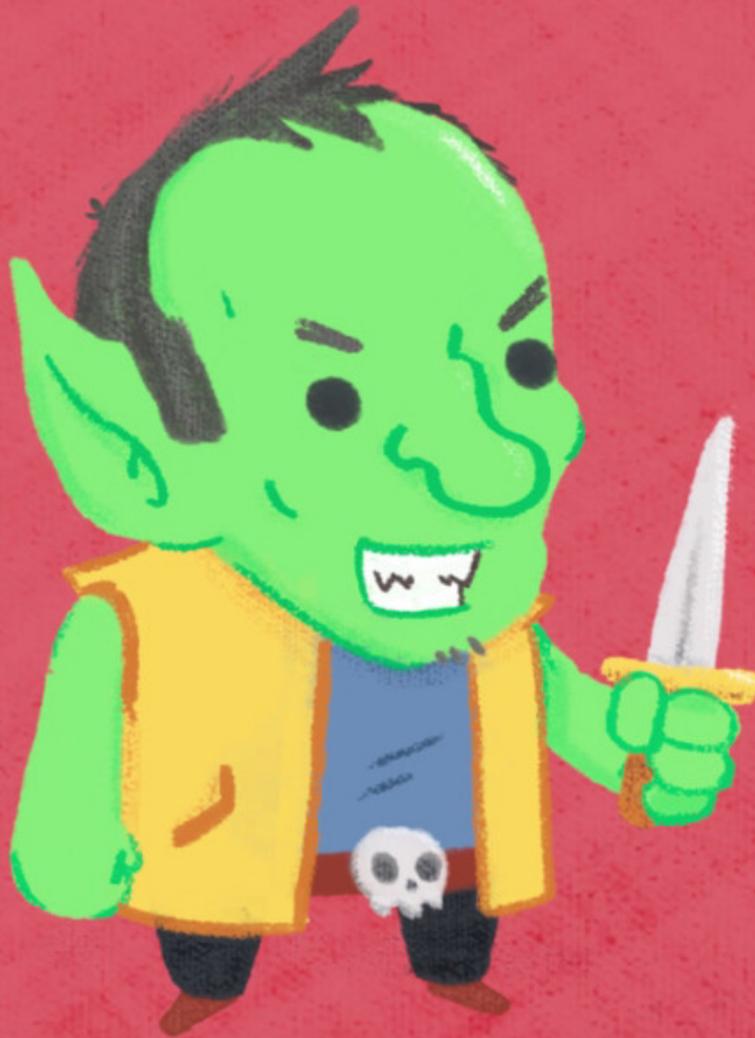

Card Creator Download No Virus

Snorgly the green goblin

2



2/1

Nasty creature - Goblin



Greedy dagger: everytime Snorgly kills an enemy creature, withdraw a card from your deck.

