GERBER YUNIQUEPLM

Adobe Illustrator Plugin User Guide V9

Date:

5/2/2023

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Contents

1.	Over	view	4
2.	Creat	tive Cloud Preferences	5
3.	Insta	II the Adobe Illustrator Application	8
4.	Insta	lling and Updating the Plugin	9
5.	Oper	I the Adobe Illustrator App	. 12
6.	Using	g the Plugin	. 15
	6.1	Colors	. 16
	6.2	Images	. 25
	6.3	Line List	. 32
	6.4	Materials	. 39
		Styles	
	6.6	Artboards	. 50

1

1. OVERVIEW

YuniquePLM offers an Adobe Illustrator plugin named YuniquePLM Design Suite+. It is available for download from the Adobe Creative Cloud desktop app.

The YuniquePLM Design Suite+ and Adobe Illustrator compatible versions reside within the Adobe Illustrator plugin by pressing the About icon, as shown below. YuniquePLM does not support earlier versions of Illustrator CS6, CS5, or earlier. Artboards are ONLY compatible with YPLM V7.1 and later. A Creative Cloud installation is required to proceed.



Follow the steps in this document to ensure your files are accessible via the Creative Cloud, as well as installing the Adobe Illustrator application and using the plugin.

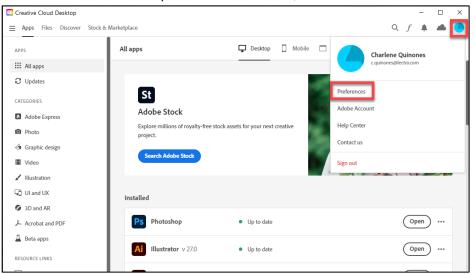
2. CREATIVE CLOUD PREFERENCES

It is essential to enable Adobe's sync and notification options before proceeding. The Adobe Sync option ensures your files and folders are available from the Creative Cloud while ensuring the user receives Adobe's notifications after installing an Add-on. *Note: Download the Creative Cloud desktop app to manage and download Adobe applications easily.* https://www.adobe.com/creativecloud/desktop-app.html

1. Click on the **Creative Cloud** desktop icon in the *Windows* taskbar or the *Apple* menu, as shown below. The Creative Cloud application opens to reveal a list of available software.

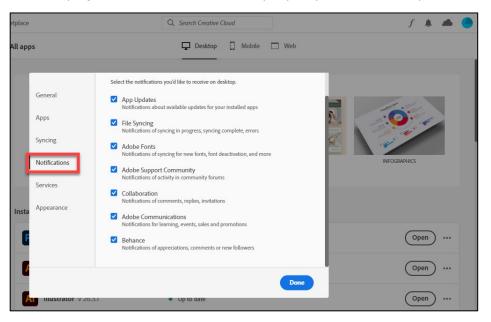
	Marketplace	Q Search Creative Cloud		f 🌲 🛋 🥚
APPS	All apps	🖵 Desktop 📋 Mobil	le 🔲 Web	1
III All apps				
C Updates				
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De Photo	Explore millions of royalty-free stock assets for your next creative project.			and the second s
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Video	Search Adobe Stock			
🖌 Illustration				
🔓 UI and UX	Installed			
3D and AR				
Acrobat and PDF	Ps Photoshop	 Up to date 		Open ····
🚊 Beta apps	-		8 🕂 🔿	1 an
RESOURCE LINKS	Ai Illustrator v 27.0	 Up to date 		
St Stock	Ai Illustrator v 26.5.1	Up to date	👬 😸 😫	® 🔹
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🞓 Tutorials	📕 Acrobat	 Up to date 	a 🖬 🌚 🛆	
P Portfolio				+ 100%
Be Behance	Premiere Pro v 23.0	Up to date	65°F Sunny ∧	1:55 PM 🔹 🗉 印》 🧖 11/3/2022 🐻

2. Click the account icon to open the account menu, then select Preferences.



3. Select the **Notifications** tab, and ensure the first two options, **App Updates** and **File Syncing**, are checked.

Note: Keeping all the notifications checked per your preference is okay.



4. Select the **Syncing** tab and ensure **Pause Syncing** is enabled, which means Adobe's Creative Cloud is currently syncing all files, app updates, and notifications.

Note: If you press Pause syncing, it changes to Resume Syncing, which pauses all notifications, updates, and files.

General Apps	Syncing] !
Syncing	Folder location	C:\Users\Charlene	,	Keep In Mind!
Notifications	Polder location	C:\Users\Chartene		Adobe's Creative Cloud may take some time to sync your files and
Services	Download transfer speed	Maximum (100%)	~	plugins. Once the files begin to
Appearance	Upload transfer speed	Maximum (100%)	~	sync, the Creative Cloud will provide a pop-up notification.
		Do	ne	

5. Select the Apps tab, then deselect the Auto-update option.

If you have multiple Adobe products, you can keep the **main auto-update option** checked for all programs, then deselect the **auto-update option for Illustrator**. These steps ensure that the latest Adobe Illustrator application works with the current YuniquePLM Design Suite+ plugin.

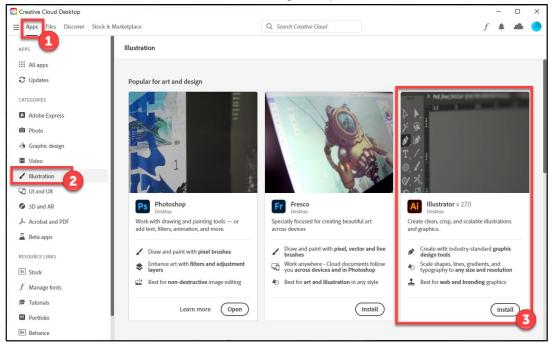
General Apps Syncing	Auto-update Let the Creative Cloud app keep all of ye Learn more O Auto-update	our apps up to date automatically.	General Apps Syncing	Auto-update Let the Creative Cloud app keep all Learn more Auto-update Photoshop	of your apps up to date automatically. Advanced options 🗸
Notifications Services Appearance	Installing Install location	Default location 🖋	Notifications Services Appearance	C Illustrator	Advanced options \vee
	Default install language Settings	English (North America) \vee		Installing Install location	Default location_ 🥖
		Done			Done

6. Press **Done** when complete.

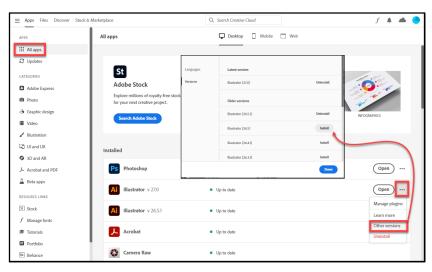
3. INSTALL THE ADOBE ILLUSTRATOR APPLICATION

The Adobe Illustrator application is required. Follow the steps below to install the application. *Note: We recommend having one application version installed at a time.*

- 1. Select the Apps tab.
- 2. Click on Illustration to view a list of applications.
- 3. Locate Adobe Illustrator and select Install to begin the process.



Note: A list of available versions is accessible by selecting **All apps**, clicking the installed program's **overflow** icon, and selecting **Other Versions** to view a version list.



4. INSTALLING AND UPDATING THE PLUGIN

The YuniquePLM Design Suite+ is available for download from the Creative Cloud app or the Adobe Exchange website. The plugin is available in two versions; **YuniquePLM Design Suite** for YuniquePLM V7.X and **YuniquePLM Design Suite+** for YuniquePLM V9.X or later.

Installing from Creative Cloud

- 1. Select the Stock & Marketplace tab.
- 2. Click on the **Plugins** tab.
- 3. Ensure the **All Plugins** section is highlighted. If not, click it.
- 4. Type YuniquePLM within the Search All Plugins field.
- 5. Locate the *YuniquePLM Design Suite*+ plugin and press **Install**. The plugin is available within the Adobe Illustrator application.

Creative Cloud Desktop			- 🗆 ×
	Marketplace		Q f 🖡 📥 🔴
Featured Photos Illustrations	Vectors Videos Audio Templates Free Premium Fonts Plugins	2 D Libraries	
PLUGINS	All plugins		Sort by: Relevance 🗸
Featured plugins All plugins Manage plugins	Filters: YuniquePLM × Gearall		
SEARCH ALL PLUGINS	Gerber Technology	YuniquePLM Design Suite Gerber Technology	
	Create Tech Packs faster with YuniquePLM Design Suite+	YuniquePLM Design Suite	
✓ APPS	****	****	✓ Acquired
□ XD		_	\frown
Photoshop		A	Install
InDesign			
InCopy			

Updating from Creative Cloud

The YuniquePLM Design Suite+ plugin is updated, via the Creative Cloud Desktop application, when there is a new version of YuniquePLM. Follow the steps above to locate the plugin, then press **Update**.

