



TEAM PHOTO COMPOSITE

Composite designer for sports photography

USER MANUAL

Build print-ready team pyramid composites, individual posters, and **Memory Mate** keepsakes from athlete photos—then export JPG, **batch-export** a picture day's Team files, hand layers off to Photoshop, or publish an interactive **web gallery** for parents. **Smart Layout** remembers how you finish each Team job so the next similar roster starts closer to your studio style. On a multi-team day, import **one CSV**, switch **Group**, and **Save As** with the team name.

macOS & Windows

Team, Single & Memory Mate

CSV picture-day workflow

Get Cutouts

Batch export Teams

Export to Web

Smart Layout

Version 3.0

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Tip: Start with **Quick Start** if you need a usable file today. Use the step-by-step Team, Single, and **Memory Mate** chapters for a full game-day workflow. See **Picture-day CSV workflow** (in the Team chapter) to finish many teams from one roster, **Batch export Teams** to write every Team JPG at once, and **Export to Web** for parent galleries and Pre Sales.

1. WELCOME

What this app is for

Team Photo Composite helps school and youth sports photographers build print-ready **team pyramid composites**, **individual player posters**, and **Memory Mate** keepsakes from athlete photos (PNG or TIFF cutouts, or studio JPEGs).

You design the layout once—background, rows or poster frame, Memory Mate photo slots, clipart, text, ground effects—then export a flat JPG for print, **batch-export** many Team JPGs from a folder of `.tpc` projects, hand layers off to Adobe Photoshop for finishing, or publish an interactive **web package** parents can browse on a phone (team composite plus clickable individual posters). On a multi-team picture day, **one CSV** plus the **Group** dropdown loads each roster in turn; **Save As...** and **Export to JPG** propose the team name.

Smart Layout goes further: the app quietly learns how *you* size athletes and set row widths and baselines for a given roster size and canvas shape—then suggests that look the next time you build a similar team. You stay in control; the software simply stops making you repeat the same fine-tuning on every school.

Who this manual is for

This guide is written for photographers who shoot school and club teams, are comfortable with Photoshop basics (layers, Place, Save As), and want a clear workflow without deep technical jargon.

Three ways to work (Team, Single, Memory Mate)

Mode	What you make	Typical print
Team	One canvas with every player arranged in rows (pyramid / arc)	Large team print (e.g. 20×16")
Single	One poster template reused for every athlete on the roster	Individual posters (e.g. 8×10")
Memory Mate	One calibrated layout with up to three photo slots; batch-export a JPG per athlete	Memory Mate / buddy posters (e.g. 8×10")

You choose Team, Single, or Memory Mate when you create a project. You can add the other modes later from the same project—handy when a school wants a team print, individual posters, **and** Memory Mates.

What you need

- **Computer:** macOS or Windows (desktop app).
- **Photos:** Transparent PNG or TIFF cutouts, **or** studio JPEGs / opaque PNGs. For Team/Single pyramids, run **Get Cutouts** (Photoshop Select Subject) first if files still have a solid background. **Memory Mate** can place opaque

JPG/PNG without cropping.

- **Adobe Photoshop:** Optional for templates, finishing, and layered handoff. **Required** for **Edit → Get Cutouts...** (Photoshop 2020 or later recommended).
- **Internet:** Needed to download full-resolution backgrounds and clipart from the built-in catalog (thumbnails may work offline if already cached).

2. QUICK START

For photographers who need a usable file in the next few minutes.

Team composite (about 10 minutes)

1. Open **Team Photo Composite** → **New Project**.
2. Name the project, choose a folder, pick **Team**, set size (e.g. 20×16 inches at 300 DPI) → finish the wizard.
3. **Edit → Add Players...** and select your cutout files (or drag them onto the canvas). If you still have JPEGs or white-background PNGs, run **Edit → Get Cutouts...** first (see [Get Cutouts](#)).
4. Open the **Background** tab → pick a sports background (or drop in your own).
5. On the **Players** tab, set **Rows** and **Player size %**, then click **Redistribute** if needed.
6. Select a player and fine-tune **Scale %** or **Tilt°**. Mark coaches with the **Coach** switch. Use **Lowest foot** above **Player size %** (or per player) if feet land on knees or equipment.
7. Optional: enable **Drop shadow**, **Bottom feather**, or **Dark feather**; add clipart or text.
8. **File → Export to JPG...** (or the toolbar **Export to JPG** button) → save the file.

At the end of a picture day, stay in **Team** mode and use **File → Batch export Teams...** to write a JPG for every finished `.tpc` in one pass (see [Batch export Teams](#)).

Studio tip: Dial in player size, row width, and baselines the way you like them, then **Save**. The next team with a similar headcount and canvas proportion can open already closer to your style—look for the subtle sparkle (◆) next to controls that Smart Layout adjusted.

Picture-day CSV (several teams)

1. Keep the roster CSV next to a **Files** folder of cutouts. **Import from CSV**, map columns once.
2. On the **Text** tab, turn on **Use as Team Name** for the title.
3. Pick a team from the **Group** dropdown — photos and names load; the title updates.
4. Fine-tune the pyramid, then **File → Save As...** and **Export to JPG...** (both propose the team name).
5. Pick the next Group and repeat. When Save As asks whether to save the *previous* file, choose **Don't Save** so that team's `.tpc` is not overwritten.

Full detail: [Picture-day CSV workflow](#).

Individual posters (about 10 minutes)

1. **New Project** → choose **Single** → set poster size (e.g. 8×10" at 300 DPI).
2. Import all player cutouts (**Edit** → **Add Players...**).
3. Set background and any clipart/text on the poster template. Optional: **Drop shadow**, **Bottom feather**, or **Dark feather** (same as Team).
4. Add a text layer → turn on **Use as Player Name**. In **All**, the typed text stays visible so you can place it; **Prev / Next** shows each athlete's name.
5. For each athlete, set the **Player name** in the Players panel (or browse with Prev / Next).
6. **File** → **Export to JPG...** → choose an **output folder**. The app writes one JPG per player.

