



DESIGN GUIDE FOR USERS

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With help of: JD / gD Team Captain

In summary / Getting started

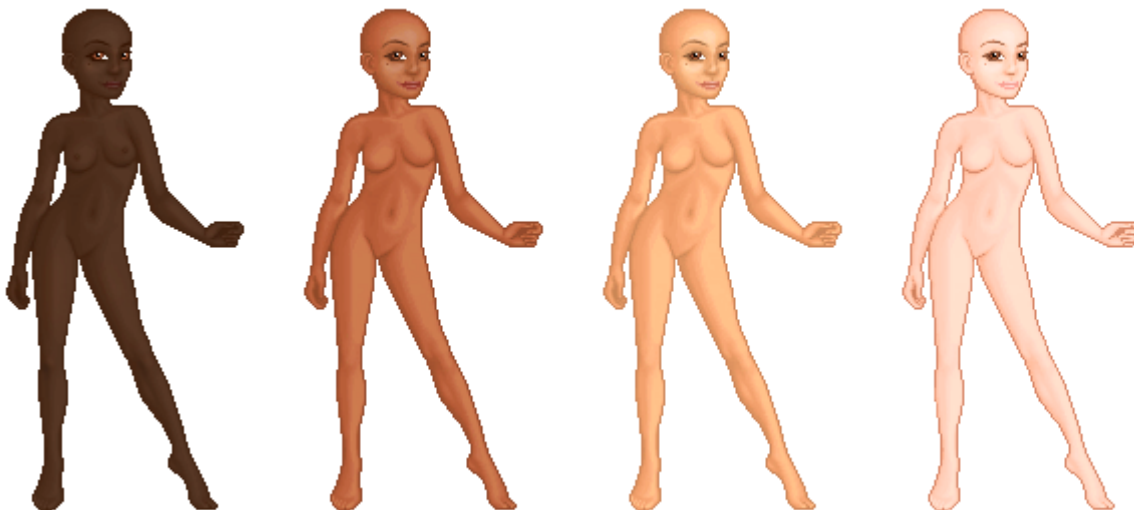
- ★ Import the design template to your drawing program and place the model base on it. Make sure the canvas size is right (explained below) before you start drawing.
- ★ Draw each item over the model base using **separate layers!**
- ★ Clean up and place the separate items next to the model on the template to showcase them (like in the example on the competition page!)

Model body bases: https://drive.google.com/drive/folders/1Cdq7MdKdoz642cpfL44PfkQIbPxtb8_4

The model bases provided in the link above are not in the right placement. Therefore, **do not** use the saved picture to design on, but copy and paste the model base to the canvas with the template, to make sure it's aligned correctly.

The bodies below are the ones to be used in the competition and are all the right size and placement.

Find them here: <https://drive.google.com/drive/folders/1jraOdo4I4kV-XtGDPpiwokHp9pAAnk6>



The right settings

Templates, canvas sizing, model placement

The model placement is important to make sure that the items fit properly on the model in-game. Make sure you place the model base correctly on the template provided on the competition page.

For the competition, you should be using one of these templates.

[White JD competition model template](#)



[Grey JD competition model template](#)



The template above is sized 500px x 300px and is the one you have to use when **showcasing your items**.

When opening the template in your drawing program, **do not resize the template pictures**. Simply import it to your drawing program, and make sure the canvas size is right. It should be if you downloaded it directly from our link.

Do not move the template around in any way. The way it will show in your program is where it's supposed to be. If your canvas is the right size to begin with, there shouldn't be any problem.

Copy + paste / import a model base body to the template, and make it align with the body's outlines.

It is up to you if you want to design on the 140px x 300px or 500px x 300px template while making the design. As long as you import all your items for showcasing (500x300) when sending in your final competition picture. *Therefore it might be easier to just use the 500x300 to begin with.*

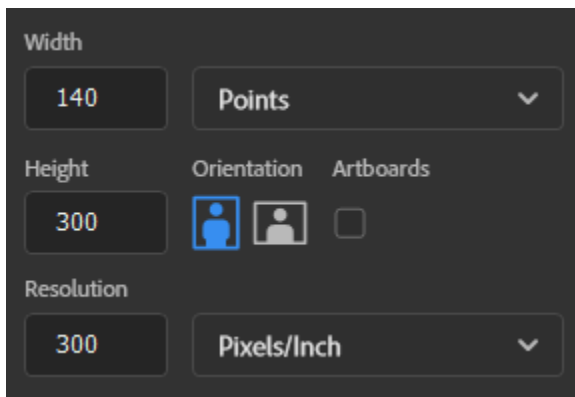
The template below is 140x300, which is the size of your model box on site. You can not make items that surpass the grey box. The same goes for the red line on the showcasing template.

[Model template placement](#)



[Download here](#)

If you make a new canvas and write 140x300, but the canvas ends up bigger than what you entered, it might be because you are not entering the size as **pixels**.



In this picture example, you can see that by the size setting it says “points”, and **points are not the same**.
- A pixel is 1 dot on the screen while “points” are a measurement.

To make your canvas the right size, you either need to make sure to change the setting to “pixels”. Or you can keep it as “Points” - then you need to make sure that the resolution says 72 dpi points/inch.

How to make an item

Rules, layers, downloading / importing

When designing items for goSupermodel, each item has to be its own layer. This means that you **can not** draw directly onto the template or model base.

Draw each item on a different layer

★ Each item needs to be on a separate layer. Everything that is on one layer will be considered 1 item by the goSupermodel system.

Item versatility

★ Make sure all items work on all skin tones. Don't make items with skin, unless it's make-up that fits each skin tone.

Keep it clean

★ Make sure your item stands out and is sharp/clean in quality. Blurry items can be tough to make out. This is of course also based on what materials are being replicated.

Tracing

★ Drawing over a pre-existing design or a picture is a good way to practice, but not allowed when making designs for the competition or gSm.

Copy pasting

★ Directly copy pasting an image found online / on other design-based websites, and altering it to the gSm model base is considered cheating. You have to make the items from scratch.

Resizing

★ Do not make the model base or items bigger while you draw and then resize it back! If you start drawing on a bigger scale and then resize it down, the quality will suffer and it **can't be fixed afterwards!** Only items made on the right canvas size can be used in gSm.

When saving/downloading your items, save each item file as a **PNG**. Make sure not to have a canvas layer underneath, since that may act as a background, and the item won't show up as a PNG. You can check this by making sure that the item you are saving is the only visible layer in your program.

Before saving, clean up the design. It's easy to miss **floating pixels**. Especially if you work with transparent colours.

Before you finish up your items, you can either select all backgrounds and see if you have missed any pixels, or change between different background colours (like white, grey and red) to see how it looks.

The goSupermodel system will catch the floating pixels, and add it to the box that your item fills. Some examples are these makeups where floating pixels (seemingly invisible), are making the box a full-body item instead of just makeup.

