

## **How to use Inkarnate**

# Contents

<b>Chapter 1. What is Inkarnate?</b>	<b>1</b>
<b>Chapter 2. Payments on Inkarnate</b>	<b>2</b>
<b>Chapter 3. Creating maps on Inkarnate</b>	<b>3</b>
<b>Chapter 4. Creating our first map</b>	<b>4</b>
<b>Chapter 5. How to create a new map</b>	<b>5</b>
<b>Chapter 6. Using the mask tool</b>	<b>7</b>
<b>Chapter 7. Using the brush tool</b>	<b>10</b>
<b>Chapter 8. Using the stamp tool</b>	<b>12</b>
<b>Chapter 9. Saving you work and exiting</b>	<b>14</b>

# Chapter 1. What is Inkarnate?



**Inkarnate is an online map-making platform that lets you create and manage fantasy maps.**

A lot of different people enjoy and trust our app for their map-making needs:

- D&D game masters and players,
- fantasy world builders and book authors,
- boardgame designers,
- artistic people looking for ways to expand their creative skills,
- and many others, young and old!

Being an online tool, Inkarnate allows you to access and edit your maps from anywhere – all you need is Internet connection, and you're all set to bring your fantasy worlds to life!

# Chapter 2. Payments on Inkarnate

## **How much does Inkarnate cost?**

**You can use Inkarnate Free for as long as you want**, no credit card required.

If you want more than what the Free version offers, you can choose to upgrade a Pro plan. We currently have an Annual (25\$ per year) and a Monthly (5\$ per month) Pro plans.

## **What's the difference between the two Pro Plans?**

**Both plans provide the same tools and options.** The only difference between the two plans is that the Monthly Pro subscription Plan is paid monthly, and the Annual Pro Plan is paid annually. Most of our users choose the annual plan, because it's 35\$ savings per year!

## **How can I pay for the Pro Version?**

We currently offer two payment methods. You can either pay via Credit or Debit Cards (Stripe), or using PayPal.

## **Can I cancel my subscription?**

You can cancel your subscription (further payments) anytime from your account page.

# Chapter 3. Creating maps on Inkarnate

## **What do I need to start creating on Inkarnate?**

You'll just need an Inkarnate account and an internet connection.

Get started by signing up for Inkarnate with one of our plans (there's a free version too!). Then create your first map and start bringing your worlds to life.

Our [Reddit user community](#) will be happy to assist you with feedback on finished creations.

## **Can I download my maps?**

Yes, you can! All maps can be exported as images, ready to be used online or printed in your tabletop games or books.

## **Can I use Inkarnate offline?**

No, at the moment for using Inkarnate you'll need to have Internet connection.

## Chapter 4. Creating our first map

In this tutorial we'll be going through some of the basic map creation tools. In order to follow along with this guide you need to have a free or paid Inkarnate account.

To get the gist of Inkarnate we'll be creating a small regional map. In order to do so we'll be going through the following tasks in order:

- How to create a new map
- Using the mask tool
- Using the brush tool
- Using the stamp tool
- Saving your work and exiting

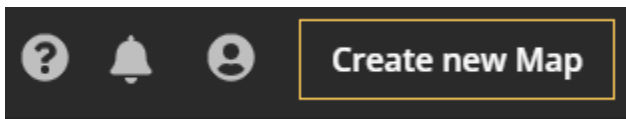
When you're done with setting up your account and are feeling ready to begin please move onto our first task, "How to create a new map".

# Chapter 5. How to create a new map

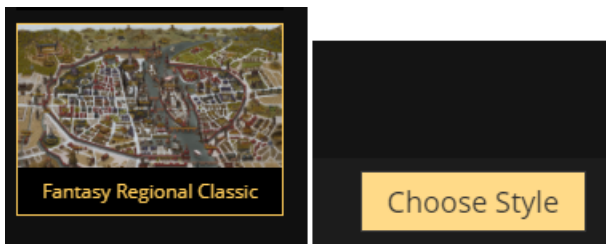
Now that you've set up your account let's begin with our first and arguably most important task - creating a new blank map!