Memory Mate posters (about 10 minutes)

1. **New Project** → choose **Memory Mate** → set poster size (e.g. 8×10" at 300 DPI).
2. On the **Players** tab, click + (or drop a photo on the canvas) for each pose you need—up to **three**. Each file's folder becomes that slot's source for the whole roster.
3. Place, scale, and (for cutouts) align each calibration photo. Optional: **Effect** per slot for shadow or feather; **Monochrome / Tint**.
4. Add background, clipart, and text. Turn on **Use as Player Name** and **Use as Team Name** the same way as Single. In Memory Mate you can also bind **first name**, **last name**, **number** (optional **Add #**), **position**, and **subteam**.
5. Choose **Folder** or **CSV** for the roster. For folders, matching files share the **same filename stem** across slot folders (team name is **not** in the filename). For jersey numbers and positions, use a CSV and map those columns.
6. **File** → **Export to JPG...** → choose an **output folder**. The app writes `{stem}_MemoryMate.jpg` for each athlete.

Shortcuts you will use most

On Mac use **⌘**; on Windows use **Ctrl**.

Shortcut	Action
Mod+S	Save
Mod+Z / Mod+Shift+Z	Undo / Redo
Mod+A	Select all players (Team)
Mod+X	Swap two selected players (Team)
Mod+,	Settings
Mod+O	New / Open (return to launcher)

3. PROJECTS AND FILES

Project folders (.tpc)

A project is a **folder** ending in `.tpc` (for example `Varsity Football 2026.tpc`). Inside it, Team Photo Composite stores the layout, preferences, and links to your photos. Treat it like a package: keep the folder intact when you move or back up work.

Home screen

- **New Project** — guided wizard (location → mode → size).
- **Open Project...** — a two-pane picker: folders on the left, `.tpc` projects on the right. Packages open as documents (you do not browse inside them). Double-click a project or use **Open**.
- **Recent Projects** — reopen recent work. Entries for missing folders are cleaned up automatically.

Creating a new project

1. **Location** — project name and parent folder. The preview shows the full `Name.tpc` path. If a folder with that name already exists, you will be asked before overwriting.
2. **Mode** — Team, Single, or Memory Mate first. You can add the other modes later.
3. **Measurements** — width, height, units (inches, cm, mm, or pixels), and DPI. For Team, you can set default guide options. If Photoshop is open with a document, you can **Read size from Photoshop** to match that canvas.

The app remembers your last Team, Single, and Memory Mate size presets and preferred new-project folder.

Saving

- **File → Save** (Mod+S) — write the current project.
- **File → Save As...** — create a copy under a new name/location, then switch you into that copy. The proposed name is the **team name** when you imported a CSV group that has one, or when a **Use as Team Name** layer is filled (including from a photo folder). Otherwise it is the current project name. If the current file has unsaved changes, you are asked whether to **Save** them on the original, **Don't Save** (leave the original as last written), or **Cancel**.
- Closing the editor, creating/opening another project, or quitting prompts if there are unsaved changes: **Save**, **Don't Save**, or **Cancel**.

The status bar shows canvas size, project path, and **Saved / Unsaved**.

Missing assets

If photos or backgrounds moved since the last save, opening the project shows a **missing assets** dialog. Relink individual files or point to a folder so the app can find matches by filename.

Preferences / Settings (Mod+,)

Open **Settings...** from the app menu (macOS) or **Help → Settings...** (Windows). Options include:

- Default folder for new projects.
- Team defaults: show center guide, show side guides, side guide width %.
- **Show built-in** on the Backgrounds and Cliparts catalogs is remembered here (on by default). Uncheck it in either tab to hide included thumbnails and show only files you imported. The + import button stays visible.
- **Smart layout** (Team composites):
- **Learn from my adjustments** — when on (default), saving or exporting a Team project remembers your layout choices for that roster size and canvas proportion.
- **Use learned adjustments** — when on (default), new similar Team layouts blend your past choices with the automatic pyramid.
- **Reset all learning...** — erase every learned combination on this computer.
- **Reset for current aspect ratio...** — erase learning only for the open composite's player count and canvas proportion (other schools stay intact).
- **Learned combinations** list — see sample count, confidence, last used date; forget one combination with the red trash control.

Learning stays **on this computer only**. It does not upload your style or share it between studios.

4. TEAM COMPOSITES — STEP BY STEP

Follow this order on a typical school team day.

Step 1 — Create the Team project

1. **New Project → Team.**
2. Choose print size and DPI that match your lab (common: 20×16" or similar at 300 DPI).
3. Optional: open your Photoshop template first and use **Read size from Photoshop** so Team Photo Composite and Photoshop share the same pixel dimensions.

Step 2 — Import athletes

Ways to add cutouts:

- **Edit → Add Players...** or **Add Coaches...** (multi-select PNG / TIF / TIFF). Player files that share one folder use that folder name as the team name (same as drag and drop). Coaches do not.
- Drag and drop cutouts onto the canvas. If the files share one folder, that folder name is treated as the team name. A **Use as Team Name** text layer is filled with it, and **Save As...** / **Export to JPG** propose it too.

- **Edit → Get Cutouts...** if your folder is still JPEGs or studio PNGs with a solid background — Photoshop cuts them out, you review, then approve into this composite (see [Get Cutouts](#)). The cutout output folder is not used as a team name.
- **Import from CSV** (toolbar) for multi-team days (see below).

During import, the app analyzes poses. You may see **Crouching pose** or **Wide body** labels in the inspector—these help row layout; you can still move anyone by hand.

Duplicate files are skipped; a short message tells you how many were ignored.

To remove **players only** and keep background, text, and clipart, use the trash control in the Team / Players header (**Clear all**). To wipe this mode's canvas (players, background, cliparts, texts, and flares) while leaving the other modes intact, use **Edit → Empty team** (or **Empty Single / Empty memory mate**).

Step 3 — CSV roster import (optional)

Useful when one folder holds several teams.

Folder layout

Keep the CSV next to a **Files** folder of player cutouts (not recursive). Example: `PictureDay/rosters.csv` beside `PictureDay/Files/Jane Smith.png`.

