

Affinity Designer e p



A Manual on How to Use
Affinity Designer for iPad

Imagination Experiment

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Preface

This tutorial manual is written for the person who has no experience with Affinity Designer. Despite the fact it covers basic techniques in using Affinity Designer for iPad, advanced users may pick up a tip or two. I put this manual together because I was unable to locate other manuals published for this fantastic tool. There are many YouTube videos covering a whole range of topics for Designer, some great and others so, so. Affinity itself comes with a set of tutorial videos. I suggest to everyone to view them. Affinity's videos are very short and cover basic concepts. My manual takes up from there.

I am a qualified instructor with many years' experience teaching computer science topics. I am also a computer nerd with a lot of hobbies. One such hobby is photography which lead me to purchase Affinity Photo for the iPad. I found Affinity to be a great program. I have been unhappy as of late with software companies that rent programs instead of letting you own them. Affinity lets you purchase their programs for a reasonable price and you own it. Purchase price for Affinity Designer is \$19.99. There are versions for both Mac and Windows. Photoshop charges a monthly rental fee. I bought Designer for the PC as Designer for iPad had not been released.

Fast forward to July 2018, Designer for iPad. The Affinity products are so new, there is practically no written tutorials available. Affinity has produced a work book for the PC version of Designer. This is a good book that has you build projects. The only other way to learn the program was to view the videos produced by Affinity which only touch lightly on topics or you have to camp out on YouTube to see various topics being covered. I believe that many users need a manual they can have beside them to use as a reference to Designer.

What is Designer? Designer is a very powerful vector graphic design tool. Vector design allows you to illustrate, draw concept art and compile web graphics just to name a few. Designer also contains raster or pixel editing tools as well. Graphic design allows creation of precise graphics for web publishing or any other type of publishing for that matter. Vector tools use line drawing tools and raster tools enhance pixels. Most folks who use this tool should have some drawing or sketching skills, although not completely necessary.

As Affinity Designer for the PC was available first and those users may be more familiar with that version than Affinity Designer for iPad. Using the iPad version is something to get use to. Despite the fact almost every feature is included in the iPad version, it is challenging to find the feature you are looking for because after all it is an Ipad and not a full PC window complete with drop down menus etc. You will love the portability and the power.

I am not sure what it takes to be a designer other than a want to do it and a great imagination. Overall I feel whatever you put down on a canvas becomes an experiment much like a science experiment you conduct in grade school. To design a company logo for example, the typical artist prepares several versions of a given idea to present to a client and which becomes the experiment. This usually starts with a doodle. Using Affinity Designer, you can take a photo of the doodle, upload it into Designer and use the doodle tracing template.

My writing style: I describe actions in a way for everyone to follow. There are plenty of screen prints identifying topics. On the screen shots, note the red circled items as well as text balloons. The user should be able to get right to work using practical skills demonstrated without much effort. I have included lessons that are numbered throughout the book to give you the opportunity to be able to learn the concepts. It is not entirely necessary to duplicate my work exactly as each artist always puts his or her spin on things. Drawing dimensions will vary as well.

Chapter 1 - Getting Started

For those who have never experienced the graphic design world, let's go over a few terms used by Affinity Designer.

Graphic design is drawing on steroids. In today's world it can be as simple as tracing a doodle to a complex drawing to be used as a logo or website. Affinity Designer for the iPad provides a powerful tool in a portable platform. Any drawing compiled within the digital world becomes a vector graphic. Computers show vector graphics via a mathematical path called a vector. These paths make up lines and curves in a vector based drawing. Affinity Designer lets you create a vector drawing using the tools within the Affinity Designer's Vector or Draw Persona.

Another well known graphic component is digital photos commonly known as jpegs. This digital component is referred to as raster graphics. Raster graphics are comprised of pixels. This means a single photo is made up of thousands of pixels. Each pixel can contain a different color. The combination of all the pixels put together make up a picture. Affinity Designer comes with tools to edit raster or pixel based graphics as well.

So what are the pros and cons of vector and raster based graphics?

The biggest con is raster graphics ability to be enlarged and show clarity. If you enlarge a pixel it becomes fuzzy or pixilated. When vector graphics are enlarged the math is recalculated thereby making the lines and curves smooth. Vector drawings are better for web pages, logos etc.

Raster graphics utilize more color choices than Vector graphics. Think of the comparison between raster and vector when comparing a photograph and a water color drawing of the same thing. Generally vector graphics are used to show simple designs using solid colors.

