A FEW INTRODUCTORY NOTES

Greetings!

The different files of this project are in many ways similar to those we use to create official TDE products. However, we have slightly modified them for your convenience.

We have provided two folders – "Scriptorium Aventuris -interior" and "Scriptorium Aventuris - exterior" – in which you will find templates and tools that you may use to design your publications.

How to proceed from here also depends on which software you have available.

The Adobe Solution

We at Ulisses use the Adobe Creative Cloud software suite, primarily Photoshop and InDesign. If you have access to this software, then you can start right away.

Each folder contains an InDesign file that you can use as an example. In the template for the interior part you will also find paragraph templates and a number of different graphic elements that can be used right away. Whether you use them as they are or plunder them and build your own layout out of different pieces is up to you.

The cover template consists of two pages – front and back. For the front cover we have provided the border as well as the title, and for the back cover we have set up a complete design with background and graphic elements ready for your use.

This gives you all the elements you need for your TDE layout.

The Alternatives

Naturally, you can open all attached files in other programs if you like. Photoshop files (.psd) can be used by many programs and at least one of the two InDesign formats (.idml) can also be opened with Open-Source software, although the quality of the result may vary in both cases.

Alternatively, both folders also have a subfolder named "PNG." This contains all the graphic assets that you need as .png files (or .jpg in some cases).

These can also be opened in many programs and can display transparency that is necessary for the TDE layout. So it should also be possible to create a layout with different software.

The Fonts

If you use the InDesign files, then the paragraph formats are already included. But as a basic guideline for all others:

Our body text: Gentium Basic, 10 pt.
Our headings:
  Chapter: Andalus, 23.5 pt.
  Subchapter: Andalus, 14 pt.
  Paragraph: Gentium Basic, Bold, 13 pt.
  Subparagraph: Gentium Basic, Bold, 10 pt.

The necessary fonts are also included with this package. You can find them in the subfolder "Document Fonts."

These are regular .ttf fonts that work reliably no matter which OS or software you use.

How to Use These Elements

The easiest way to decide on your approach is probably by looking at a few of our official TDE products.

You will already find most of the elements we supply in this package again when looking at the *Core Rules.* If you then look at any of the published adventures you should have a good overview.

How exactly you use these elements is up to you. You are not required to work according to design guidelines of a "style guide." As long as your final product conforms to the **Terms of Use,** your only limits are those of your imagination.

We wish you success and that your efforts go smoothly! We hope you will surprise us and the community with many great publications!

For any questions or clarifications, please send an email to feedback@ulisses-spiele.de