Creative Cloud Desktop	
	Marketplace
Featured Photos Illustrations	Vectors Videos Audio Templates Free Premium Fonts Plugins 3D Libraries
PLUGINS	All plugins
Featured plugins	
All plugins	Filters: YuniquePLM × Clear all
🌣 Manage plugins	Files.
SEARCH ALL PLUGINS	YuniquePLM Design Suite+ Gerber Technology Create Tech Packs faster with YuniquePLM Design Suite+
V APPS	
□ XD	
Photoshop	Al Update
InDesign	

Adobe Exchange

Both plugins are available for download via the Adobe Exchange site <u>https://www.adobeexchange.com/creativecloud.html</u>.

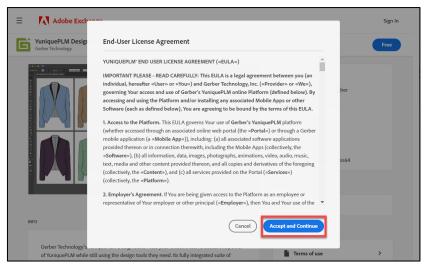
- 1. Type **YuniquePLM** within the search field to locate its plugin.
- 2. YuniquePLM has two plugins available on Adobe Exchange. Most users should select **YuniquePLM Design Suite+** if they use V8.X or later.
 - YuniquePLM Design Suite+: users of YPLM V8.X or later
 - YuniquePLM Design Suite: users of YPLM V7.X

= 🚺 Adobe Exchange			Sign In
App type Plugins V Search Q yuniqueptm	Are you using a new Windows ARM based device? If so, extended the solution of the solutio	ensions and plug-ins are not yet supported.	Learn more
PRODUCT Acrobat Pro After Effects Animate Audition Bridge	2 results VuniquePLM Design Suite+ Getter fectinology Create Tech Packs faster with YuniquePLM Design Suite+. The easiest way to manage your Digital Assets. Exclusive for 8.x - 9.x versions of VinciuePLM.	Cerber Technology YuniquePLM Design Suite	Sort by: Relevance 🗸
Dreamweaver Illustrator InCopy InDesign	★★★★ Free	* * * * * Al	Free
Lightroom Lightroom Classic			

3. Press the Free button on the YuniquePLM Design Suite+ product page.

E 🚺 Adobe Exchange	Sign I	n
Getter Technology	Free	
<complex-block><complex-block></complex-block></complex-block>		
INFO HELP & SUPPORT		
Gerber Technology's YuniquePLM Design Suite+ lets your creative teams access the power of YuniquePLM while still using the design tools they need. Its fully integrated suite of	>	

4. An End-User License Agreement appears in a separate window. Press the **Accept and Continue** button.



5. Sign in with your Adobe ID when prompted, and the plugin's status changes to *Acquired*. Select **Manage** to install the plugin.

Adobe Exchange Featured Creative Cloud Experience Cloud Manage		2		
Cerber Technology		•	Acquired N	lanage
Color plugin kndask; Users can create, edit, and access color palettes, including Pantoneśreg; Ibraries, from trujcue/LMKrzquo;s color folde:	 Publi Versi Engli 4.13 M Compatib 	rator 23.1 or higher hed: April 5, 2019 on 5.5.0 h 18 18 18 18 18 18 18 18 18 18	tion Help	
● ⊕ ⊕	🕅 Rep	ort Abuse	>	

5. OPEN THE ADOBE ILLUSTRATOR APP

- 1. Open Adobe Illustrator via the Creative Cloud app or your computer's menu.
- 2. Open a new or existing Illustrator file.
- 3. The YuniquePLM plugin may appear in two locations within the *Window* Menu. Select one or more plugins to open and dock.
 - a. Click the **Window** menu, then **Extensions**, and finally, select a **YuniquePLM** plugin extension, like *YuniquePLM Colors*.

A File Edit Object Type Select Effect View Window	New Window Arrange Find Extensions on Exchange	>	
New file Welcome	Workspace Extensions Control Toolbars YuniquePlugin 6.17.0	>	Libraries Pantone Connect YuniquePLM Colors v6.17.0 YuniquePLM Images v6.17.0
Home	3D and Materials Actions Align	Shift+F7	YuniquePLM Line Lists v6.17.0 YuniquePLM Materials v6.17.0 YuniquePLM Styles v6.17.0

b. Click the Window menu, then scroll down and choose a YuniquePLM plugin extension.

📕 🏫 File Edit Object Ty	rpe Select Effect View Window	A New Window		
Ai		Arrange Find Extensions on Exchange Workspace	>	
		Extensions	>	
New file Open	Welcome	Control Toolbars	>	
	-	YuniquePlugin 6.17.0 3D and Materials	> 	YuniquePLM Colors v6.17.0 YuniquePLM Images v6.17.0
A Home		Actions Align	Shift+F7	YuniquePLM Line Lists v6.17.0 YuniquePLM Materials v6.17.0
°ໍ¢ʻ Learn		Appearance	Shift+F6	YuniquePLM Styles v6.17.0

Note: The YuniquePLM extension will not appear in the list if Adobe Illustrator is open during installation. Users experiencing this issue must re-launch the application to see the newly installed extension.

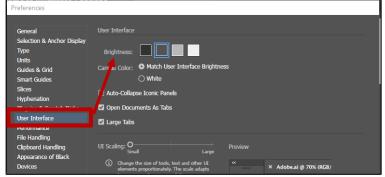
4. The YuniquePLM extension opens. Select the **Settings** icon to enter the *connection settings* of your YPLM instance.



Note: You need to enter the relevant connection information and credentials from the YuniquePLM application instance supplied by your system administrator. The details for Server, API, and PLM Instances are found within the Admin>WS Clients and Tools>Adobe Integration Services area of YuniquePLM. The user must have permission to access these areas: Image, Color, Style, Material, and Line List.

Administrator	<i>≓</i> Yunique	PLM version: 9.4.0.4						
							WS Clien	ts and Tools 🔨 About 💙
Permission Groups	Application Name	Server	PLM Instance	API Instance	Protocol	Port	Application ID	Active
WS Clients and Tools	plmOn	train) or puriparities one	pints.	1010497-002	104	**		Yes 💌
System Messages	SRM OnDemand	ters appropriated on	ginda	10100401-0027	inger .	**1		Yes 💌
Type Management 🗸 🗸	YuSnap	trans or pursue and one	ginda	111240-022	No.	**		Yes 🔻
Enterprise Authentication	Adobe Integration Services	hand opportunition	peda	Sequel-AD	No.	-		Yes 🔻
Language 🗸	AccuMark	teri aprepetatore	yinda.	Screen ALT	10pt	443		Yes 💌

Note: Users can now configure the color theme to match the YuniquePLM plugin. Use the **Adobe Preferences** menu (MAC: Illustrator CC> Preferences; PC: Edit> Preferences) and navigate to the **User Interface** area. Select a desired color to match the AI application.



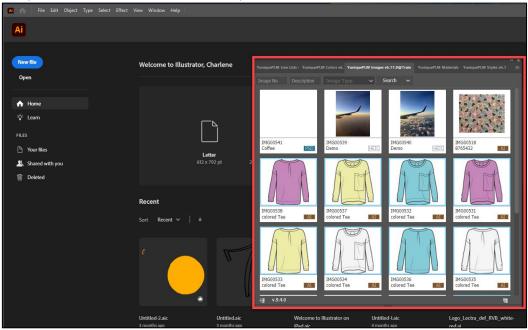
5. Enter your YuniquePLM username and password, then press Logon.



6. Logging into <u>one</u> extension automatically logs the user into all extensions, provided the user has permission for those areas in YuniquePLM.

Material Type Material No Material Name Intro Season Year A tive Wovens WOV00024 Winter 2022 Yes The environment name is reflected within the tab. Wovens WOV00023 Winter 2022 Yes Ex: YuniquePLM Wovens WOV00022 Winter 2022 Yes Materials v6.18.0@Train	Material Name Material No Mate	rial Type 🔹 Material Gro	YuniquePLM Materials v up v Search v		Tip!
Wovens WOV00023 Winter 2022 Yes Ex: YuniquePLM		Material Name			The environment name is
	Wovens WOV00024		Winter 2022	Yes	
Wovens WOV00022 Winter 2022 Yes Materials V6.18.0@Train	Wovens WOV00023		Winter 2022	Yes	
	Wovens WOV00022		Winter 2022	Yes	Materials v6.18.0@Train

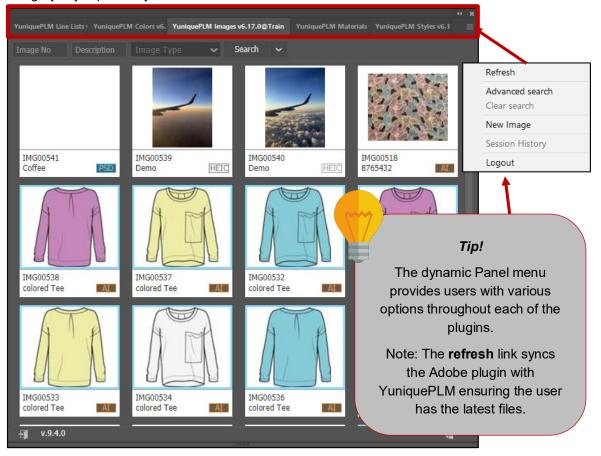
7. After logging in, each extension can be docked onto Adobe Illustrator's workspace. Click and drag a plugin into the desired dock area highlighted in blue. For more information regarding *customizing the workspace,* refer to Adobe Illustrator's help section.



