MANIFESTATION

CARD CREATION SOURCE

CARD FRAMES FOR PROTOTYPES

ILLUSTRATED

MONTH 03 | INSTRUCTION MANUAL

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MANIFESTATION CCS' MONTHLY CARD FRAMES FOR PROTOTYPES ON PATREON

HTTPS://WWW.PATREON.COM/MANIFESTATIONCCS

MANIFESTATION CCS

PATREON

CARD 07 CONTENTS

1) UTILIZATION LICENSE.txt

2) Card 07 - Instruction Manual (Illustrated).pdf

Card 07 - Illustrated (Future Age) Photoshop

3) Card 07 (Future Age) Front.psd

4) Card 07 (Future Age) Rear.psd

5) Card 07 (Future Age) Illustrated.xlsx

6) Card 07 (Future Age) Illustrated.txt

Icons

7-11) Icon 01.psd, Icon 02.psd, Icon 03.psd, Icon 04.psd, Icon 05.psd

12-16) Icon 01.png, Icon 02.png, Icon 03.png, Icon 04.png, Icon 05.png

Card 07 - Illustrated (Future Age) Gimp

17) Card 07 (Future Age) Front.xcf

18) Card 07 (Future Age) Rear.xcf

Icons

19) Icons.xcf

20-23) Icon 01.png, Icon 02.png, Icon 03.png, Icon 04.png

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PHOTOSHOP VERSION

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SPREADSHEETS & CARD CONTENT

The Photoshop version of this card template leverages the power of Photoshop's Data Sets and Variables. This means that certain elements of the card template can be changed by inputting your desired information into the provided spreadsheet, saving the spreadsheet as a Tab Delimited .txt file, and then importing that Tab Delimited .txt file into Photoshop. Multiple versions of the card can be created by inputting data into the provided spreadsheet. Using the spreadsheet is the fastest and most organized way to build a deck of cards with this template.

For detailed information on how to create a deck of cards in which each card consists of different information and artwork, visit the link below to download our .pdf tutorial on Photoshop Data Sets and Variables. You'll want to open Tutorial 01 – Intuitive.pdf and read through Focus 03: Create Data Sets (pages 7-9) and Focus 04: Import Data Sets (pages 10-14).

TUTORIAL DOWNLOAD PAGE: https://manifestationccs.com/tutorials/01-photoshop-variables-data-sets/

If you have any questions about this card template feature, feel free to contact us through our CONTACT page.

To see this card's Data Sets and Variables in action: 1) Go to Image > Apply Data Set, 2) Select the example Data Set in the popup window (tick/check "Preview").

SPREADSHEETS & CARD CONTENT

SPREADSHEET COLUMN TO PHOTOSHOP LAYER CORRELATION (SPREADSHEET COLUMN | PHOTOSHOP LAYER)

Title | Text > Title
- Use to edit text.

Footer | Text > Footer
- Use to edit text.

Icon01Vis | Sensory Organ Sacks > Icons/Text > Icon 01 Placeholder
- True = Icon Visible | False = Icon Hidden

Icon01 | Sensory Organ Sacks > Icons/Text > Icon 01 Placeholder
- Path to icon graphic.

Text01Vis | Sensory Organ Sacks > Icons/Text > Text 01 Placeholder
- True = Text Visible | False = Text Hidden

Text01 | Sensory Organ Sacks > Icons/Text > Text 01 Placeholder
- Use to edit text.

Icon02Vis | Sensory Organ Sacks > Icons/Text > Icon 02 Placeholder
- True = Icon Visible | False = Icon Hidden

Icon02 | Sensory Organ Sacks > Icons/Text > Icon 02 Placeholder
- Path to icon graphic.

Text02Vis | Sensory Organ Sacks > Icons/Text > Text 02 Placeholder
- True = Text Visible | False = Text Hidden

Text02 | Sensory Organ Sacks > Icons/Text > Text 02 Placeholder
- Use to edit text.

Icon03Vis | Sensory Organ Sacks > Icons/Text > Icon 03 Placeholder
- True = Icon Visible | False = Icon Hidden

Icon03 | Sensory Organ Sacks > Icons/Text > Icon 03 Placeholder
- Path to icon graphic.

Text03Vis | Sensory Organ Sacks > Icons/Text > Text 03 Placeholder
- True = Text Visible | False = Text Hidden

Text03 | Sensory Organ Sacks > Icons/Text > Text 03 Placeholder
- Use to edit text.

