
Software User manual



Sketch.Draw

(Sketch-Based hand-draw)

Designed by DUT Media Lab

Software User Manual

Catalog

Software Description:.....	3
Support language:.....	3
System Compatibility:.....	3
Instructions for use:.....	4
Registered:.....	4
Log in:.....	5
Painting:.....	6
Storage:.....	8

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 11 is not supported temporarily)

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.

Create Account

Email

Nickname

Password

Confirm Password

Region

Signature

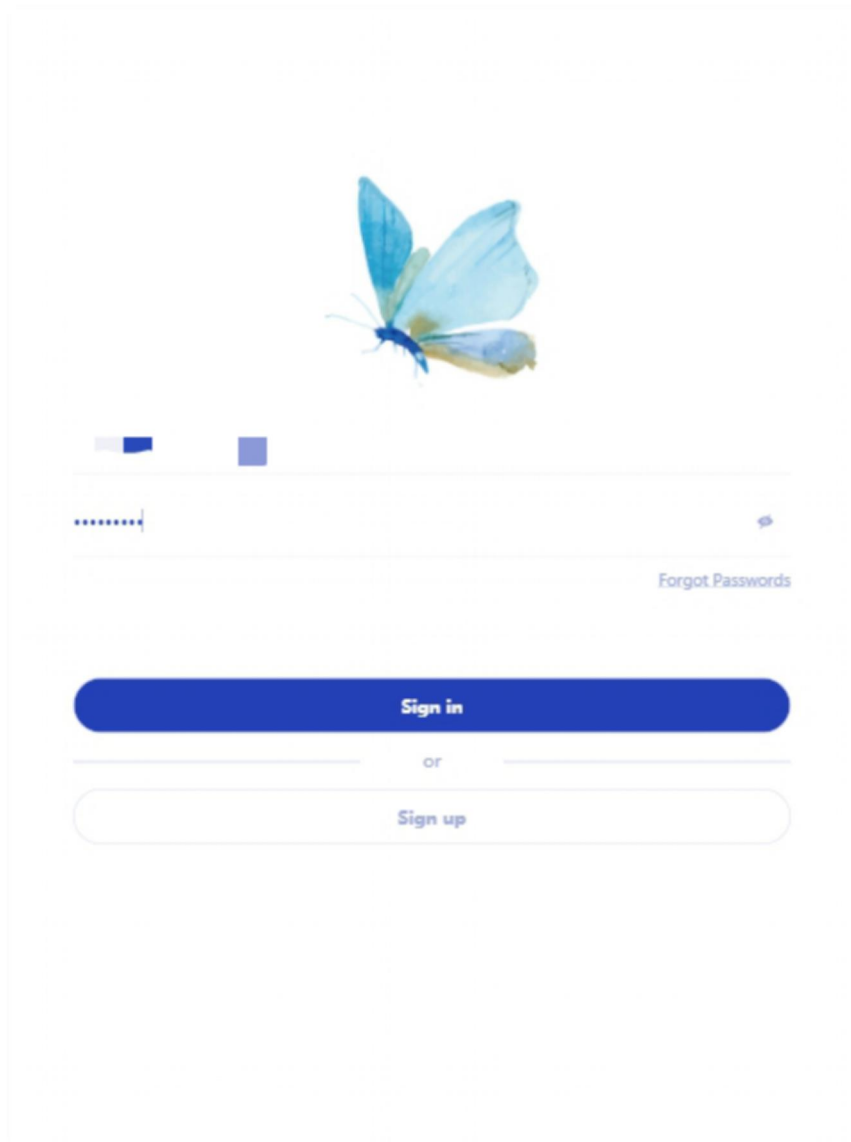
Sign up

or


Sign in

Log in:

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



The login interface features a light blue background with a faint grid pattern. At the top center is a watercolor-style illustration of a blue and yellow butterfly. Below the butterfly are two small colored squares, one light blue and one dark blue. The interface includes a text input field for email, a password input field with a toggle icon, and a "Forgot Passwords" link. There are two main buttons: a solid blue "Sign in" button and a white "Sign up" button with a blue outline. A horizontal line with the word "or" in the center separates the two buttons.



