

A FREE FIELD GUIDE FROM KURV · BOOK 01

Draw Your Traits



The Tool by Tool Guide. Nine drawing apps, one clean method: set up the canvas, draw against anchor points, and export every trait as a transparent PNG with a clean name.

20 MIN

Reading time about 20 minutes. Written for creators who want to draw every trait themselves.

[Apply at kurv.fun/apply](https://kurv.fun/apply)

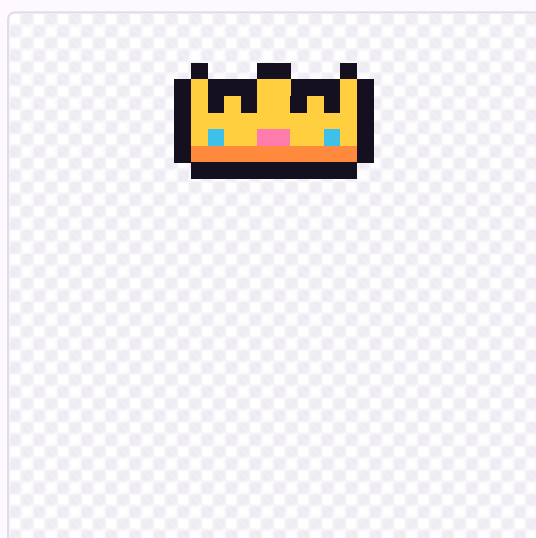
KURV is testing on Base and Solana, with mainnet coming.

CHAPTER 01 · THE BASICS

How a trait file works

Every piece in a generative collection is a stack of layers. Each layer holds one choice: one background, one body, one pair of eyes, one hat. Each choice is a trait, and each trait is its own image file.

Get three things right in any tool and your traits will stack. A collection can mean hundreds of files, so a clean file system pays off fast.



hat_crown.png

HAT_CROWN.PNG

01 2048 by 2048, like every other file

02 Crown drawn in its final spot

03 Checkerboard means transparent

01 Same canvas.

Every trait file has the exact same width and height. A hat file and a background file are the same size.

02 Same position.

The trait sits exactly where it belongs on the full canvas, with empty space around it. Nothing gets cropped.

03 Transparent background.

Everything outside the drawing is see through, so the layers below show through.

CHAPTER 02 · THE TOOLS

Pick your tool

Nine tools cover almost every style, in three families.
 Raster apps paint with pixels you can blend. Vector
 apps draw shapes that stay sharp at any size.
 Pixel art apps fill a tiny grid one square at a time.

TOOL	RUNS ON	LEARNING CURVE	COST TYPE	ART TYPE
Procreate	iPad	■□□ Gentle	One time	RASTER
Photoshop	Windows, Mac	■■■ Steep	Subscription	RASTER
Illustrator	Windows, Mac	■■■ Steep	Subscription	VECTOR
Figma	Browser, desktop	■■□ Medium	Free plan	VECTOR
Canva	Browser, apps	■□□ Gentle	Free plan, Pro	LAYOUT
Krita	Windows, Mac, Linux	■■□ Medium	Free	RASTER
Aseprite	Windows, Mac, Linux	■■□ Medium	One time	PIXEL
Piskel	Browser, desktop	■□□ Gentle	Free	PIXEL
LibreSprite	Windows, Mac, Linux	■■□ Medium	Free	PIXEL

Learning curve shows how fast a new artist gets comfortable. Canva needs a paid plan such as Canva Pro for transparent PNG downloads.

CHAPTER 03 · THE CHOICE

Find your tool, then sketch

Start with the look of your art, then
pick the line that sounds like you.

START HERE: PICK THE LOOK OF YOUR ART

Smooth painted art

I draw on an iPad

PROCREATE

I want free, on a
computer

KRITA

I already pay for
Creative Cloud

PHOTOSHOP

Clean flat shapes

I want pro
vector tools

ILLUSTRATOR

I want free, in
the browser

FIGMA

I want simple drag
and drop

CANVA

Pixel art

I want the pro
standard

ASEPRITE

I want free, in the
browser

PISKEL

I want free, on
desktop

LIBRESPRITE

AI as a starting point

AI image tools are handy for ideas, poses and color moods. Treat the result as a rough sketch, because line weight and head position drift from image to image.

Place the idea on a low opacity layer under your template and redraw it by hand against your anchors. Check the terms of the AI tool before you sell.

CHAPTER 04 · THE SETUP

Your master template

Set up one master file before you draw a single trait. Every trait gets drawn inside it, against the same anchor points.



