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## DESIGNING TEMPLATES FOR ROES

When designing your templates for ROES, there are several things to consider for the effects on dynamic elements. A lot of the effects in Photoshop are not able to be replicated to the same degree in ROES. For example, we are limited to only a certain distance for drop shadows and width for strokes. We may not be able to replicate heavy strokes or far away drop shadows. Our Software Techs will always do their best to copy your designs within the limits of ROES.

We are able to replicate the following effects within ROES (to limited degrees):

Drop Shadow, Stroke, Gradients, Curved/Angled Text



Several other effects in Photoshop have no equal in ROES and will be ignored/not replicated: bevel/emboss, inner shadow, outer glow, stretched/squished text, some methods of text curving, layer styles/overlay effects when setting templates up for color change options.

Keep in mind that these are only for Dynamic/Editable elements, you can apply as many effects as you'd like to any static or flattened elements.

Please continue to the next page for some "Best Practices" when designing your templates to create great looking templates and make it simpler for us to install and keep your costs lower.



## DESIGN BEST PRACTICES

Here are some tips to help you create amazing, cohesive design sets for your customers. These are not steadfast rules and are only some ideas to keep in mind while choosing and creating your designs.

### **It's better to limit the amount of colors.**

If the team you're designing for only has 1 color, consider using their color as the accent while using more neutral colors for the overall design. We recommend limiting your designs to 2 colors, unless utilizing a photograph. Consider which color would look great in the background and use the second color as an accent in the text or frames for the photos.

### **Keep text effects minimal and consistent.**

When adding effects to your text, sometimes less is more. When you begin applying separate, different effects to each line of text the overall look of the template can look messy. The goal of text is to be legible and with a clear hierarchy of information. You may want the team name to stand out so it may be larger, in a complimentary accent color, and with some additional effects to help it pop! If the element will be static on your templates, you can go wild with the effects but we've found that limiting it to 2 or 3 effects has the biggest impact.

For information that you will be inputting such as a name, year, or player number using only 1 or 2 effects is better practice. It keeps it clean and simple and allows the customer to clearly read what is most important to them (their child's name.) Player numbers or grade can be a fun way to add an interesting dynamic element utilizing the same complimentary color, a different font, or larger size.

### **Limit fonts to 2 or 3.**

In addition to effects, more than 2 or 3 fonts can create a messy, non-cohesive look for the entire template. Utilizing a display font for team can be a fun way to add interest without detracting from the design while keeping a nice legible font for the name and other important information.