Columns

1. Prepare a CSV with columns you can map to **Team name**, **Group**, **First name / Last name** (or full name), **Filename**, and optionally **Number**, **Position**, and **Subteam**. The app auto-detects headers (preview: **Team, Group, First, Last, File**); you can change any mapping. Number, Position, and Subteam are used on **Memory Mate** text bindings.
2. The Filename extension does not have to match the file on disk. Matching is by filename stem (case-insensitive): the CSV extension first if it is PNG, TIF, or TIFF, then the same name as `.png`, then `.tif` / `.tiff`. Player photos must still be PNG or TIFF (a `.jpg` in the CSV is ignored except as a name hint).
3. Use **Import from CSV**, map columns, then use the **Group** dropdown to load one team's photos and names at a time. Mapping is remembered with the project.

Team name column: only some rows in a group need a value. Empty cells are skipped. If several different names appear in the same group, the **first** non-empty value is used.

On the **Text** tab, turn on **Use as Team Name** for the title layer (Team and Single). After you load a group, that layer takes the CSV team name. If the column is empty, you keep the default **Team name** or whatever you typed. If you edit the text **after** importing, your edit stays until you import that group (or another) again.

Loading another group **replaces all current team players** (coaches, background, clipart, and text stay) and updates **Use as Team Name** when the CSV has a team name. **Save As...** and **Export to JPG** propose that team name. If the Team name column is empty, they propose the current project name instead.

Do **not** use **Empty team** between groups — that would also remove the background and overlays. Use the **Group** dropdown instead.

Picture-day CSV workflow

The fast loop for a gym with many teams (Team or Single):

1. **New Project** (or reopen yesterday's shell). Set print size, background, clipart, and a title layer with **Use as Team Name**. **Save** this working file once.
2. **Get Cutouts...** if **Files** still holds JPEGs; put the PNGs in **Files** next to the CSV.
3. Toolbar **Import from CSV** → map columns → **Load CSV**. You should see a snackbar with the group count. Nothing is placed on the canvas yet.
4. Choose a team in the **Group** dropdown. Cutouts load, names fill, the title updates, and Smart Layout can nudge size and rows from similar jobs you already saved.
5. Fine-tune (swap, **Lowest foot**, **Snap**, coaches). **File → Save As...** — the proposed folder name is the team name. After Save As you are **in that new .tpc**.
6. **File → Export to JPG...** — the proposed filename is the same team name.
7. Choose the **next Group**. Players replace; design stays. **Save As...** again under the next team name. When asked whether to save changes to the *previous* project, choose **Don't Save** so that team's finished **.tpc** is not overwritten with the new roster.
8. Repeat until the gym is done. At the end of the day, **File → Batch export Teams...** can rewrite every Team JPG from the saved **.tpc** folders without opening each one.

The same Group dropdown works in **Single**: load a group, browse **Prev / Next**, then **Export to JPG...** to a folder of individual posters. Memory Mate can use the same CSV for names and stems; filenames still match across slot folders by stem.

Step 4 — Build the pyramid

On the **Players** tab:

1. Set **Player size %** (overall scale) and **Perspective** (depth into the frame).
2. Choose how many **Rows** you need (top row is the back; bottom row is the front).
3. Click **Redistribute** after changing counts so athletes refill the rows.
4. Expand a row to adjust **Players** count, **Row Width %**, and **Baseline %**. On the front row you can also set **Angle** (arc) and **Edge perspective**. The **Baseline %** slider runs from **0** to **70**. To place a row outside that range, use the canvas (see below).

Move a whole row: In the row card, click **Select row** so every athlete in that row is selected. Drag any of them on the canvas up or down — the row moves together and does not snap back to the previous baseline. You can drag past the slider limits. For example, to put the front row at waist height, select that row and drag it down; **Baseline %** then shows a **negative** value even though the slider thumb stays at **0**. Dragging a back row higher than 70 works the same way (the number can exceed 70). **Deselect row** clears the selection.

Select players on the canvas (click, Shift/⌘-click, or marquee). Drag to reposition. Feet snap to the nearest row when **Snap** is checked on the Players tab (next to **Rows**). Uncheck it to place someone a little above or below a row; the blue feet guide still shows the nearest baseline, and dropping off that line creates a new row. The Snap setting is remembered for the next new Team composite; opening an existing project uses the value saved in that file. Above

Player size %, **Lowest foot** uses the lowest solid foot instead of the wider contact used for sticks and similar equipment. It applies to every player that follows the composite default (new drops and CSV groups inherit it) and is remembered for the next new Team composite. With two selected, **Edit → Swap Selected** (Mod+X) exchanges places—handy for balancing heights. Use **Copy player list** on the Players tab to copy names per row/position to the clipboard (useful for captions or proof sheets).

Per player (or selection):

- **Scale %** and **Tilt°**
- **Coach** switch (Team mode)
- **Lowest foot** — exception for a player who should not follow the composite setting (for example a crouched pose, or a hockey player when the team default is Lowest foot)

Step 4b — Smart Layout (your studio style, remembered)

Team Photo Composite already builds a sensible pyramid automatically. **Smart Layout** is the layer on top that remembers *your* finishing touches—so the second varsity team of the day starts closer to how you left the first.

What it learns (Team mode only)

- **Player size %**
- **Row Width %** and **Baseline %** per row
- Row count and players-per-row (once you have enough similar jobs for the app to trust the pattern)

When it learns

- When you **Save** or **Export to JPG** a Team project that has a saved path.
- Re-saving the **same** project updates that job's sample (it does not “count” as a new school).
- **Save As...** to a new project folder counts as a **new** sample—useful when a variation is intentional.

When it applies

- After automatic layout (for example when you import players) and when you **Redistribute**, if **Use learned adjustments** is on in Settings.
- Matches by **player count** and **canvas proportion** (wide panoramic vs more square). A very different aspect ratio starts fresh instead of copying the wrong look.
- Learned values are **blended** with the automatic layout—never a hard override of the engine—so odd one-off jobs cannot wreck every future composite.

