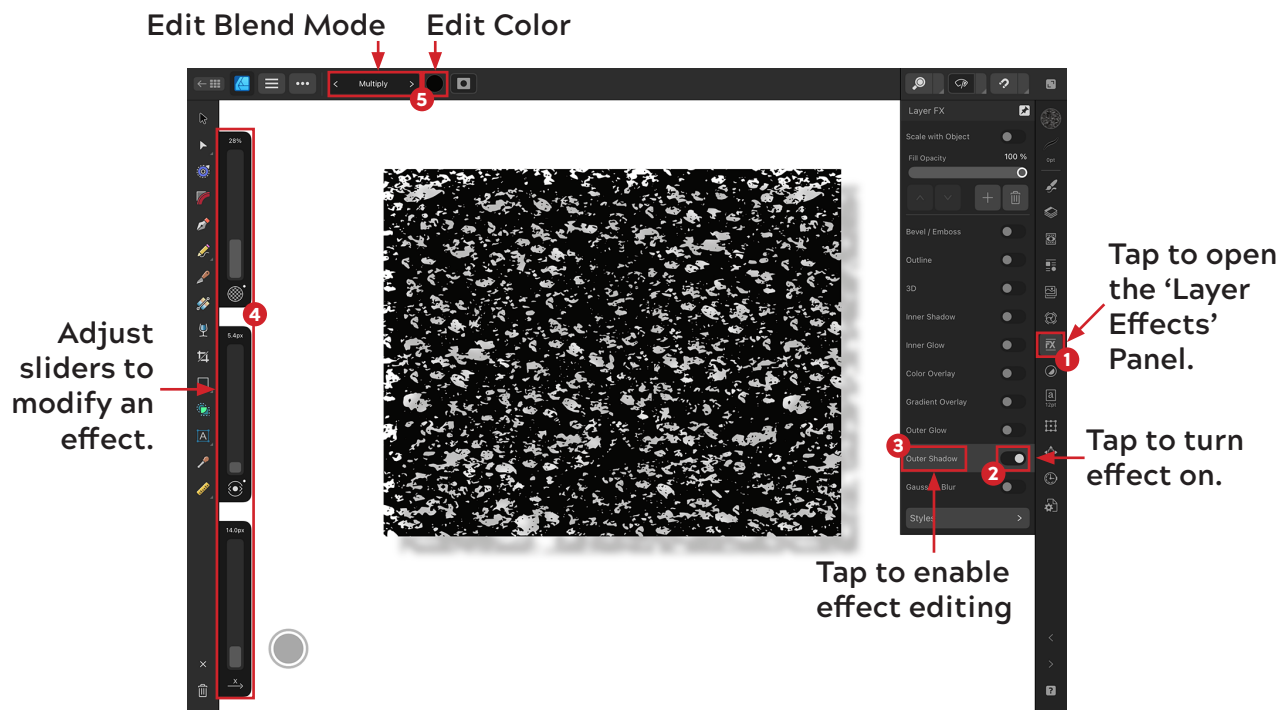
LAYER EFFECTS

Some, but not all, 'Styles' feature 'Layer Effects' such as an 'Outer Shadow', 'Bevel/Emboss' or a 'Color Overlay'.

To identify if an applied 'Style' uses 'Layer Effects', select your shape/type then open the 'Layer FX' panel by clicking the icon shown below (1). If any effects are used, you'll see they're turned on in the right-hand-side of the panel (2). In the example below, an 'Outer Shadow' is used.

To modify an effect, click on the relevant effect name on the left-hand-side of the 'Layer Effects' panel (3). A set of Sliders will appear on the left-hand-side of the screen (4). Adjust these to modify the effect.

Any colors used in the effect and the 'Blend Mode' can be adjusted at the top of the screen (5).



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