- 01 Pick one canvas size.**
2048 by 2048 is a good size. Square is standard. Pixel art starts small, like 50 by 50.
- 02 Turn the background off.**
The checkerboard means transparent.
- 03 Build the layer order.**
One group per layer, bottom to top: background, body, outfit, head, eyes, mouth, hat, accessory.
- 04 Draw the base and mark the anchors.**
Head top, eye line, nose, neck. Put the marks on a locked guide layer.
- 05 Save it as your template.**
Duplicate it for every session. Never move the base.

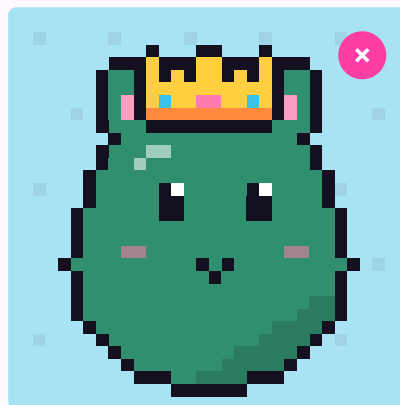
CHAPTER 05 · THE COLORS

One palette for everything

A shared palette is what makes 60 drawings look like one world. Pick 8 to 16 colors before you start: a few fur or skin tones, a few bright accents, one outline color, one shadow color.

COLLECTION.PALETTE

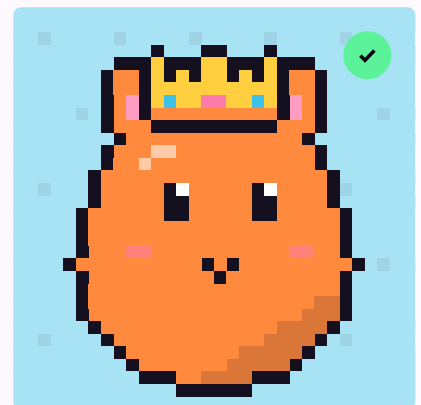
	#14101F		#FFF6EA
	#FFFFFF		#FFCF3F
	#FF7BAC		#3EC1E8
	#FF8A3D		#4ADE80
	#8B5CF6		#B9A6FF
	#E8453C		#C9C4D6



Off palette

A new color family on one trait.

VS



On palette

Same colors, same outline.

01 Save it as a swatch set.

Procreate, Photoshop, Illustrator, Figma, Krita, Aseprite and Piskel all let you save a palette and reuse it in every file.

02 One outline, one line weight.

Use the same outline color and the same brush size everywhere. One thick outline next to one thin outline looks like two artists.

03 Shade the same way.

Light comes from the same side on every trait, and shadows use the same color.

04 Check backgrounds last.

A background sits behind every body color, so test it against your lightest and darkest bodies.

CHAPTER 06 · PAINTING APPS

Procreate, Krita and Photoshop

Drawing works the same in all three: keep the base and the anchor marks on locked layers at the bottom, and draw every trait on its own layer above them.

LAYERS hat_crown eyes_sleepy body guides	LAYERS hat_beanie eyes_dot body guides	LAYERS hat_crown eyes_wink body guides
Procreate ONE TIME IPAD RASTER For iPad artists who love Apple Pencil.	Krita FREE WIN, MAC, LINUX RASTER For anyone who wants a free painting app.	Photoshop SUBSCRIPTION WIN, MAC RASTER For painters already in Creative Cloud.
SETUP Tap plus, then the custom canvas icon, and set 2048 by 2048 px. Untick the Background color layer.	SETUP File, New, then pick a transparent background in the Content tab. The Assistant Tool adds guides for clean, repeatable curves.	SETUP File, New, Background Contents set to Transparent. Drag guides from the rulers onto your anchors.
EXPORT Hide everything except the traits you want. Actions, Share, then PNG Files under Share Layers.	EXPORT Tools, Scripts, Export Layers, PNG. Leave Adjust export size to layer content unticked.	EXPORT File, Export, Layers to Files, then PNG-24, Visible Layers Only on, Trim Layers off.
PRO TIP Files arrive as hat-1, hat-2. Rename them to hat_crown.png and so on.	PRO TIP Empty Scripts menu: turn on Export Layers in the Python Plugin Manager and restart.	PRO TIP It adds a number prefix to names. A batch rename strips it in seconds.

Illustrator, Figma and Canva

Drawing works the same in all three: keep the base and the anchor marks on locked layers at the bottom, and draw every trait on its own layer above them.

LAYERS
hat_crown
eyes_star
base
guides

Illustrator

SUBSCRIPTION

WIN, MAC

VECTOR

For vector artists who want crisp shapes.

