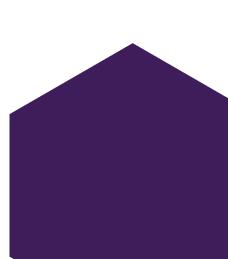


Section 1:

Customizer Setup and Tools





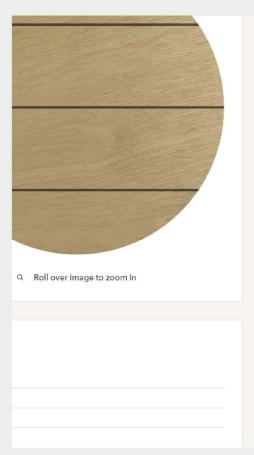


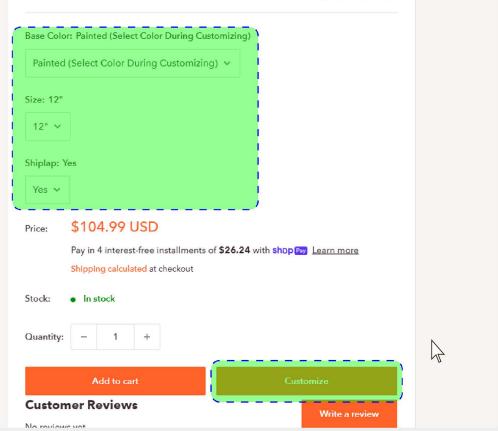
Step 1 : Setting Up Your Order

When you load the product listing page, you will see a series of dropdown menus where you can set the base sign criteria.

For this user guide, we will be setting up a 12" painted-back sign, with shiplap cuts.

Once we have set our parameters, we will click 'Customize' to load the customizer tool.







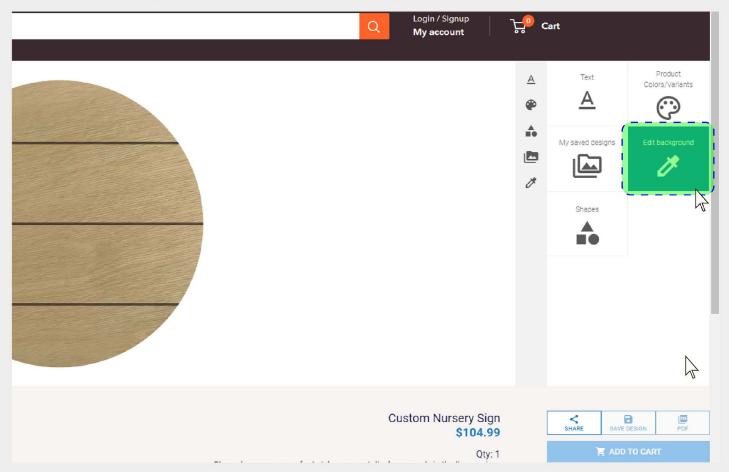
Step 2 : Setting Your Background Color

Since we are working with a painted sign, the first* thing we will do is set our background color.

*It is not required to set your background color first. You can set your background color at any time prior to adding your sign to the cart.

IMPORTANT!

All nursery signs come with 4 colors included in the price. With painted background signs, the background color counts as one of the 4 free colors. Color changes after 4 colors are \$19.99/each.





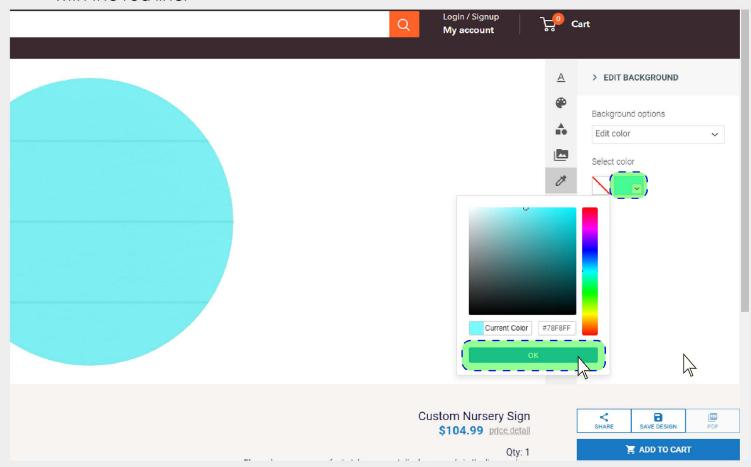
Step 3 : Selecting Your Background Color

In the next menu, you will be shown a couple of options labeled: "Background options" and "Select color"

Underneath "Select color" you will see a white box with a red line through it, and a dropdownbox.