Wars of Fantasy

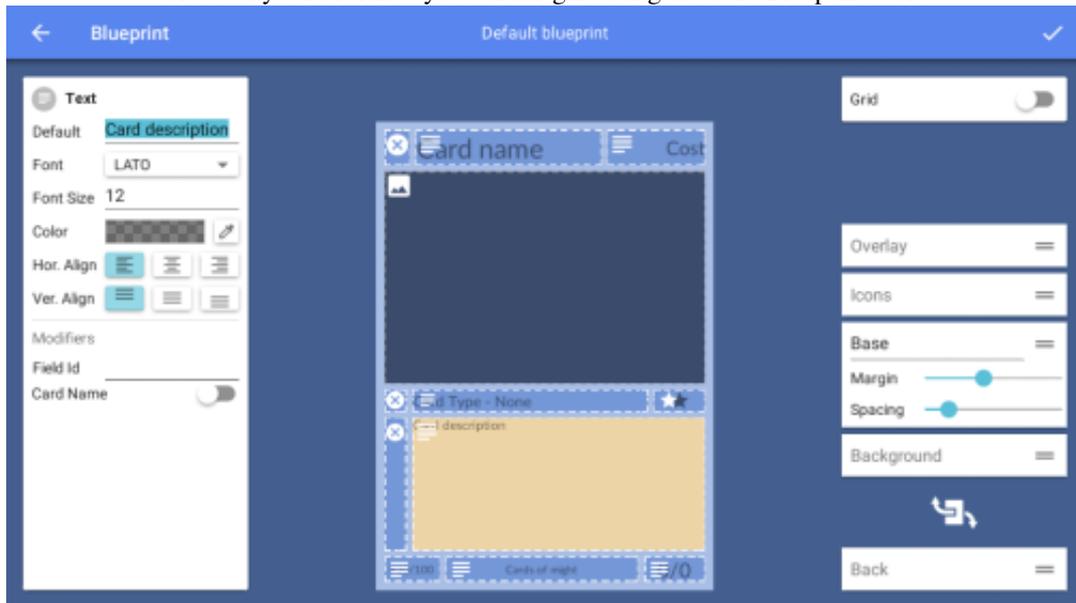
Download ->>>>>> <http://bit.ly/2QS5WeA>

About This Software

Main Features

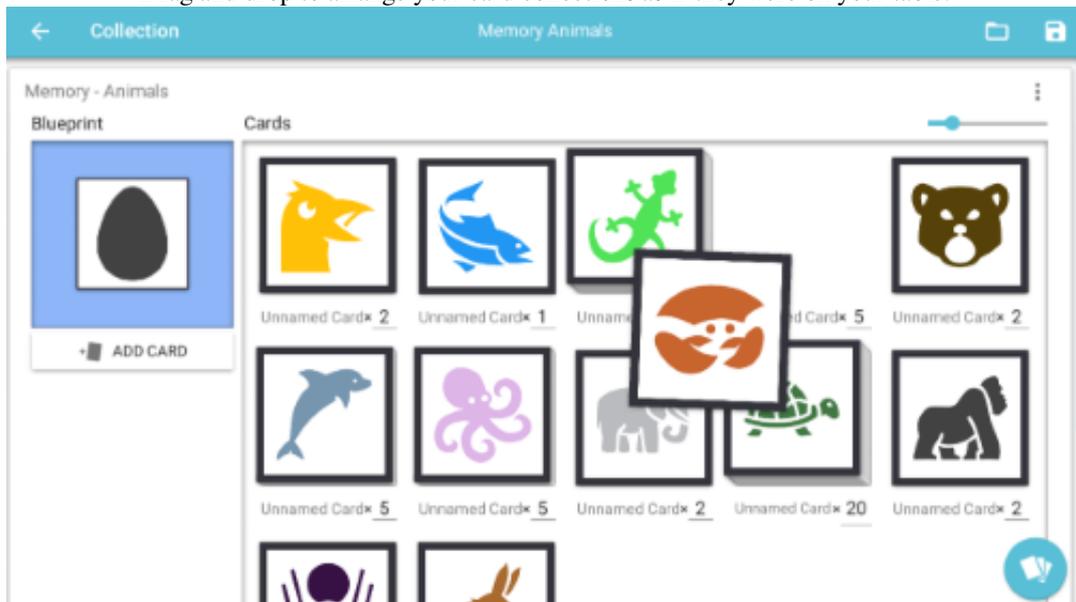
Custom Formats:

Create any card formats you can imagine using the Card Blueprint tools.