How you see it

- A small sparkle (◆) next to **Player size %**, **Rows**, **Row Width %**, **Baseline %**, or **Players** when Smart Layout nudged that control.
- The first time it applies for you, a short message confirms the layout was adjusted from a previous composite.
- In **Settings → Smart layout**, each learned combination shows an **adjustment confidence** bar that rises as you save more similar teams.

Stay in charge

- Turn off **Learn from my adjustments** or **Use learned adjustments** anytime.
- **Reset for current aspect ratio...** clears only the open job's combination.
- **Reset all learning...** or the red trash on one list row clears more broadly.
- You can always drag athletes, change sliders, or Redistribute after a suggestion.

Smart Layout does **not** learn backgrounds, clipart, banners, or Single-mode posters—only Team distribution geometry.

Step 5 — Guides (optional)

View menu (Team mode only):

- Show / hide **Center Guide**
- Show / hide **Side Guides**

Side guide spacing can be set in Settings or Composite settings (gear).

Step 6 — Background

Open the **Background** tab:

1. Pick a color and opacity, and/or choose a catalog background (Football, Baseball, Basketball, and more). Full images may download the first time.
2. Or import / drop your own background file.
3. Use **Size** or **Pan** editing on the canvas to scale and position the image. Adjust scale and offset as needed.
4. Remove the image anytime if you only want a solid color.

Step 7 — Ground effects

Still on **Players** (team-wide effects for shadow; feather is per player):

- **Drop shadow / ground effect** — turn on, then open the tuning dialog. Choose **Shadow** (Front or Back) or **Reflection** (available when there is a single player row). Adjust azimuth, elevation, opacity, and apply to all. For reflections, optional **Water distortion** adds a ripple look.
- **Bottom feather** — soft **transparency** fade at the feet. Often used when you are not using a drop shadow. Settings are stored **per player**.
- **Dark feather** — the same foot zone idea as Bottom feather, but the gradient goes to **black** instead of transparent (the cutout stays opaque; only the color darkens toward the ground). Useful on light turf or when you want a grounded look without a full shadow. Settings are also **per player**, and are **independent** of Bottom feather (each mode keeps its own slider values).

Bottom feather, **Dark feather**, and **Drop shadow** are mutually exclusive on a given player—only one ground look can be active at a time. Turning a feather checkbox on or off in the inspector enables or disables that mode for **all**

players without clearing their saved slider values. Drop shadow remains a team-wide effect; enabling it turns feather off on players (values are kept).

Adjust feather... — when either feather mode has been applied, use this button to open a **live preview** dialog. You see a zoomed crop of one reference player's feet over your background (and any cliparts in that area), with three sliders (**Mask start %**, **Mask height %**, **Mask opacity %**). Move the sliders and the preview updates immediately. The first time you enable a feather mode that has never been applied, this dialog opens automatically.

In the dialog you can:

- **Apply to selected** (Team) — write the current mode's settings only to the selected players.
- **Apply to this player** (Single **Individual** browse) — write to the athlete you are viewing.
- **Apply to all** — write to every player in the roster (the only apply option in Single **All** browse).
- **Reset all** — clear feather on every player.
- **Cancel** — discard dialog changes.

Preview subject: in Team, the **first selected** player (document order), or the front-most player if none are selected. In Single **Individual**, the athlete you are browsing.

Presets — below the sliders, save the three values under a name (**Save as preset**). Presets are stored in the app (shared across projects) and appear in both Bottom and Dark dialogs: choosing one loads those values into the mode you are editing. Select a preset in the list, then use the trash icon to delete it.

Single posters use the same **Effects** controls (Drop shadow, Bottom feather, Dark feather); Reflection is always available because each poster shows one player.

Step 8 — Overlays

- **Cliparts** — logos, frames, smoke, etc. from the catalog or your own files. Adjust size, opacity, tint.
- **Flares** — procedural light effects (presets such as Classic star, Soft sunburst, Cinematic, Pure sparkle). Blend modes matter for how bright they look on export—especially to Photoshop (see Photoshop section).
- **Text** — titles, school names, season year. Use presets or design your own (fonts, outlines, glows, arc layout). Place on the canvas and scale. For a roster title from CSV, select the layer and turn on **Use as Team Name**.

Step 9 — Layers and finishing checks

Use the **Layers** panel to reorder overlays (drag, move up, send to back). Confirm coaches are marked, names look right if you typed them for reference, and nobody is clipped oddly at the edge.

Open **Composite settings** (gear) if you need to change canvas size or DPI before export.

Step 10 — Export Team JPG

File → Export to JPG... or toolbar **Export to JPG**. Choose a destination file. The proposed filename is the **team name** when you have one from CSV, or from **Use as Team Name** after adding photos from a folder; otherwise it is

the project name. Progress is shown while layers render. Licensed copies export clean; trial copies include a watermark (see Subscription).

Exporting a Team JPG also feeds **Smart Layout** (same as Save), so a finished client file teaches the app for the next similar roster.

For layered Photoshop handoff, see [Section 9](#).

Batch export Teams

When several Team projects are already saved as `.tpc` folders, **File → Batch export Teams...** writes one Team JPG per project into a destination folder—without opening each composite in the editor.

The command appears only in **Team mode** (it is hidden in Single and Memory Mate), the same as **Export to Web**.

Add projects

- **Add...** — pick `.tpc` folders. On macOS you can select several at once (Command-click). On Windows, pick one at a time or use the other methods.
- **Add from folder...** — choose a picture-day parent folder; the app adds **immediate** child folders that are valid `.tpc` packages (it does not search nested subfolders).
- **Drop** `.tpc` folders onto the list (or drop the parent folder). Invalid packages, classic SQLite `.tpc` files, and duplicates are skipped.

Export

1. Choose a **destination folder**.
2. Click **Export**. Progress shows *N of M*. **Cancel** stops remaining projects; files already written stay.
3. A summary lists exported, skipped (no Team design or invalid package), and failed items.

Filenames use the project folder title (`Varsity Football 2026.jpg`). Name collisions get `_1` , `_2` , and so on.