Clicking the dropdown box will bring up the color swatch, which you can use to select the color for your background. Once you have the color you want, select "OK" to set the color.

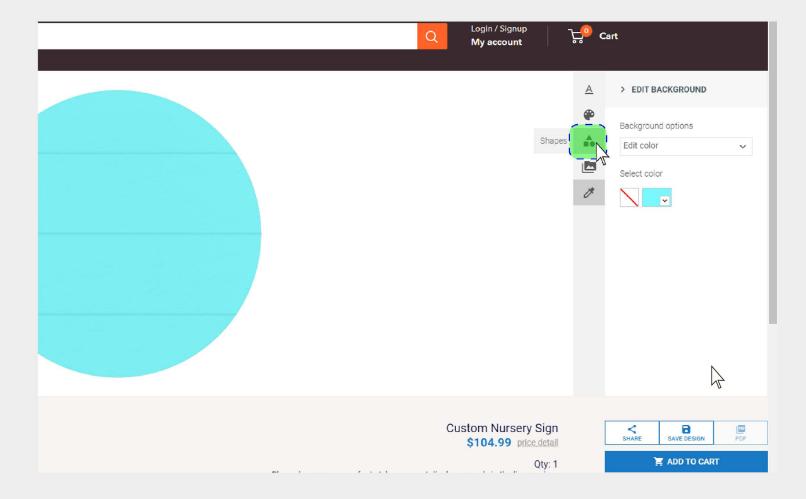
If you want to remove the background color entirely, you can click the white box with the red line.





Step 4: Shapes Menu

The "Shapes" menu is where you will find all of the available shapes you can use to construct your sign.

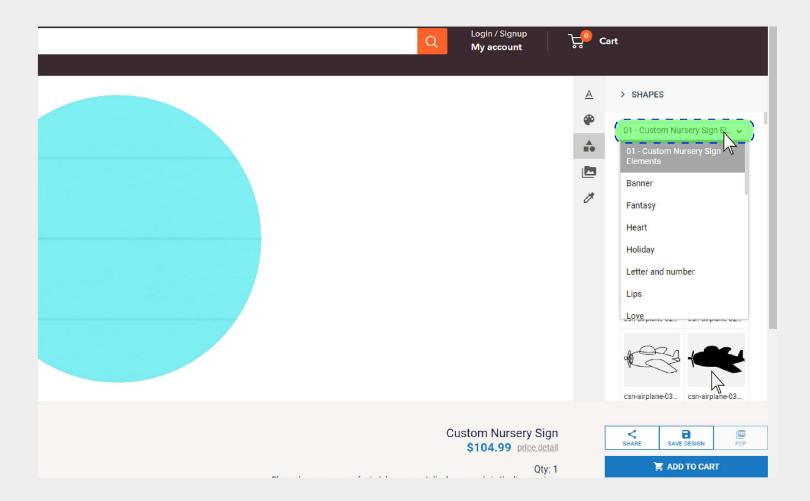




Step 5: Sign Design Elements

The "Custom Nursery Sign Elements" should be the default option when the Shapes menu loads, but if it is not, simply click the dropdown menu, and select it.

"01 - Custom Nursery Sign Elements" is the menu where you will find all of the shapes used for our Custom Nursery Signs.