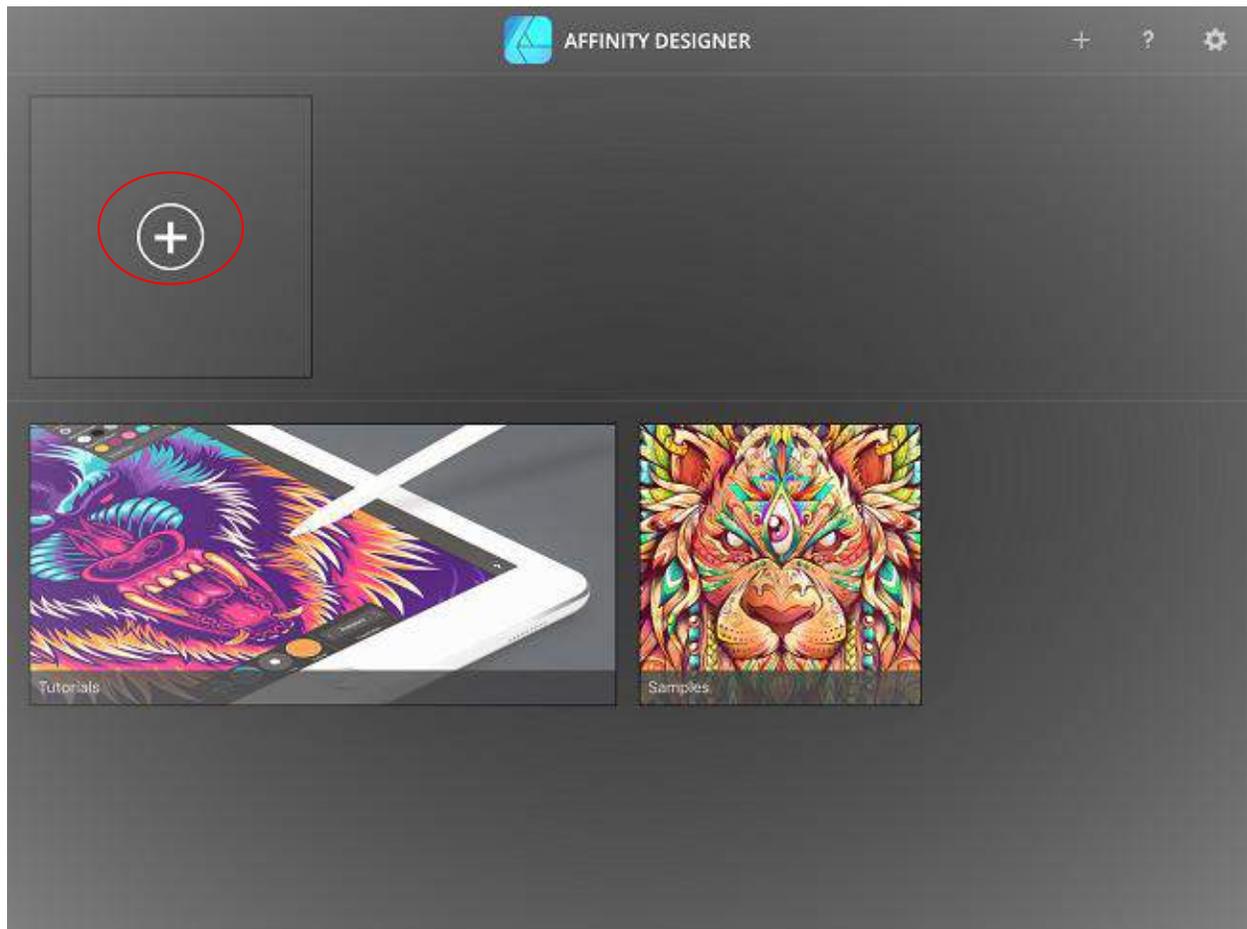
The bottom line is Raster is used to touchup and Vector is used to draw. The really good news is that Affinity Designer is able to combine both worlds into one program. Affinity Designer comes with a full set of Vector tools located in the Vector Persona and a set of Raster tools located in the Pixel Personal. This allows you to draw something and combine it with a pixel graphic such as a photograph. Also know that any vector drawing can be converted to a pixel graphic so that additional pixel based tools can be used to enhance the vector drawing.

Affinity Designer makes it extremely easy to switch between the two graphic worlds simply by selecting the Persona you wish to use. When going back and forth nothing is lost or compromised. Keep this in mind when working with the two personas. You can convert a Vector Persona to a Pixel Persona via the Rasterize command in the Layers Studio. You cannot convert a Pixel layer to a Vector layer but you can add a Vector layer to a Pixel Layer.

What does this all mean? For the most part remember this, Vector is the draw persona and the Pixel or raster persona is best used to enhance photographs or utilize stronger brushes. The Vector Persona is the default persona and utilizes pens, shapes and brushes. It can be converted to a pixel layer. Vector Persona adds a new layer for each action added to the canvas where Pixel layers combine actions into one layer. Now that you have an understanding of Vector and Raster components we can learn the components of Designer.

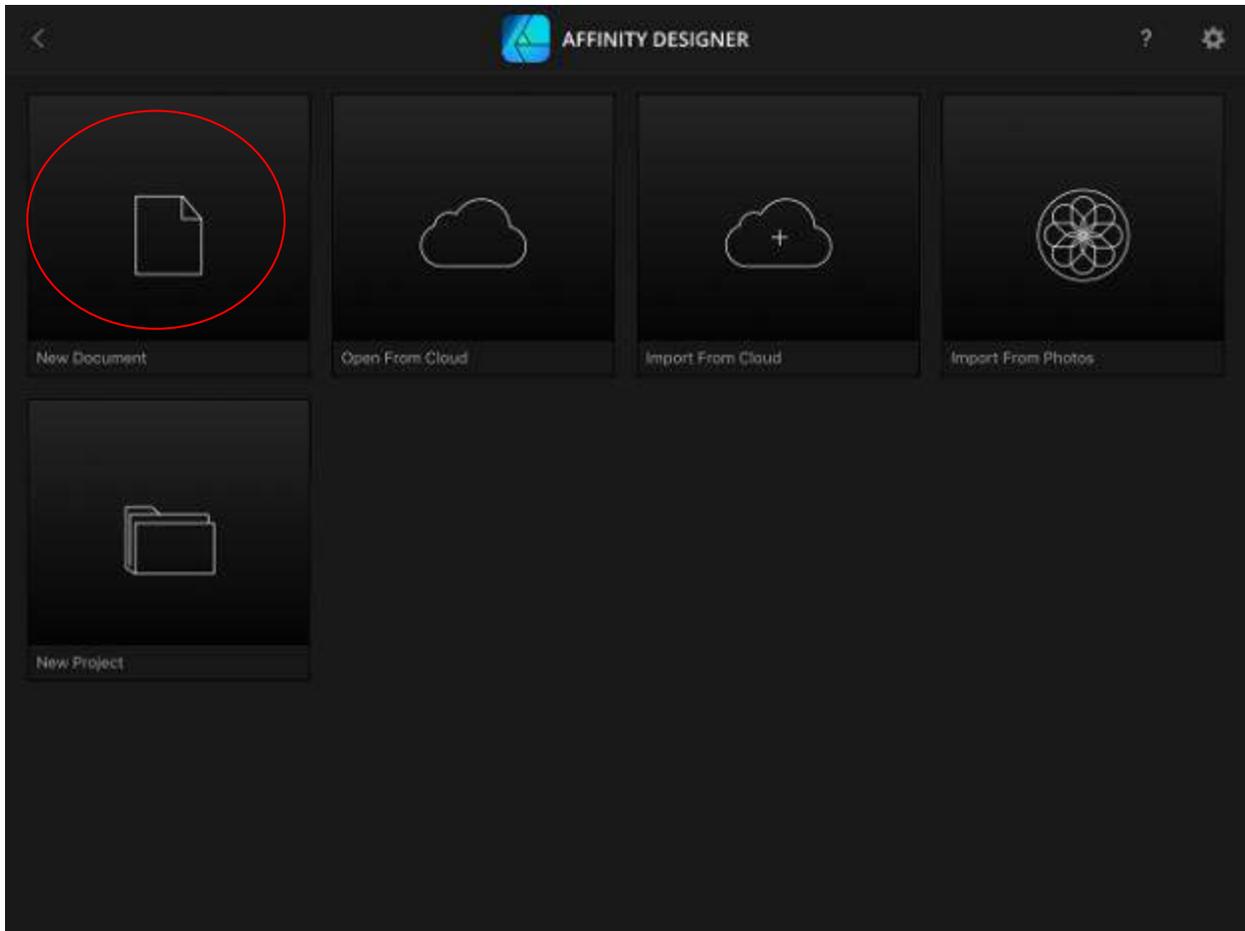
Affinity Designer can be a little intimidating. With every new program the user should be a familiar with the interface, so let's take a look. The instructions that follow assume you are opening Designer for the very first time and have not made any changes to the defaults.