The YuniquePLM plugin is now ready to use with Adobe Illustrator.

6. USING THE PLUGIN

The YuniquePLM plugin consists of the following extensions: <u>Colors</u>, <u>Images</u>, <u>Line List</u>, <u>Materials</u>, and <u>Styles</u>. The <u>Artboards</u> section is only available within the Image and Style extensions. Please select a category to jump directly to its section within this document.



6.1 Colors

The **Colors** extension lists existing Color Palettes within the Color Folder. Refer to section <u>5. Open</u> <u>The Adobe Illustrator App</u> to learn how to access each extension.

Once Color opens, users can **create a new color palette**, which is saved into YuniquePLM, or **choose an existing color palette** created within YuniquePLM to use in the Adobe Illustrator workspace. Let's begin with creating a new color palette.

6.1.1 New Color Palette

1. Click the **add new** icon at the bottom right corner of the page to create a new color palette.

Q Name		Refresh	Advanced search
Palette Type	Palette Name	Active	
Seasonal	PaletteTest		
Seasonal	Color Trends SP18		
Seasonal	RP Test 3 - company colors		
Color Library	Company Library		
Seasonal	RP Test 2		
Seasonal	RP Test 22		
Seasonal	Virtusa Demo		
Seasonal	Winter		
Seasonal	Autumn		
			Color Palette

2. A new window opens. Select a *Palette Type*, enter a *Palette Name*, and select an *Active* status from their respective fields. Click **Save** to create the palette.

uniquePLM Col	lors v5.1.0.014@QA	YuniqueP	LM Images v5.1.0.01	YuniquePLM Style	es v5.1.0.013
Save		New	Color Palette		Cancel
	Palette Type * Palette Name				
	Active *			~	

3. The newly created Color Palette opens with an empty list.

Back	CQ	Demo (0)		0 🖻	Goto
Code		~ Search			
Color Code	Color Name		Color Source	Color Cla	155

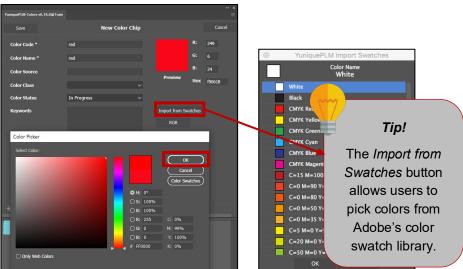
6.1.2 New Color Chip

1. Add new colors by selecting the **new color chip** icon at the bottom of the color palette screen.

Back	CQ	Demo (0))		0	Goto
Code		✓ Search				
Color Code	Color Name		Color Source		Color Class	
			New O	Color Chip		
- 1 v.9.4.0				, ₽ /		

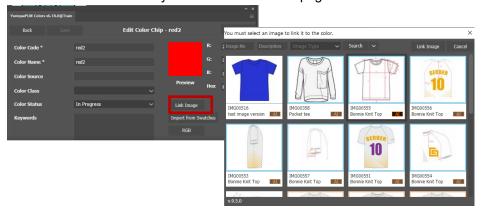
2. The *New Color Chip* window opens, allowing the user to enter a *Color Code*, *Color Name*, *Color Source*, *Color Class*, *Color Status*, *Keywords*, *RGB Value*, or *Hex Value*.

Click the **color chip thumbnail preview** or the **RGB button** to open the Color Picker window and select a desired color. Once finished, click the **OK** button to confirm.

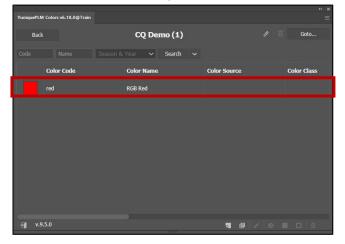


3. After selecting a color, click **Save** to add it to the color palette in YuniquePLM.

 The newly saved color chip opens to its *Edit Color Chip* window. Users may link an image to the color chip. Select the Link Image button to open the link image window. *Choose an image,* then press Link Image. Once complete, press Back to return to the newly created Color Palette page.



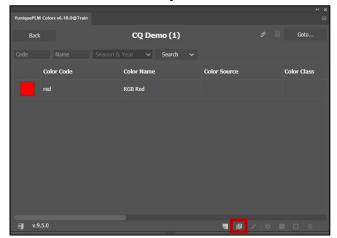
5. The newly added color now appears in the Color Palette. Repeat the steps to include additional color chips.



6.1.3 Add from Library

New colors can be included in a color palette from YuniquePLM's Color Library. Users can now access their favorite colors from libraries such as Pantone, A&E, and Coloro.

1. Press the Add from Library button to view a list of color libraries.



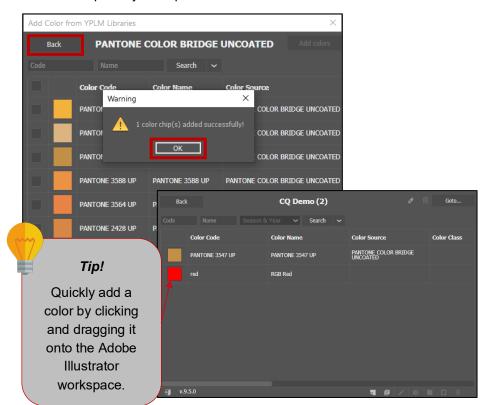
2. A new window opens with a list of available color libraries from YuniquePLM. Select a **color library** to view a list of colors.

Add Color from YPLM Libraries	×
Palette Name Code Name Search ~	
Library Type Name	
Color Library	
PANTONE COATED	
PANTONE COLOR BRIDGE COATED	
PANTONE COLOR BRIDGE UNCOATED	
PANTONE EXTENDED GAMUT COATED	
PANTONE FHI COTTON TCX	
PANTONE FHI COTTON TCX 210 COLORS	
PANTONE FHI PAPER TPG	
v.9.5.0	

3. The selected color library opens and displays a collection of colors. **Check one or more colors,** then press **Add Colors**.

Add Color fro	om YPLM Libraries			\times
Back	PANTONE	COLOR BRIDGE	UNCOATED	Add colors
Code		Search 🗸		
	Color Code	Color Name	Color Source	
	PANTONE 3514 UP	PANTONE 3514 UP	PANTONE COLOR B	RIDGE UNCOATED
	PANTONE 3596 UP	PANTONE 3596 UP	PANTONE COLOR B	RIDGE UNCOATED
I	PANTONE 3547 UP	PANTONE 3547 UP	PANTONE COLOR B	RIDGE UNCOATED
	PANTONE 3588 UP	PANTONE 3588 UP	PANTONE COLOR B	RIDGE UNCOATED
	PANTONE 3564 UP	PANTONE 3564 UP	PANTONE COLOR B	RIDGE UNCOATED
	PANTONE 2428 UP	PANTONE 2428 UP	PANTONE COLOR B	RIDGE UNCOATED
	PANTONE 2429 UP	PANTONE 2429 UP	PANTONE COLOR B	RIDGE UNCOATED
v.9.5.0				K

4. A confirmation window appears, notifying the user of the successful addition of the new color. Press **okay** to confirm the additional color and press **Back** to return to the primary color palette window.



5. Users may add a Color Palette or Color Chip to Adobe Illustrator's Swatches panel using the **Add to Swatch** icon.

	pe 🗸 Search 🗸		Refresh	
Palette Type	Palette Name	Active		
Trim	CQ Demo (1)	Yes	0	
Seasonal	Alev Demo (8)		Swatches Brushes Symbols	
Seasonal	Bonnie's 2023 Colors (5)		-	≣ Ⅲ
Color Library	Company Library (6)			
Seasonal	SB Fabulous Palette (11)			
Seasonal	Schuyler's Palette (5)			
Seasonal	Bonnie's Palette (8)			
Seasonal	Test 2 (5)		IA. 73	8. 🛞 🖿 🗉
Seasonal	Bonnie's AnF Palette (5)		Add to swatch	
- v.9.4.0		7	/ 🖩 😥 🗈	

6. Also, users can quickly **Set Fill Color** or **Set Stroke Color** by selecting the desired color and pressing its respective icon.