Isolation: the Team project you have open is not replaced, and the canvas does not switch. If that same `.tpc` is in the list, the export uses the **in-memory** Team design (including unsaved changes). Other projects are read from disk. Trial copies include a watermark. Batch export does **not** update Smart Layout learning.

Classic Xojo `.tpc` files cannot be batch-exported; open and convert them first.

Step 11 — Optional: Export to Web

When the Team composite and Single roster are ready, you can publish an interactive web gallery for parents. See [Section 7 — Export to Web](#).

5. INDIVIDUAL POSTERS (SINGLE) — STEP BY STEP

Step 1 — Create or switch to Single

- New project → **Single**, or open a Team project and use the toolbar **Single** chip to add/switch mode (you will set Single canvas size if it is new).

Typical poster sizes: 8×10" or similar at 300 DPI.

Step 2 — Import the roster

Add all cutouts the same way as Team (**Add Players...**, drag-drop, **Import from CSV**, or **Get Cutouts...** if you still have JPEGs). You usually import everyone once, then browse through them on the same template.

If you plan to Export to Web: every athlete who appears in Team mode must also be present in Single mode (matched by the same player name, or the same internal id if you imported once and switched modes). Add any missing cutouts here before you publish the web package.

Step 3 — Design the poster template

1. Set background (catalog or custom).
2. Add clipart, flares, and decorative text that should appear on every poster.
3. Set **Global size %** for how large athletes appear by default; refine individuals with **Individual size %** and **Tilt°**.
4. Optional: enable **Drop shadow** (Shadow Front, Shadow Back, or Reflection), **Bottom feather**, or **Dark feather** — same mutually exclusive ground effects as Team. Feather settings are **per player** (use **Apply to this player** in Individual browse, or **Apply to all**). JPG export includes the applied effect. Open **Adjust shadow...** or **Adjust feather...** for a live preview.

Step 4 — Names on the poster (“Use as Player Name” and “Use as Team Name”)

Player name

1. Create a text layer for the athlete’s name (style it as you want: varsity font, outline, arc, etc.).
2. With that text selected, turn on **Use as Player Name**.
3. In the Players panel, enter or edit the **Player name** for the active athlete.
4. Browse with **Prev / Next**, the **Player** dropdown, or **All**.

With **Use as Player Name** on:

- **All** keeps the text you typed, so you can see where the name sits on the template.
- **Prev / Next** (individual browse) shows that athlete’s name.
- **Export** still writes each athlete’s name on their JPG. If the toggle is off, the typed text is used on every poster.

Team name

On another text layer, turn on **Use as Team Name** (same control as in Team mode). After a CSV group import, that layer takes the group's team name. A later edit you make yourself stays until the next import. If the CSV field is empty, the default **Team name** or your typed title remains. One layer cannot be both player name and team name; use two layers if you need both.

Step 5 — Browse modes

- **All** — see the full roster on the template. Bound player-name text stays as you typed it.
- **Individual** — step through one player at a time for naming and fine posing; bound player-name text shows that athlete's name.

The Layers list can show a grouped **Players (N)** entry plus overlays.

Step 6 — Batch export JPGs

File → Export to JPG... → choose an **output folder** (not a single filename). The app writes one JPG per player. Filenames prefer the player name when set (sanitized), otherwise the original file stem, with `_Single.jpg` (and numeric suffixes if needed).

You can cancel mid-batch from the progress dialog.

Step 7 — Photoshop for Single (optional)

See [Section 9](#) for Import template, Preview, and Batch PSD/JPG into Photoshop.

6. MEMORY MATE POSTERS

Memory Mate is a third project mode. You design **one** poster with up to **three photo slots**, then the app walks a folder (or CSV) roster and writes a JPG for every athlete—swapping the matching files into those slots.

Unlike Team, there is **no pyramid** and **no on-canvas roster**. The canvas holds only the calibration photos you add with + or drop, plus background, clipart, flares, and text.

What you calibrate vs what you export

- **Calibration:** the one, two, or three photos you place on the canvas. Size, offset, tilt, opacity, tint, monochrome, and per-slot **Effect** (shadow or feather) are stored as the **pattern for that slot's folder**.
- **Export:** for each athlete, the app finds files with the **same filename stem** in each slot folder, applies that slot's pattern, and writes `{stem}_MemoryMate.jpg`.

Team name is not encoded in the filename. It comes from (in order): the **Team name override** field, the CSV team name (CSV mode), or the **common parent folder** of the slot folders (for example `EquipoLeones/PosA` and

EquipoLeones/PosB → team **EquipoLeones**).

Step 1 — Create or switch to Memory Mate

- **New Project** → **Memory Mate**, or open a project and use the toolbar **Memory Mate** chip (you will set canvas size if the slot is new).

Typical sizes match individual posters (8×10" at 300 DPI). Team center/side **guides are not shown** in this mode.

Step 2 — Add calibration photos (up to 3)

On the **Players** tab (Memory Mate inspector):

1. Click **+** or drop a PNG / TIFF / JPG on the canvas. Maximum **three** photos; a message appears if you try to add a fourth.
2. Each file's **folder** becomes that slot's source. You can change it with **Select source folder**. The label shows two levels (parent/folder), for example `EquipoLeones/PosA`.
3. **Cutout PNG/TIFF** (useful transparency): place using head-to-foot like Team athletes.
4. **JPEG or opaque PNG**: the full image is shown **without cropping**. **Size %** scales uniformly (aspect ratio is kept). **Offset X/Y** moves the photo. You can select and drag it on the canvas.

Remove one photo with the slot trash, or all photos from the header.

Step 3 — Tune each slot

- **Size %**, **Offset X/Y**, **Opacity**, **Tilt°**
- **Monochrome** and **Tint** (tint color when enabled)
- **Effect** — per-slot drop shadow / reflection or Bottom / Dark feather (same mutual exclusion as Team). **Reset**, **Apply**, or **Cancel**. These settings belong to the **slot**, not to the Team/Single document effects.