Open the app and you see the Home Screen. See graphic below. If this is the first time to open Designer, the screen below will show. If you have already created documents, then your home screen will contain those documents as well.



The plus sign, circled in red above is the icon that begins the process of creating a new document or opens other sources to edit. Below the plus sign are links to samples and online tutorials. In the upper right corner of the home screen are icons to a smaller Plus Sign, and ? to access the help manual and Preferences. The smaller + performs the same function as the larger one, which creates a new document. Press the large plus sign and you open the screen below. On this screen, you can select New Document which creates the drawing canvas or choose from other storage locations to import photos or drawings etc. Note that "New Project" allow you to create a folder on your iPad to store more than one document. For now we will concentrate on creating a New Document.

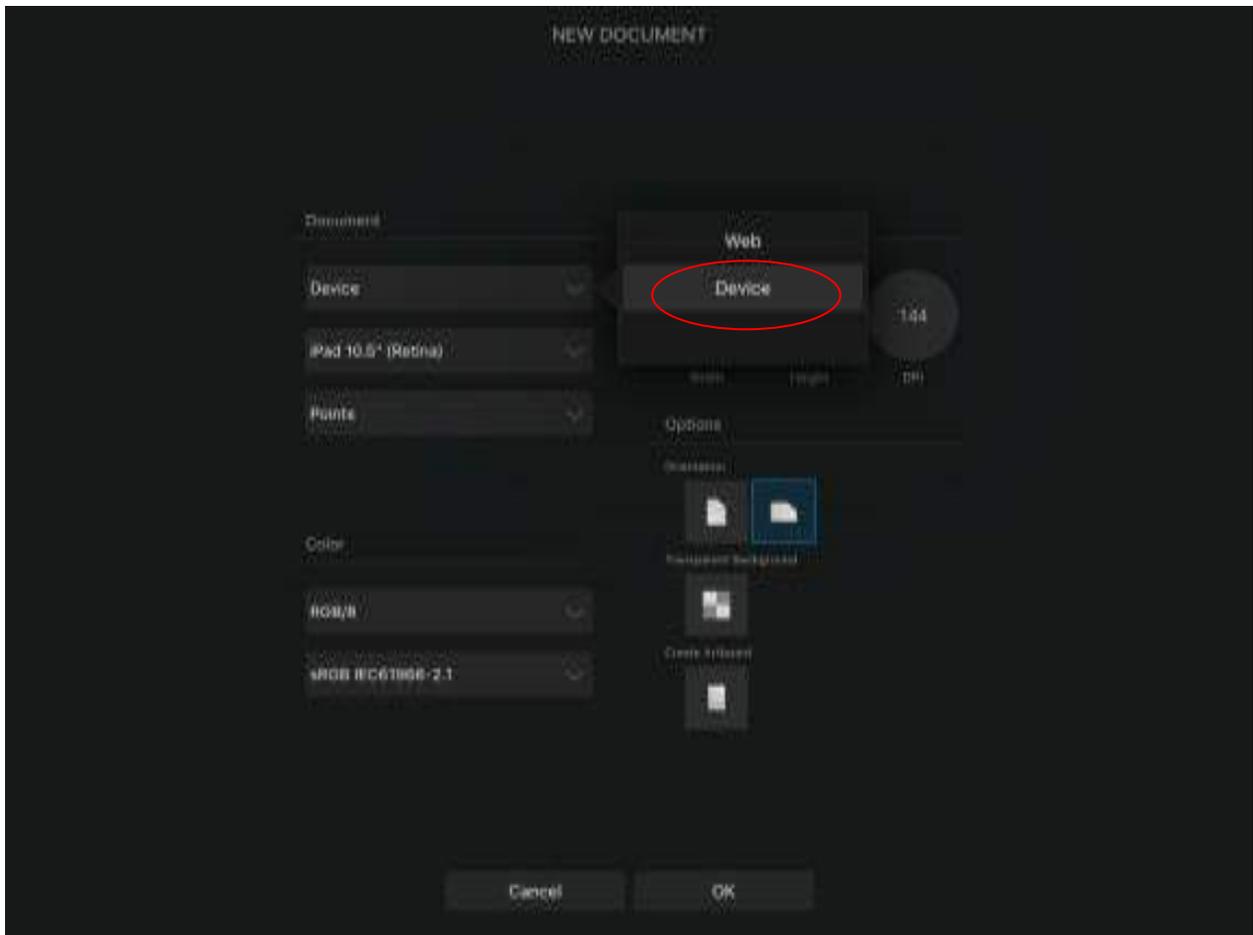
Tap new document to open the preset dialog screen, next graphic.



