

Thank you for your support!



This kit will not only help you simplify your work process, but it will also teach you new ways of streamlining your own.

The fact the theme is just for maps is but a stepping stone:

the same process has the potential to be applied to most of your stock materials, be it existent or subsequent.

So how does it work?

The kit uses everything you were already familiar with, but sorts out the unnecessary panels and brings to front what you really need. The **Brushes**, **Symbols** and **Graphic Styles** panels contain all the resources you'll need, and each resource can be placed on the canvas with just one click.

And because we use appearance and not shapes, the source file is up to **80%** smaller than normal. The complex drawings will now longer slow down your computer. You can now leave the heavy lifting to the printing company. They have the technology and the muscle to handle millions of anchor points, while you handle only the creative part.

It's like playing with LEGO

When kids play, they build creative scenarios using only sand, water, LEGO pieces and their imagination. Why can't we do the same, but with different toys?

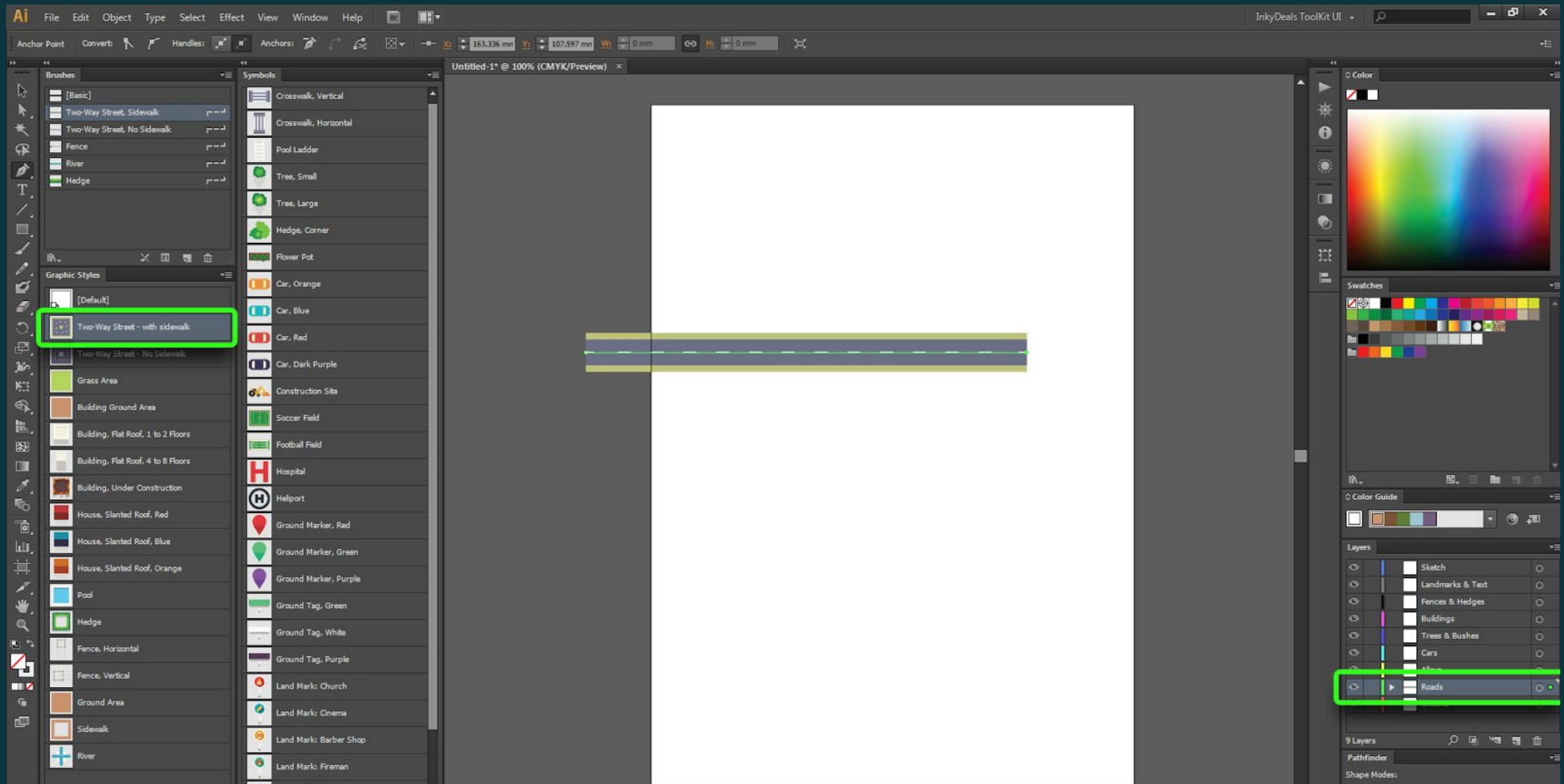
From the ground up, we're building the drawing using only a sketch, or a Google Maps screenshot.

Sure, you could just use the printscreen directly, but keep in mind that it will be a really low resolution: the screen uses **72 DPI**, while the print requires **300 DPI**. That's a mighty big difference!