Icon04Vis | Sensory Organ Sacks > Icons/Text > Icon 04 Placeholder
- True = Icon Visible | False = Icon Hidden

Icon04 | Sensory Organ Sacks > Icons/Text > Icon 04 Placeholder
- Path to icon graphic.

Text04Vis | Sensory Organ Sacks > Icons/Text > Text 04 Placeholder
- True = Text Visible | False = Text Hidden

Text04 | Sensory Organ Sacks > Icons/Text > Text 04 Placeholder
- Use to edit text.

Icon05Vis | Sensory Organ Sacks > Icons/Text > Icon 05 Placeholder
- True = Icon Visible | False = Icon Hidden

Icon05 | Sensory Organ Sacks > Icons/Text > Icon 05 Placeholder
- Path to icon graphic.

Text05Vis | Sensory Organ Sacks > Icons/Text > Text 05 Placeholder
- True = Text Visible | False = Text Hidden

Text05 | Sensory Organ Sacks > Icons/Text > Text 05 Placeholder
- Use to edit text.

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

TEXT ELEMENTS

CARD FRONT

• The Title and Footer text layers are located in the "Text" layer group. These layers have been defined as Photoshop Variables and as such can be edited by using the provided spreadsheet.

• Text placeholders located at icon areas are found in the Icons/Text layer group (within the Sensory Organ Sacks layer group). These layers have also been defined as Photoshop Variables and can be edited through the provided spreadsheet.

CARD REAR

• Creating a new text layer and typing in your desired text in either the "Logo/Symbol (1 Color/Transparency) Style 01" or "Logo/Symbol (1 Color/Transparency) Style 02" layer group will result in the provided layer styles/effects being applied to your text.

FONTS

• Xenotron Normal: http://www.dafont.com/xenotron.font

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

ICON ELEMENTS

CARD FRONT

• Within the Icons/Text layer group are "Icon Placeholder" layers. These layers consist of two 1 pixel dots positioned at the upper left and lower right corners of an invisible square. These layers have been defined as Photoshop Variables and as such can be edited by using the provided spreadsheet.

• Icon dimensions and transformations are different depending on the Sensory Organ Sack graphics they are located over. This template also includes two different layer styles that can be applied to Icon graphics.

• Additionally, we've included 4 playing card icons themed to the futuristic/organic style of this template. Each Icon ## file contains a Spade, Club, Heart, and Diamond icon graphic within each of the two layer groups designed to apply different styles (bright or dark) to the icons.

Use the provided "Icon ##.psd" files to create icon .png files sized, transformed, and styled to the correct format for this template.

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

ICON ELEMENTS

CARD REAR

• Place single color logos containing transparency information in the "Logo/Symbol Placeholder" layers in either the "Logo/Symbol (w/ Transparency) Style 01" or "Logo/Symbol (w/ Transparency) Style 02" layer groups to have the card's custom layer styles applied to your logo/symbol and/or text.

• Placing logos or symbols into Logo/Symbol (w/ Transparency) Style 01 creates a white/silver, glowing, metallic, beveled effect on symbols or text.

• Placing logos or symbols into Logo/Symbol (w/ Transparency) Style 02 creates a dark green, shadowed and beveled layer effect that makes symbols or text appear as if thy are floating within the Sensory Organ Sack illustration.

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

ARTWORK

CARD FRONT

• This particular template was not designed to host full illustrations/artwork. Instead, it was designed to work with large, detailed icons positioned in the center and/or four corners/edges of the card space.

• Icons for this template should be sized to (width X height):

- Icon 01: 233 x 233 pixels
- Icon 02: 100 x 129 pixels
- Icon 03: 113 x 118 pixels
- Icon 04: 119 x 133 pixels
- Icon 05: 120 x 114 pixels

Use the provided "Icon ##.psd" files to create icon .png files sized, transformed, and styled to the correct format for this template.

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

GIMP VERSION

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

TEXT ELEMENTS

CARD FRONT

• The Title and Footer text layers are located in the "Text" layer group.

• Text ## placeholders located in icon areas are found in the Icons/Text layer group, under the "Sensory Organ Sacks" layer group. These text layers should be rotated to your preferred angle to achieve a "floating" look. Make any of the "Text ## (Example)" layers visible to see ideal rotation and positioning for text in this template.

CARD REAR

• Add your logos/symbols and/or text to either the "Title - Style 01 (Over)" or "Title - Style 02 (Under) layer groups for clean layer organization.

• The "Title - Style 01 (Over)" layer group was designed to house bright colored logos, symbols, and/or text, and make them appear to be hovering over the "Sensory Organ Sack" illustration.