Source Selection

The Source selection dialog box allows you to create a new document or choose another location source to import in from. You can choose Open From Cloud or Import From Cloud. The difference between these two choices refers to how the opened file is saved back to the Cloud. The next choice, Import From Photos allows you to select photos from the gallery on your Ipad. The last choice New Project lets you create additional folders for you to save you work in.

This is a good time to point out that tutorial videos from Affinity are included with Designer. The link to the tutorial videos is at the bottom of the Home Screen. Each video provides basic information on the selected topic and are generally around 2 plus minutes long. These videos will give you a good introduction to the various tools and studios of Designer.

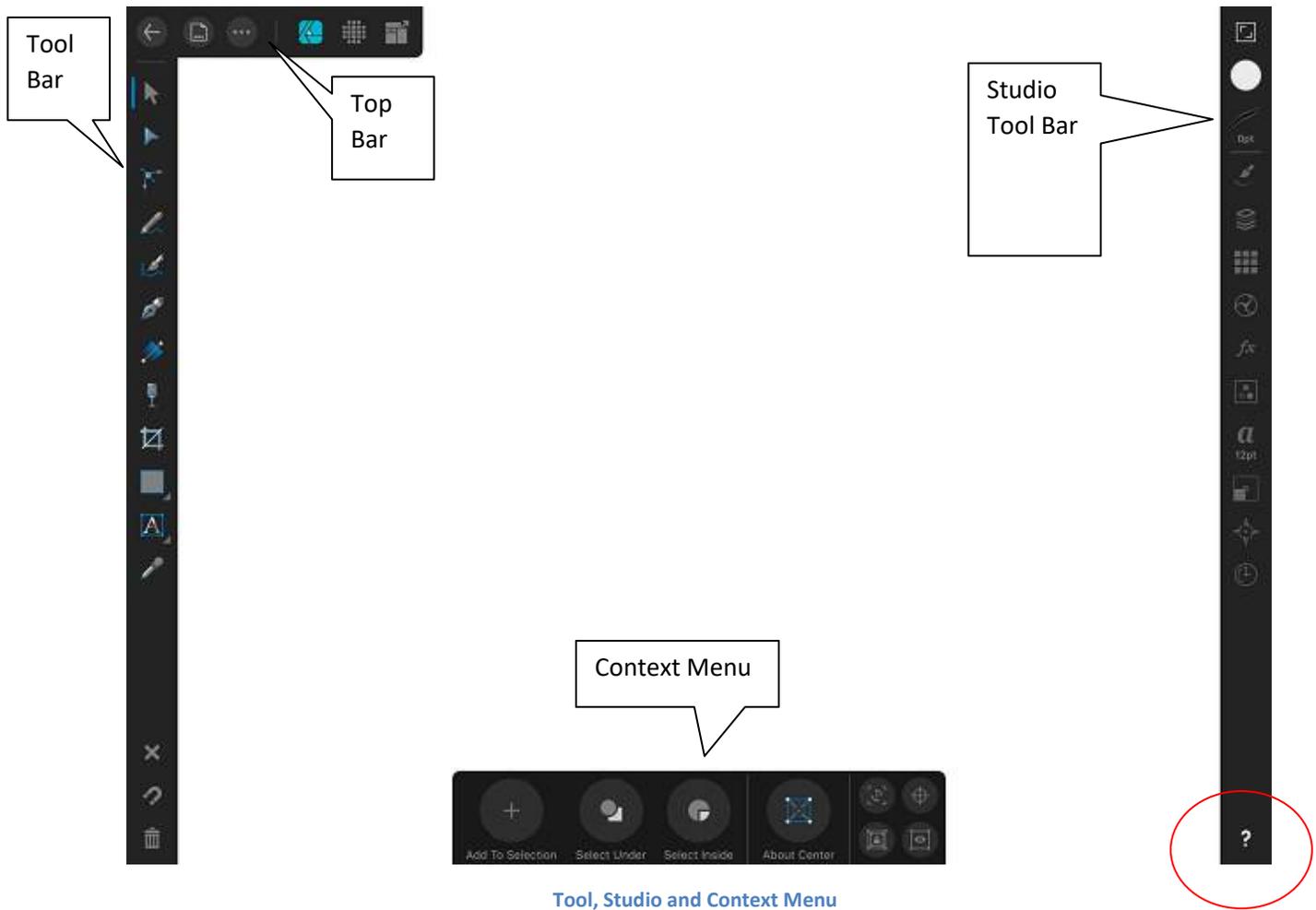


The New Document dialog box shown in the above graphic, allows you to select the type of device or atmosphere to create your document in. For example, you can select device and then choose between IOS devices such as iPad, Iphone or Apple Watch etc.

Once you make your choices, select OK. I generally select web and accept the remaining defaults.

I will discuss the main editing interface or canvas in more detail as we go along. The Main drawing interface or canvas is shown in the next graphic. This is where you will create your work. Once anything is placed on the canvas it will be automatically saved to your Ipad once you exit Designer.

I know each of you as you go along will tap on various menu choices and see a lot of options. Each of these options will be discussed as we go along. I should point out that is very important to study the entire canvas work space as you various tools are and studios are selected as each choice will cause changes to occur on the canvas such as the Context Menu at the located at the bottom of canvas.