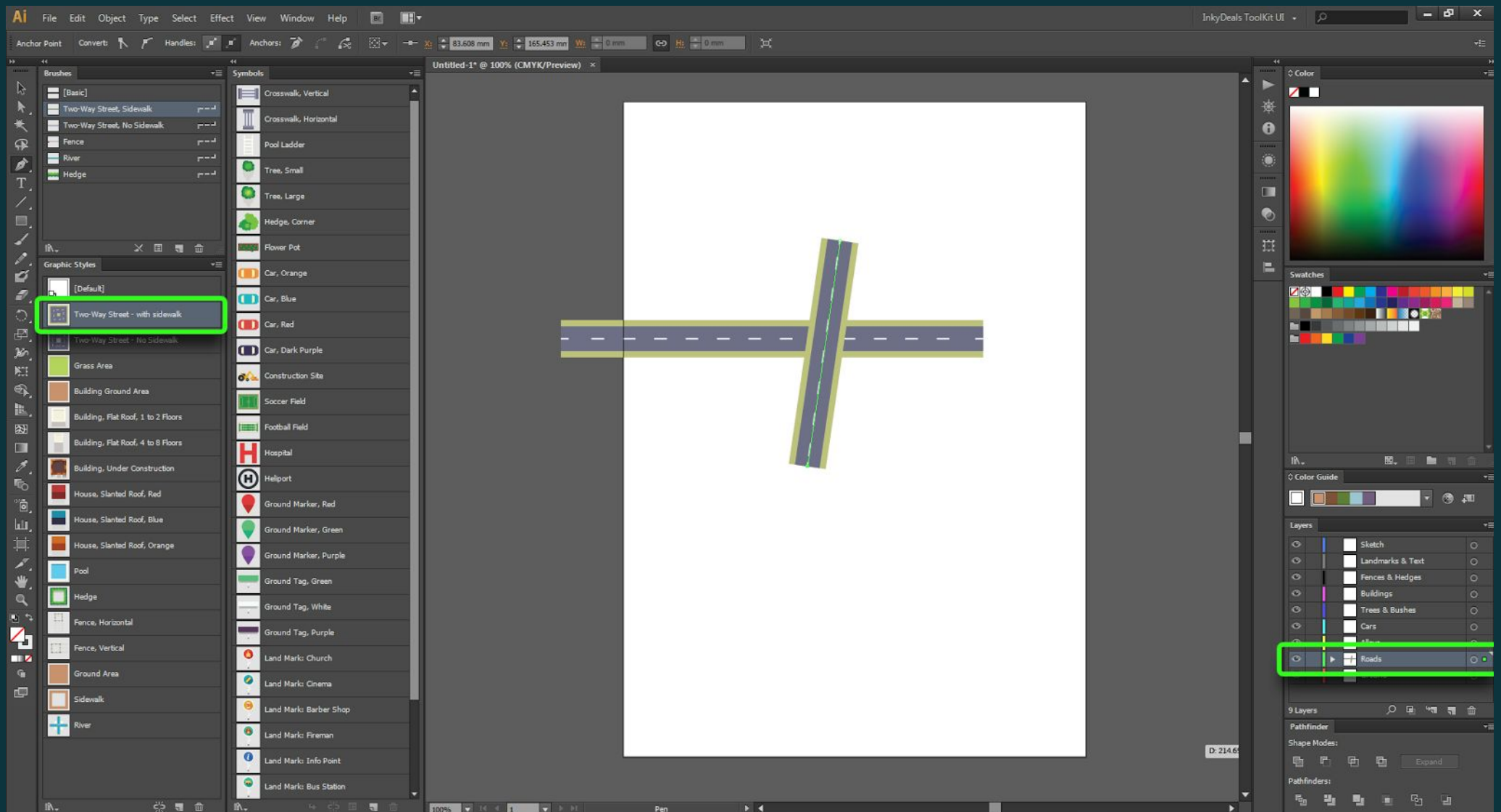
Let's see it in action!

Roads

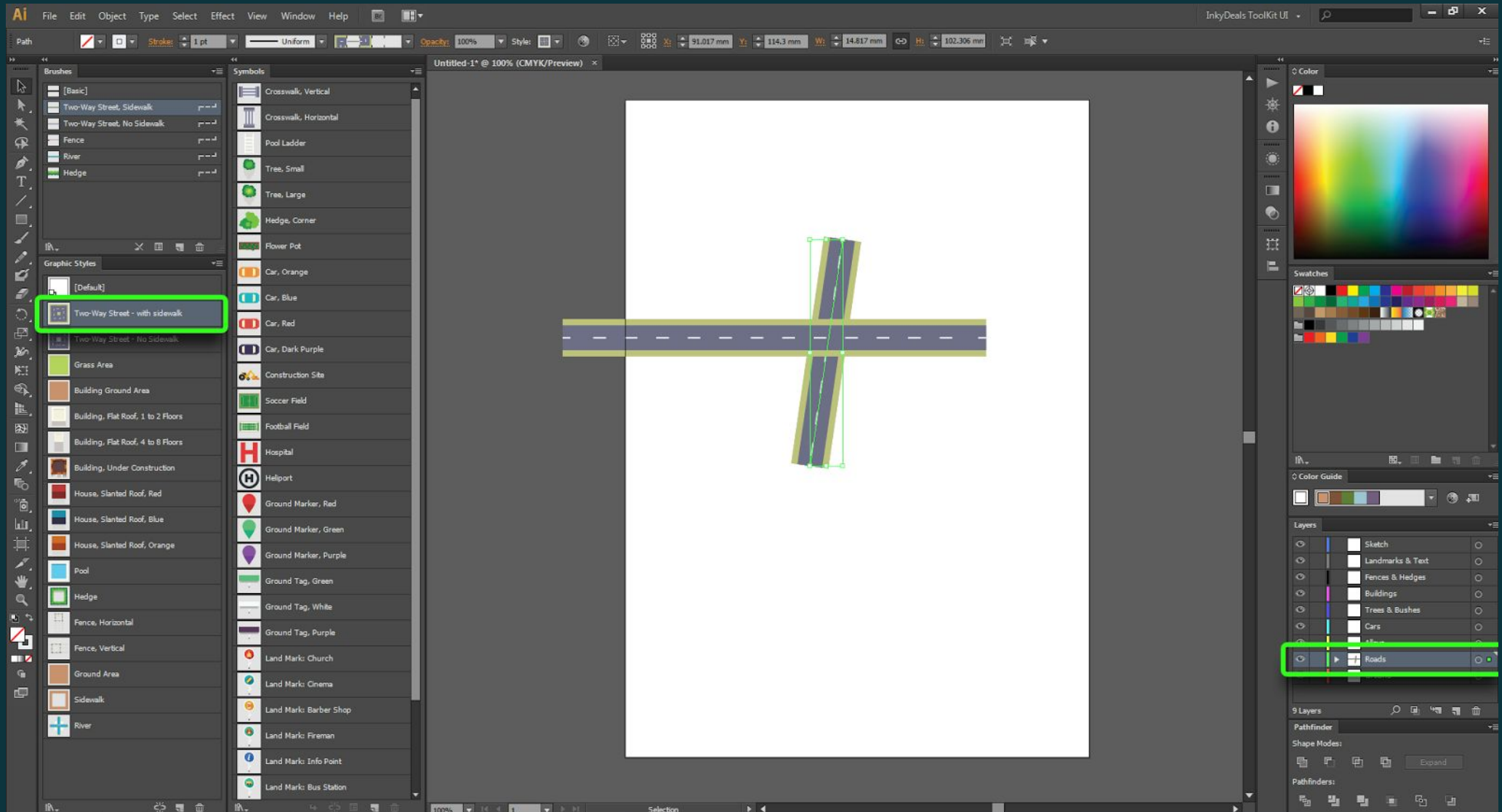
You can build a complex web of streets and crossroads without a fuss. First and foremost, select the **Roads layer**, draw a path with the **Path Tool (P)** and apply the style named "**Two-way street - with sidewalk**".