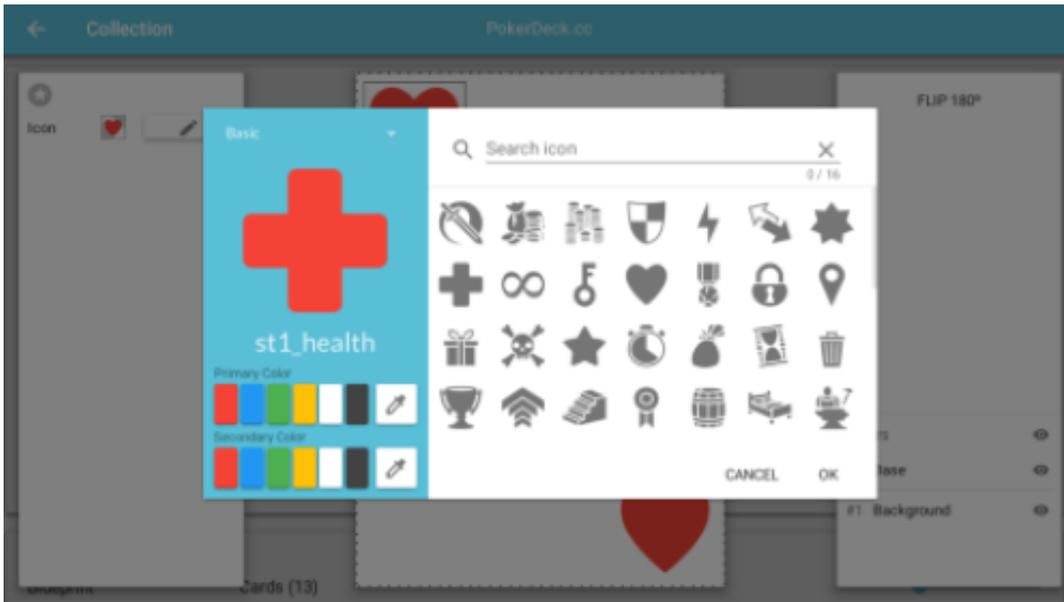
Collection Management:

Drag and drop to arrange your card collections as if they were on your table.



Vector Image Gallery:

Start prototyping even if you don't have the graphics with the thousands of icons in the included icon gallery.



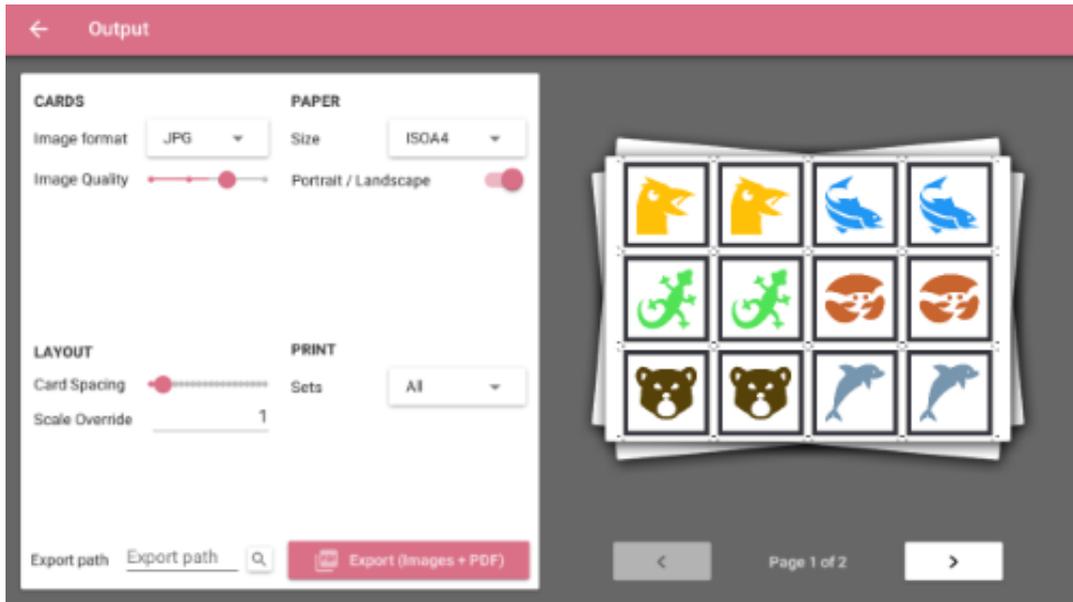
Card Editor:

Edit your cards data just by clicking over the element you want to change. Full What You See Is What You Get (WYSIWYG) interface.