Tool, Studio and Context Menu

The bar along the left side of the page is the Tool Bar giving access to tools. These are the tools you will create with. The tools from the Tool Bar allow you to select and object, move and object, draw and paint objects, place shapes and text. The right side bar is the Studio Bar provides access to studios. Studios are the means to control objects and effects. At the bottom is a Context Menu dialog box. Based on tools or studios chosen, choices within the Context Menu will change.

The Top Bar provides access to Home screen, Document Menu, Edit Menu and Personas choices. More about this bar later.

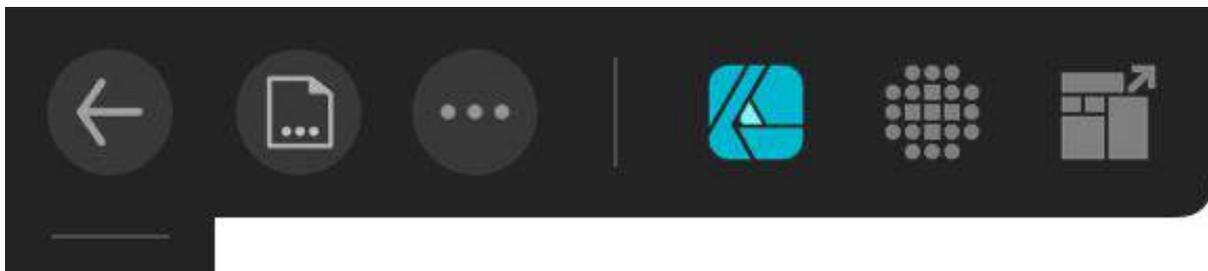
Note the question mark that is circled in red. This is a very important icon on this screen. Press and hold ? and you will see text balloons labeling each icon on the screen. Note the ? only shows text balloons on this screen . The ? will not show text balloons for any other dialog boxes that you open. The help manual is accessed via the Home Screen by pressing on the ? from that screen.

The next graphic shows the canvas with the help text balloons displayed after the ? has been selected.



View of canvas after you hold down ?

The next graphic shows the icons at the very top left of the screen (top bar). The left arrow in this menu moves you back to the previous screen (Home). The next icon opens the Document dialog and the ellipsis opens the Edit dialog box. The next two icons allow the user to move back and forth between the two main personas used by Designer, Vector or draw and Pixel. The last icon is the Export Persona. A Persona is a term used by Affinity to describe a container of tools. Selecting a persona allows you access to a specific set of tools. The Vector Persona is selected by default. Switching Personas is like going back and forth between programs. Remember, Designer is a Vector based editing tool that allows for Raster or Pixel based editing as well.



Home, Document, Edit and Persona menu

Memory Note: Down the left side are the Tools you select based on the persona you selected. Down the right side are the Studios. Remember, Left side Tools, Right side Studios.

After you select a tool from the tool bar, that tool becomes active until you select another tool. A blue line next to the selected Tool indicates it is active. This means if you select the rectangle tool to draw a rectangle, it will continue to place rectangles on the canvas until you select another tool or press de-select. A good rule to remember; when drawing only one rectangle, select Rectangle Tool from the Tool bar, draw your rectangle and then deselect it by pressing the X in the lower left corner or selecting another tool such as the move tool. If you fail to do this you will create another line or shape on the canvas.

Don't worry, if you happen to place more than one shape on the canvas by mistake, you can use the undo feature. To activate undo, tap the canvas using two fingers. Three finger tap is redo.

For any Tool or Studio used you generally use your finger. The Apple Pencil is a great accessory to have for detail work and is highly recommended. You can now begin to follow my numbered instructions and learn how to use Affinity Designer for iPad.

1. Open Designer on your iPad, select the plus sign, and then New Document. You should now be looking at the New Document dialog box. There are two columns, Document and Dimensions with drop down boxes under the Document column.
2. Select the Device drop down box.

The drop down box will expand to the right. As you scroll, notice the changes taking place depending under the Document column. Select Web for now. There are many other options here.