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►. ø	YuniquePLM Colors v6.17.0@Train Yu			··· x M Styles v6.17 ≡
<i>₱</i> ; @],,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	Back	CQtest29 (7)		Goto
1 .		eason & Year 🗸 Search 🗸		
т. Э.	Color Code	Color Name	Color Source	Color Class
	PANTONE 3514 UP	PANTONE 3514 UP	Pantone Color Bridge Uncoated	
□,	PANTONE VIt 0631 C	PANTONE Violet 0631 C	PANTONE Pastels & Neons COATED	
1 360	PANTONE 3519 UP	PANTONE 3519 UP	Pantone Color Bridge Uncoated	
®₀ †⊒	CLR000000009	yellow	CUSTOM	
Q. 3	PANTONE 9344 C	PANTONE 9344 C	PANTONE Pastels & Neons COATED	
	PANTONE Yel 0131 C	PANTONE Yellow 0131 C	PANTONE Pastels & Neons COATED	
• Z	PANTONE Blu 0821 C	PANTONE Blue 0821 C	PANTONE Pastels & Neons COATED	
æ 	_			
			Set fil	color
	-¶ v.9.4.0		¶ @ ∕ % <mark>[</mark>	
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ø.	YuniquePLM Colors v6.17.0@Train Ye			.M Styles v6.1; ≡
ø □_	Back	CQtest29 (7)		Goto
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ે.	Color Code	Color Name	Color Source	Color Class
 . .	PANTONE 3514 UP	PANTONE 3514 UP	Pantone Color Bridge Uncoated	
▶♪♪♪■♪+?♡�?@■♪	PANTONE VIt 0631 C	PANTONE Violet 0631 C	PANTONE Pastels & Neons COATED	
່ງ ເ	PANTONE 3519 UP	PANTONE 3519 UP	Pantone Color Bridge Uncoated	
ъ	CLR000000009	yellow	CUSTOM	
Q, 3 5	PANTONE 9344 C	PANTONE 9344 C	PANTONE Pastels & Neons COATED	
	PANTONE Yel 0131 C	PANTONE Yellow 0131 C	PANTONE Pastels & Neons COATED	
G	PANTONE Blu 0821 C	PANTONE Blue 0821 C	PANTONE Pastels & Neons COATED	
e 				
			Se	t stroke color
	-페 v.9.4.0			• • •

6.1.4 View Existing Color Palettes

1. Use the *Palette Name, Palette Type,* or *Search* fields to locate a desired color palette. Click the color palette's respective **pencil** icon to view and edit.

YuniquePLM Colors v6.17.0@Train			× × ≡		
Palette Name Palette Type	Search 🗸		Refresh		
Palette Type	Palette Name	Active			
Seasonal	Alev Demo (8)	Yes	Ø		Tip!
Seasonal	Bonnie's 2023 Colors (5)	Yes	Ø		•
Color Library	Company Library (6)	Yes		U	lse the bottom icons to
Seasonal	SB Fabulous Palette (11)	Yes	0		create a new color
Seasonal	Schuyler's Palette (5)	Yes			palette, view a color
					palette, edit the
Seasonal	Bonnie's Palette (8)	Yes	0	S	elected color palette,
Seasonal	Test 2 (5)	Yes	Ø		add to swatch, or
Seasonal	Bonnie's AnF Palette (5)	Yes	0	d	lelete a color palette.
Seasonal	test (29)	Yes	ø		
Seasonal	WM1 Colors (28)	Yes	0		
- v.9.4.0					

- 2. A new window opens, displaying the selected color palette's detail. The *palette type, palette name,* and *active* fields can be modified. A new palette type and name can be created by entering a different name and selecting a different palette type. Please note that the fields that appear throughout the extension might differ based on the configurations within the environment.
- 3. Click **Save** to keep the changes or press **Back** to disregard and return to the list of color palettes.

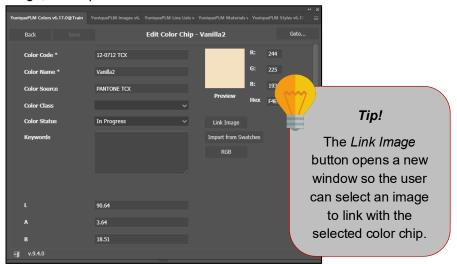
YuniquePLM Colors	v6.17.0@Train				
Back			Edit Color Palette - Alev	Demo	
		Palette Type *	Seasonal	~	
		Palette Name *	Alev Demo		
		Active *	Yes	~	
		Created By	Alev Seyit		
		Created Date	8/9/2022 10:48:10 AM		
		Modified By	Alev Seyit		
		Modified Date	11/11/2022 12:06:41 PM		
-¶ v.9.4.0					

- 4. Select an existing Color Palette by double-clicking to view all its colors.
- Colors within the palette may be searched using the search fields or Advanced Search options at the top of the window. Click the Back button to return to the Color Palettes list view.

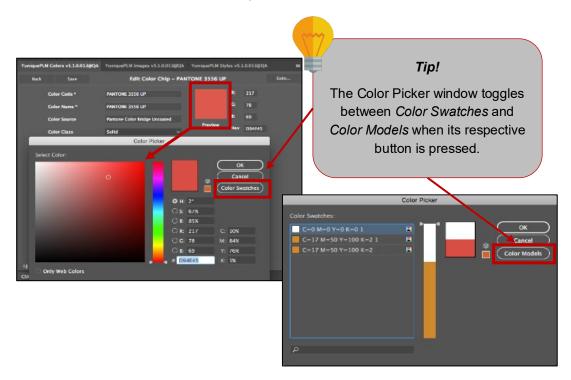
Back				Comp	any Library (6)		Goto
				Search 🗸			
Cole	or Code	C	olor Name		Color Source	Color Class	Color Status
12-0	0712 TCX	v	anilla2		PANTONE TCX		In Progress
19-0	303 TCX	J	et Black		PANTONE TCX		In Progress
13-4	1403 TCX	s	ilver Birch		PANTONE TCX		In Progress
11-0	0601 TCX	В	right White		PANTONE TCX		In Progress
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6.1.5 Edit a Color Chip

1. Double-click a color chip to open its window, which contains specific information associated with the color. Here, users can modify the *Color Code, Color Name, Color Source, Color Class, Color Status, Value (RGB and Hex value), Link Image*, and *Import from Swatches*.



 The user may change the color by clicking the color chip preview thumbnail to launch the *Color Picker* window. Choose a color by clicking within the colored area or changing the values associated with the color. Once finished, click OK to keep the changes or Cancel to disregard any changes made. Press Back twice to return to the color palette list.



6.2 Images

The **Images** extension displays a list of images from the *Image Folder*. Refer to section <u>5. Open</u> <u>The Adobe Illustrator App</u> to learn how to access each extension.

Once the Image extension opens, users can **create a new image**, which is saved into YuniquePLM, or <u>choose an existing image</u> created within YuniquePLM to use in the Adobe Illustrator workspace. Let's begin with creating a new image.

1. Click the New Image icon at the bottom right corner OR click on the menu

6.2.1 New Image

- within the top right corner and select New Image. Search Refresh Advanced search Clear search New Image Session History IMG00541 Coffee IMG00539 Demo IMG00540 Logout PSD HEIC Demo IMG00538 colored Tee IMG00537 colored Tee IMG00532 colored Tee IMG00531 colored Tee IMG00533 MG00534 IMG00536 IMG00535 v 9 4 f
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 Creation of an Image

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 Image Type *

 Description

 File Type *

 Ilustrator

 Allow versions

 Yes

 Image Workflow *

 Default

 Style Category

 Image Category

 Keywords

5

2. The user can open a *blank file, open a file* stored on the local drive, *choose* from a list of available open documents, or *copy* an image from the image library. For example, the user would choose from a list of opened Illustrator files imported into the system after making some modifications. Select a **Source File option**, then enter the image's header information into the corresponding data fields.

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	Source file	D Blank	🕼 Open 😂 Copy		
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	Description				
	File Type *	Illustrator			
	Allow versions	Yes	~		
	Image Workflow *	Default	~		
	Style Category		~		
	Image Category		~		
	Keywords				
- 1 v.9.4.0					

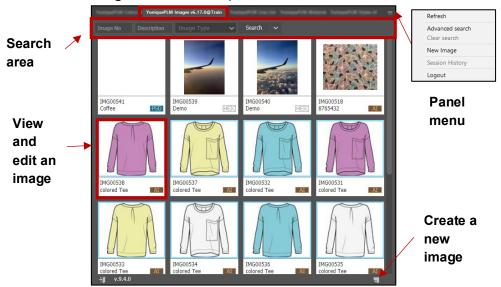
3. The newly added image appears in the upper left corner above previously viewed or edited images. Once finished, click the **Save** button.

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YuniquePLM Images v6.17.0@Train			
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	Keywords		
IMG00538 colored Tee AI			
	Image No	IMG00545	
- 1 v.9.4.0			۹.

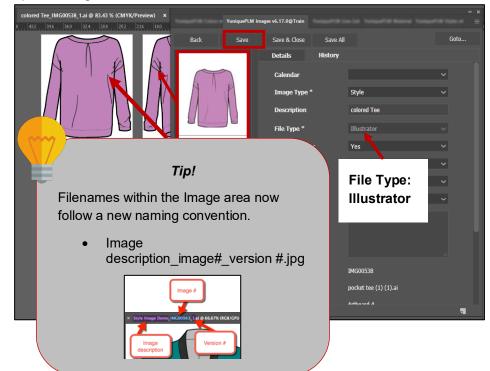
4. Press **Back** to return to the main image screen.