[Forgot Passwords](#)

Sign in

or

Sign up

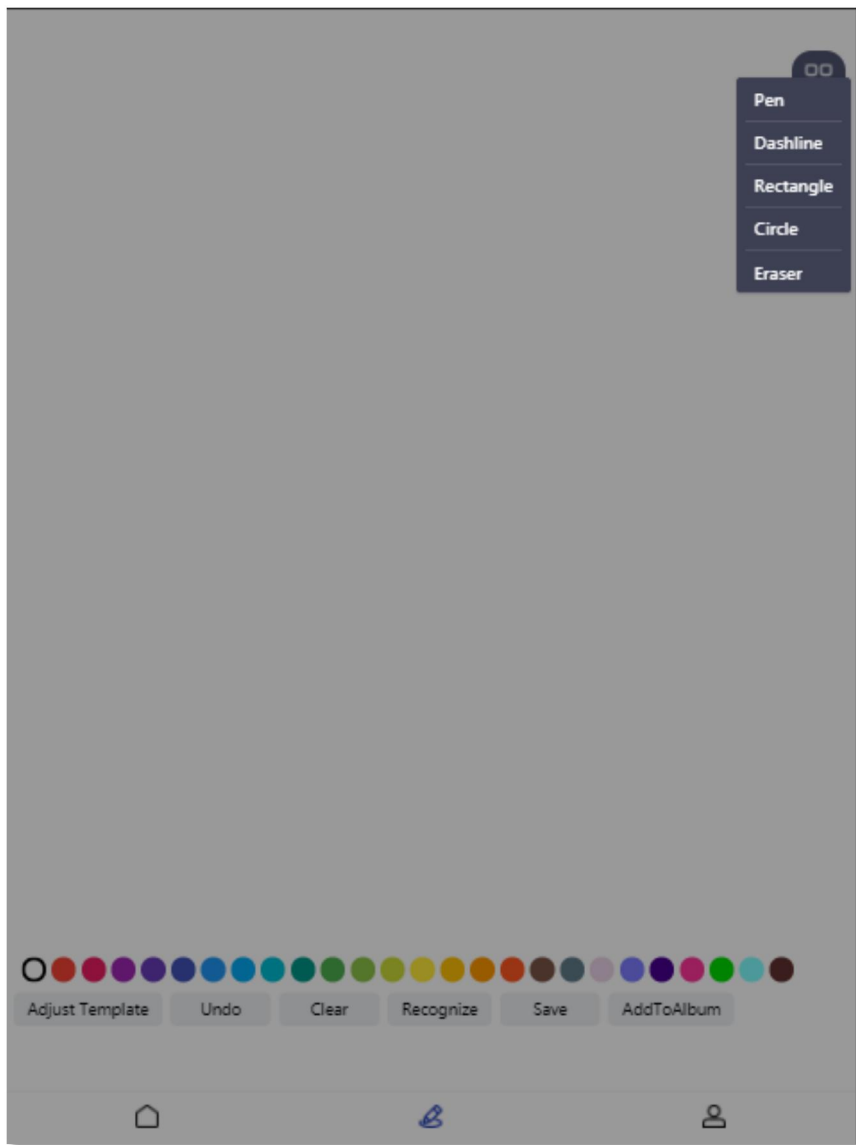
Painting:

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 (✓) in the upper right corner to confirm (if you want to reselect another picture, click the cross(×) in the upper left corner to reidentify and select; if you want to readjust the position, select the change button below)