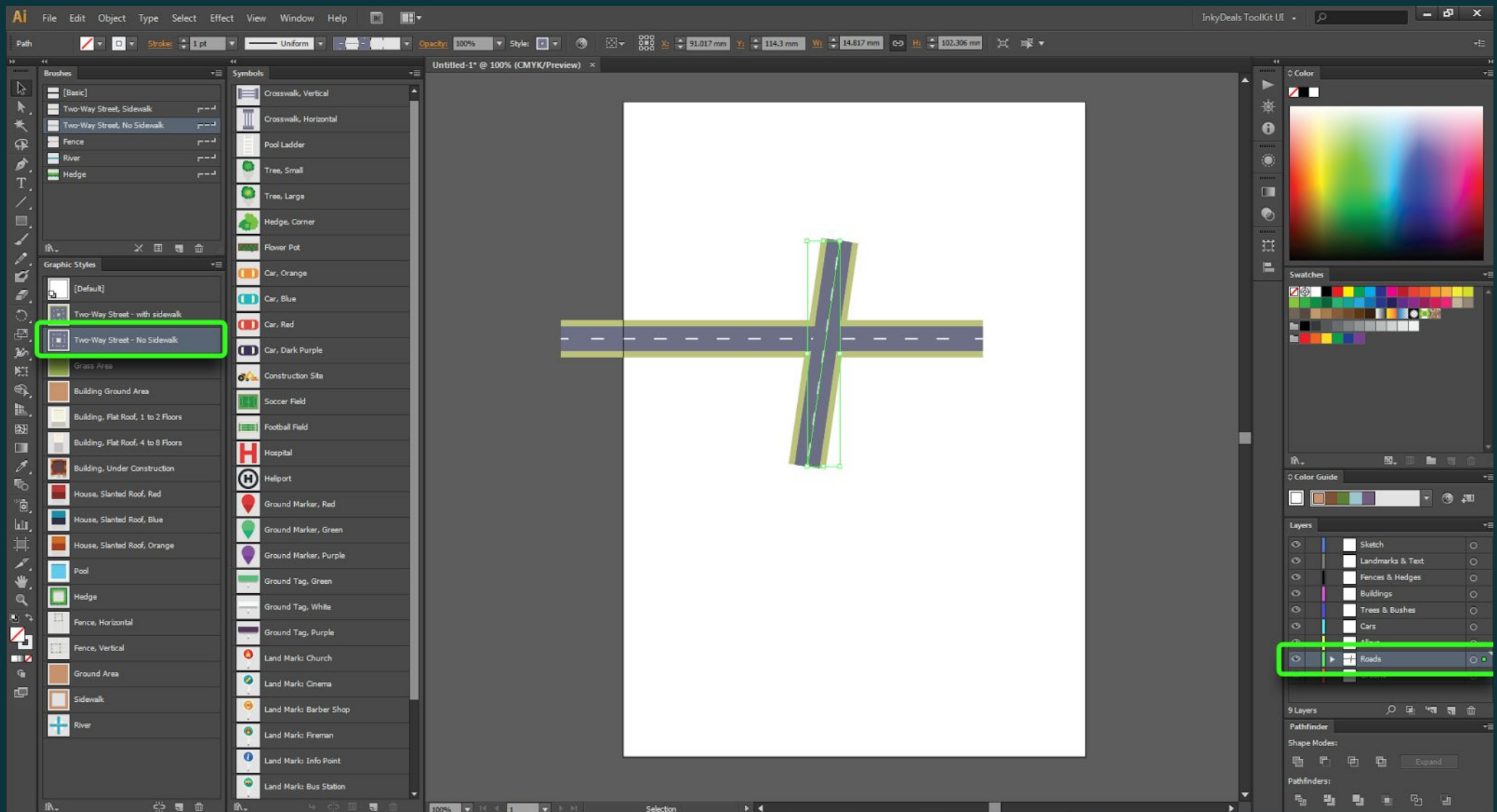
Now draw another path, and apply the same style to it.