SETUP

One artboard per trait, all 2048 by 2048 px. Edit, Paste on All Artboards puts the base on each one.

EXPORT

Hide base and guides. Export for Screens, PNG at 1x, transparent background.

PRO TIP

Name each artboard layer_trait and the files come out named for you.

LAYERS
hat_cap
eyes_dot
body
base

Figma

FREE PLAN

BROWSER

VECTOR

For designers who like the browser.

SETUP

One frame per trait, all the same size, frame fill removed. Place the base component at X 0, Y 0.

EXPORT

Hide the base, select the frames, add a PNG export at 1x and export.

PRO TIP

Keep Clip content on, so edges get cut just like in the final stack.

LAYERS
page 3
page 2
page 1
base

Canva

FREE PLAN, PRO

BROWSER

LAYOUT

For total beginners who like drag and drop.

SETUP

Custom size, 2048 by 2048 px, one page per trait. Use the Position panel for exact X and Y.

EXPORT

Share, Download, PNG with Transparent background. That needs a paid plan such as Canva Pro.

PRO TIP

Draw your own shapes. Stock elements come with license rules.

Aseprite, Piskel and LibreSprite

Drawing works the same in all three: keep the base and the anchor marks on locked layers at the bottom, and draw every trait on its own layer above them. Export small, then scale up by whole numbers with nearest neighbor scaling so pixels stay sharp.

LAYERS
 hat_crown
 eyes_dot
 body
 guides

Aseprite

ONE TIME

WIN, MAC, LINUX

PIXEL

For pixel artists who want the pro standard.

SETUP

File, New, a small canvas like 50 by 50, RGBA, transparent background. One layer per trait.

EXPORT

Run `aseprite -b traits.aseprite --save-as {layer}.png` for one full canvas PNG per layer.

PRO TIP

Add `--scale 20` and 50 by 50 becomes a crisp 1000 by 1000.

LAYERS
 frame 3
 frame 2
 frame 1
 base

Piskel

FREE

BROWSER

PIXEL

For beginners who want zero install.

SETUP

Set the size in the Resize panel. Base on a bottom layer, each trait on its own frame.

EXPORT

On a copy without the base, open Export, ZIP tab. You get one PNG per frame.

PRO TIP

Save the .piskel file to your computer after every session.

LAYERS
 hat_beanie
 eyes_wink
 body
 guides

LibreSprite

FREE

WIN, MAC, LINUX

PIXEL

For pixel artists who want a free desktop app.

SETUP

New sprite, small canvas, transparent background, one layer per trait. Load your palette first.

EXPORT

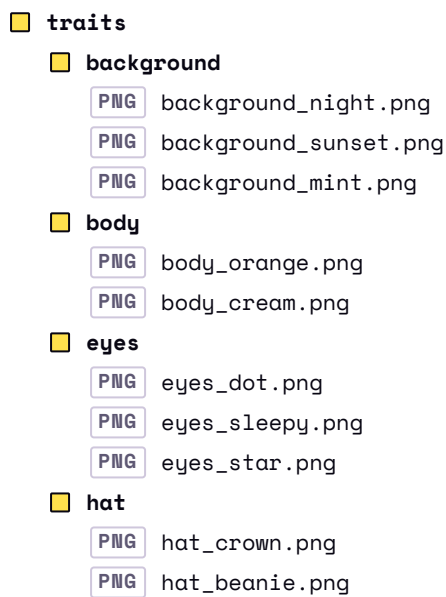
Show one trait at a time and save a copy as `layer_trait.png`.

PRO TIP

Upscale all files in one batch, by whole numbers like 20x.

Export and naming

A clean folder is half the launch. Every file name tells you the layer and the trait, so you, your helpers and your agent always know what goes where.



01 Name it layer_trait.png.

Layer first, trait second: hat_crown.png, eyes_sleepy.png.

02 Lowercase and underscores.

No spaces, no capitals, no special characters, no words like final or v2.

03 One folder per layer.

Name the folder after the layer: background, body, eyes, hat. Keep your stack order written down next to it.

04 Check before you hand it over.

Open three random files. Same pixel size, transparent corners, trait in the right spot.