3. Accept the defaults and select ok.

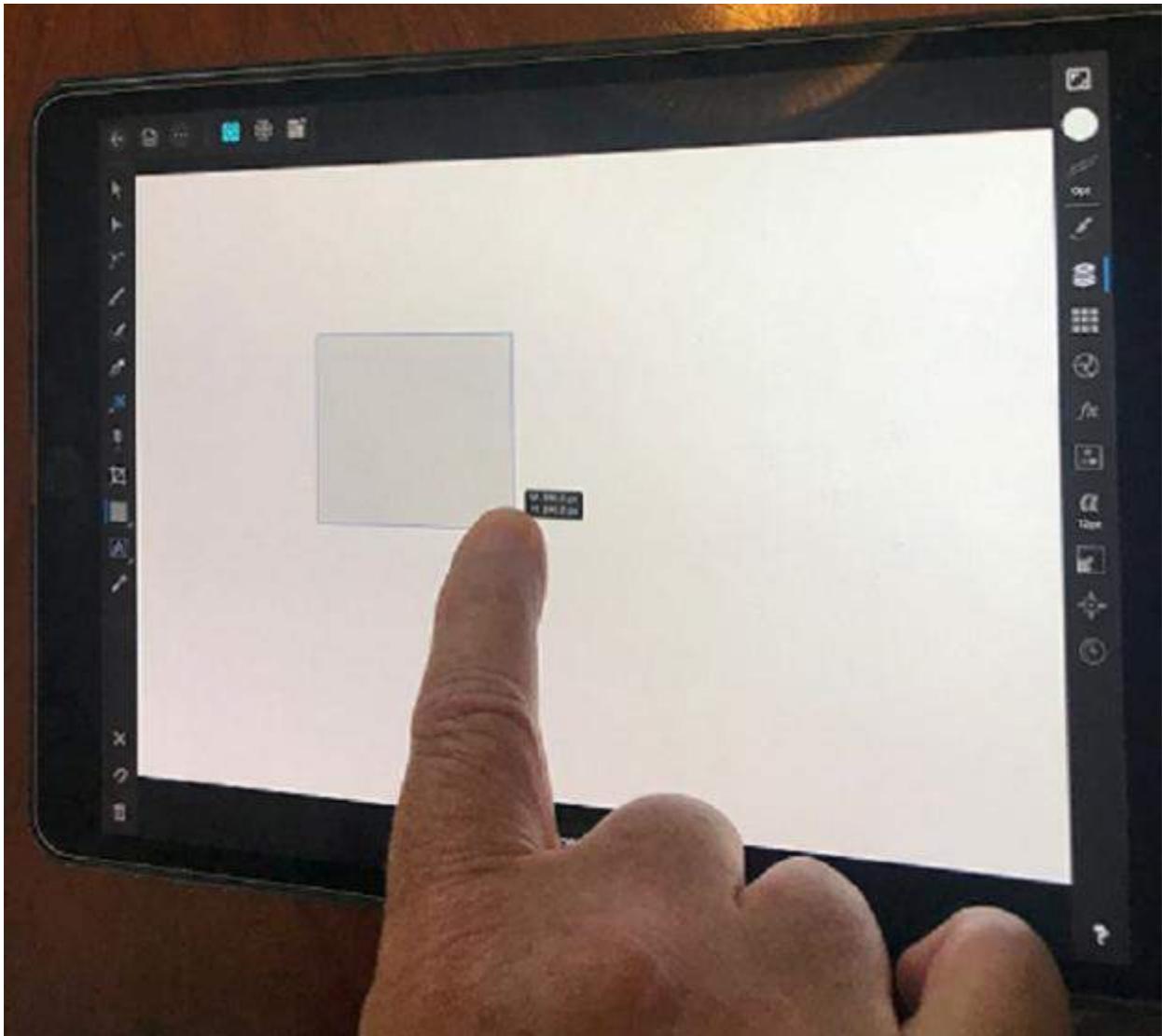
Move and Rectangle Tools and Color Studio

The drawing canvas with the Tool and Studio bars down the sides become visible. The Move Tool  on the left and Color Studio  on the right are active by default. The Move Tool lets you move objects around the canvas. The Color Studio controls color choices for selected items.

The drawing canvas is merely a holding area for objects placed on it. The Vector Persona does not allow for changes made to the canvas such as color. To change the color of the canvas or background, you can draw a rectangle over the canvas or use the Pixel Persona to change background effects. We will cover how to do this in future chapters.

As stated, the Move Tool allows you to select an object and then rotate, move it or change its size.

3. Locate the Rectangle Tool  located toward the bottom left side and tap it. If you are unable to locate it press the ? located on the lower right side to provide help text labels. Notice the selection indicator (blue bar) next to the rectangle tool. This means the tool is active.
4. Place your finger on the canvas and move down at a diagonal to place a rectangle on the canvas. See next graphic.



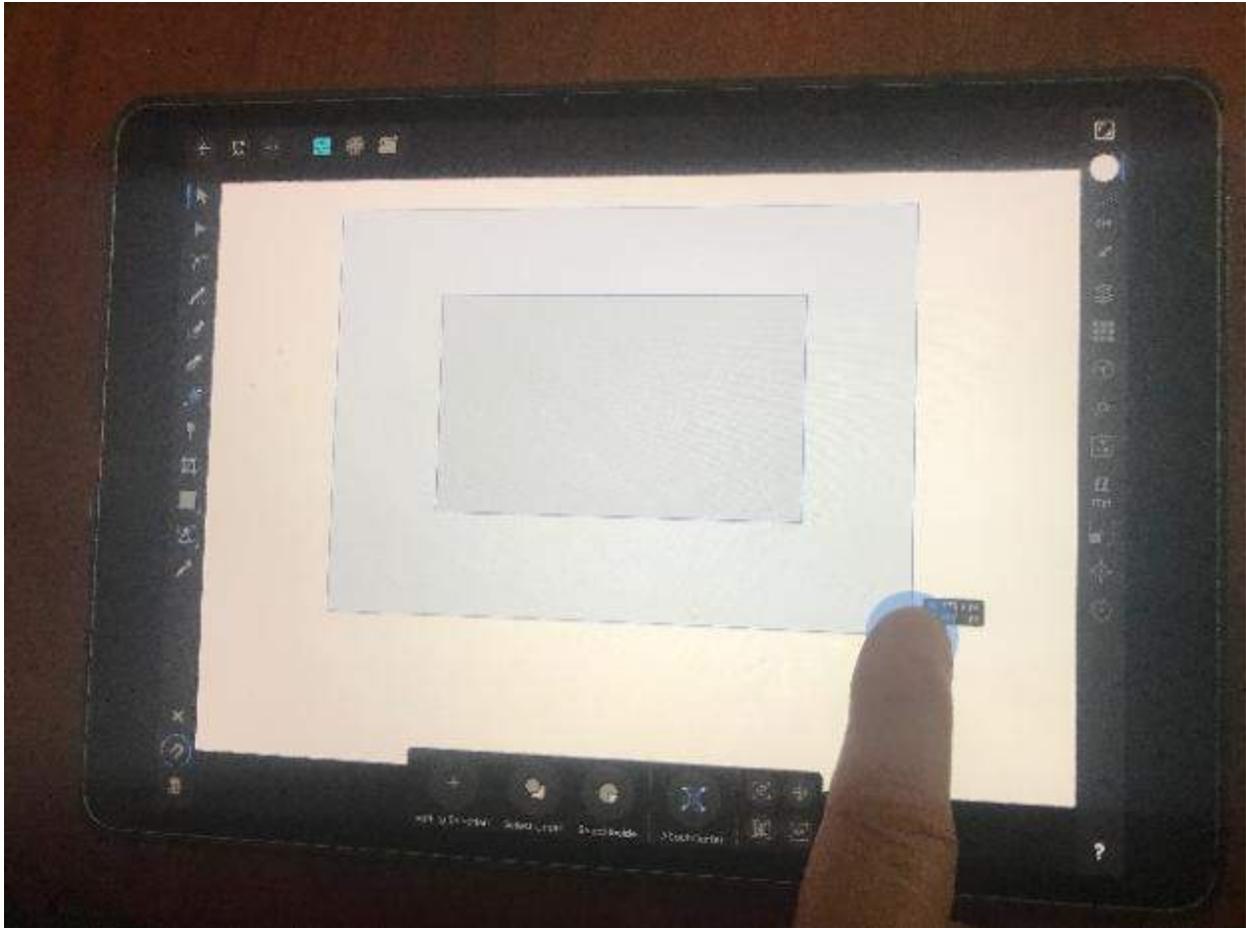
Raise your finger and you should see a gray rectangle inside the sizing box. (Note the new rectangle will be gray only if you have not already opened the Color Studio and made changes to change defaults.)