Press **CTRL+SHIFT+[** to send it to back. Then, hit **CTRL+C**, then **CTRL+F** to paste a copy of it, right above the original. Visually, it will look like this:

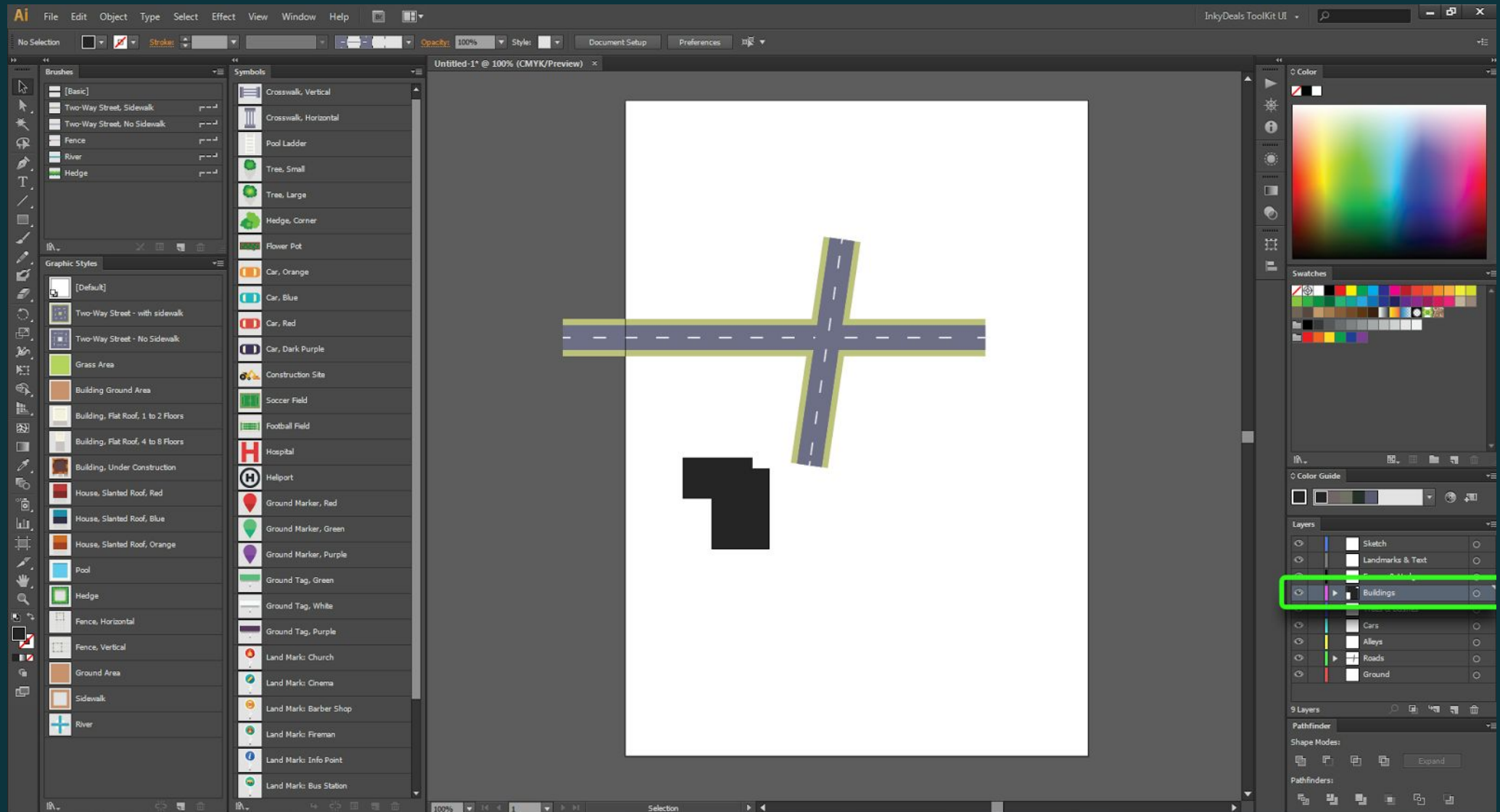


Hit **CTRL+SHIFT+]** to bring the copy back in front, then apply the **"Two-Way Street - No Sidewalk"** style to it. And... TADA!