• The "Title - Style 02 (Under)" layer group was designed to house dark colored logos, symbols, and/or text, and make them appear to be "floating" within the "Sensory Organ Sack" illustration.

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

TEXT ELEMENTS

FONTS

- Xenotron Normal: http://www.dafont.com/xenotron.font

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

ICON ELEMENTS

CARD FRONT

• We've included 4 playing card icons themed to the futuristic/organic style of this template. These can be found in the "Icons/Text" layer group, under the "Sensory Organ Sacks" layer group. Use these icons to create playing cards, or as references for positioning icons of your own design.

• Both the "Icon (Main).xcf" and "Icons (Corners).xcf" files contain Spade, Club, Heart, and Diamond icon graphics within two different layer groups:

Icon (Main).xcf: "Style 01 (Bright | Over)" - for bright icons to be placed over the main/central "Sensory Organ Sack" illustration || "Style 02 (Dark | Under)" - for dark icons to be placed under the main/central "Sensory Organ Sack" illustration

Icons (Corners).xcf: "Style 01 (Bright)" - for bright icons to be positioned in any of the four corners || "Style 01 (Dark)" - for dark icons to be positioned in any of the four corners

Use the provided "Icon (Main).xcf" and "Icons (Corners).xcf" files to create icon .png files sized to the correct dimensions for this template.

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

ICON ELEMENTS

CARD REAR

• Add your logos/symbols and/or text to either the "Title - Style 01 (Over)" or "Title - Style 02 (Under) layer groups for clean layer organization.

• The "Title - Style 01 (Over)" layer group was designed to house bright colored logos, symbols, and/or text, and make them appear to be hovering over the "Sensory Organ Sack" illustration.

• The "Title - Style 02 (Under)" layer group was designed to house dark colored logos, symbols, and/or text, and make them appear to be "floating" within the "Sensory Organ Sack" illustration.

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

ARTWORK

CARD FRONT

• This particular template was not designed to host full illustrations/artwork. Instead, it was designed to work with large, detailed icons positioned in the center and/or four corners/edges of the card space.

• Icons for this template should be sized to (width X height):

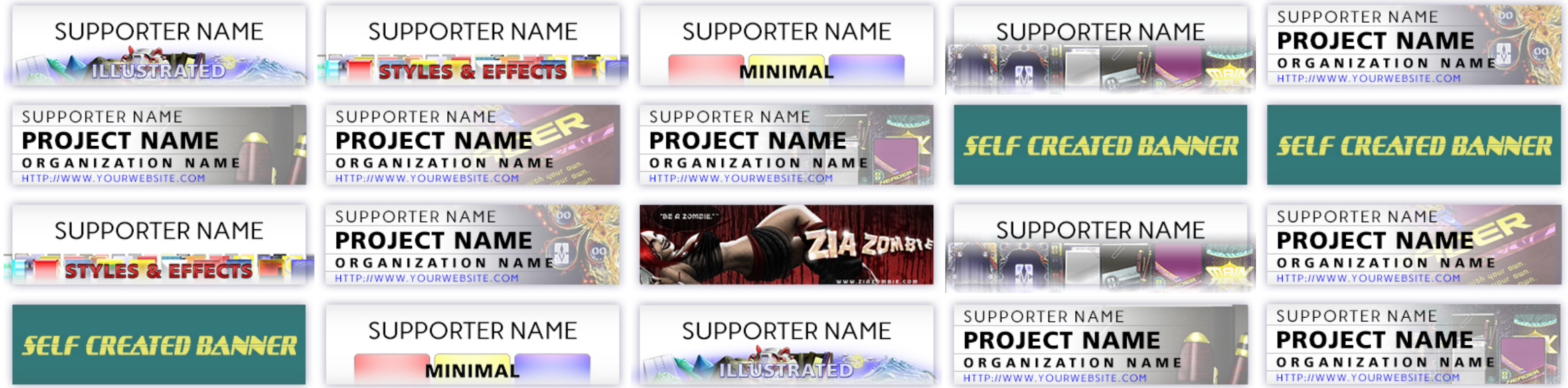
- Icon (Main).xcf: 233 x 233 pixels
- Icons (Corners).xcf: 116 x 116 pixels

Use the provided "Icon (Main).xcf" and "Icons (Corners).xcf" files to create icon .png files sized to the correct dimensions for this template.