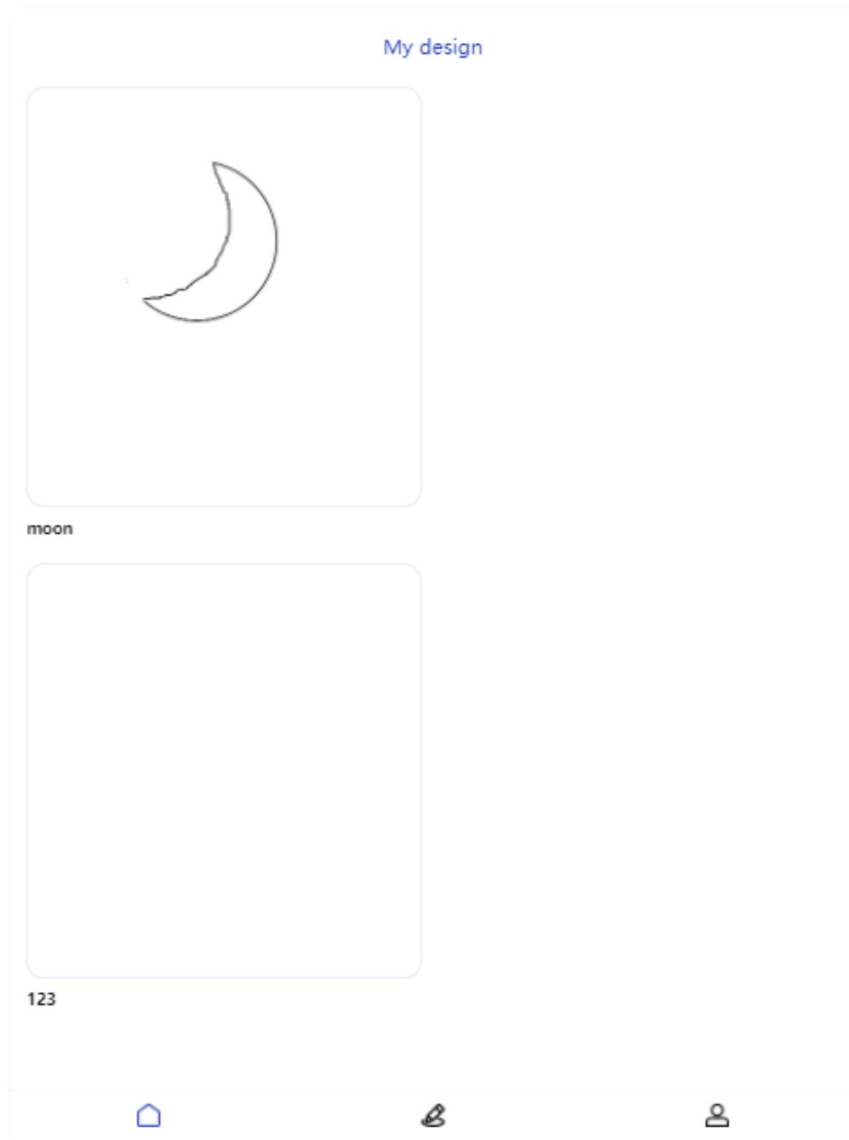


You can click the button in the upper right corner to select drawing tools