6.2.2 View Existing Image

- 1. Search for the desired image using the *search filters* option. A list of images, identified by their name and file type (*AI, PNG, JPG, PSD, and HEIC*), appear for users to choose from. *AI's files are currently the only editable format.*
- 2. Double-click an image to view its edit options.



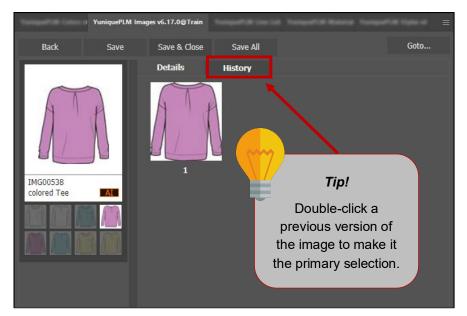
3. Users may edit header information within the data field entries. Click **Save** to keep the changes.



a. Are you using an Illustrator file? *Double-click its thumbnail* to open it in Adobe Illustrator. Apply any necessary changes to the image and click **Save**.

YuniquePLM	l Images v6.17.0@Train	ine Lat. TentgenPLH Mederal	× » ≡		
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	Image No	IMG00538			
	File Name	pocket tee (1) (1).ai			
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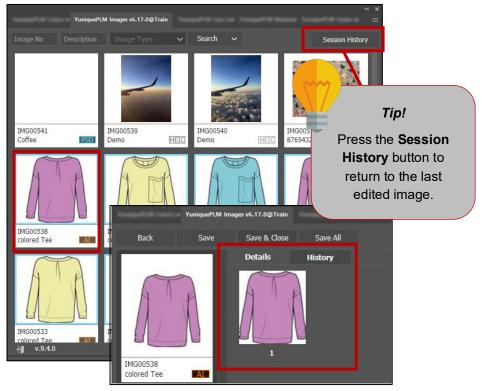
b. Click the History tab to view the image's previous modifications.



4. Click the **Back** button to return to the *Image* search results window.

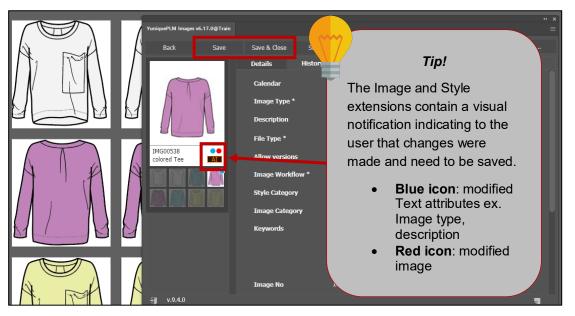


5. Users may select another image from this area or search for another using different image attributes. *Double-click* an image to view its attributes.

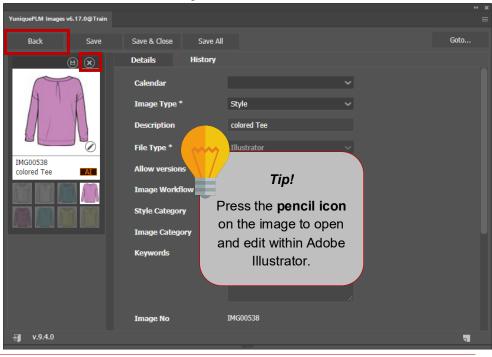


6. This image appears in the left thumbnail column above the image previously edited. Users may change the image header information or the image itself if it is an Illustrator file. Press the **Save** button to keep any changes made to the current image.

Remember, the *Save & Close* button saves changes and closes the current image. The *Save All* button saves every image currently opened.



- Close an Image from the Session History by clicking the X button at the top right corner. Please note that this does not delete the image; it just removes it from your session history.
- 8. Press Back to return to the Image Folder main screen.

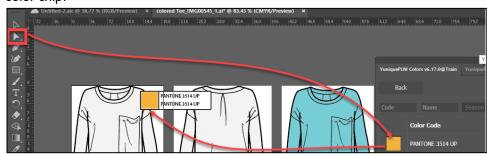


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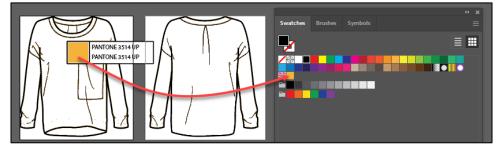
6.2.3 Adding a Color Swatch to an Image

Users can modify the colors on an image using a color chip from the YuniquePLM Color app.

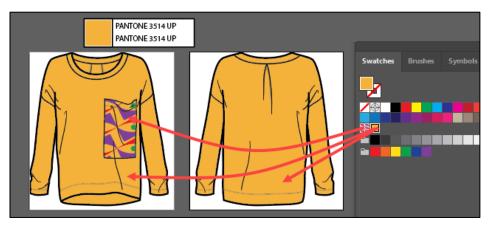
- 1. With an image opened on the main workspace, ensure the *YuniquePLM Color* app is also opened.
- 2. Select Adobe's **Direct Selection** tool, then *click and drag* a **YuniquePLM color swatch** onto the image. Once the color swatch is dragged onto the image, the color swatch is displayed along with the color code and name assigned to the color chip.



3. Select the color square and drag it to the Swatches tab.



4. The color swatch is now available on the image using Adobe Illustrator's tools. Use the *direct selection* tool to **drag the color swatch** onto desired areas of the image.



6.3 Line List

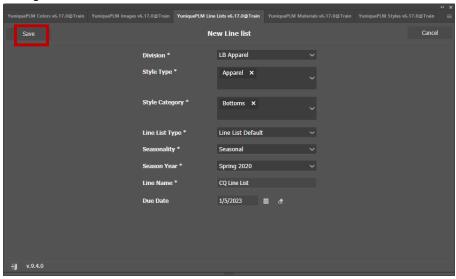
The **Line List** extension displays existing Line Lists created in YuniquePLM. Users can also create and edit line lists while adding and removing Styles from the Line List. Refer to section <u>5. Open</u> <u>The Adobe Illustrator App</u> to learn how to access each extension.

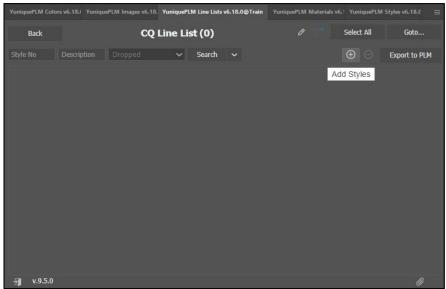
Once the Line List extension opens, users can **create a line list** that will be saved into YuniquePLM or <u>choose an existing line list</u> created within YuniquePLM to use in the Adobe Illustrator workspace. Let's begin with creating a new line list.

6.3.1 New Line List

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- 1. Click the **New Line List** icon at the bottom right-hand corner OR click on the menu within the top right corner and select **New Line List**.

2. Add the necessary information within each field, then click **Save** to keep the changes.



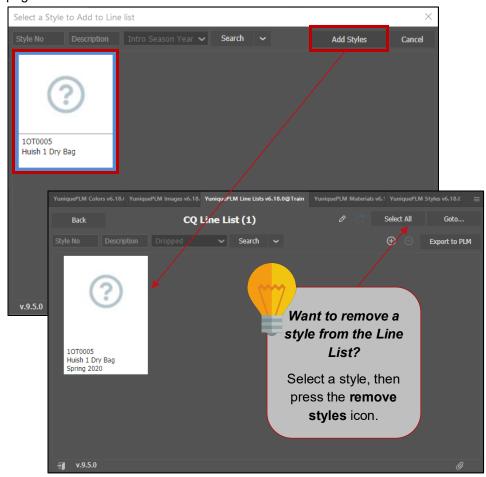


3. A new window opens where styles can be added to the new line list.

6.3.2 Adding Styles to a Line List

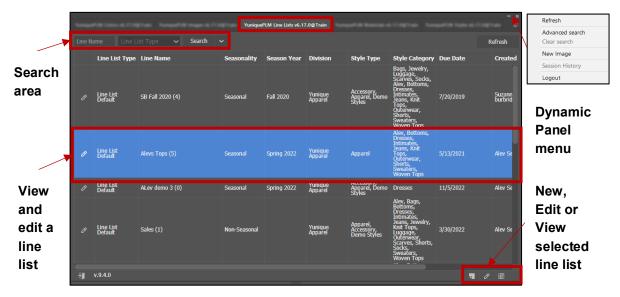
- Vuniquet/LM Cador v6.18.1 Yuniquet/LM Image v6.18. Yuniquet/LM Inte Lists v6.18.0@Yrain Back CQ Line List (0) Select All Goto... Style No Description Dropped Search Control PLM Add Styles Select a Style to Add to Line list X Style No Description Thro Season Year Search Add Styles 10T0005 Huish 1 Dry Bag v.9.5.0
- 1. Press the **Add Styles** icon within the new line list to open its window.

2. Select a Style, then press **Add Styles**. The Style has been added to the new Line List. Add more Styles as needed. Press **cancel** to return to the line list page.