Print & Play:

Get your card fronts and backs as PNG/JPG images and a ready to print PDF file, with mark cuts, full edge bleeding and up to 500 dpi. See everything as you'll get it in the realtime preview of your print sheets.. Perfect for prototyping AND final printing.



Intuitive UI:

Forget about clumsy UIs, start making cards in minutes and get your workflow to a new level with a modern and visual UI with Google's Material Design.

Fully Documented and Supported:

Check the official [guides](#) to learn everything you need to know or ask anything in the [Steam community page](#) (we usually answer within 12 hours).

Title: Card Creator
Genre: Design & Illustration, Utilities
Developer:
Pixelatto
Publisher:
Pixelatto
Release Date: 17 Apr, 2017

7ad7b8b382

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 or later

Processor: Intel Pentium or AMD Athlon 1.5 GHz

Memory: 256 MB RAM

Graphics: Onboard graphics card with a screen resolution of at least 1024 x 768

Storage: 340 MB available space

English



Collection

New Collection

Text

If you think hard

If you think hard
enough about _____
, you'll be able to
_____.

 Cards against people 2

FLIP 180°

Layers

- #2 Base
- #1 Background

Memory - Animals

Blueprint



+ ADD CARD

Cards



Unnamed Card × 2



Unnamed Card × 1



Unnamed Card × 5



Unnamed Card × 2



Unnamed Card × 5



Unnamed Card × 5



Unnamed Card × 2



Unnamed Card × 20



Unnamed Card × 2



CARDS

Image format JPG

Image Quality ●

PAPER

Size ISOA4

Portrait / Landscape

LAYOUT

Card Spacing ●

Scale Override 1

PRINT

Sets All

Export path Export path

 **Export (Images + PDF)**



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Edit: I had a review written for their first released version, but Card Creator's updated so quickly I figured I'd just rewrite it now.

Glad I put my faith in this program early on, because it's jumped very quickly from a basic program fun to mess with for prototyping simple projects to a more serious contender among other software of its kind! The developers keep track of how their work on Card Creator is coming along on Trello (a website for project management) where anyone can go to look at and comment on their plans and progress, and I had even subscribed to this board, only to find that I was getting a ton of notifications from it because they're just working on it all the dang time! The interface is easy to work with, and bugs get squashed and features are added at a very nice pace. If this looks at all like something you're interested in, I definitely recommend it if you've got the extra bit of cash for it.. I bought Card Creator about six months ago in June, and if there's one thing I could praise it for, it would be its simplicity. Card Creator did, in fact, make designing cards for my games relatively quick and painless! I did feel a little...limited, however, and that would be its downside. However, Pixelatto has been working hard to improve the versatility of Card Creator; and, in recent weeks, it has shown. When they made the initial addition of the blueprints system, I was discouraged because it looked really complicated and, above all else, they only allowed textboxes to be one line of text (unless I'm mistaken?). Every card I could think of for my games required at least more than one line of text, if not separate lines of text. But I came back just today, and I guess I was imagining things, because it's so much better now!

Card Creator feels a lot more dynamic and versatile. I still honestly feel that it's a bit over-priced, but that could just be me and my sad, nonexistent income talking. Anyway, I wanted to say that, for what it's supposed to do, Card Creator does its job and does it WELL. I'm a tabletop game designer myself, and I need cards made quickly and cheaply, but nicely. I could use index cards and a pen, but I think Card Creator is the better, more professional route. Might not be as fast as writing five words on a tiny slip of paper, but the difference in quality speaks for itself! I wouldn't say that it's absolutely perfect, but I'm definitely giving it a "thumbs-up" recommendation because, how could I not? Like I said, it does its job and does it well. It's also much, much better than index cards!