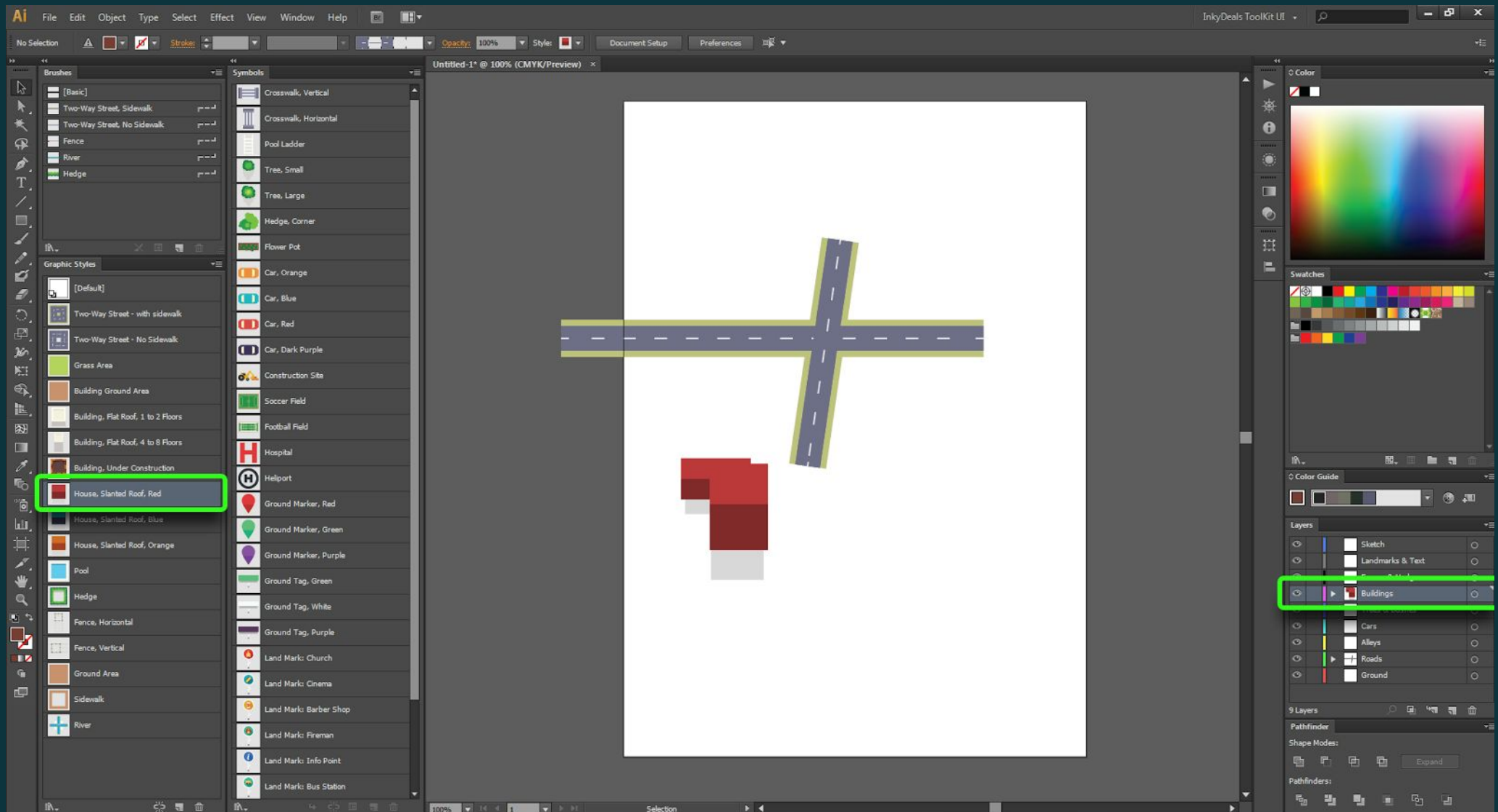


Buildings

Most likely, the buildings will have various shapes and we made sure there's a way to quickly convey one at will. Here's how. First, select the **Buildings** layer and draw the shape of the house. Use simple rectangles.

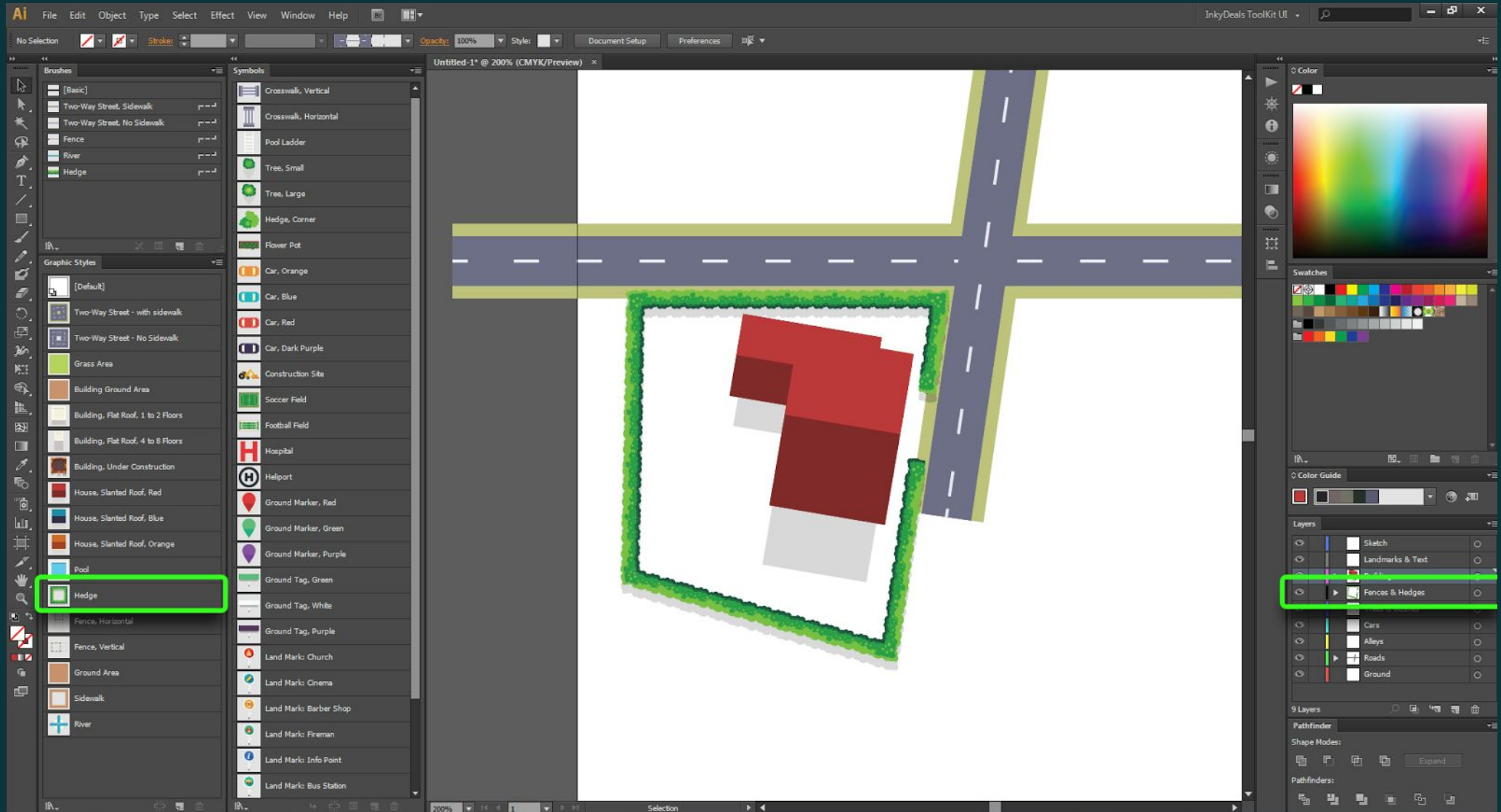


Apply the graphic style for the building and it's done. If you want to rotate the building, first go to **Object -> Expand appearance**. Or else, it will act weird.