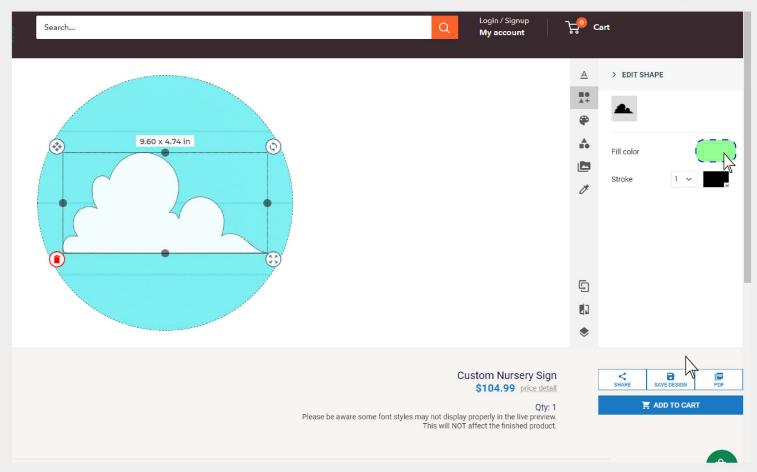
Step 6: Shape and Color Selection

When you select, and load a shape on the artboard, the shape will be highlighted automatically, and you will be presented with a number of options.

Control handles will be visible, as well as "Fill color" and "Stroke" options.

Stroke is simply an outline setting, and you can just ignore it completely, as It will not have any effect on your sign. **Fill color**, however, is **very imporant** here.

The fill color you set here will be the colors that you see in the finished sign.

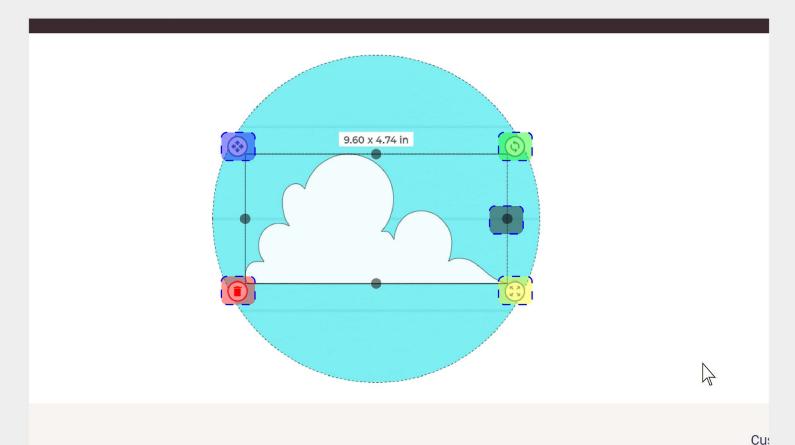




Step 7: Shape Controls

The artwork that is selected is considered the active element, and you will see some controls that let you manipulate the: RESIZING, ROTATION, PLACEMENT, STRETCH, or DELETION of the selected design element.

The Stretch handles (gray dots) will let you change the horizontal, or vertical dimensions independently from one another, whereas the Resizing handle will change the horizontal/vertical dimensions uniformly.

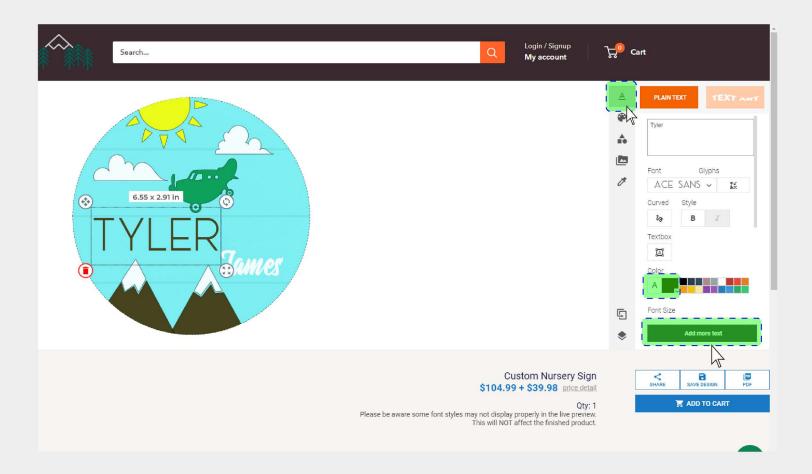




Step 8: Setting Text

Selecting the "Text" menu will let you set text on the artboard, and once the text is set on the artboard, you can select it and make many adjustments to match the aesthetic you are going for.