If nothing else, Card Creator is perfect for compatibility with another tabletop program, Tabletop Simulator, which I also have and enjoy very much. If you're an upstart game designer and you don't have the money (or maybe skills) for something like Photoshop, Card Creator is definitely for you! It certainly was a good choice for me!. I have been looking for an easy to use card creator for quite some time now. I have used many online card building applications and have debated buying access to websites for more features, however I've been a bit picky and none of them had exactly what I wanted. I finally found this application and used it for a few weeks and was confident that I had found my new design tool. If you're like me and want an easy to use, polished, full cycle, card creating experience, then this is the app for you.

I cannot stress enough how well this app is put together. The UI is incredibly intuitive and the export options are out of this world. Of the 10+ other applications I have tried, none have even come close to CardCreator's level of professionalism and suite of features. I was able to create a set of cards, test them in Table Top Simulator, iterate on their design, then actually print and play with them. During that entire cycle I didn't have to worry about how I was going to make the cards, and instead was able to devote

more time to design and balance.

So you want to make a card game? Buy this application. You will use it, and you will love it. Not to mention that the forums are active, including developers, and the product is still being updated with new stuff. I highly recommend this product and I will continue to use it for years to come.. This is a well-designed and focused software for making cards for your own card games. I've used many different softwares in the past, including the full Adobe suite, Inkscape, Sketch and a custom spreadsheet + ImageMagick combo to generate sets of cards for prototypes. Now I've used Card Creator as well and - it's a solid entry into the world of card creation software.

My main issues with CC are save/load bugs (seems to be triggered by using custom fonts) and the fact that you really can't move any elements in a blueprint without invalidating all your instanced cards. But I have to say, once you know how to use this thing, it's super-fast to create a prototype. The printing is flawless, something I can't say for any other software I've used.

Overall, this isn't enough on its own for a commercial board game maker, but it's another great tool in the chest. I don't know if there's much of an audience for software like this (I have a feeling, not), but I'm really happy that Pixelatto is making it. It's wonderful, and very fast to use once you're comfortable with it.. So, you want to make a CCG/TCG?

This is a good starter program for someone wanting to make a quick card game.

As stated in other posts, it is a little limited in what it allow you to edit, but can format basic formats for many TCGs out there. It could be more editable, IMO, but you can always export to PNG and edit some coloring, or parts, further with other editors.

For what it is, and price, it's good, but could be better.. Great work. I am a budding TCG creator with high hopes for this. With that, I have a few requests:

- ability to add external symbols other than the ones built into the program
- ability to add symbols to the text box
- change blocks to other shapes (ex. bottom right corner be a heart container where you can enter text)
- add a text box next to the sliders for number entry. sliders suck and it's hard to get exact numbers
- ability to export png to thegamecreator.com's specific image sizes
- any way to add image symbols to any text box

Thank you.. First, it's easy to use.

Second, it's already been updated several times based on feedback.

It still feels (as of right now) that it's still being built out, that the 1.0 was almost a beta release.

I'm happy to support the project, and I'm looking forward to seeing what future releases bring. Get this and start playing with your game ideas. To be honest i never imageden such a powerfull little tool on steam.

Ok lets make a step back to what we've got over here.

Card Creator offers you the possibilty to obviously create cards come up on youre own.

I bought it right because i need it for various projects. And i really qick found my way into it. It took me about 15 minutes to realize what to do and at the end of the day i had a fully playable card set of 50 cards. Cool. Now lets try them out in the Tabletop Simulator. Yes this works and without doing anything. Just render a card set and use the render TTS Files in TTS.

Ok but as allways there is something to complain about.

Biggest issue is the text field and usability. Starting of with a lack of usefull features like cursivefont, outline or bold fonts which could save a lot of time in my two projects. But mostly annoying it the samll text field. There is basicly a window just big enough to show like 3 or 2 words. This means changing something is hard to do so, because you can't click arround and need to move the cursor by the arrows key. Bad for a big text.