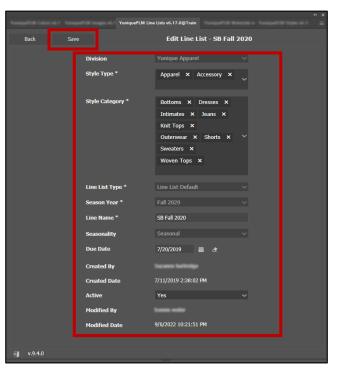


6.3.3 View existing Line Lists

- 1. Search for the desired line list using the *search filters* option. A list of line list, identified by their name and file type, appear for users to choose from.
- 2. Double-click a Line List to view its Style collection.

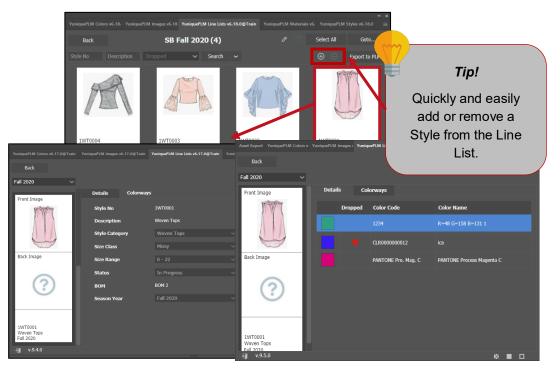


 Users may edit header information within the data field entries by selecting the **pencil** icon within the line item or bottom right-hand corner. Click **Save** to keep the changes, or press **Back** to return to the home page.

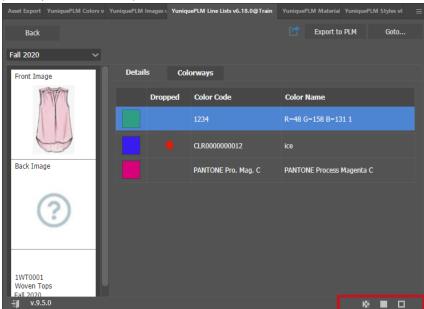


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3. The Line List opens and displays each Style. Users can add and remove Styles using their respective icons while double-clicking a Style to view its details and colorways. *Note: Users can click and drag an image and a colorway onto the artboard for editing.*



4. The Colorways tab now indicates whether a color is active or dropped within the *Dropped* column. Users may also add a colorway to Adobe Illustrator's Swatch panel (add to swatch), set a fill color and set stroke color.

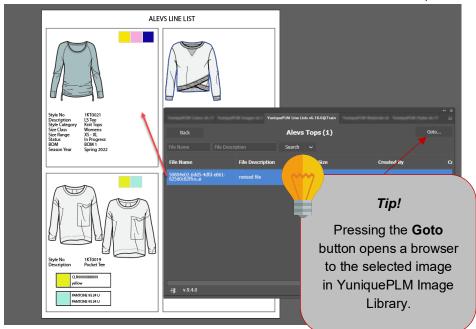


- One or more styles can be exported to the Adobe Illustrator workspace by selecting a Style or pressing Select All, then drag the styles to the workspace OR press the Export to Workspace button. The Style's details and colorways are listed.
- 6. Press the View Attachments icon to view this Line List's attached files.

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7. Press the **Export to PLM** button to save a document to a Line List within YuniquePLM.

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Fall 2020 🗸		
Front Image	Details Colorways Choose a document: 50804e02-6dd5-4dfd-e861-625d0c82ffce.ai 23284c9a-f094-4969-f14c-9706899ea8e4.ai Untitled-1 File Name	• Name G=158 B=131 1
1WT0001 Woven Tops Fall 2020	File Description Save Cancel	



8. Double-click the attachment to open and edit within Illustrator's workspace. **Save** the modifications, which are saved within the extension and YuniquePLM.

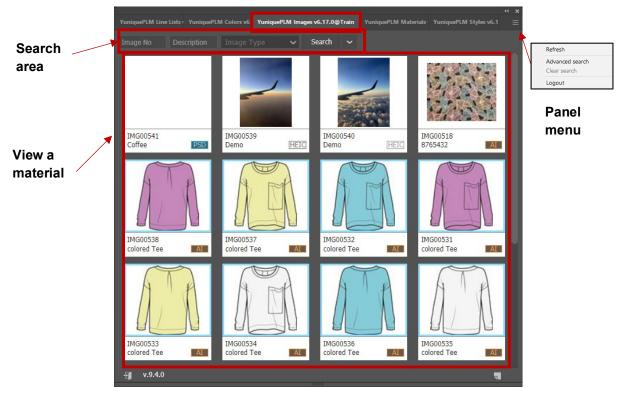
9. Press **Back** to return to the main Line List page.

6.4 Materials

The **Materials** extension displays a list of materials from the *Material Folder*. Refer to section <u>5</u>. <u>Open The Adobe Illustrator App</u> to learn how to access each extension.

Currently, the Materials area ONLY allows users to view a list of available materials created within YuniquePLM.

- Select the Materials tab to view a list of materials from the Material Folder. Refer to section <u>5</u>.
 Open The Adobe Illustrator App to learn how to access each tab.
- 2. Search for the desired material using the search filters option.
- 3. View a list of materials identified by their name, type, and number. Users can also drag a material onto the artboard.



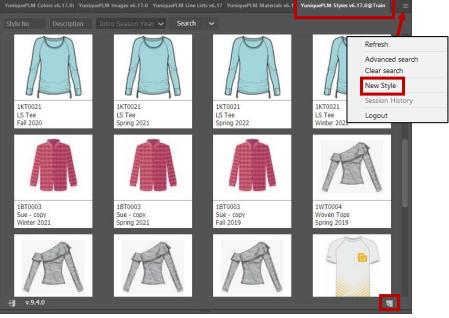
6.5 Styles

The **Styles** extension displays a list of styles from the *Styles Folder*. Refer to section <u>5. Open The</u> <u>Adobe Illustrator App</u> to learn how to access each extension.

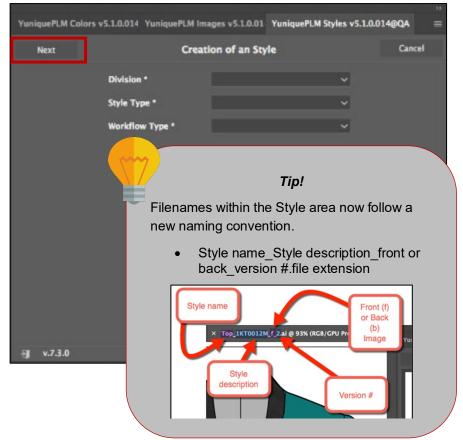
Once the Style extension opens, users can **create a new style**, which is saved into YuniquePLM, or **search for an existing style** created within YuniquePLM to use in the Adobe Illustrator workspace. Let's begin with creating a new style.

6.5.1 New Style

Click the New Style icon at the bottom right-hand corner OR click on the menu within the top right corner and select New Style.
 YuniquePLM Colors v6.17.01 YuniquePLM Images v6.17.0 YuniquePLM Line Lists v6.17 YuniquePLM Materials v6.17 UniquePLM Styles v6.17.00 Table =



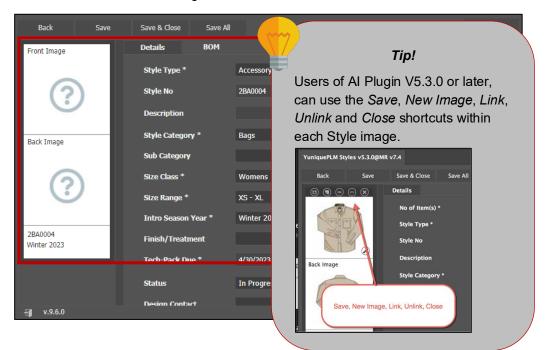
2. Select the appropriate Style Header related information within each dropdown and click the Next button.



3. Complete the rest of the Style Header information on the next page and click **Save**. *Note: Required fields contain an asterisk.*

Save	Crea	ation of a Style		Back
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	Style No			
	Description			
	Style Category *		~	
	Sub Category		~	
	Size Class *		~	
	Size Range *		~	
	Intro Season Year *		~	
	Garment Wash/Treatm		~	
	Tech-Pack Due *	¨		
	Status	In Progress	~	
	Design Contact		~	
- J v.9.6.0				

4. The new Style opens with the option to add *front/back images, modify its Style attributes and create or view BOM colorways.* Add images by hovering over the front or back image and press **new image.** Users can also link or unlink an image.



5. The new image window opens with several options. The user can open a blank file, open a file stored on the local drive, choose from a list of available open documents, or *copy* an image from the image library. For example, the user would choose from a list of opened Illustrator files imported into the system after making some modifications. Select a **Source File option**, then enter the image's header information into the corresponding data fields.