The **Layers** list names each photo by its **source folder**. Reorder with drag, the up / send-to-back icons, or **Mod+Up** / **Mod+Down**. Team row badges (R1, R2) are not used here.

Step 4 — Roster source

Choose **Folder** or **CSV**:

- **Folder** — every slot folder should contain matching stems (`JaneSmith.png` in each pose folder). Optional **Extract subteam from filename** splits on the **last underscore**: `Varsity_JaneSmith` → subteam Varsity, player JaneSmith (hover the info icon for the full explanation).
- **CSV** — map columns as in Team/Single, including **Number**, **Position**, and **Subteam** when those text bindings are on. Filenames still must match across slot folders by stem.

Use **Team name override** when the folder name should not be the printed team title.

Step 5 — Text, background, clipart

Same catalogs as Team/Single. **Use as Player Name** and **Use as Team Name** work as in Single (player name / team title update on export). In Memory Mate you can also bind **Use as first name**, **Use as last name**, **Use as number** (with **Add #** on by default, so 12 prints as #12), **Use as position**, and **Use as subteam name**. Number and position come from the CSV **Number** and **Position** columns; first and last name already map in the CSV dialog. Subteam comes from the CSV **Subteam** column, or from the filename when **Extract subteam from filename** is on. If you export JPGs without a CSV while those bindings are on, the app warns you: first/last can still be taken from the filename, while number and position stay empty. You can **Cancel** or **Continue**. Add a blank text layer from the Text tab + while editing.

Step 6 — Photoshop template (optional)

On the Memory Mate **Photoshop** section you can **import** a Memory Mate layout from the open Photoshop document (background plus clipart groups around Player layers). Use this when the design already lives in Photoshop. See [Section 9](#).

Step 7 — Batch export

File → Export to JPG... → choose an **output folder**. The app validates that each stem exists in every slot folder. If some are missing or filenames do not parse, you can **Cancel** or **Exclude incomplete and continue**. The progress dialog can **Cancel** mid-batch.

Output files are named `{stem}_MemoryMate.jpg` (numeric suffix if needed). Trial copies include a watermark.

7. EXPORT TO WEB

Export to Web builds a small website folder you can host or send: an interactive team composite where parents tap a player to open that athlete's Single poster, plus an optional **Order now** link for pre-sales.

Requirements

- Work in **Team mode**. The menu item **File → Export to Web...** appears only when Team is active (it is hidden in Single and Memory Mate).
- Design the **Team** composite first (at least one player).
- Ensure **every Team player also exists in Single mode** (same name, case-insensitive, or same element id). If anyone is missing, the dialog lists those names and will not start the export—switch to Single and add them.
- Choose how Singles are supplied:
- **Export Singles** — render posters from this project's Single mode, or
- Point to a **Singles folder** that already contains the individual images (naming like `Player Name_Single.jpg` or `Player Name.jpg`).

Steps

1. Switch the toolbar to **Team**.
 2. **File → Export to Web...**
 3. Choose a **destination folder** for the web package.
 4. Either check **Export Singles** (render from this project) or browse to an existing **Singles folder**.
 5. Optionally leave **Maximize in landscape** on so phones use the full screen area when rotated.
 6. If you have an active subscription, you may enable **Pre Sales**:
 - **Order URL** (required when Pre Sales is on) — where **Order now** buttons go.
 - **Watermark text** (optional) — large diagonal stamp across team and single web images.
 - **Watermark image** (optional) — custom logo/overlay; you can use text, image, both, or neither.
 - Tooltip tip: you can leave the built-in watermark empty and add your own watermark later on the exported images if you prefer.
1. Confirm. A **progress dialog** shows status while the package is built. The editor **canvas does not update** during export—that is normal; watch the progress bar only.
 2. Open the destination folder: you should see `index.html` , `players.json` , `styles/scripts`, a team image, and a `singles` folder. Host the folder or open `index.html` locally to preview.

Trial vs Pre Sales watermarks

Situation	What appears on web images
Trial / no Pre Sales	Standard trial watermark on web images
Pre Sales enabled (subscribed)	Your optional text and/or image watermark instead of the trial stamp; Order now uses your Order URL
Pre Sales with no watermark text/image	No custom stamp from the app (you can watermark the files yourself afterward); Order URL still required

8. BACKGROUNDS, CLIPART, FLARES, AND TEXT

Backgrounds catalog

Sports categories include Football, Baseball, Basketball, Volleyball, Hockey, Cheer, Swimming, Athletics, Golf, Lacrosse, and more. Tap or drag onto the canvas. Online download may be required for full resolution.

Above the thumbnails, **CATALOG** has a **Show built-in** checkbox (on by default; remembered on this computer and shared with Cliparts). Uncheck it to hide the included backgrounds and show only files you imported. The **+** button

(**Import JPG background**) stays available even when the grid is empty, so you can still add your own plates. You can also drag-drop into the catalog area.

Cliparts

Frames, balls, light effects, smoke, and user imports. Freeform controls: height/width %, lock aspect, opacity, tint color and strength, delete.

The same **Show built-in** checkbox hides included clipart and leaves only your imports. The **+** button (**Import clipart**) stays visible above the thumbnail list whether the catalog is empty or not. Right-click a user import to delete it.

Flares

Procedural overlays (not stock photos). Presets give different looks; tweak size, opacity, rotation, tint, and blend (Normal / Screen / Add). On a flat JPG export, blend modes composite over the photo. For Photoshop Full Export, Add and Screen are applied as layer blend modes so flares stay bright.

Text designer

- Built-in presets (e.g. Football Varsity, Baseball Script, Distressed College) plus user presets you save.
- Fonts include Anton, Pacifico, Bebas Neue, Oswald, Permanent Marker, Russo One.
- Effects stack: Fill, Outline, Drop Shadow, Outer/Inner Glow, Bevel & Emboss, Distress (reorderable).
- Layout: Horizontal, Arc, or Vertical; curvature and letter spacing.
- Live preview, then place on the canvas. Adjust size % and delete when needed.