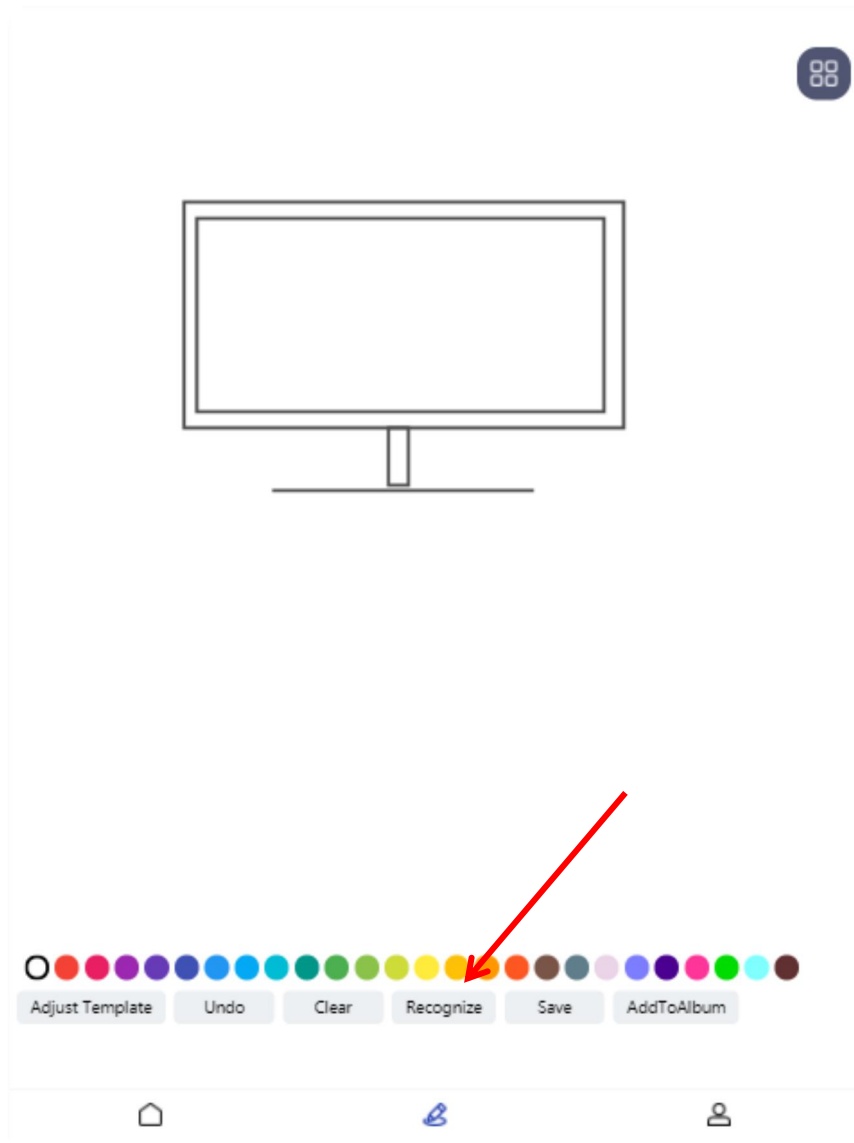
Storage: Click AddToAlbum to store to the cloud, click save to store to the album. When you select