If you would like to add a second piece of text, simply click the "Add more text" button.



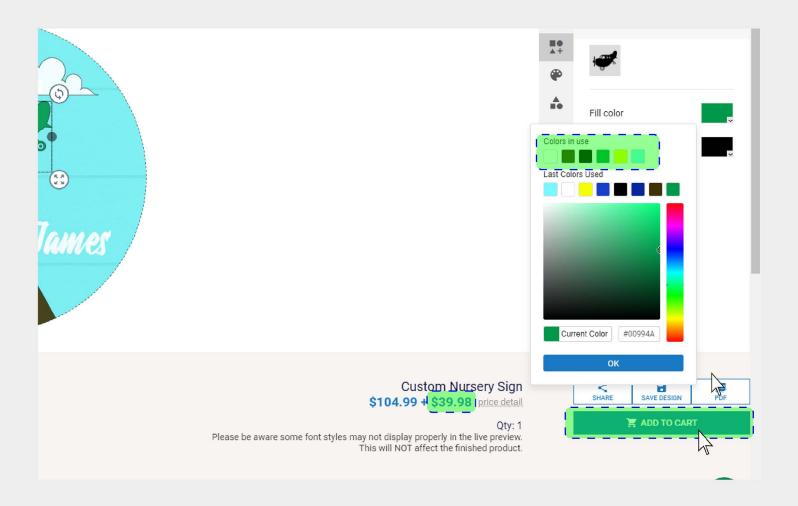


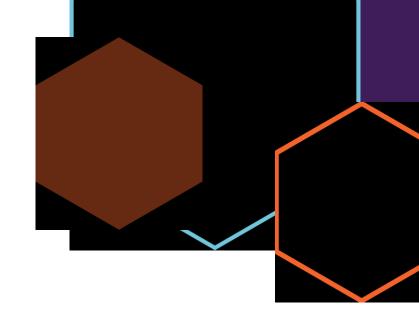
Step 9: Finalization + Extra Colors

As was mentioned, all signs come with 4 colors included in the price (including background color for painted signs).

Each color change past 4 colors comes with a \$19.99 color change fee.

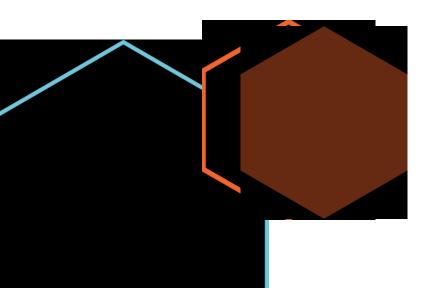
In this tutorial, we ended up using 6 colors in total, which means there are an additional \$39.98 in service fees that would be added to this order.





Section 2:

3-D Design Objects







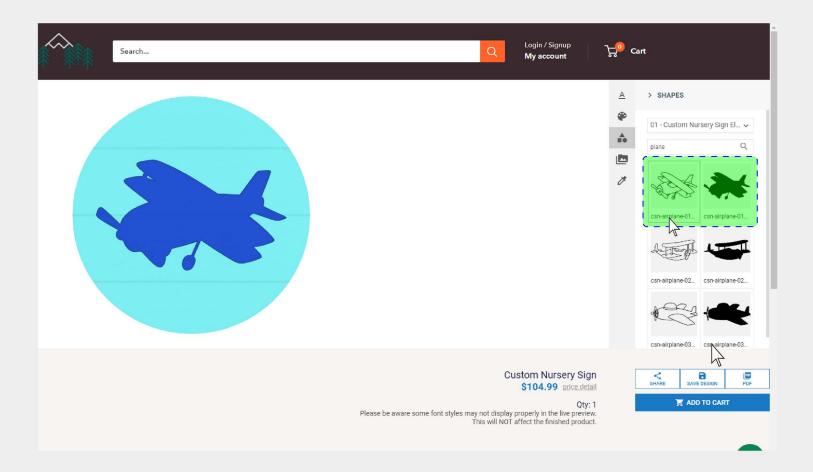
Step 1: Introduction to 3-D Shapes

Some shapes can be used to construct 3-D elements. There will be a base layer, as well as a top layer to add detail to the design. Here we will set the base piece of a 2-part 3-D design element.