Second annyoying thing is. Need to admitt only annoying because i needed a blueprint (the raw card design) serveral times little adjusted. There isn't a copy option i needed to created each time new.

Could allthough be possible that i am to dumb and new to find the requested features.

Maybe in the future I will know.

In that case an update for this review will come.

At this state a clearly recommend it to this software if you search for an lazy solution and got tired of using photoshop.

I'm a game designer and for months now I have been looking for something to better help me create card game prototypes. I didn't know exactly what it was but I knew it was software that would help me create cards. Then I found this. As the name suggests, it is EXACTLY what I was looking for. It has all the features I need and it didn't take long for me to figure out all the features (and it's relatively intuitive but you have to stick with it). Anything I couldn't figure out I just asked the developer in the Steam forums and they responded promptly and gave me exactly what I needed to know.

I have already made two awesome prototype decks and I found a local mom and pop joint that prints them for me for dirt cheap. I cannot recommend this program enough.

10/10 (and I never rate something this highly! I usually always leave room for something better, but I honestly can't imagine what could be better than this software for the job it does.). I bought it as I wanted to make a TCG, tried it and refunded it. It's a good concept but I would honestly consider re-designing it. Instead of having sliders allow users to customize the card even further by being able to click the area and re-sizing it like microsoft word does for images. In addition for images it's annoying when entering a new line in discription and having the box get pushed up. Also you should be able to customize the card however you want and not just have tick boxes for different aspects of the card. As for the price I feel it's a bit much for what it is right now maybe somewhere around £9.99 instead.. The concept is there. I believe there is a large and growing niche market for a solid program.

However, the UI is not intuitive. (I've used Magic Set Editor and even delved into the scripting along with an archaic out of published system called Card Designer.) The icons greatly lack in variety. For example, no icon for dice. The ability to create unique cards such as rounded frames around artwork, multi-colored borders, etc. is not there. Then there are the bugs: such as it auto adding a star when clicking icon, and for some reason, refusing to let you change it, and even refusing to pull up the editing board, unless the program is shut down and restarted.

Again, I really want to like this program. But, and it's with sadness I write this, I have designed better cards in a word template I created myself (and I am terrible at graphic design). Maybe with time, they will make a finished product. But, as of right now, this product feels like it is an alpha state.

Sorry designers. I know you are working hard, and I will gladly keep my purchase and change my review when I come back when it's ready. I would think that might be a year or two though.. It took about 20 minutes of playing around with the template controls to get the hang of the program. It's not initially intuitive, but once you know where to go to do/find things it makes creating a deck very simple. You can find tutorial videos online, I had to find one to see how to do a few things. Not sure if I was the only person to miss this, but you click in the middle of a design area to get the design wheel to pop up. Hope that helps someone.

I was able to create the core of my prototype in a few hours. I just need to print them now and slide them in front of a MTG card in a sleeve. If I need to make changes to a card while playtesting updating a card or a whole set takes no time at all.

I will say that the included icons are quite good as fillers intill you have the artwork you want on a card. Developers, it'd be great to have even more icons available!. I recommend this game because I think for most people it does what it needs to do. There is one exception and it is for anyone trying to use this for any sort of complex card design.

Keep in mind some of the reviews are outdated and things listed as missing or clunky have already been fixed. Since the developers are active and updating this pretty often, I will pray this becomes one of those reviews. This might be helpful for the potential buyer and to the devs looking for feedback so here are my only two critiques.

#1. The grid. The grid kills this app. It cages its overall potential in a mesh of frustration and leaves it to starve to death in the basement. Dramatic, yes, but I'm mad because this program could be so much more with this one fix.

So far I've spent 30ish hours on one project. I'm used to tracking my time at work on various tasks so I would say a pretty good estimate is 5-10 of those hours have been spent clutching my mouse and trying to move a box 1 pixel up, or down or left, etc. The UI resists a movement that small so you really have to drop it 20 pixels down and then try to drag it up to that sweet spot coordinate again. You must do this without any ability to zoom in and your card is something like 800x600 resolution. And then you have to do this for each layer and for every other box. It's maddening.