CLICK LINKS FOR MORE FROM MANIFESTATION CCS

SUPPORTERS

GET YOUR NAME OR PROJECT, ORGANIZATION, AND/OR WEBSITE INCLUDED IN NEXT MONTH'S SUPPORTERS' PAGE BY CONTRIBUTING TO OUR MONTHLY CARD FRAMES FOR PROTOTYPES INITIATIVE.



CLICK LINKS FOR MORE FROM MANIFESTATION CCS

HAVE AN IDEA FOR A CARD FRAME? CLICK HERE TO SEND US YOUR SUGGESTION.

MANIFESTATION

CARD CREATION SOURCE

CARD FRAMES FOR PROTOTYPES

10 DAY MICRO CROWD-FUNDING CAMPAIGNS

3 NEW GIMP & PHOTOSHOP TEMPLATES PER MONTH

MONTH 04 | CARD FRAMES FOR PROTOTYPES

ILLUSTRATED | TAROT

STYLES & EFFECTS | PAST AGE

MINIMAL | MODERN AGE

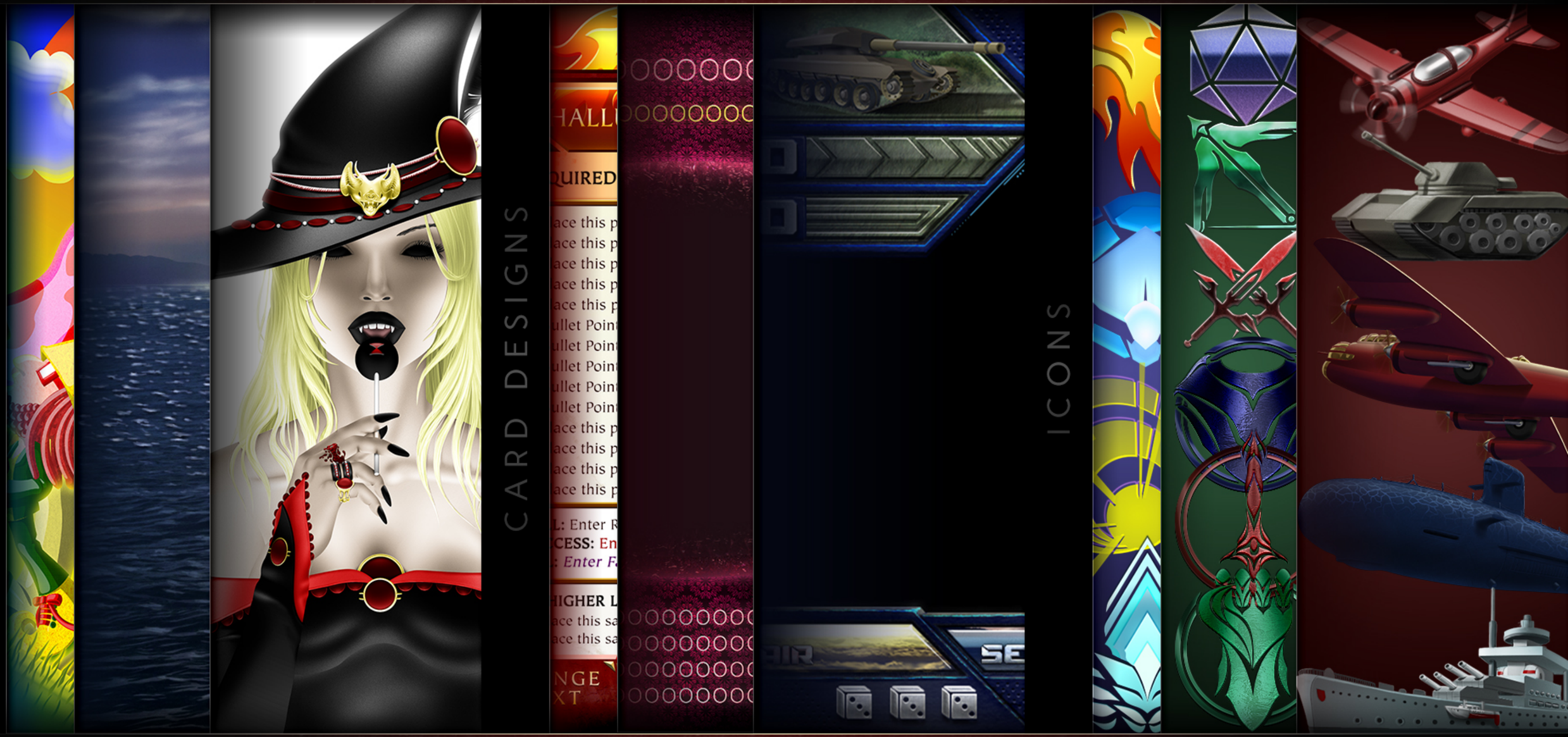
MANIFESTATION

CARD GAME PRINTERS

https://manifestationccs.com/printers/

PRINT BUSINESSES | PLAY-TESTING SPOTS | CARD GAME TEMPLATES

MANIFESTATION CCS



DESIGN SERVICES

HTTP://WWW.MANIFESTATIONCCS.COM/DESIGN-SERVICES/

MANIFESTATION

CARD CREATION SOURCE

PAST AGE

STYLE SERIES I