In the search bar under the "01 - Custom Nursery Sign Elements" Shapes menu, you can use search terms like "base", "top", and "3d" to filter out the various 3d components.

IMPORTANT

Not all design elements are set up to be 3-D shapes.





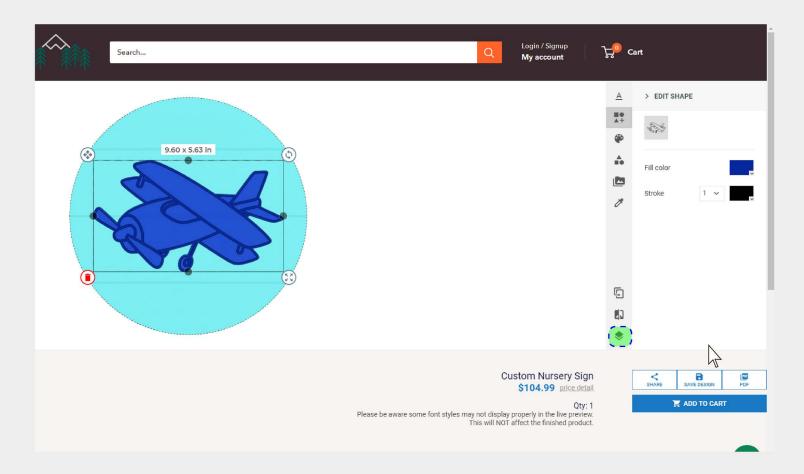
Step 2: Setting the Top Layer

Once you have set the "**base**", silhouette layer for the 3-D object, now we can add the detail, or "**top**" layer.

You can change/alter the "**Fill color**" for each object independently from one another, giving you full creative control over how you want your sign to appear!

PROTIP

With the artwork selected, you can use the "Layer" button to push objects toward the back, or pull objects toward the front, of the design.

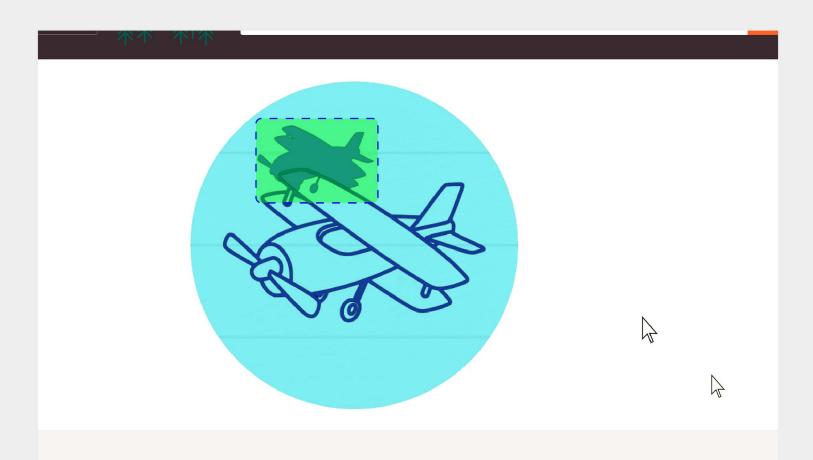




Step 3: Resizing 3-D Shapes

Since the objects are independent from one another, resizing may be tricky, but there is a built-in solution that can make things relatively simple.

For this, we recommend setting your 3-D base object size/placement/etc *first*.