Player-name binding (Use as Player Name) applies in Single and Memory Mate. In Single, **All** shows your typed text; **Prev / Next** and JPG export use each athlete's name. Memory Mate updates the name on batch export from the roster.

In Memory Mate only, **Use as first name**, **Use as last name**, **Use as number**, **Use as position**, and **Use as subteam name** bind additional CSV (or filename) fields. **Add #** prefixes jersey numbers. One layer can use only one of these bindings at a time.

Team-name binding (Use as Team Name) is available in **Team**, **Single**, and **Memory Mate**. After a CSV group import it fills that layer with the group's team name.

9. PHOTOSHOP WORKFLOW

Photoshop is optional for designing and exporting JPG. It is **required** for **Get Cutouts** and for layered handoff. On the **Players** tab, expand the **Photoshop** section to check connection status: connected (with open document count) or not detected. The first connection check can take a few seconds if Photoshop is not already open.

Get Cutouts

Use **Edit → Get Cutouts...** when the folder from the camera (or lab) is still **JPEG** or **PNG with a solid background**, and you want transparent PNGs for the composite without cutting each file by hand.

The command sits in the **Edit** menu under Add Players / Add Coaches, with a separator above and below. It is available in **Team**, **Single**, and **Memory Mate**. In Memory Mate, use the output folder as a slot source and add up to three calibration photos with **+**. Approving cutouts into the composite is the Team/Single roster path.

What you need

- Adobe Photoshop **2020 or later** (Select Subject). Older versions may warn you; extraction can fail.
- An **input folder** of **.jpg**, **.jpeg**, or **.png** files.
- An **output folder** for the PNG cutouts (can be a new empty folder). Originals are never overwritten.

How to run it

1. **Edit → Get Cutouts...**
2. Choose **Input folder (JPG / PNG)** and **Output folder (PNGs)**. The app remembers the last folders you used.
3. Click **Process**. Photoshop stays open and processes one file at a time (progress shows in the dialog).
4. When finished, the dialog grows into a **review grid**.
5. Check each cutout. Change **Preview background** (red, green, and other presets, or a custom color) so holes and leftover background are obvious.
6. Click a cell to open a **large viewer** the width of the list: the photo scales to that width and you can scroll vertically. Close it with **Esc**, **Close**, or **X**. The preview color stays the same as the grid.
7. If Select Subject missed hair, a hand, or a foot:
 - Click the pencil (**Open original in Photoshop**) — this opens the **uncut original**, not the PNG, so you still have the full photo.
 - Refine the cut in Photoshop, then select that cell and click **Save new cutout**. The previous PNG is replaced and the grid shows an **Edited** badge.
1. Failed files show a **Failed** badge; use **Retry Select Subject** on the cell if you want another automatic pass.
2. Click **Approve cutouts** → confirm → the successful PNGs are added to the **current** composite (same as Add Players).

Already cut out

PNGs that already have a real transparent silhouette (checkerboard around the athlete) are **copied** to the output folder and skipped in Photoshop. A banner reports how many were copied. Studio PNGs with an **opaque white background** are treated as photos and go through Select Subject — they are not skipped just because the file is a PNG.

Tips

- Keep input and output as **two folders**. The original JPEG/PNG stays intact for a later re-cut.

- You can **Close** the dialog without approving; PNGs already written to the output folder remain on disk for **Add Players...** later.
- Get Cutouts does not import TIFF. For TIFF cutouts you already made, use Add Players as usual.

Before you export

1. Launch Photoshop.
2. Open or create a document with the size you want (or create from Team Photo Composite Full Export / destination logic).
3. For Team player-only exports, import players into Team Photo Composite first.
4. Keep dimensions compatible ($\pm$ about 2 pixels) if you want to reuse the open document instead of creating a new one.

Team exports (Players tab)

Button	Use it when...
Export players (Fast Preview)	You want a quick low-resolution check of players/coaches only—no background, text, flares, or clipart.
Export players (Full Resolution)	You need players/coaches only at full document resolution for finishing in Photoshop.
Export players (Per Player)	You want one Photoshop layer per player/coach (with ground shadow when enabled in Team), without background or overlays.
Full Export	You want the complete layered composite : background, players, text, flares, cliparts (and solid background color as its own layer).

Tip: Per Player is often the fastest path when you only need athlete layers with shadows. Full Export does more work because it places every overlay and the background as separate layers.

Flares in Full Export use Photoshop blend modes (Add / Screen) so they stay luminous—similar to the on-canvas look.

Single exports (Players tab, Single mode)

Button	Use it when...
Import from Photoshop	Your poster layout already lives in Photoshop. Imports merged template layers from the active document (typically with a layer named Player).
Export (Preview)	Place a rendered preview of the current player into the open document (and update a Name text layer when present).
Export (Batch)	Export every player to a folder as Layered PSD and/or Flattened JPG , updating names in Photoshop when a Name layer exists.

For Single import/export, Photoshop templates typically use a layer named **Player** (placement target) and optionally **Name** (text content updated per athlete).

Memory Mate (Players tab, Memory Mate mode)

Button	Use it when...
Import from Photoshop	Your Memory Mate layout already lives in Photoshop. Imports document size, a flattened background , and clipart groups around Player layers (up to three photo slots).

Calibrate photos in Team Photo Composite after import (place files, set folders, then **File → Export to JPG...**). Memory Mate batch JPG export is in the app, not a Photoshop Batch button.

After export

Team Photo Composite does **not** auto-save a PSD for Full Export. Save from Photoshop yourself (**File → Save As...**) when you are happy with the layers.

10. REFERENCE

Editor layout

- **Left:** zoomable canvas (guides in Team; Size/Pan tools when editing background). Memory Mate hides Team center/side guides.
- **Right inspector tabs:** **Players** · Background · Cliparts · Text (the Players tab matches the **active mode**: Team, Single, or Memory Mate).
- **Toolbar:** CSV import (Team and Single), Export to JPG, **Team / Single / Memory Mate** mode chips, Undo/Redo.

- **Window title:** app name, version, and Trial / Subscribed status.
- **Status bar:** import progress or size · path · save state.