In this task we'll be creating a new map with the Fantasy Regional Classic style. You won't require a paid version of Inkaranate to follow this task. Now without further ado let's begin:

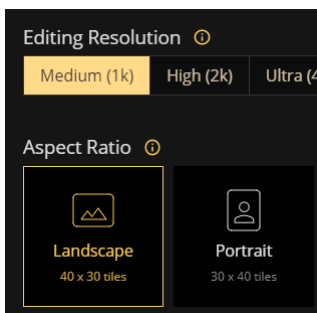
1. Hover your mouse cursor over to the top right corner and left-click on the "Create New Map" button. Alternatively, if you're in the "My Maps" section you can hover over to the left side of the search bar right under the "My Maps" section where you can find another "Create New Map" button. This will open the "Choose Style" menu.



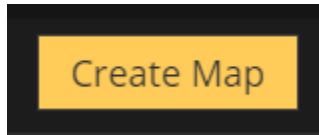
2. Now that we're in the choose style menu, scroll down with your mouse wheel, hover your cursor over to the "Fantasy Regional Classic" style and left-click it. Then click the yellow "Choose Style" button at the bottom right corner of the style menu.



3. Now you'll have to choose your scene settings. For this tutorial guide we suggest you select the "Medium(1K)" resolution option and the "Landscape 40x30 tiles" aspect ration option.



4. Now that we're ready with our settings, hover your cursor over to the bottom right corner of the scene settings menu and left-click the yellow "Create Map" button.



After following these steps we've now created our blank canvas where we can explore the tools that are at our disposal. Once you're done with this task move onto the next task - "Using the mask tool".

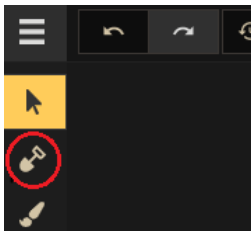


# Chapter 6. Using the mask tool

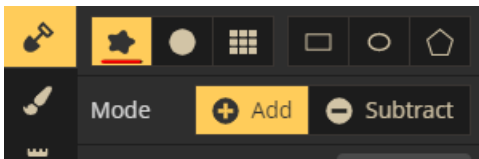
For this guide we'll be creating a small island. We'll be using the base background for this and we'll be using the mask tools basic features to create plots of land and to alter the islands shape.

The mask tool has basic settings and advanced settings. For this guide we'll be taking a look at the basic settings and we'll be using them to create a small island. Let's begin:

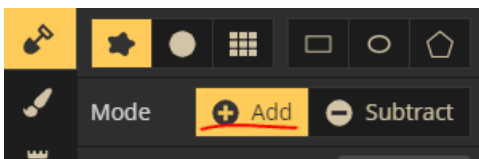
1. To access the mask tool you can simply press the "M" key on your keyboards or you can hover your mouse cursor to the left side of the screen and left-click the shovel icon to select the mask tool.



2. Now that the mask tool has been selected and its settings menu has been opened first we'll take a look at the first three shape selections. They're located at the top left half of the mask tool menu. For this guide we'll be using the "Shape: Edge" setting so make sure to have it selected by left clicking the edgeless star-shaped blot right next to the circle.

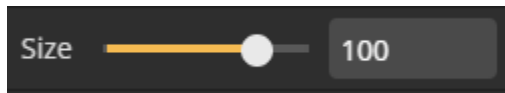


3. Now that we've selected our shape, we'll have to select the mode and size of our mask tool. In order to create sections of land we'll have to select the "Add" mode. This mode allows us to create land, while the "Subtract" allows us to remove land. To alternate or select between these modes you can either hover your cursor over to them to manually select them or you can use the keyboard shortcuts for them. Press the "A" key to select the "Add" mode or the "D" key to select the "Subtract" mode.

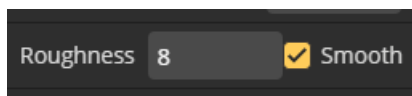


4. Now we'll select our mask tool size. To choose your mask tool size you can either hover your cursor over to the size slider which is right under the mode setting or you can use the number field where you can enter a size through your keyboard. Alternatively you can use the keyboard shortcut

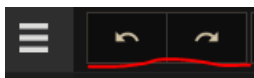
keys. You can press or hold down the "S" key on your keyboard to reduce the size of the mask tool or you can press or hold down the "W" key to increase the size of your mask tool. I'll be using the standard 100 size but you can choose another one if you feel like experimenting.



5. The last setting we'll be looking at is the roughness setting. It is located right under the size setting in the mask tool menu. There is no keyboard shortcut for this setting so you'll have to manually select the number of desired roughness using your mouse and keyboard. The shape of the land created becomes more spread out in shape the larger the number is and becomes more condensed and circular the lower it is. I will be using a roughness of 24 for this guide. Right next to the number field you have a tick option for smoothness. While active the shapes created are curvier without sharp edges, while disabled the shapes become more angular with sharp edges. I will have this option enabled for this guide.