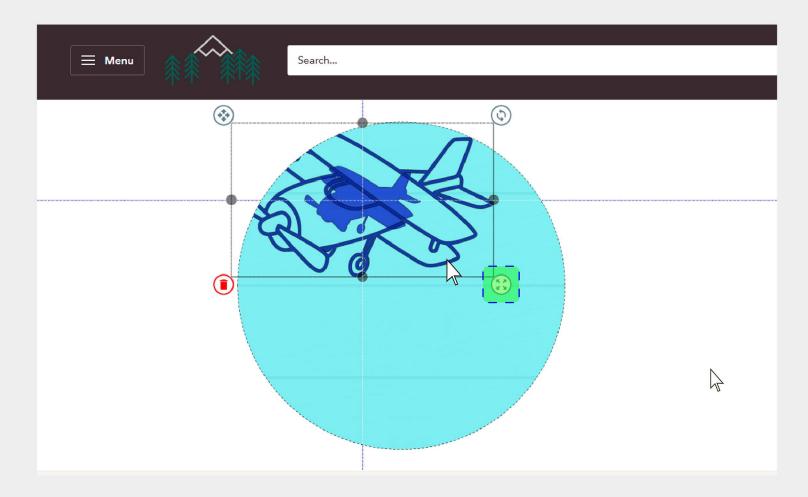


Step 4: Placement and Resizing Your Top Object

The customizer app has a built-in "snap" function, that will let you easily center objects on top of one another.

Simply **Move** your **top** object over the **Center** of the **base** object, and then use the Resizing handle to scale the top object. You should see a **horizontal**, and **vertical line** when you have found the center of the object.

Since the **Resizing** handle adjusts to the center of the object uniformly, once you have centered your objects, scaling the object down in size is as simple as drag and drop!



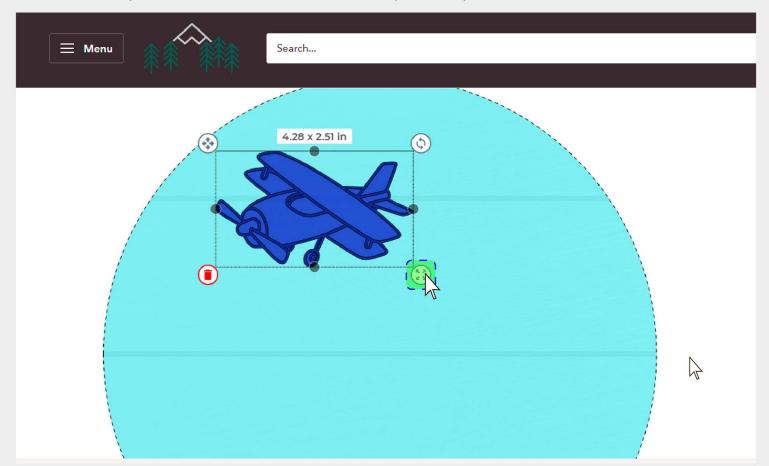


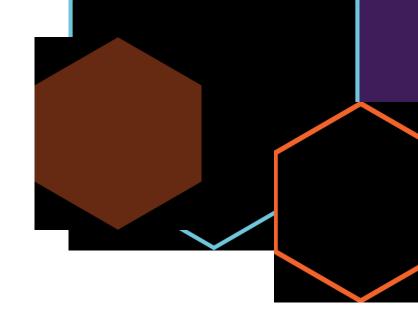
Step 5: Fine Tuning 3-D Object Size

You do not need to make the top and base objects exactly the same size, so it is perfectly okay if your **base** and **top** objects are a little "off" from one another. You can use the "Zoom" buttons in the customizer to make the artboard larger, which will make adjusting the size of the objects easier.

What *is* important, however, is getting them close enough in size to set the correct visualization for the sign, as well as the object placement, and colors.

Part of our file handling procedure is to ensure that 3-D objects are sized correctly before we cut, which occurs prior to production.

