Software User manual



Sketch.Draw

(Sketch-Based hand-draw)

Designed by DUT Media Lab

Software User Manual

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Software Description:

Sketch.Draw is a sketch composing software based on sketch recognition technology, aiming to revitalize hand-drawn culture through deep learning.

Users only need to draw on the drawing board, and Sketch.Draw can automatically recognize the object category and recommend the same category of material.

Sketch.Draw is committed to avoiding boring basic training, keeping users focused and gradually stimulating the desire for self-expression, which better fits the era of the pursuit of individuality.

The painter's hands-on ability and creative thinking can be well exercised.

Support language:

English

System Compatibility:

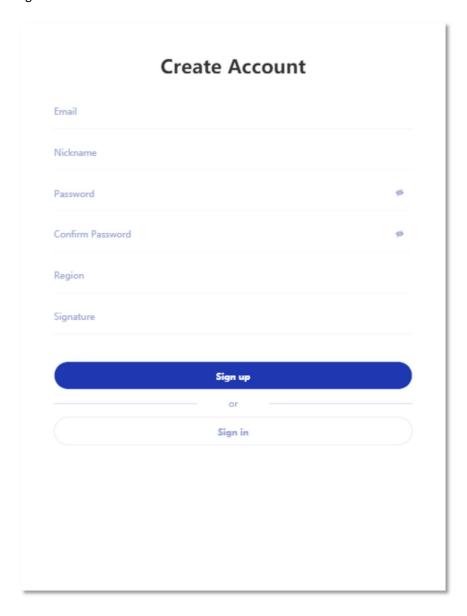
Android (we will provide iOS version soon)

Android 8 and higher versions are not currently supported.

Instructions for use:

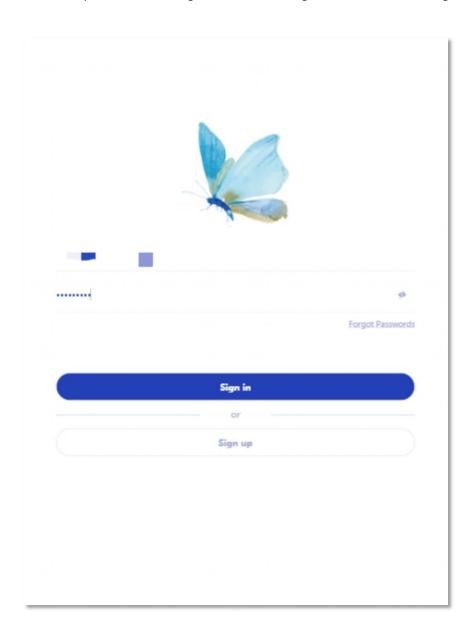
Registered:

Click to enter the software, and click Sign up to enter the registration interface. Enter your email, nickname, password, area and personality signature on the registration interface, and click Sign up to complete the registration.



Log in:

Enter your email and password in the login interface, click sign in to enter the drawing board



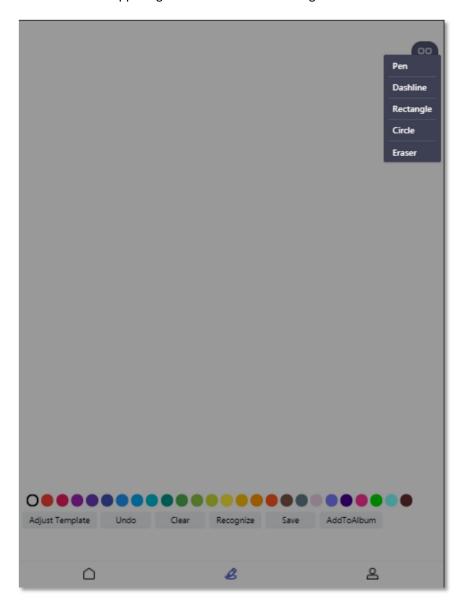
Painting:

Choose the color you like and draw the picture you want to draw. After drawing, click the Recognize button to recognize it.