60 ICONS

DETAILED INSTRUCTION MANUAL

COMPLETE

CS4 CS5 CS6

.PSD | .ASL | .ATN | .PNG | .PDF

PHOTOSHOP CS6 RECOMMENDED

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CARD FRONT AND REAR

18 EDITABLE TEMPLATES

MANIFESTATION

CARD CREATION SOURCE

MODERN AGE
STYLE SERIES I

160
ICONS

DETAILED INSTRUCTION MANUALS

Ps CS4 CS5 CS6

COMPLETE

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PHOTOSHOP CS6 RECOMMENDED

18
EDITABLE TEMPLATES

CARD FRONT AND REAR

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CARD CREATION SOURCE

future fge

STYLE SERIES I

COMPLETE

90 ICONS

CARD FRONT & REAR

DETAILED INSTRUCTION MANUAL

18 EDITABLE TEMPLATES

Ps CS4 CS5 CS6

.PSD | .ASL | .ATN | .PNG | .PDF

PHOTOSHOP CS6 RECOMMENDED

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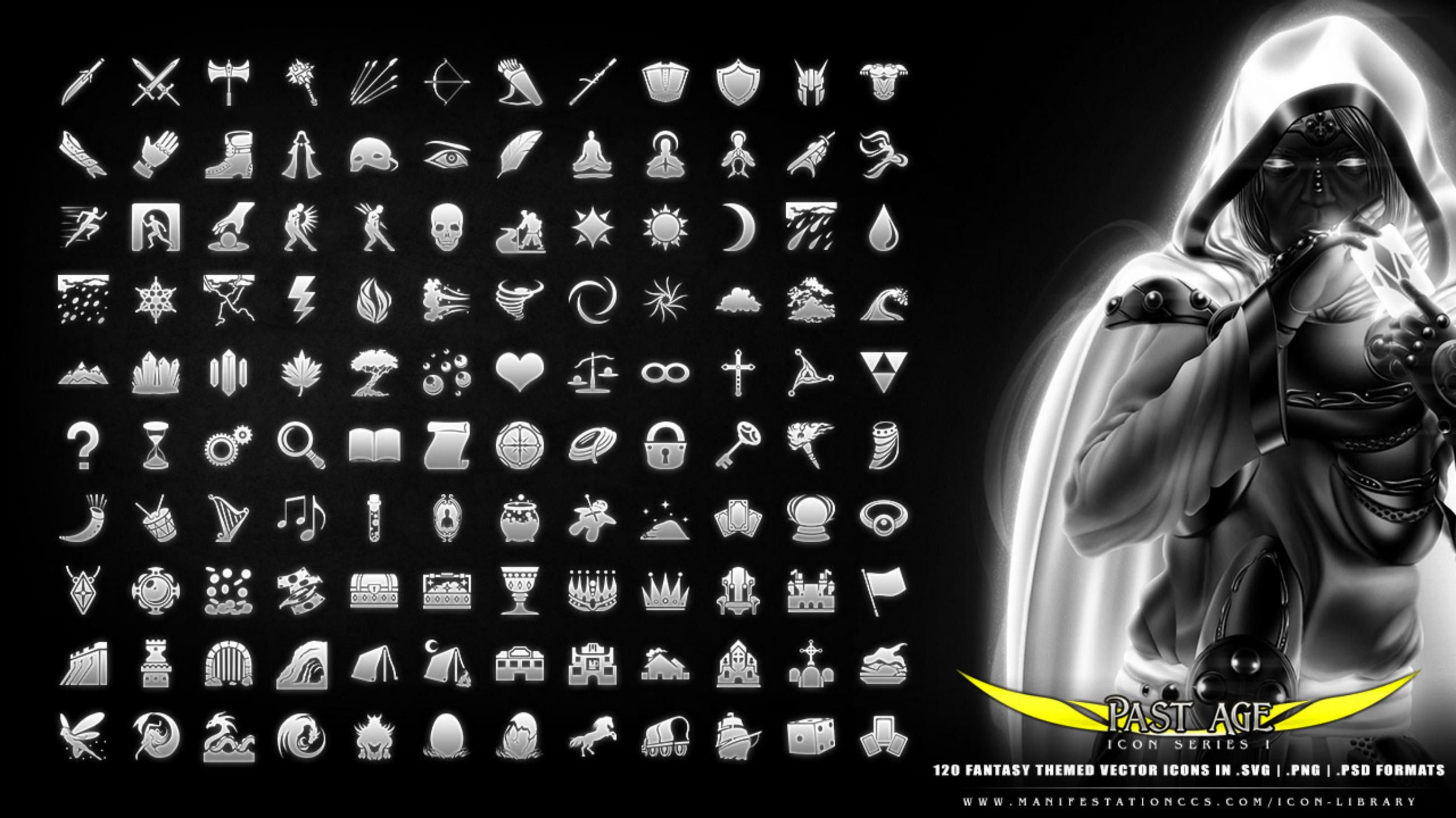
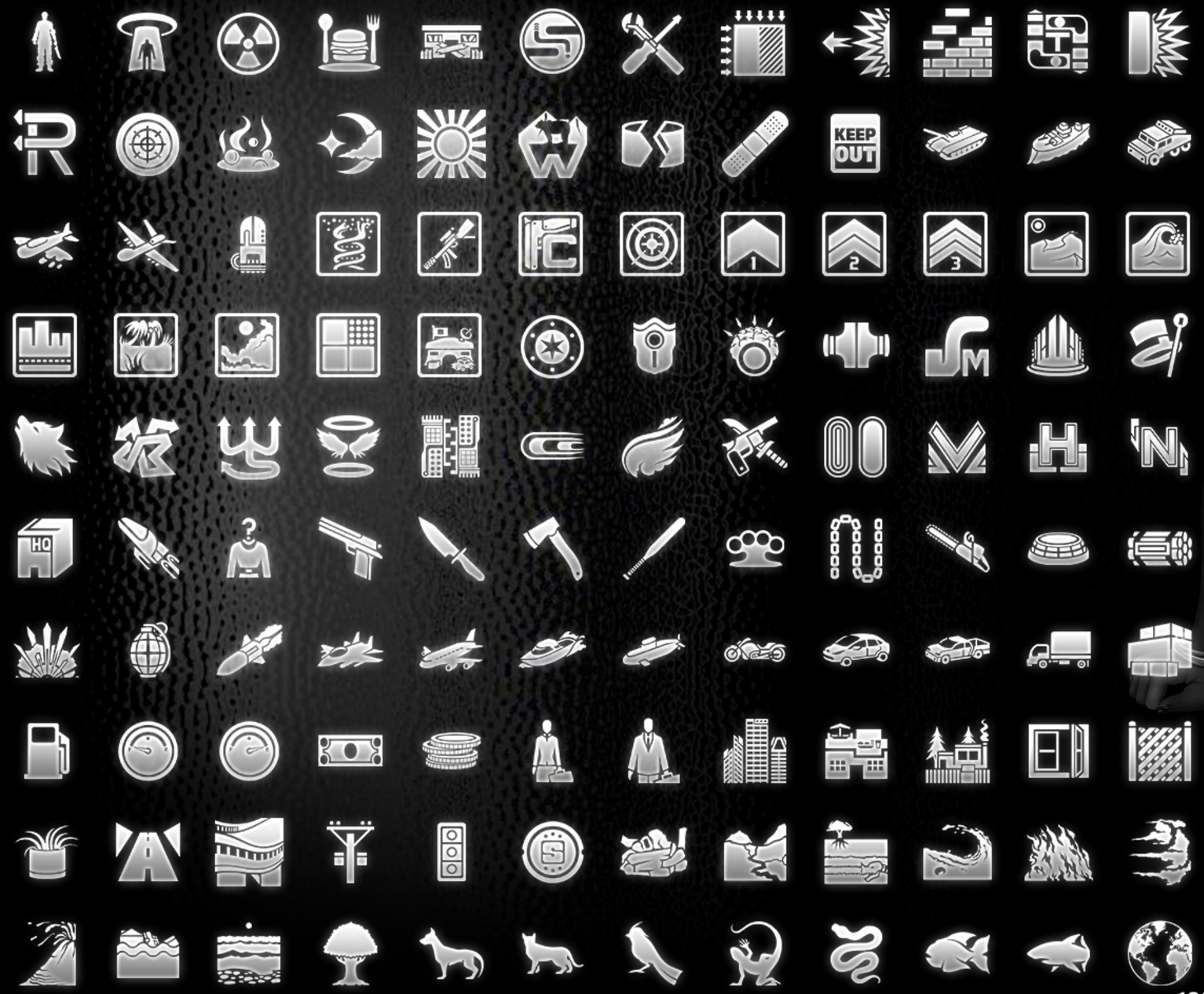
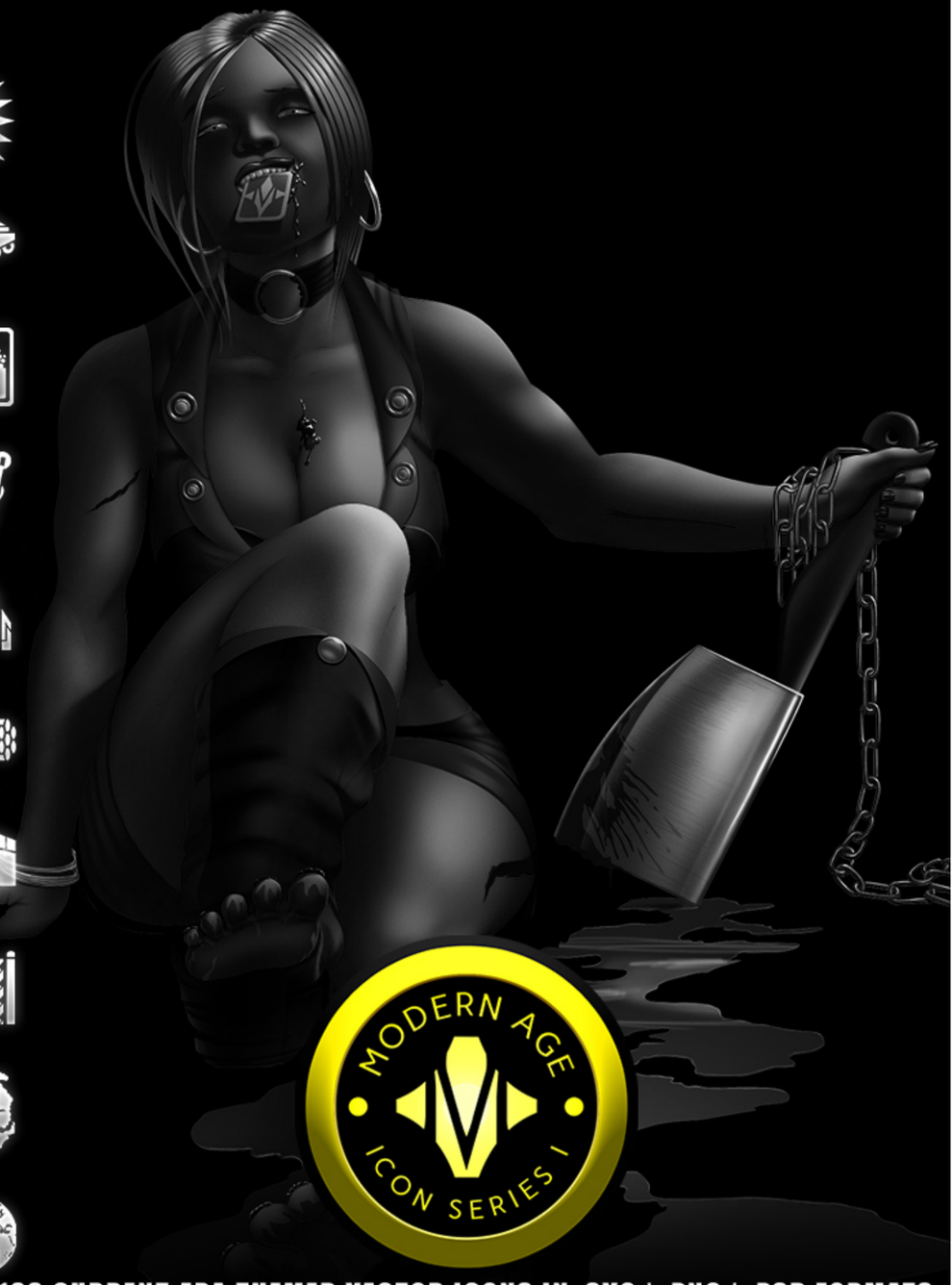