AddToAlbum, you can review your work on the far left

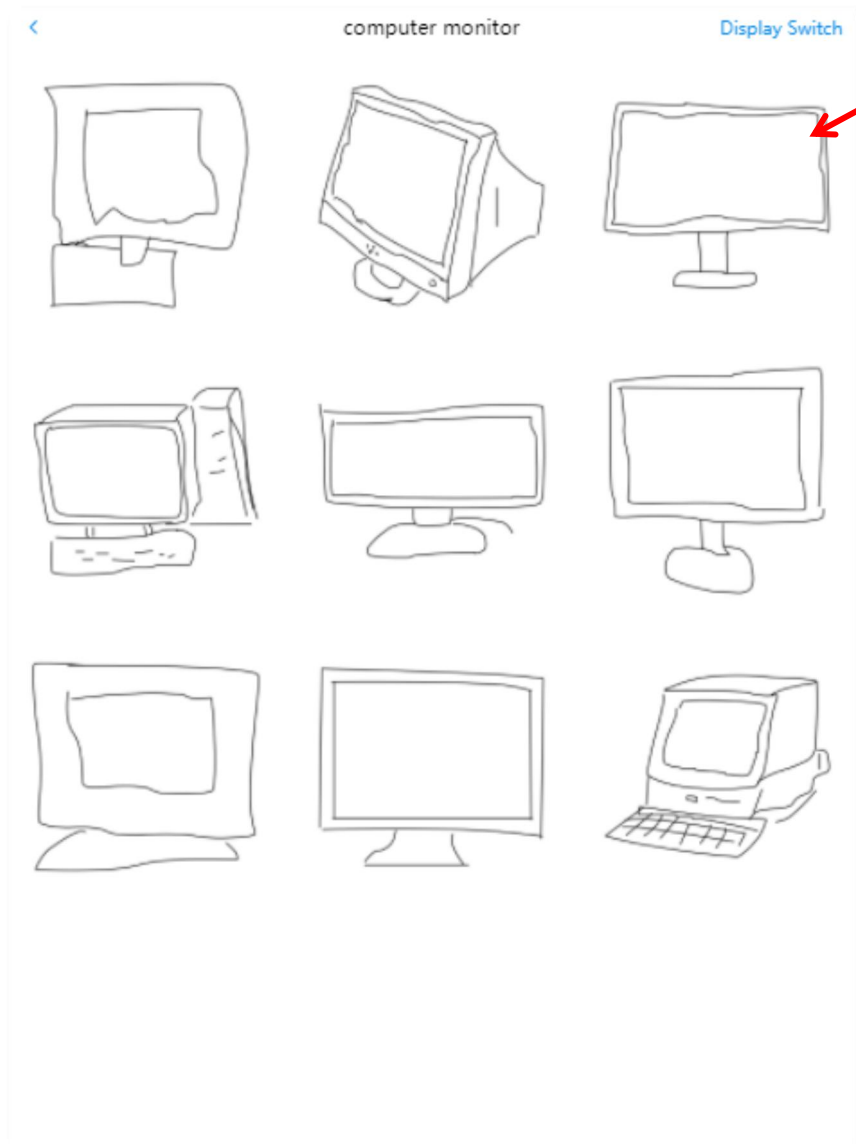


Example:

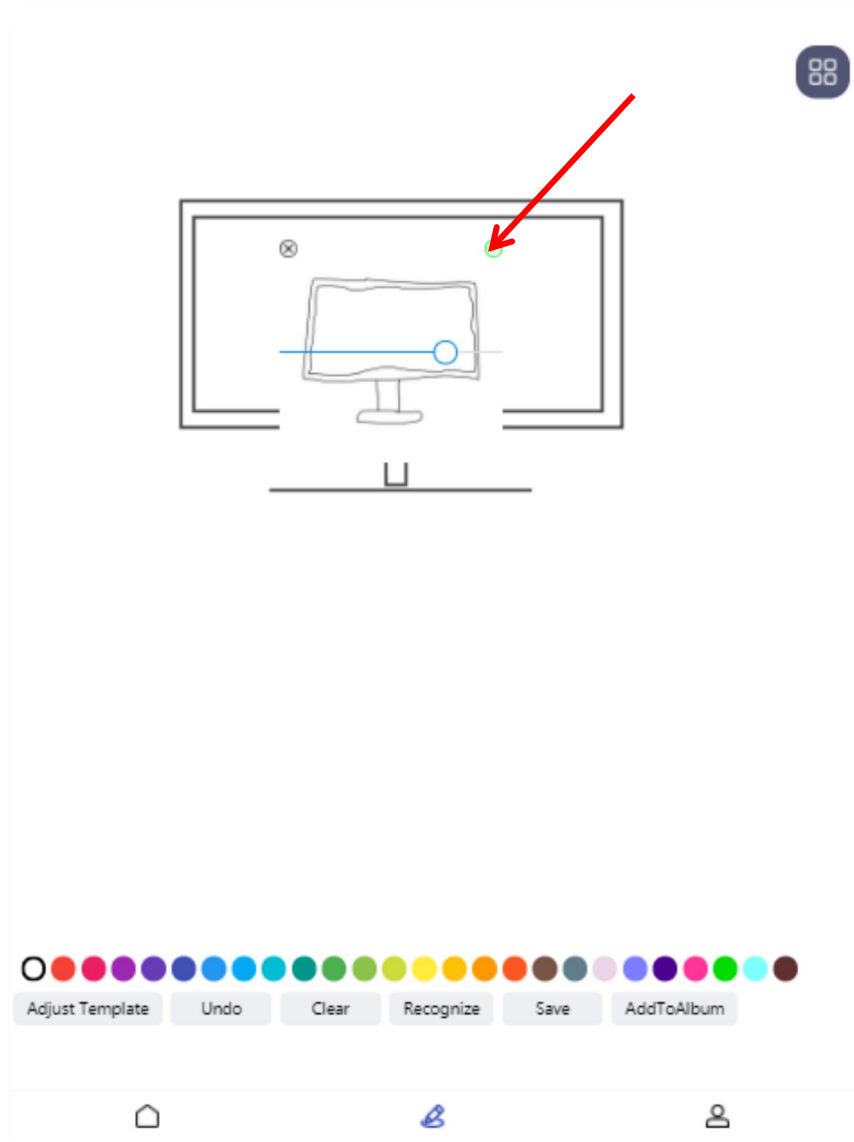
Draw a picture using the tool and click the Recognize button