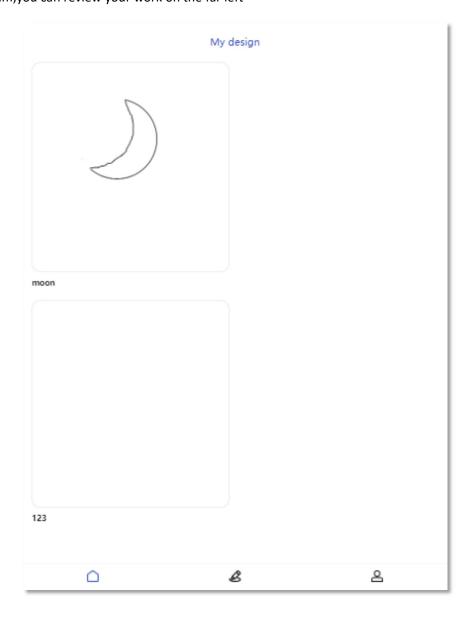
Click one of the recognition results, drag it to the appropriate position, and click the check mark (\checkmark) in the upper right corner to confirm (if you want to reselect another picture, click the cross(\times) in the upper left corner to reidentify and select; if you want to readjust the position, select the change button below)



You can click the button in the upper right corner to select drawing tools

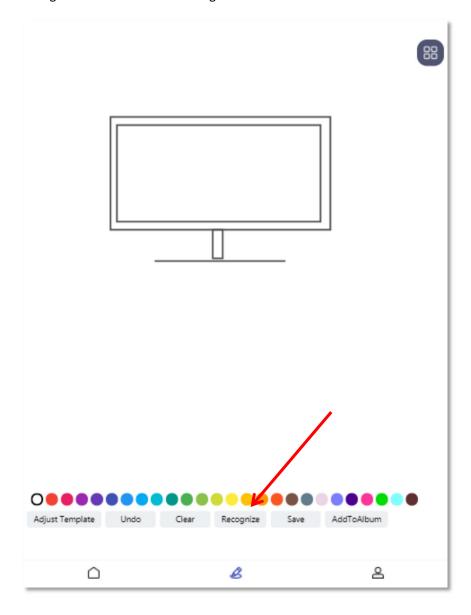


Storage: Click AddToAlbum to store to the cloud, click save to store to the album.When you select AddToAlbum,you can review your work on the far left

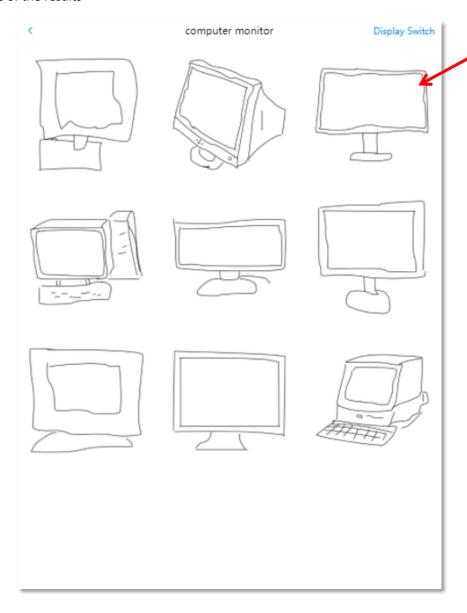


Example:

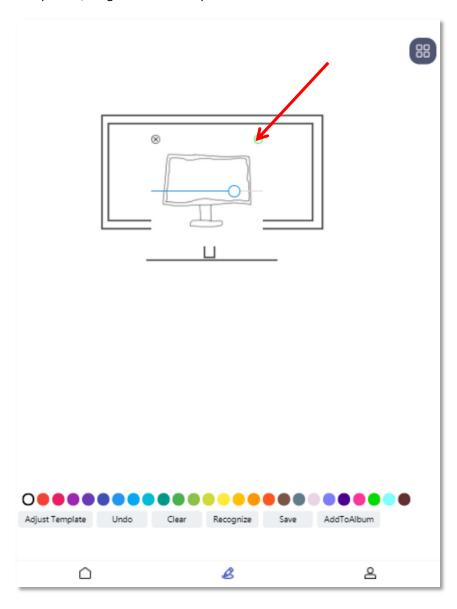
Draw a picture using the tool and click the Recognize button