PAST AGE
ICON SERIES I
120 FANTASY THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS
WWW.MANIFESTATIONCCS.COM/ICON-LIBRARY





MODERN AGE
ICON SERIES I

183 CURRENT-ERA THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS

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120 SCI-FI THEMED VECTOR ICONS IN .SVG | .PNG | .PSD FORMATS

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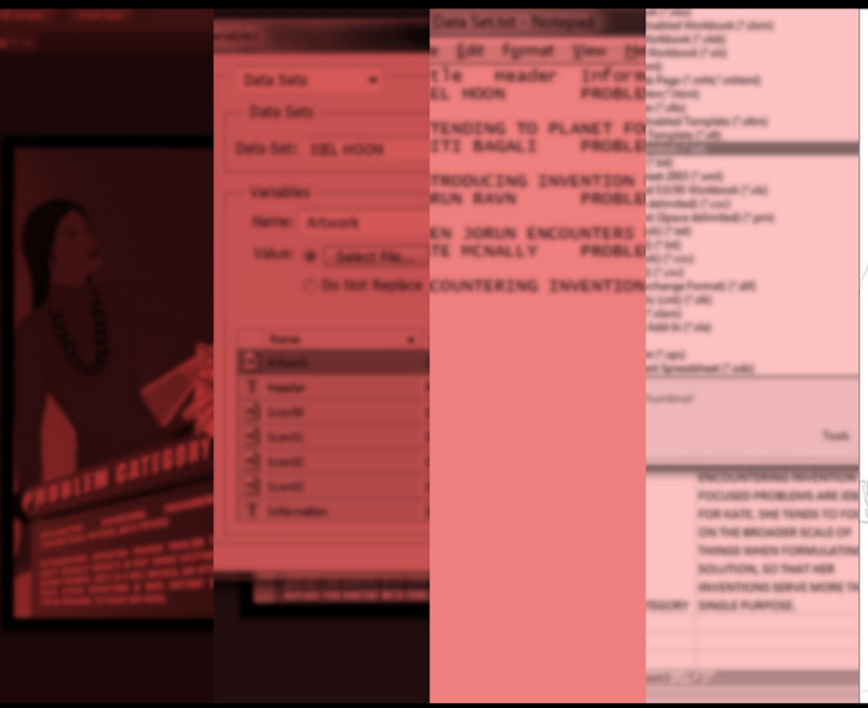
LEARN HOW TO CREATE CARD GAME TEMPLATES

MANIFESTATION CCS TUTORIALS



TUTORIAL 01: PHOTOSHOP

MANAGING CARD ELEMENTS
USING VARIABLES & DATA SETS

MANIFESTATION CCS TUTORIALS

TUTORIAL 02: PHOTOSHOP

DESIGNING CARD ELEMENTS
USING VECTOR SHAPE LAYERS

MANIFESTATION CCS TUTORIALS

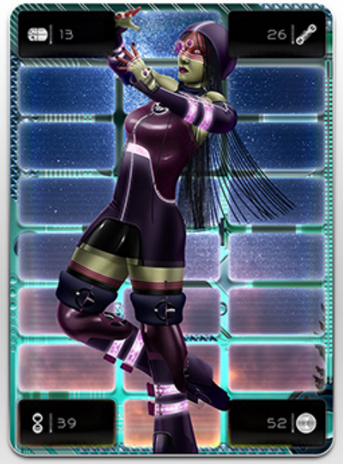
TUTORIAL 03: PHOTOSHOP

CREATING LAYER STYLES
FOR CARD ELEMENTS & ICONS

MANIFESTATION CCS
TIPS & TRICKS

LAYOUT

CREATING LAYOUTS SPECIFIC TO YOUR GAMEPLAY MECHANICS



MANIFESTATION CCS
TIPS & TRICKS

TEXT | FONTS

BRIGHT TEXT OVER DARK BACKGROUNDS

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MANIFESTATION CCS
TIPS & TRICKS

TEXT | FONTS

FONT RESOURCES

A-ZFONTS
dafont.com
Eagle Fonts
FONT BROS
fontpalace
fonts.com
FONTS2U
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FONTSPACE
FONT SQUIRREL 100% FREE FOR COMMERCIAL USE
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LinoTYPE Library
MyFonts
µfonts
urbanfonts

MANIFESTATION CCS
TIPS & TRICKS

ICONS

BEST POSITIONS FOR ICONS & SYMBOLS IN CARD DESIGNS

MANIFEST YOUR CREATION