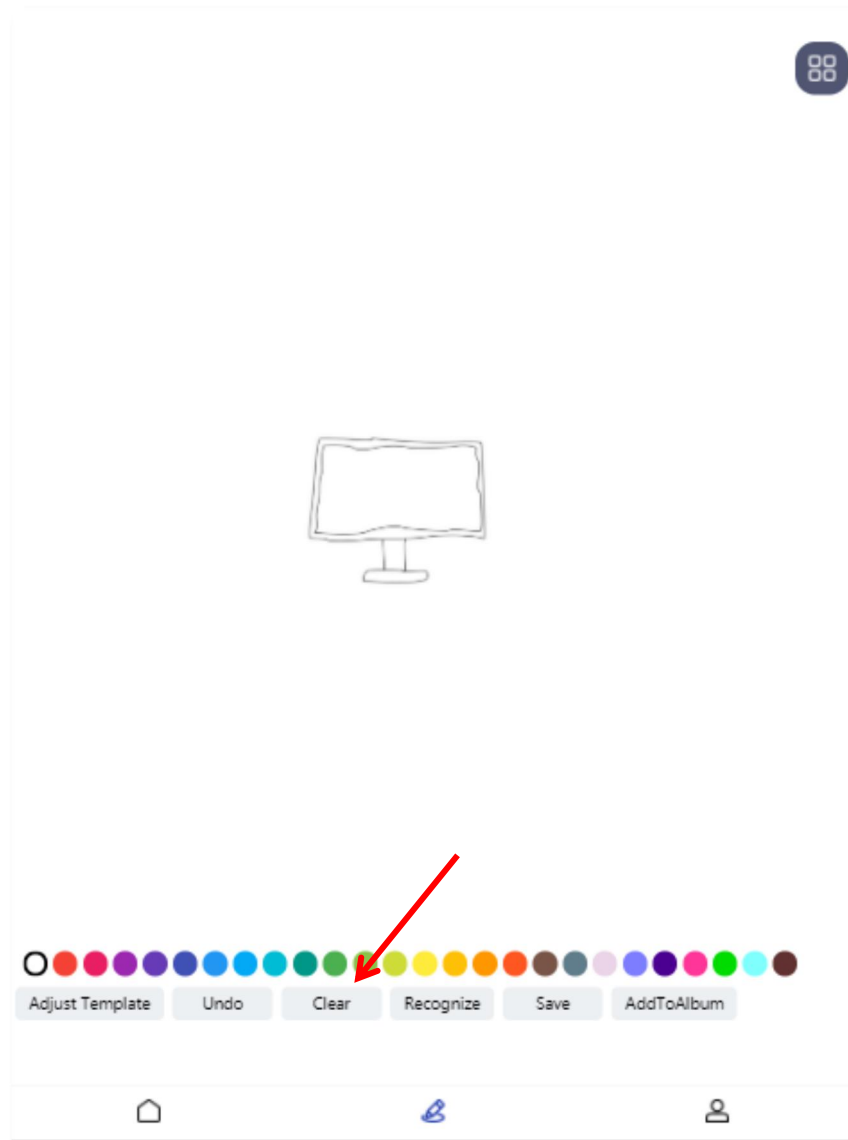
Click on one of the results



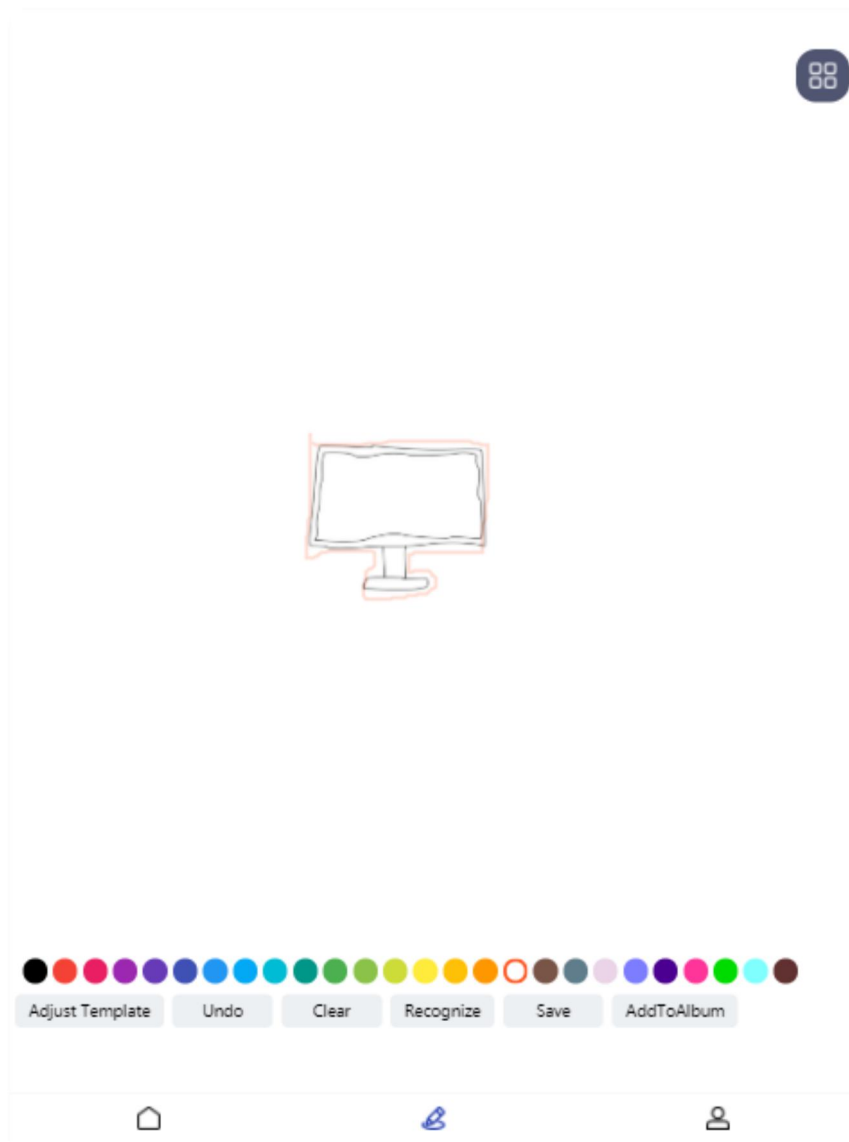
Press and hold the picture, drag it to a suitable position and click the check mark