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	Source file	🗋 Blank	0 Open	
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	Description			
	File Type *	Illustrator		
	Allow versions	Yes	~	
	Image Workflow *	Default	~	
	Style Category		~	
	Image Category		~	
	Keywords			
- 1 v.9.4.0				

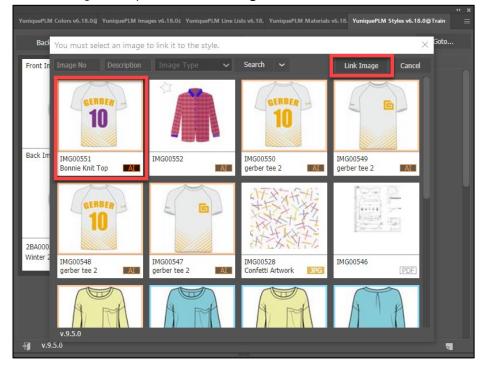
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6.5.2 Link Image

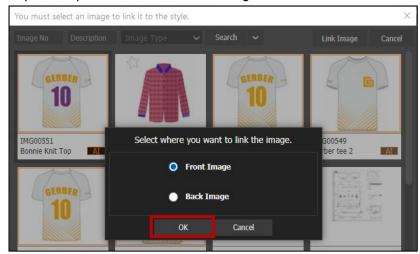
1. The new Style contains no associated images. The user may link their desired images using the **Link Image** button or selecting Link Image from the drop-down menu. Use the image search window to locate the desired image.

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	IMG00548 gerber tee 2 AL	IMG00547 gerber tee 2 AI	IMG00528 Confetti Artwork	IMG00546		
	v.9.5.0					

2. Click an *image*, then press the Link Image button.

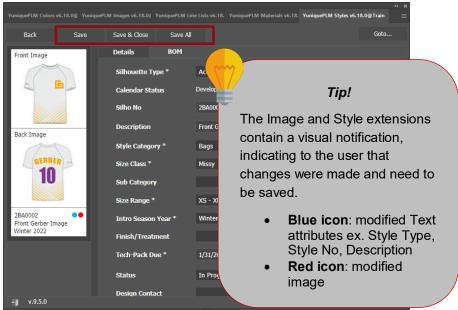


3. A pop-up window opens with the option to select whether you want the image shown in the front or the back. Choose the **Front Image** option and press **OK**. Repeat the process to link the *Back Image*.



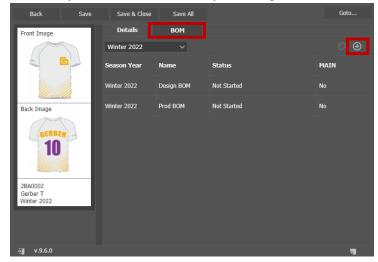
4. Click the **Save** button to keep the changes to the new Style.

Remember, the *Save & Close* button saves any changes and closes the current Style. The *Save All* button saves every currently opened Style.



6.5.3 Creating a New BOM

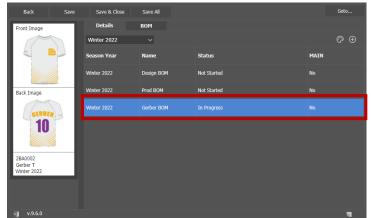
- 1. Select the **BOM** tab to view a list of available BOMs.
- 2. Users may also add a new BOM by selecting the Create New BOM button.



3. A new window opens. Add the required attributes, then press save.

Save	Crea	tion of a BOM	Cancel
	Workflow Item Type *	Bill of Material	
	Name *		
	Printout	~	

4. The new BOM is saved and listed. Double-click the *new bom* to add materials.

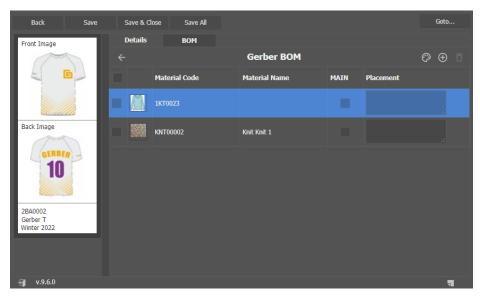


6.5.4 Adding Materials

1. Press the **Add Materials** button to view a list of materials. Select the *desired materials*, then press **Add Materials**. Close the window.

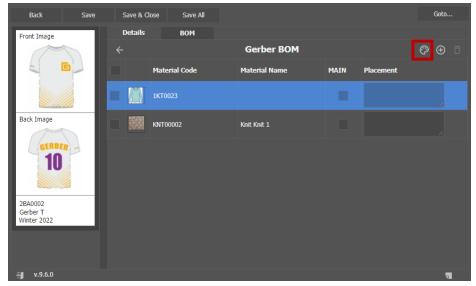
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0	Knits	KNT00019		Sprin	g 2023						
	Trims	TRM00003	Demo Button	Fall 2	022						
	Wovens	WOV00025		Sumr	mer 2023						
v.9.6.0											

2. The newly added materials are now listed within the BOM. Users can designate a main material by checking the MAIN box. Also, a material can be removed by selecting it and pressing the trash icon.



6.5.5 BOM Colorways

1. Select the Show BOM Colorways icon to open the Colorways window.



2. The Colorways window opens and lists any included colorways. To **add colorway**, press its respective button.

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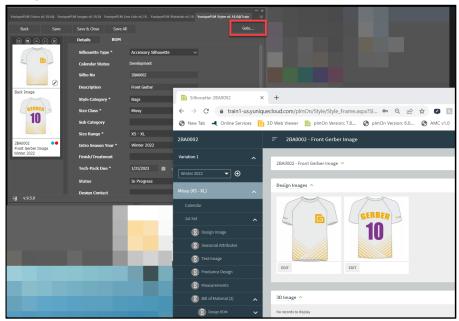
3. The add colorway window opens. Select all desired colors, then press **add colors.** Close the window.

 The added colors are now included on the Style BOM's Colorway window. Users may also select a colorway to drop from the BOM, set it back to active, add it to a swatch in AI, set the fill or stroke color, and can remove a colorway.

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6.5.6 Goto

1. Click the **Goto...** button to open a browser to view the selected Style in YuniquePLM.



6.6 Artboards

Adobe allows multiple pages within a single illustrator file called Artboards. YuniquePLM allows users to upload and use Artboards ONLY within the *Image and Style extensions*.

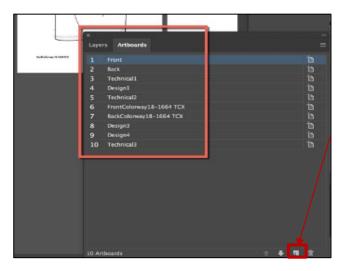
Users are unable to upload Artboards directly into YPLM. If you directly link an artboard image from the Image folder to a Style in YPLM, it will not automatically associate all related artboard files. Mass linking images to a Style can ONLY occur within the Style extension.

- 1. Open Adobe Illustrator.
- 2. Select the Window menu and press Artboards.

Illustrator CC File Edit Object Type Select Effect	View Window Help	
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- 3. The Artboards window opens. Press **New** to add an Artboard using the following <u>configuration</u> <u>example</u> below to match the Control Panel Artboard entries. *Note: The names can be rewritten by double-clicking the text.*
 - Front: Map to Style Header front image.
 - Back: Map to Style Header back image.
 - **Design**: Map to Design Images -Text Image workflow page.
 - Technical: Map to Text Image workflow page Technical Details Sub Workflow.
 - FrontColorway: Map to Front Colorway for the corresponding Style Colorway.
 - **BackColorway**: Map to Back Colorway for the corresponding Style Colorway.
 - Freelance: Maps to Freelance design workflow page.
 - **Measurements**: Maps to single 'How to measure' image on the Style Measurements Workflow page.
 - **Detail**: Maps to the Design Detail Style Workflow Page.
 - DesignCustom: Maps to Design Detail custom page.

Refer to <u>How to Link Images to</u> <u>Styles</u> for further details.



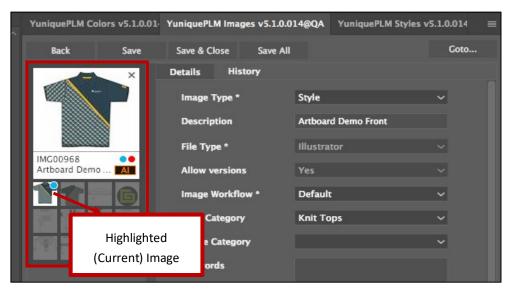
6.6.1 Artboard View

The Image tab displays all images within an Artboard in a thumbnail view, while the currently viewed image is highlighted within the thumbnail area.



A visual notification is presented once an image is modified, either by the Illustrator view or the text attributes.

Blue icon: Indicates the text attributes were modified—for example, Image Type, Description, or File Type.