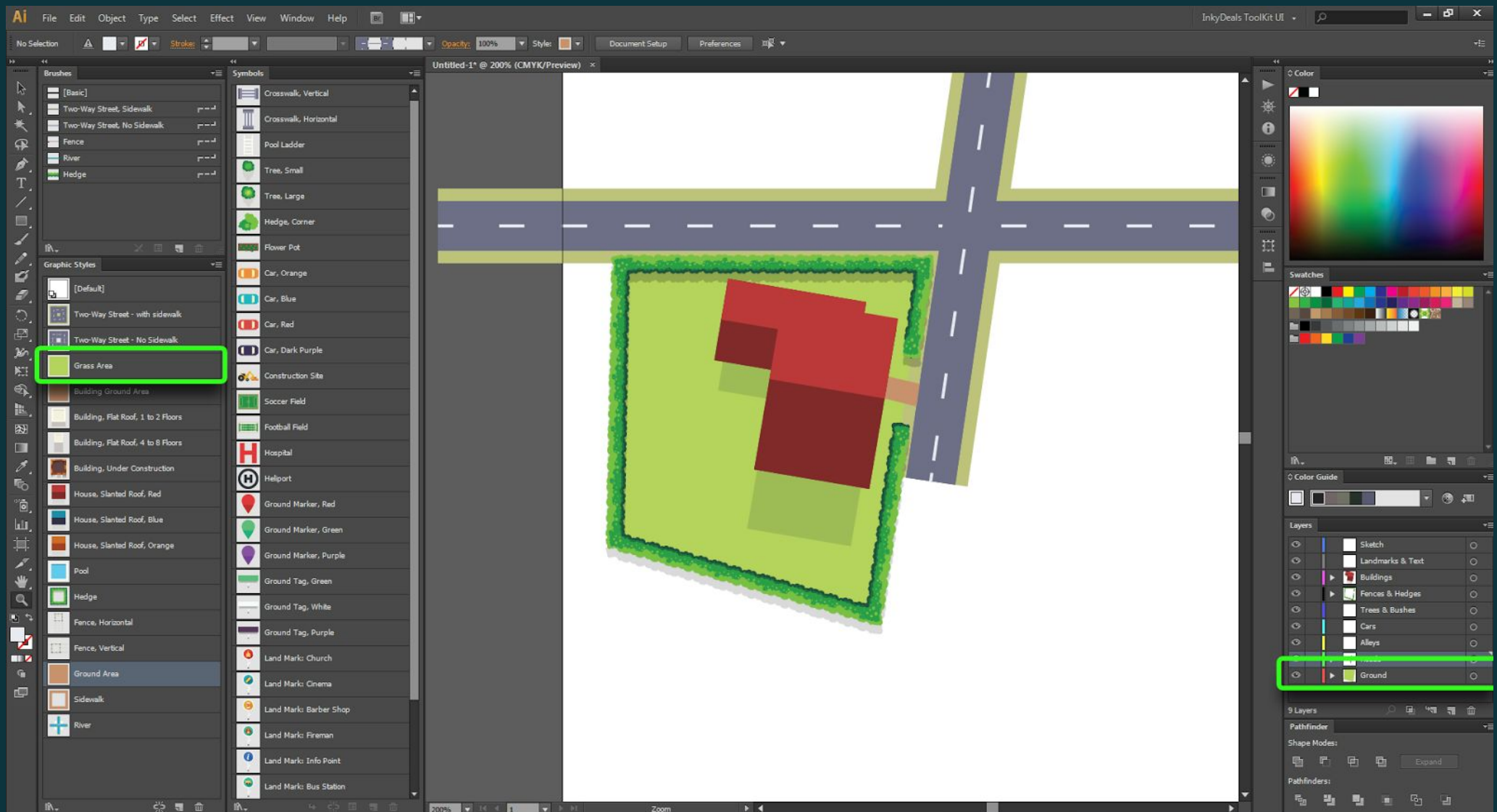


Fences & Hedges

Same process. Select the layer, draw a shape, then apply the graphic style. Easy peasy, lemon squeezy. Optionally, you can place this layer below the Buildings layer. After placing them in, it will look like this:

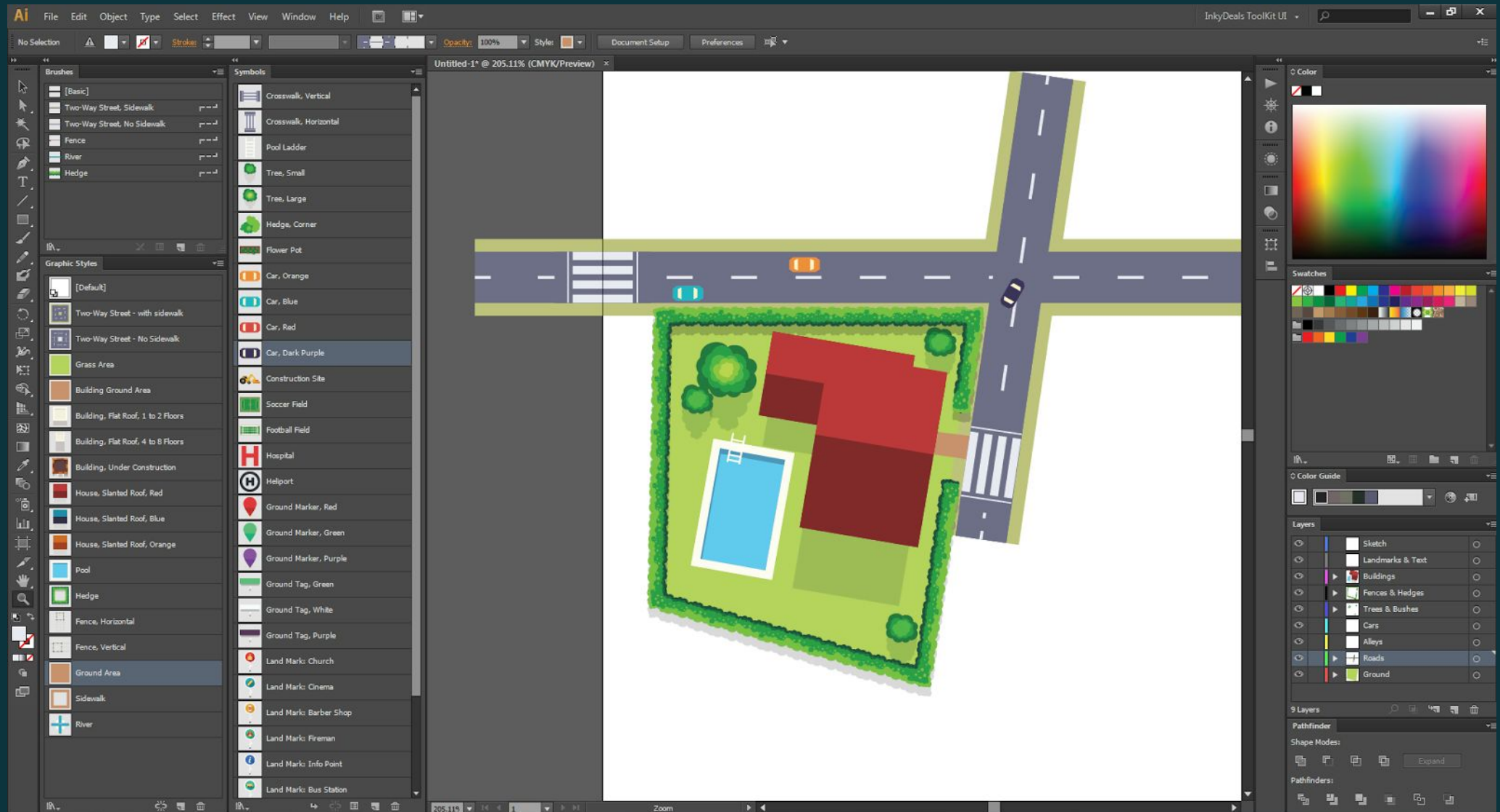


Add some grass area and a small alley using their specific styles and layers.



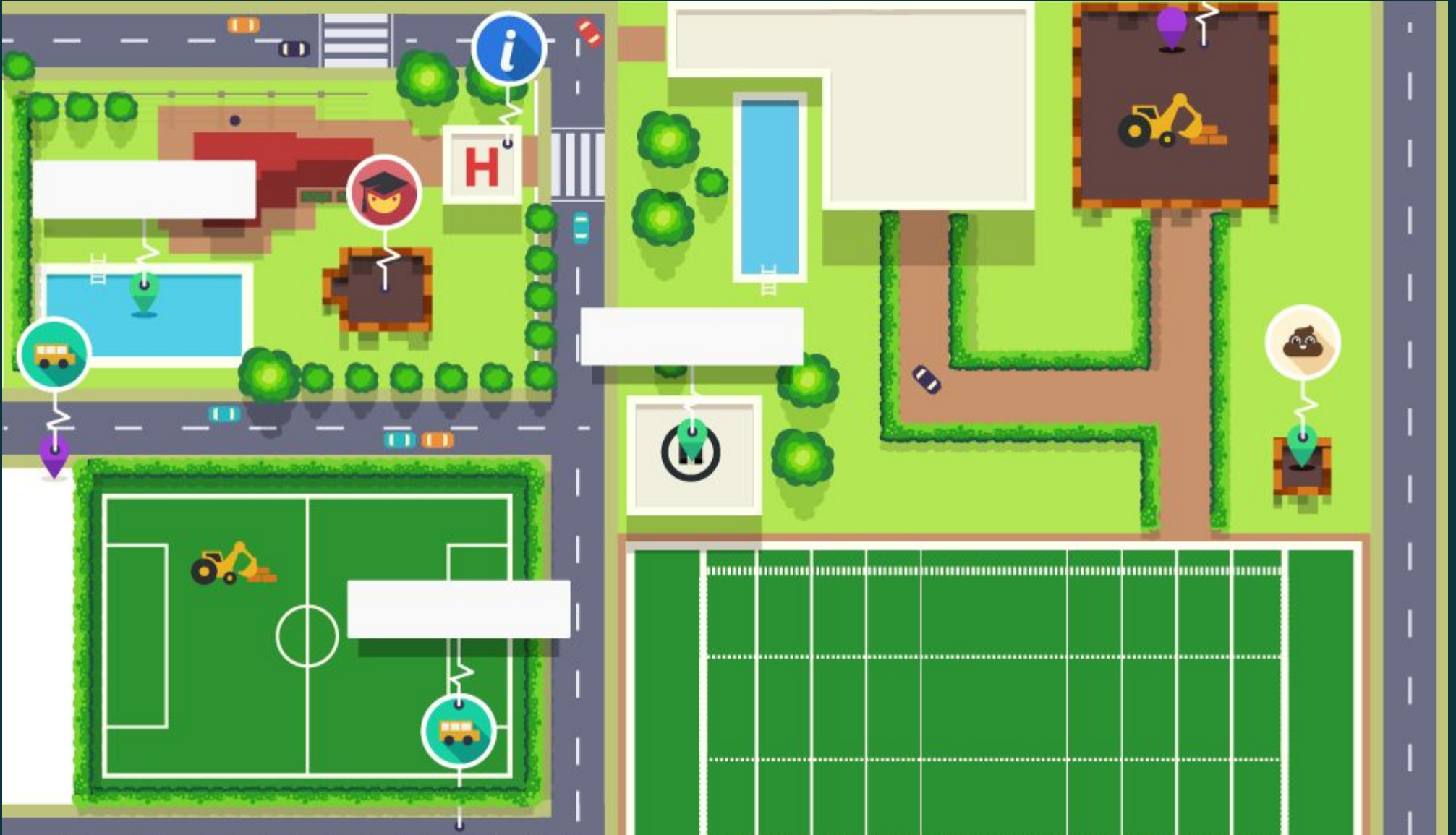
Now let's add a few more details, like a pool, some trees and a car.

