

Play Store Asset Creator

The Play Store Asset Creator easily exports the watch assets you need to publish your watch face to the Google Play Store. In order to take advantage of the special features, you must use Photoshop version 16.0 (CC 2015) or later and have a basic understanding of Photoshop. Earlier versions can open the file, but functionality may be limited.

This Photoshop template uses multiple artboards and the Generate Image Asset feature to greatly reduce your design time. As you work with the artboards, each of the assets will be updated with your current artwork and exported to a new “assets” folder. These assets include the App icon, the Feature graphic, and the Phone screenshots.

Steps

1. Open Watch Face Studio and take a screen capture of your watch face using the preview capture feature within the Run window.
2. Open the screen capture PNG file in Photoshop. Make a selection of the full canvas area and copy to your computer’s clipboard.
3. Open the Play Store Asset Creator Photoshop file.
4. In the artboard titled App icon.png, open the folder and double-click the Watch Face Artwork layer. This opens the embedded Smart Object for the watch face.
5. Paste your watch face artwork from the clipboard into the watch face Smart Object .
6. Delete the example watch face (Layer1), then save and close the Smart Object. All watch faces within the Asset Creator will update and show your watch face design.
7. Click the View symbol to display a different watch style within each artboard folder.
8. Select from the white background, black background, or place your own custom background design as a new layer.
9. Add marketing text to the artboards to help promote your watch face design.
10. In the top menu make sure File>Generate>Image Assets is selected so that all artboards are automatically exported into the “assets” folder.

Adding Artboards for Additional Assets

1. If you would like to add additional artboards to the template file, select [Layer] from the top nav bar and then [Duplicate Artboard...] from the dropdown menu.
2. Type a new artboard name in the dialog window that appears, and include the file extension .jpg at the end. This auto generates the new artboard as a new asset.

***Artboard layer names must end in .jpg.**

To learn more about creating app assets, visit <https://support.google.com/googleplay/android-developer/answer/9866151>