The sizing box around the rectangle allows you to resize your shape or rotate it. Grab any of the blue dots around the sizing box to resize. The circle above the sizing the box is the rotating handle. If you wish to move the rectangle you should use the Move Tool. After the rectangle is placed on the canvas, Tap the X (lower left corner) to deselect it. While the Rectangle Tool is selected, the canvas is active to continue to place rectangles onto the canvas.

5. Place another rectangle on the canvas. Place your finger anywhere on the screen and move at a downward angle drawing a second rectangle. You should have two gray rectangles on the canvas. Let's use the undo feature to remove one rectangle. With two fingers tap the canvas. One rectangle should vanish. This is the Undo feature. Using three fingers together is Redo.

Let's clean the canvas using the Move Tool.

6. Tap the Move Tool to activate it. Draw a large rectangle selection box over the rectangle on the canvas. See next Graphic. Tracing over any objects, selects them.



7. Locate the Garbage Can icon  (delete icon) and tap it to remove the current selection.

To save your work, Designer has an auto save feature that saves your document anytime you move back

to the Home Screen icon .

You can then manage your documents by naming and deleting them etc. on the Home Screen.

Different Shapes via the Rectangle Tool Bar

Looking at the Rectangle Tool indicator, you see a small triangle at the right bottom side of the Rectangle Tool. This smaller triangle indicates more choices are available. Tap the Rectangle Tool two times. This action opens the Rectangle Tool Bar sub menu to show additional shape choices.

8. Select the Ellipse and see the Rectangle Tool change to an Ellipse. Using your finger drag a new Ellipse on the canvas. Raise your finger from the canvas. You should have an Ellipse. Remember the undo feature if you accidentally draw a second Ellipse.
9. Select the Move Tool from the Tools Bar. This deselects your shape.