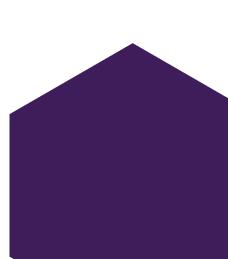




Section 3:

Shape Menu Search





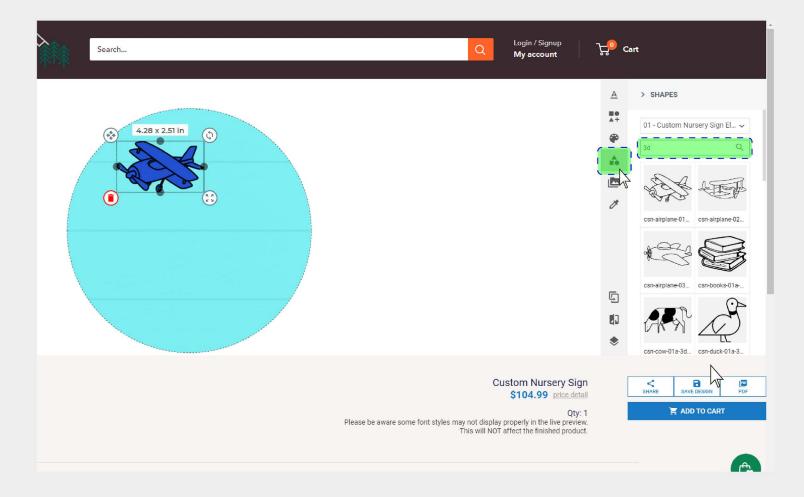


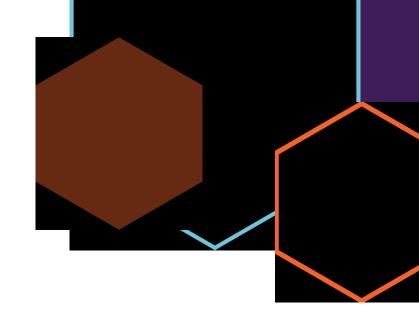
Step 1: Shape Menu Search Terms

As was previously mentioned, you can use the Shapes menu search bar to filter for things like design names (airplane, fox, cow, flower, trees, etc), but also to filter for 3-D objects.

3-D objects are searchable under "**3d**" to help simplify the search a bit, so you don't have to scroll through hundreds of design elements just to find the one(s) you want.

Objects containing multiple components will have a "top" and "bottom" searchable identifier, or even letter-number suffixes, like "1a" "2a" etc.





Section 4:

Multiple Component Objects





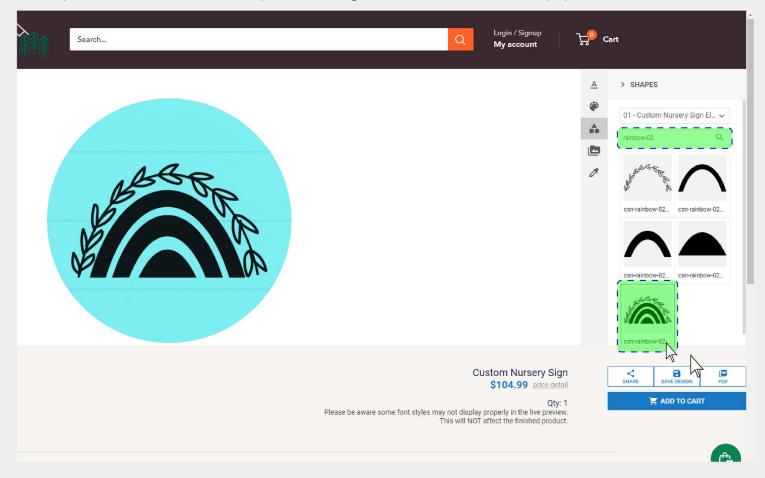


Step 1: Multiple Component Objects

Some objects are composed of multiple components.

For this, you have the option of setting the entire object as a single part (searchable under "full"), which you can set a single color for the entire object, or you can unleash your creativity and construct the design, with the individual parts of the object, which will let you set, size, place, and color each individual part!

Objects that are broken up into individual parts are given letter, or letter-number identifiers after the object ID number (for example, this object's individual parts are cataloged as "rainbow-02a-1" through "02a-4" so you can filter this out by searching "rainbow-02a" or simply "02a"





Step 2: Coloring Multiple Component Objects

Using the individual parts of the object, you can set individual colors, and really let your creativity go to work!

This option requires a bit more involvement, but this demonstrates the additional options and flexibility that you have to make your sign **your** way!