6. For our final step we'll be using what we learned from the above steps to create some land on our map. Once you've selected your desired settings simply hover over to the mask tool brush to the blue background and start creating land by left-clicking on it with your mouse or by holding down the left mouse button and dragging to a side to make longer stretches of land. If at any point you feel like you've made a mistake hover your mouse over to the top left corner of the screen and click the undo or redo arrows. Or instead of clicking you can use the "Ctrl+Z" keyboard shortcut to "Undo" or the "Ctrl+Shift+Z" to "Redo". You can finish this step whenever you feel comfortable with the result.



This is my end result for an island which I will be using for the next tasks in this tutorial guide.



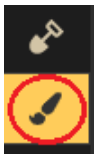
Feel free to continue using your own results as it won't make a difference. Once you're ready please move onto the next part of this tutorial - "Using the brush tool".

# Chapter 7. Using the brush tool

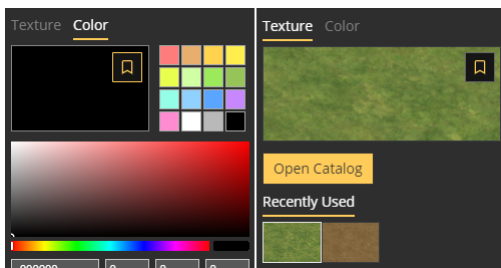
The brush tool is used to color or texture backgrounds or foregrounds to add more life and variety to your creation.

The brush tool has a couple of basic and advanced settings. For this guide we'll only be covering some of the basic settings and none of the advanced ones. You'll need to have completed the previous guide to continue with this one. Now let's begin:

1. To select the brush tool you can either press the "B" key on your keyboard or you can hover to the brush icon located right under the mask tool and click it with your cursor.



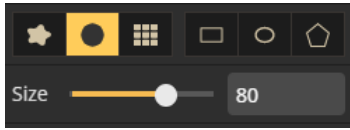
2. Now that the brush tool menu is open hover your cursor over to the top side of the menu where you can either select and click the "Texture" or "Color" setting. Choosing the color option will open a color selector which you can use to get whatever color you feel like for your brush tool. Choosing texture will then require you to then open the texture catalogue to choose a texture. You can do this by either clicking the yellow "Open Catalogue" button right under the currently selected texture or you can press the "F" key on your keyboard to open it. From here you can select whatever texture is available to you by clicking on it. Once you've selected a texture, to exit the catalogue either click "Esc" on your keyboard or hover your mouse over to the top right corner and press the "x" button.



3. Now that you've either selected a color or a texture you'll have to choose a layer to work on. The layer setting is located right under the Texture/Color setting. Once you've hovered over to it you can either click the "FG"(foreground) or the "BG"(background) option. Since we're making an island we won't be needing the background option so make sure to click the "FG" option. You can also press "1" on your keyboard to select "FG" or "2" to select "BG".



4. After we've selected a layer you'll have to once again select a shape and size for your brush. You've already learned how to use these from the previous task. Take a look at Steps 2 and 4 from "Using the mask tool" you've forgotten how to use these settings.



5. Under the size slider is the opacity slider. It is managed in the same way as the size slider except that its keyboard shortcuts are "D" to reduce opacity and "E" to increase it. The lower your opacity is the more easy it to see through your brush color once you start drawing with it. At 1 opacity you can see through the color.



6. Under the opacity slider is the softness slider. It is managed in the same way as the size slider except that its keyboard shortcuts are "A" to reduce softness and "Q" to increase it.



7. Now we can finally move onto the drawing phase. For this guide I've selected the following settings: "Grass Green 1" texture; "FG" layer; Size 80 brush; 1 opacity and 1 softness; Once you've selected your setting you can begin drawing over your island plot the same way you would using the mask tool. Once you're finished check out the results.

Using the brush tool this is what I got after I drew the grassy texture over my land plot.



Feel free to continue with your own creation onto the next task of this guide - "Using the stamp tool".

## Chapter 8. Using the stamp tool

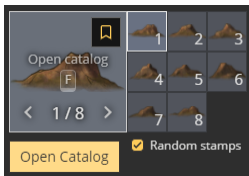
The stamp tool is used to put a rich variety of objects onto your map, be they trees, mountains or even dragons! They don't even have to be from our own catalogue, you could upload your own ones if you wish.