For Symbols, you only have to drag & drop them directly onto the canvas. They're pre-built and are smart objects, which means once you edit one, all the others will change their appearance, as well.



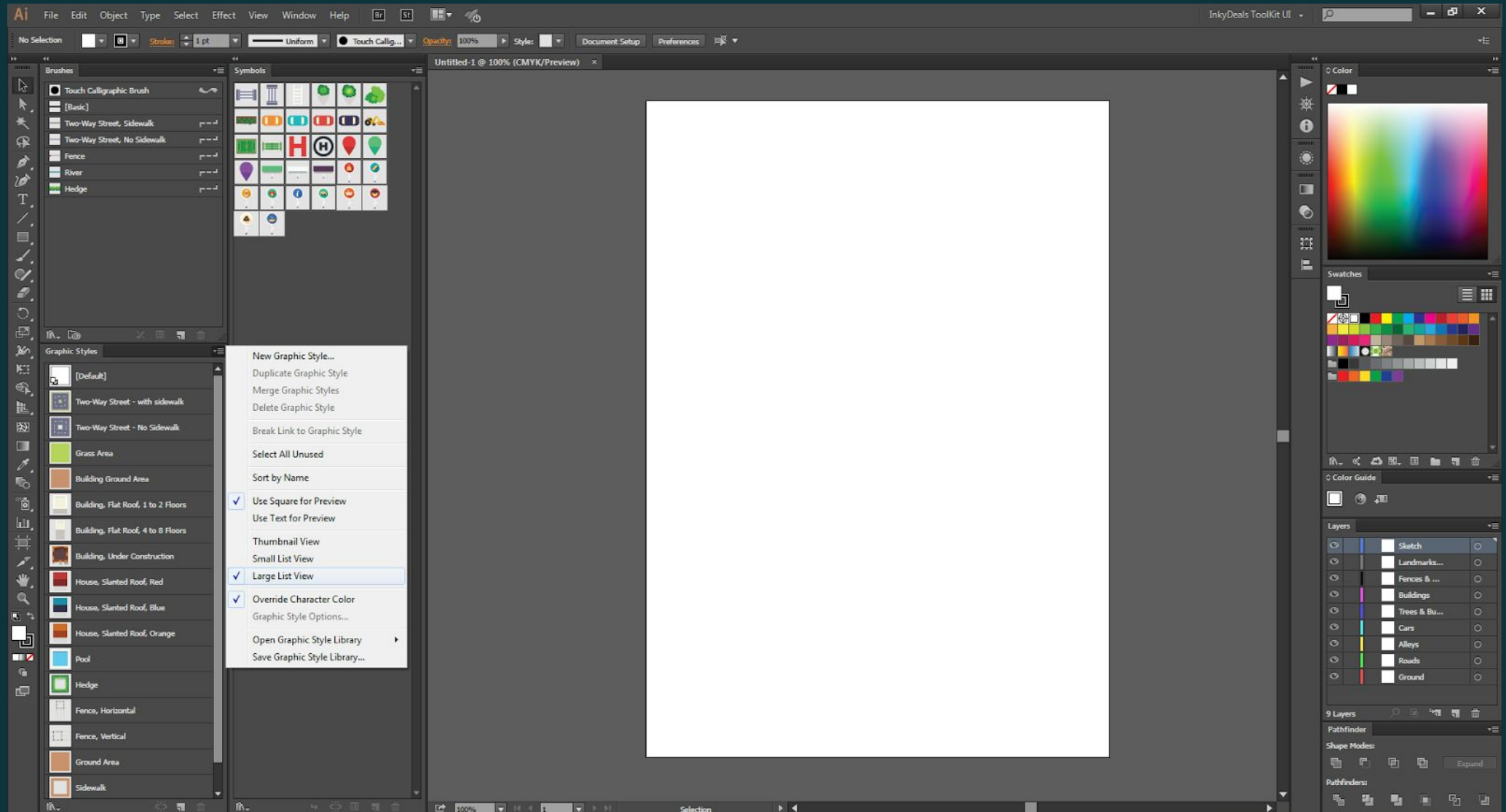
That's about it!

We've provided the tools, now it's up to you. Enjoy!



Other mentions:

The resources sometimes show only as thumbnails, without the names. To change this, simply access the respective menus and change the view mode to **Large List View**.



Got any questions?

Come by at <https://www.inkydeals.com/> and get your answers right away!

Or just to say Hi.
It's equally important to us.