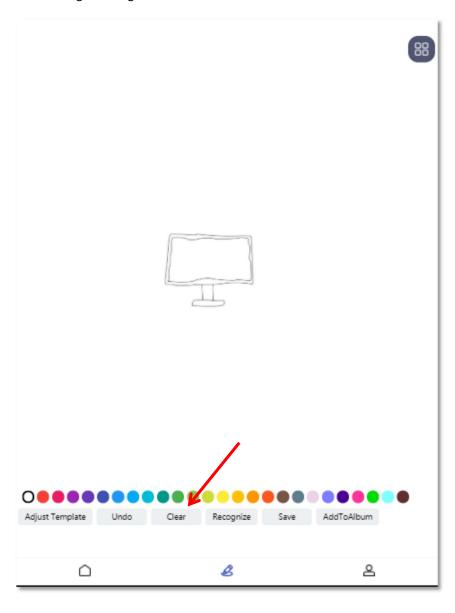
Click on one of the results



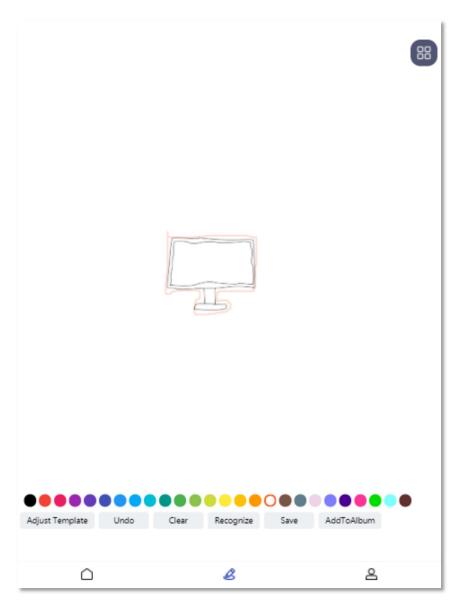
Press and hold the picture, drag it to a suitable position and click the check mark



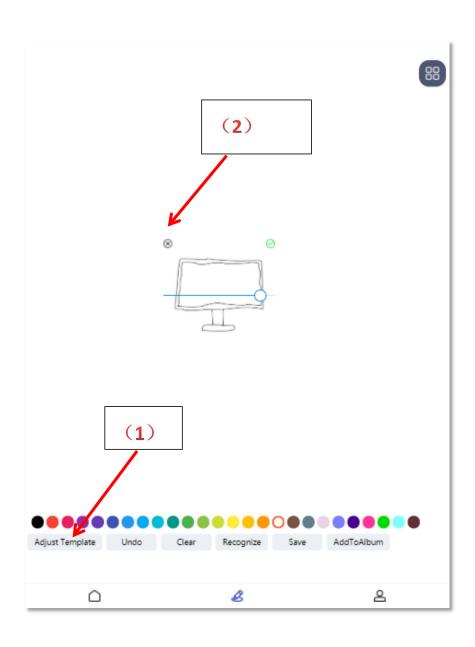
Click clear remove the original image



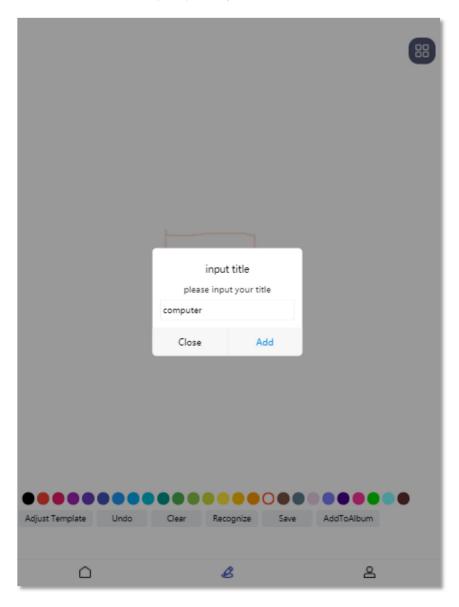
Trace the results of identification



Click the AdjustTemplate button, and click the cross in the upper left corner of the recognition result to clear the recognition result



Click the AddToAlbum botton and save your painting to the cloud



View your paintings in the my design interface