To complete this guide you'll need to have completed the previous guides. In this task we'll be placing some objects onto our island to add a bit more detail and depth to it. Once you're ready we can continue with:

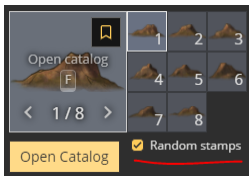
1. The stamp tool is located right under the brush tool and has a tower icon. You can either click on it with your cursor or you can press the "O" key on your keyboard.



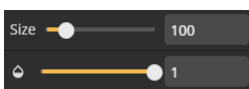
2. Now that the stamp tool menu is open you can select your desired stamps from the catalogue the same way as with when selecting a texture from the texture catalogue with Step 2 from "Using the brush tool".



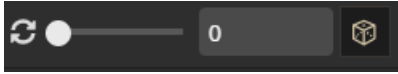
3. Once you've chosen a stamp you like look over to the tick option to the right of the "Open Catalogue" button. You can click it to have it active or to disable it. While active it will randomly choose a stamp variation to place onto your map. While disabled it will always place the selected stamp variation. You can choose stamp variations by clicking on them or by switching from left to right using the "Alt+Right Keyboard Arrow" shortcut on your keyboard.



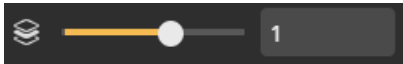
4. Next we have the size and opacity sliders with which you're already familiar with. If you've forgotten how to use them check out Step 4 from "Using the mask tool" and Step 5 from "Using the brush tool".



5. Next we have the rotation setting located right under the opacity setting. This setting determines at what angle your stamps will be placed and it goes from 0 degrees to 359 degrees. You can either manually use the slider with your mouse, enter a numerical value in the number field or you can use "<" key to move 15 degrees to the left or the ">" key to move 15 degrees to the right.



6. Finally for this guide we have the layer slider setting located right under the rotation setting. This slider goes from -5 to +5 and determines which stamp will pop out to the front. The lower the number the lesser it's priority when showing. So a tree stamp with a layer value of -1 will be placed behind other stamps with a higher layer value. You can either manually use the slider with your mouse, enter a numerical value in the number field or you can use "Ctrl+Up Arrow Key" to increase the selected stamps layer value or "Ctrl+Down Arrow Key" to reduce it.



7. Now that we know how to use the basic stamp options let's start placing some stamps. This is an entirely individual creative process so put as many stamps as you want, and remember that you can move already placed stamps by switching to the "Select Tool" which is located right above the mask tool. You can also press "V" on your keyboard to quickly switch to it.

This is what I managed to create.



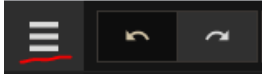
Now let's move onto the next task - "Saving your work and exiting".

## Chapter 9. Saving you work and exiting

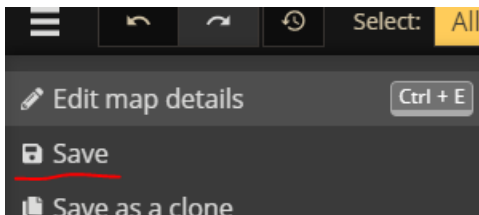
Onto our final guide and once again arguably the most important one. We've managed to create our small island and now it's time to save our work.

Probably our shortest and most important task. It's time to save our work! Let's see how it's done:

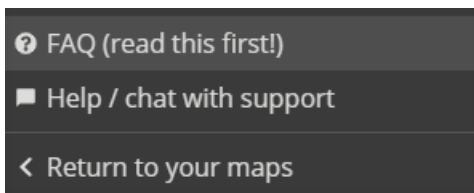
1. Hover your cursor over to the top left corner of the screen and click the drop down menu.



2. Now that we've opened the menu hover your mouse over to the "Save" option and click it.  
Alternatively you can press "Ctrl+S" on your keyboard to use the save shortcut.



3. This brought up the name window. Write down the name for your map. I've chosen to name this map "Tutorial Island". Once you've selected a name either click the blue "Ok" button or "Enter" key on your keyboard.
4. Now that we've successfully saved our work go back to the drop down menu on the top left corner, click it and hover down to the "Return to your maps" option. Click it to exit the map editor and go back to your maps. There you will see you newly made map.



And so we've finally reached the end of our journey! Now that you've made your first map you can always go back to view or edit it through the "My Maps" section on Inkarnate.