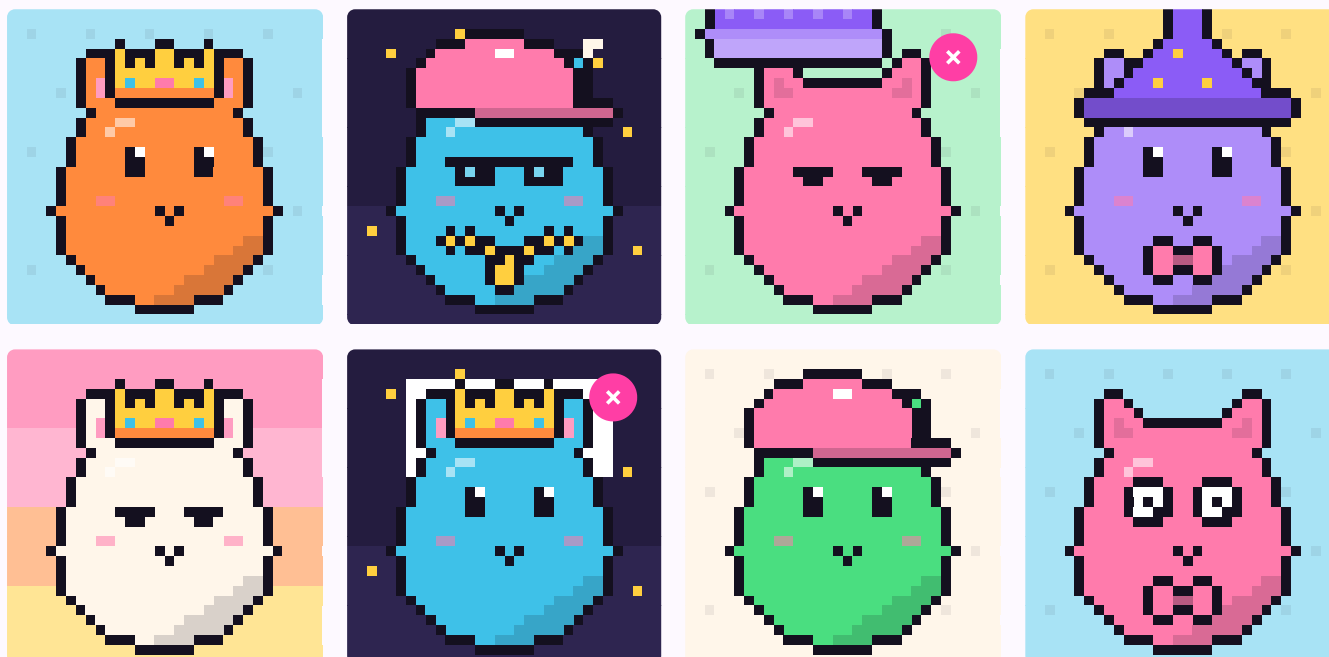
CHAPTER 10 · THE TEST

Test stacks, catch mistakes

Draw three traits per layer, export them, and stack random picks before you draw the rest. On KURV, your agent builds previews of random stacks for you.

10 RANDOM STACKS A DAY

2 PROBLEMS FOUND



01 Trimmed PNGs, so every trait jumps to the top left corner.

02 A white background baked into a trait file.

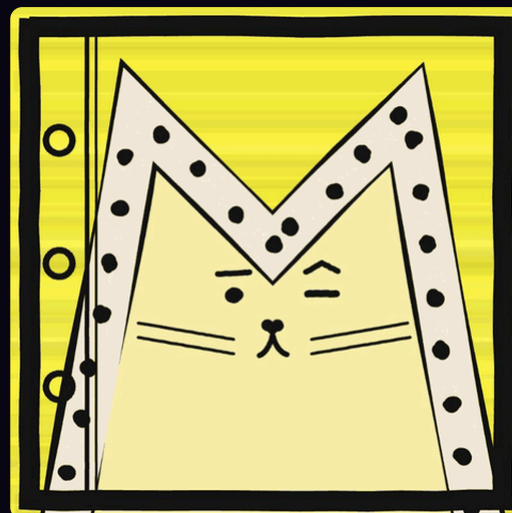
03 One trait drawn on a different canvas size.

04 Mixed line weights or outline colors.

05 File names like Hat Crown FINAL2.png.

06 Moving the base after half the traits are drawn.

07 AI output used as final art without a redraw.



THE LAST PAGE

Your traits are drawn. **Your agent** takes it from here.

Once your folders are clean, your AI agent can help you get every trait to KURV once your launch is approved, and you'll see previews before anything goes out. You review the art and the terms, and you sign the launch from your own KURV account. Apply at kurv.fun/apply to launch.

Apply at kurv.fun/apply

NEXT READ · BOOK 02

Draw Your Traits With Your AI Agent

The next book in the series. The same clean trait method, with your AI agent drawing the layers and exporting a ZIP ready for KURV.



Made by KURV. Free to read and share. Book 01 of 6. Share it with one artist who needs it.