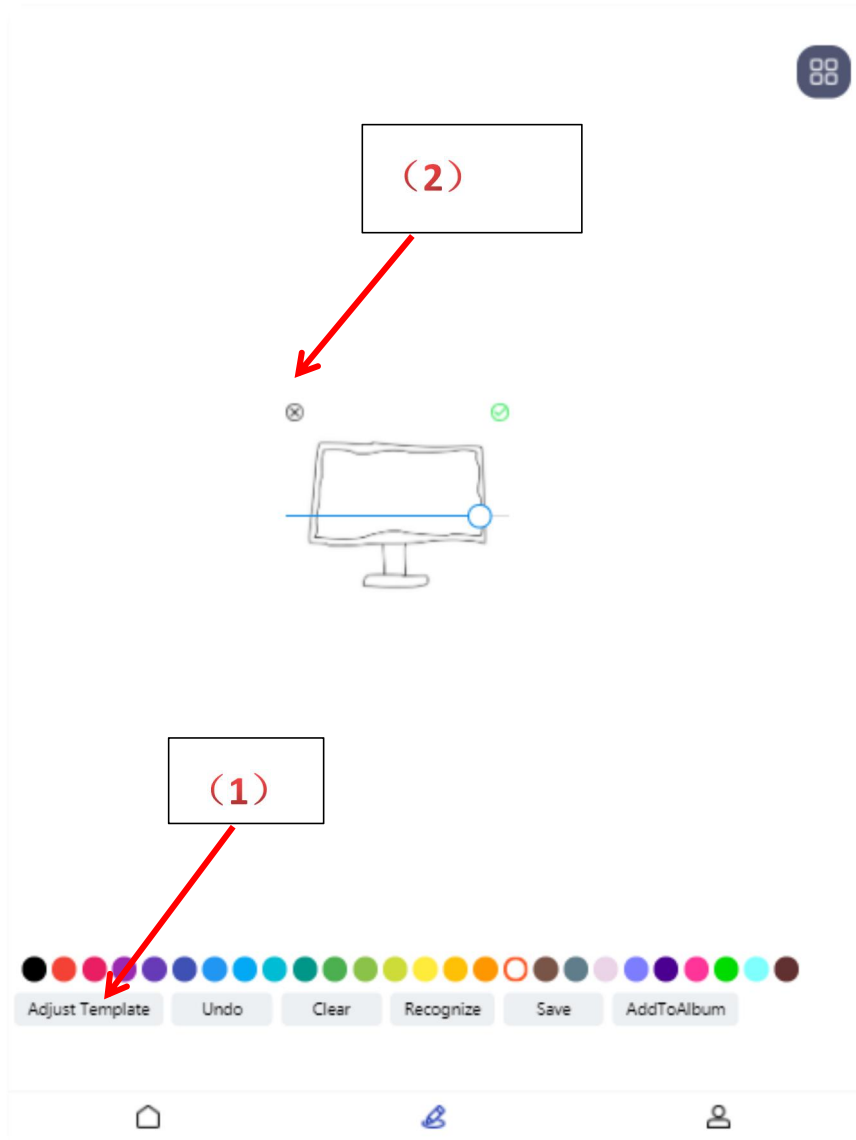
Click clear remove the original image



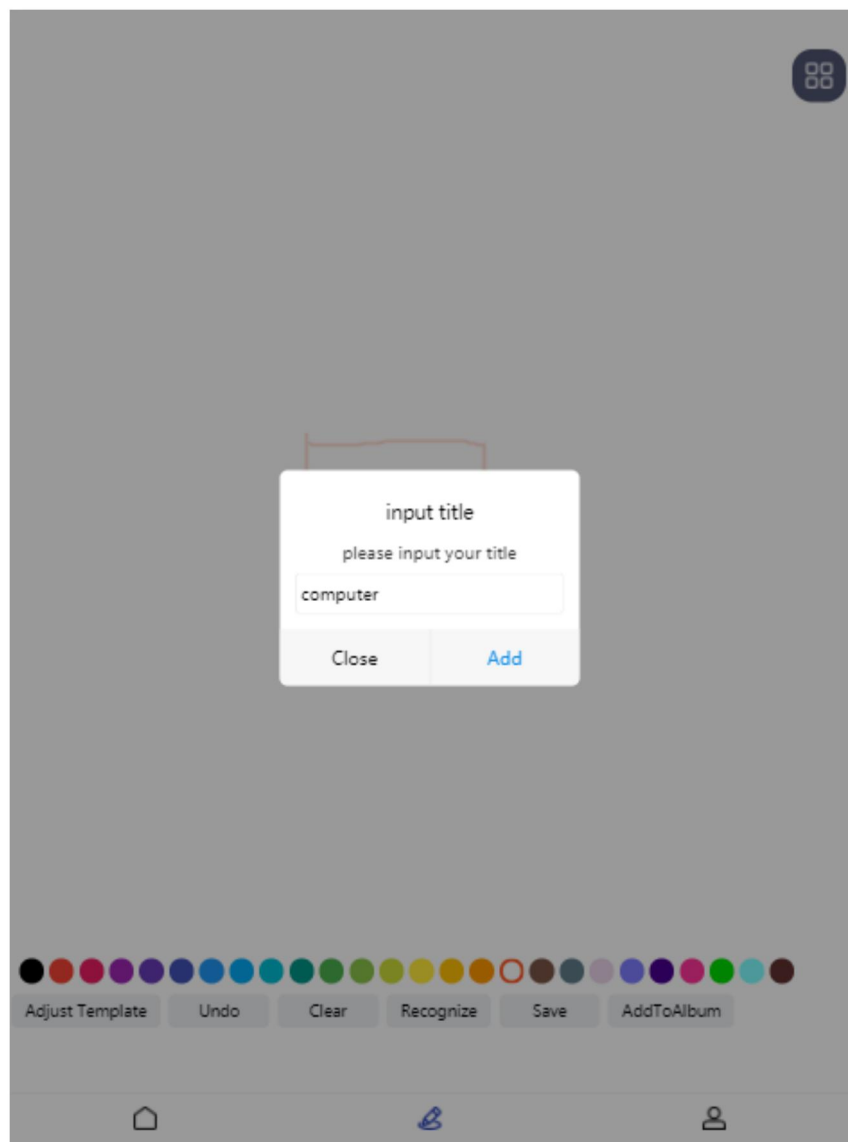
Trace the results of identification



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 button and save your painting to the cloud



View your paintings in the my design interface