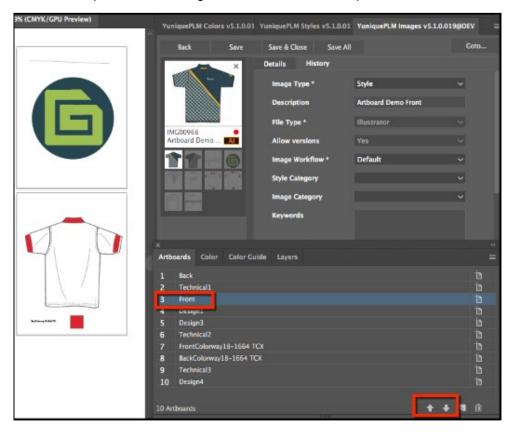


> Red icon: Indicates the image was modified within the Illustrator workspace.

6.6.2 Artboard Sorting

The artboard images can be rearranged using the Artboard panel's menu.

1. Select an artboard to *rearrange*, then press either the **up** or **down** arrow. Within this example, the *Front* image was moved from the 1st position down to the 3rd.



2. Click within the *upper right-hand comer* to open the menu. Select **Rearrange Artboards** to sort the images on the Adobe Illustrator workspace automatically.

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5	Design1 Design3	Delete Empty Artboards
6 7	Technical2 FrontColorway18-1664 TCX	Convert to Artboards Artboard Options
8 9	BackColonway18-1664 TCX Technical3	Rearrange Artboards
10	Design4	
10 Art	tboards	🛧 🕂 🖬 🛍



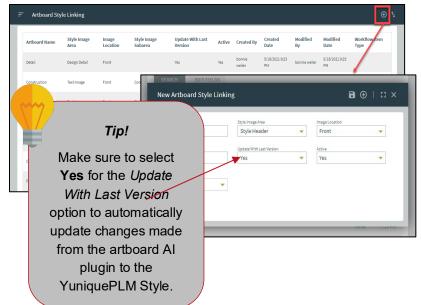
3. Press **save** within the YuniquePLM Image tab to reflect the artboard rearrangement onto the Image thumbnails.

6.6.3 How to Link Images to Styles

Each created Artboard needs to match up to a Control Panel Artboard entry.

- 1. Within YuniquePLM, click the **Home** button and press the **Control Panel** link within the left navigation bar.
- 2. Expand the Al Plugin folder, then click Artboard Style Linking.
- 3. This area contains pre-listed artboard entries, which can be modified to fit the user's preferred names or create a new entry.
 - Control Panel
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 **
 - a. Double-click an entry to modify its configuration settings.

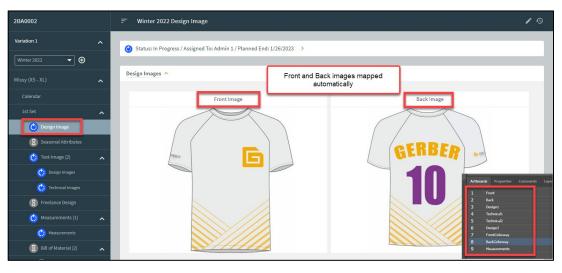
b. Or press new to create and map your entries.



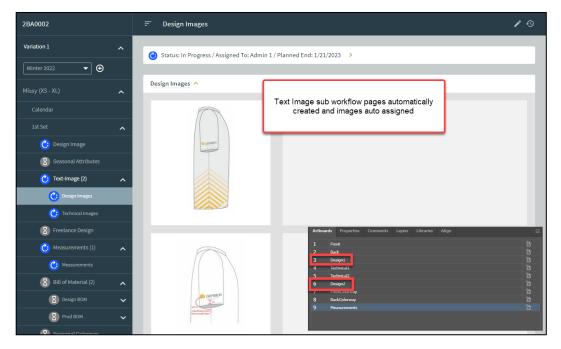
- 4. Use the following <u>example</u> to match up the artboard entries:
 - > Front: Map to Style Header front image.
 - > Back: Map to Style Header back image.
 - > **Design**: Map to Design Images Text Image workflow page.
 - > **Technical**: Map to Text Image workflow page Technical Details Sub Workflow.
 - > **FrontColorway**: Map to Front Colorway for the corresponding Style Colorway.
 - > **BackColorway**: Map to Back Colorway for the corresponding Style Colorway.
 - > **Freelance**: Maps to Freelance design workflow page.
 - Measurements: Maps to single 'How to measure' image on the Style Measurements Workflow page.
 - > Detail: Maps to the Design Detail Style Workflow Page.
 - > **DesignCustom**: Maps to the Design Detail custom page.

Each Artboard that you create you will watch to match up to EXAMPLE SETUP	a Control Panel Artboard Name	= Artbo	ard Style Linl	king				
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Technical - Will map to a TEchnical Details Text I FrontColorway-Will map to the Front Colorway for t BackColorway-Will map to the Back Colorway for ti	he corresponding Color	Fit Commer	its Text-	image Fr	ront Fit	t Comments	Yes	Ye
TIP: Text Image-Place a 1-10 etc after the Artboard name to help i	identify each image and the page it	Measureme	nts Meas	urements Fr	ront M	easurements	Yes	Ye
will be mapped to in YPLM Example: Design1		B & W	Style	Header B	ack		Yes	N
Colorway Images - Place the colorway color code directly after appropriate colorway within YP	LM.	Color Image	s Style	Header Fi	ront		Yes	N
Example: FrontColorway18-1664 TCX (18-1664 TCX is the mapped)	color code for the colorway being	FRONT	Style	Header Fr	ront		Yes	Ye
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	Artboard Style Linking							

Any artboard image can be assigned to a Style. However, users will likely match the *Front* for the *Front Image*. Once linked, it automatically associates the other *artboard images* to the other *workflow pages* based on the control panel mapping.

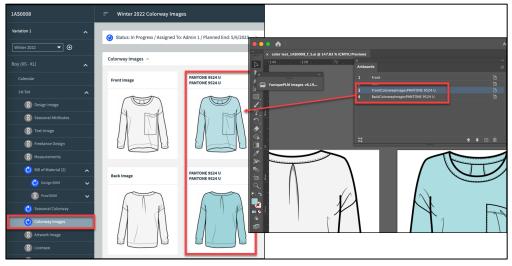


This also creates the Text Image sub-workflow pages based on the Control Panel mappings.



6.6.4 How to Link Colorway Images

Double-click an Artboard entry to type in the colorway color code directly after the name. Placing the color code within the name will map the entry to the appropriate colorway within YPLM. Example: FrontColorwayImages18-1664 TCX is the corresponding mapping (18-1664 TCX is the color code for the colorway used on the BOM).



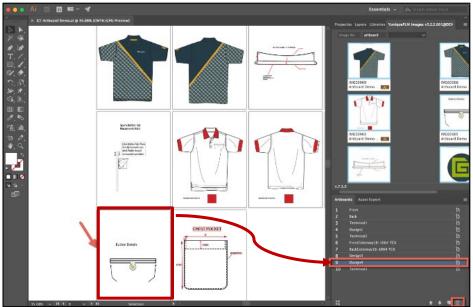
6.6.5 Updating Artboard Images

Once an artboard is assigned to a Style, any updates to the artboard images are automatically updated back in the Style. (This depends upon the control panel option, Update With Last Version is set to YES within new or pre-existing artboards).

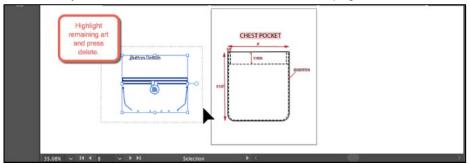
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FrontColorway/images Front Yes System YuniquePLM	•

6.6.6 Removing Images in an Artboard

- 1. Open the desired Artboard file within the YuniquePLM plugin. (Access the file from the *Image Folder* or *Style Folder* extensions.) The Artboard file should open within the main Adobe Illustrator window.
- 2. Select an artboard to remove within the Artboards window. Click on the **designated artboard,** then press the **delete** (trash can) icon.



3. Remove any illustrations from the now deleted artboard page.



4. **Save** the file within the YuniquePLM extension. This will break the link of the deleted artboard image in the image folder with the rest of the artboard files.

Remember, the **Save & Close** button saves any changes and closes the current Style. The **Save All** button saves every currently opened Style.

Properties Layers Libraries	YuniquePLM Images v5.2	2.2.001@DEV	
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	Image Category		~
	Keywords		

- 5. Press the Goto button to open a browser to the selected image in YuniquePLM.
- 6. Once the deleted artboard image opens in YuniquePLM, a message displays stating the image was removed from an artboard. You can remove this image from where it was previously used within the Style Folder.

Note: Deleting in Adobe Illustrator does not automatically delete an image within PLM or within remove/delete that image from a Style it was being used on. A user must manually remove that image from anywhere it was used within PLM.

6.6.7 Tip for Text Image Artboards

Placing a **1-10** after the Artboard name helps to identify each image and the page it will be mapped to in YuniquePLM. *Example: Design1, Design2, Design3, Technical1, Technical2 etc.* Keep in mind that users can not save duplicate Artboard names.

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3	Technical1	
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5	Technical2	D
6	FrontColorway18-1664 TCX	ΪD (
7	BackColorway18–1664 TCX	ΪD.
8	Design3	Ď.
9	Design4	
10	Technical3	Ъ.
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