The grid is the supposed solution to this, but as previously stated, it needs to be taken out behind the shed.

Currently, it's a grid-sizing system not unlike you would find in a dungeon mapping software - but so much more primitive. Increasing the grid value size by .01 makes the grid say 2 pixels taller and wider. But then you reach a threshold and going from 3.71 to 3.72 changes the grid by 15 pixels. (The slide bar increases the values by huge numbers and so is worthless compared to the actual value system they provide.) Due to this, you have no consistency in the grid AND it's lower limit is still way too big to be able to have 1 setting per card template. I have been using a notepad with things like "upper R horz icon grid: 5.11. upper R vert icon grid: 7.63. 2nd row horz image 4.5, vert 13." First I had to *find* these values which worked for each alignment, then I had to get\u2665\u2665\u2665\u2665\u2665\u2665\u2665\u2665off enough to write them down (scrapping the process several times before getting there) and then I had to adjust all my layers accordingly.

Now if you're making flash cards for SAT prep, this won't affect you, but if you want to create something for a modern card game more complex than Munchkin, you're going to hit a wall.

#2. {{Removed because it's in there I just didn't notice}}

Devs, I know you're listening and that you care, and that depending on how you built this, my requests may not be possible. Even if they are, it won't be easy to do. It goes in the pipeline for specs and then dev and then qa and then back to dev and so on. But please, I beg of you; if you do nothing else, upgrade the grid.

P.S. I critique because I care and I appreciate the product you are putting out and the effort and courage it took to undertake. Thank you for giving us an outlet to express our own creativity.. Great Card software. Quick and simple to use, and gives me all the tools I've ever needed. Also it is easy to transfer the cards into Table Top Simulator!. So far it looks like it will do what I need it to. Unfortunately I can not find any instructions or a user guide to actually use it correctly. Please send me the link to the instructions or a how to video. Thank you I am giving it a thumbs up because I like what it can do but have not been able to create any of the cards successfully yet.. I really like where this is going. I really want the ability to import and export to photoshop with the layers in tact. That is probably a huge overhaul but I do plan to stream this as I learn more about it because I want to start making character cards for my community. Overall this is a sweet tool to add to my toolbox. Please keep developing on this. Much support!. Do you want to create cool cards? You may want to create the next card/board game hit, or to promote your brand in a new original way. No matter the level of seriousness or professionalism you're aspiring to: this software will mostly exceed the requirements you may have.

There's a wide amount of options presented over a clean and beautiful interface. The user experience is very good and, as far as I can tell, there is no other software in the market that can compete with this one.

Totally recommended!. You need simple prototype cards for anything, this program is pretty good for that. It's the quickest card maker program out there.

New Hotfix (2.5.4):