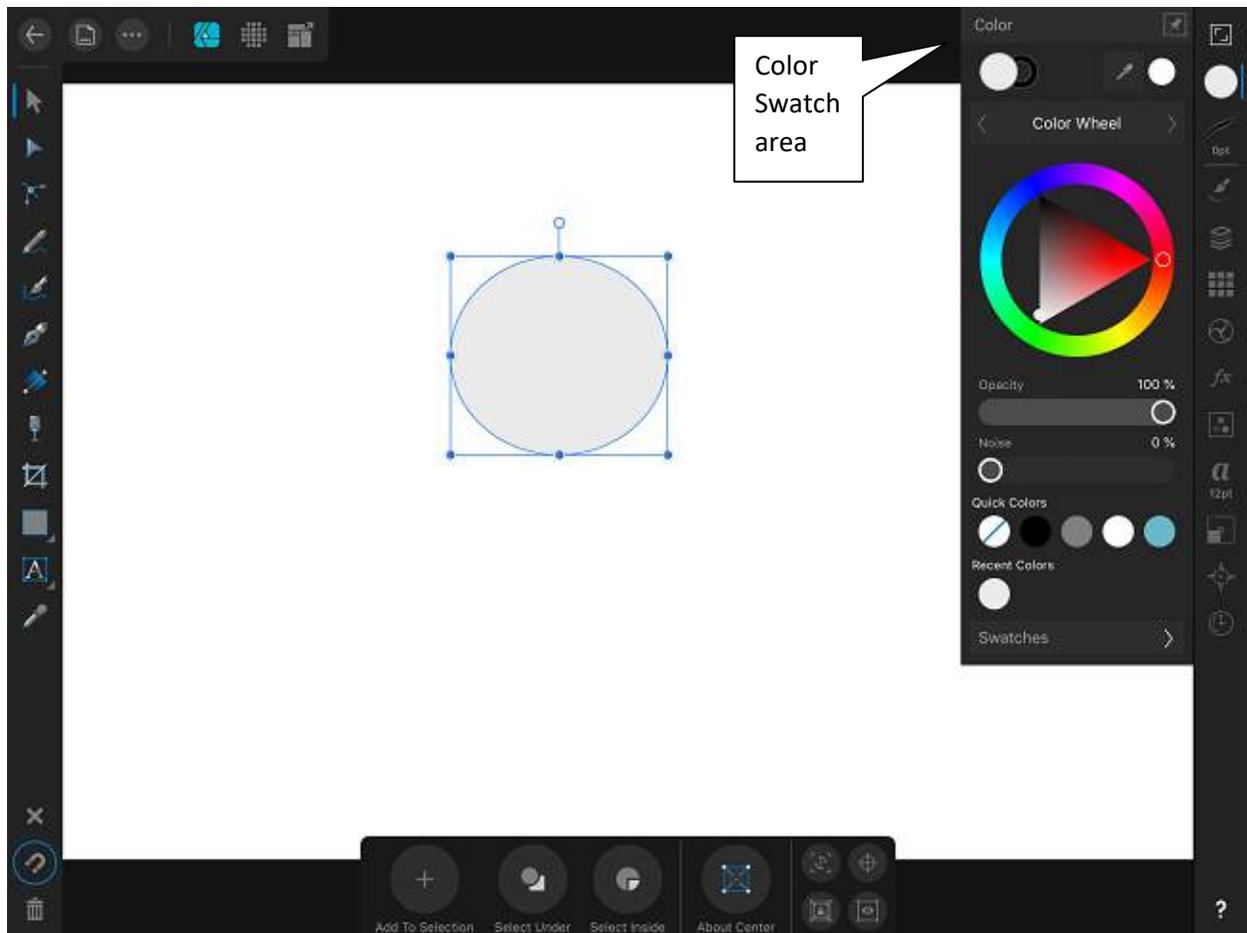
Introduction to studios

The Studio Bar located down the right side of the screen contains tools to enhance your work. Once a Studio is selected by tapping on it, it will stay open until closed. Leaving a Studio open such as Layers Studio while you work is helpful to see what happens within a Studio while performing actions on the canvas. As with Tools tapping on a Studio will activate it and open it. It will remain open until the studio is closed by tapping again on the active studio icon or any other studio. Studios may be locked open by pressing the Push Pin inside the Studio dialog box.

Color Studio



The Color Studio provides access to all color selections which in turn allows you to assign color to any object drawn on the canvas. The Color Studio allows you to choose from several color modes selectors, such as the default Color Wheel, RGB slider and other sliders. The default Fill color is white when Designer is first opened. Note this is the same color as canvas. Remember the canvas is not a background that you can change the color of within the Vector Persona. When Designer is first opened, and you place a shape on the canvas, the Fill color is gray. This lets you see your shape clearly on the canvas. The shape remains gray until a Fill color is chosen. Once different color choices are made, new defaults are set. Those colors will be shown in the color swatch indicators in the Color Studio. See next graphic, which shows Color Studio open, the default white and black color choices depicting Fill and Stoke colors. Once you begin to make new color choices they become the new defaults. At any time you may return Designer back to factory settings by tapping Defaults from within the Document Menu.

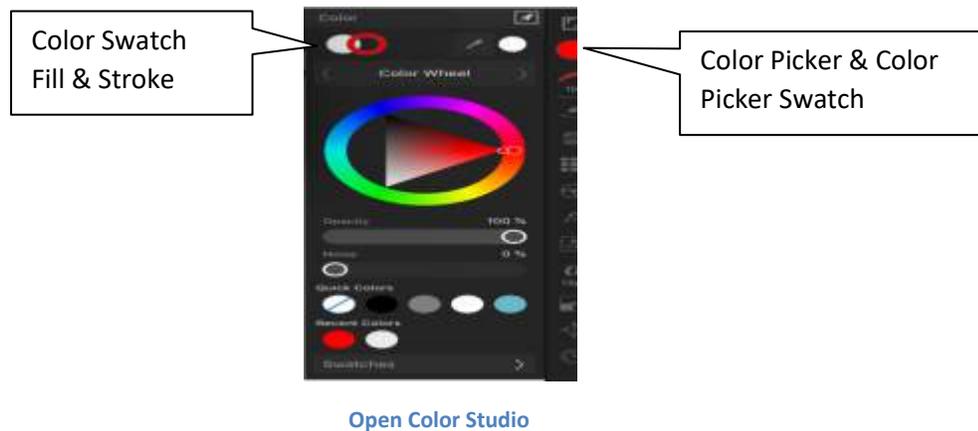


Color Studio Open

What is Fill and Stroke? Every shape has two color choice assignments and is displayed in the Color Studio via the color swatches. Tap the Color Studio to open it. Looking at the Color Studio, the fill color swatch is the Fill. Fill is the background color for the object selected. Immediately next to the Fill color swatch is the Stroke color swatch indicated by the donut. Stroke relates to a line or brush stroke you draw. Stroke is also the outline of any shape you draw. Note that Stroke has its own studio. While in the Color Studio, tapping either the Fill circle or Stroke donut will allow you to choose color choices for Fill or Stroke. Please note Stroke will not be visible on a shape as the default stroke width is set to 0.

The Color Studio Tool bar icon  shows the current default color which is currently white. If you select a new color, the default color changes. Tap the white circle to open the Color Studio. In the upper right corner, of this dialog box, you see a Push Pin, which allows the user to lock the Studio open. Blue selection bar also is visible as seen below indicating Color Studio is active.

Pictured below is the open Color Studio. Describing the icons, from the top left, the first white circle denotes current color chosen for fill. Next to this and behind is a red donut denoting stroke color choice. Eye dropper and circle to the right are fill tools. Far right circle (red) opens/closes Color Studio.



Notice the words Color Wheel and arrows to the left and right in graphic above. The arrows indicate more choices. Tap here and the Color display choices expands to the left. Here you can scroll and choose different methods to display color palette choices such as different sliders and of course the Color Wheel. By default the color wheel is displayed. Choosing a different slider or wheel etc. will become the new default for Designer each it is opened and closed.

Below your choice (wheel or slider type) notice additional sliders, used to adjust Opacity and Noise. Continuing down are Quick colors and Recent Colors to allow you to make quick choices. Taping Swatches opens a dialog box and displays more color selections. Taping Swatches a second time will hide the swatches dialog box. Swatches provide color choice presets. Swatches also allow you create your own color palette.

Continuing to follow along, you should have a gray Ellipsis on the canvas. While completing this section, your shape placed on the canvas may lose focus. That means the sizing box may disappear. This is dependent on what tool etc. you selected after placing an object on the canvas. You will know this when you begin to change the shape's color and nothing happens. At this early stage in your learning, I suggest you tap the Move tool after you have drawn a new shape and select your object that you are about to change color for. This puts focus on that object.