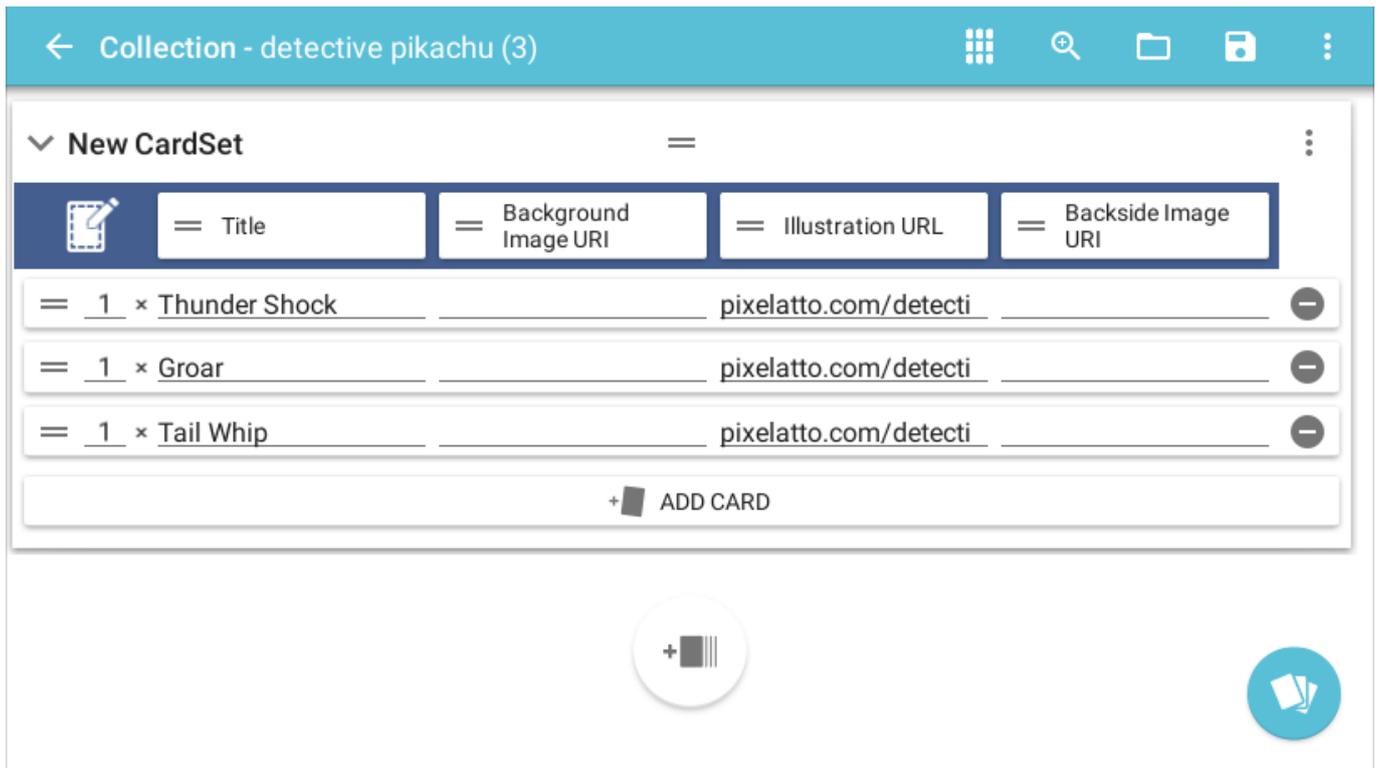
Hi, CardCreators!

We bring you another sweet hotfix :D

Improvements. New Update (2.6) - "Data Mode":

Hi, CardCreators!

This new update may seem light, but it includes a much requested feature: Data Mode. With this new mode, you'll be able to see and edit all your text-based fields (text, image and QRcode) way faster.



You may change modes by clicking the mode button in collection screen ().

New Features. **New Update (2.5) - "Where have you been?"**:

Hi, CardCreators!

We are sorry for the long wait until the last update, but we are finally back in business with a big update focused on stability.

We've called this the "Where have you been?" update to cover ourselves in shame.

Here's the changelog:

New features. **Price changes**:

As we approach version 2.6, we plan to raise Card Creator price to better represent all the features and work we've put into it.

This kind of software is often distributed in a software-as-a-service basis, with monthly suscriptions. We don't believe that model fits Card Creator, so in order to sustain the development we need to raise the current price.

Our target price for this application will be \$50. We will make progressive increases on the price as we release the next updates, with the next one (2.6) being the most significant one to take into account for all the features we've already added and the ones in that version.

On a side note, we now have a discord server you can use to talk with us and other Card Creator users.

Join it here: <https://discord.gg/PRsspcd>. **New Hotfix (2.4.2)**:

Hi, CardCreators!

We're back after the holidays vacations and we have some fixes for the issues you reported during december.

Here we go.

Bugfixes

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