When you switch **Team ↔ Single ↔ Memory Mate**, the inspector shows only the **active mode's** data. Text and other properties from the other modes do not stay visible or editable—if that mode has no text (or no matching selection), the Text tab returns to its empty / gallery state for the mode you are in.

Menus (summary)

- **File:** New/Open, Save, Save As, Export to JPG (Team: one file; Single / Memory Mate: batch folder), **Batch export Teams...** and **Export to Web...** (Team mode only).
- **Edit (Team):** Add Players, Add Coaches, **Empty team**, **Get Cutouts...**, Swap Selected, Select All Players, Undo, Redo.
- **Edit (Single):** Add Players, **Empty Single**, **Get Cutouts...**, Undo, Redo (Swap, Select All, and Add Coaches are Team-only).
- **Edit (Memory Mate):** **Empty memory mate**, **Get Cutouts...**, Undo, Redo (add calibration photos from the Players tab + or by dropping files on the canvas).
- **Empty** (Edit): removes that mode's players/photos, background, cliparts, texts, and flares. The other modes stay intact. No keyboard shortcut.
- **View (Team only):** Center / Side guides.

Help and settings by platform:

Platform	Where to find...
Windows	Help: Subscription... → Settings... → Get Help → About
macOS	App menu (Team Photo Composite): About, Settings... · Help: Get Help, Subscription...

Get Help opens the learn site: teamphotocomposite.com/learn.

Keyboard shortcuts

Shortcut	Action
Mod+,	Settings
Mod+O	New / Open...
Mod+S	Save
Mod+Q	Quit (with unsaved-changes prompt where applicable)
Mod+Z	Undo
Mod+Shift+Z	Redo
Mod+A	Select all players (Team)
Mod+X	Swap two selected players (Team)
Mod+Up / Mod+Down	Bring selected layer forward / send backward

Undo / Redo

Most layout and inspector edits support undo. Prefer Undo over re-importing if you move the wrong athlete.

11. SUBSCRIPTION AND TRIAL

Trial

You can evaluate Team Photo Composite without paying. **JPG and web exports include a trial watermark** until a subscription is activated (unless you use **Pre Sales** on a subscribed copy—see [Export to Web](#)).

Paid subscription

- Yearly subscription (see current pricing on teamphotocomposite.com).
- Activate with your purchase **email** and **order ID** via **Subscription...** in the menu.
- License covers **up to 2 computers** you own; they should not be used simultaneously. Sharing with a freelance designer requires a separate license.
- To move to a new computer, **deactivate** on the old machine, then activate on the new one.
- Computer ID is shown in the subscription dialog for support.
- Subscribed studios can enable **Pre Sales** when exporting to web (custom Order URL and optional watermarks).

Legal note

The installer includes the full End User License Agreement. Trial watermarking and the two-computer rule are part of that agreement.

12. FREQUENTLY ASKED QUESTIONS

Do I need Photoshop? No, if you already have transparent PNG or TIFF cutouts. You can design and export JPG entirely inside Team Photo Composite. Photoshop is required for **Get Cutouts**, and optional for templates, finishing, and layered handoff.

Does the app cut out athletes from the background? Yes, with **Edit → Get Cutouts...** when Photoshop 2020 or later is installed. It runs Select Subject on a folder of JPG/PNG files, lets you review and fix them, then adds the PNGs to the open composite. You can still import cutouts you made in Photoshop, Remove.bg, or any other tool (**Add Players...**).

What photo format should I use? For Team and Single on the canvas: transparent **PNG** or **TIFF** cutouts. For **Get Cutouts**, start from **JPEG** or **PNG** (including studio PNGs with a white background). Regular JPEGs dropped onto a Team or Single canvas without cutting will show a boxy background around each athlete. **Memory Mate** can place opaque JPG/PNG in a slot **without cropping** (uniform scale).

Can one project have Team, Single, and Memory Mate? Yes. Start with one mode; add the others later with the Team / Single / Memory Mate toolbar chips.

What is Memory Mate versus Single? Single is one athlete per poster, browsing the roster on the canvas. Memory Mate is one **calibrated** layout with up to **three photo slots**; export walks matching **filename stems** in each slot folder and writes `{stem}_MemoryMate.jpg`. Team name is **not** in the filename.

Why did Memory Mate export skip some athletes? A stem was missing from one of the slot folders, or the filename did not parse. You can exclude incomplete stems and continue, or add the missing files and export again.

Why is “Use as Player Name” only in Single (and Memory Mate)? Each poster needs a different athlete name. Team composites share one canvas. For the school or team title, use **Use as Team Name** (CSV team name, folder parent, or the Memory Mate override). Memory Mate also has **Use as first name, last name, number, position**, and **subteam name** (CSV columns; number can show a #).

How do I hide the built-in backgrounds and clipart? On the **Background** or **Cliparts** tab, uncheck **Show built-in** next to **CATALOG**. Only files you imported remain. The + import button stays on so you can add more. The setting is shared by both tabs and remembered on this computer.

How does “Use as Team Name” get its value? From the CSV **Team name** field when you load a group. Empty cells in that group are ignored; if names differ, the first non-empty value wins. Edit the text after import if you need a one-off title—your edit stays until the next group import.

Where do batch Single JPGs go? You pick a **folder**. Each player becomes a separate file in that folder. Memory Mate batch files go to a folder you pick as well (`{stem}_MemoryMate.jpg`).

What is the difference between Per Player and Full Export? Per Player places only athlete layers (plus their ground shadow when enabled). Full Export places the whole design as separate Photoshop layers including background, text, flares, and clipart.

Photoshop says it is not detected. Install and launch Photoshop, then expand the **Photoshop** section on the Players tab so the connection indicator can refresh. The first check can take a few seconds if Photoshop was not already open. On some systems Photoshop must be open before you click export.

How do I finish many teams from one CSV? Import the CSV once, then use the **Group** dropdown for each team. **Save As...** and **Export to JPG** propose the team name. After Save As you are in the new `.tpc` ; pick the next Group, Save As again, and choose **Don't Save** on the previous file so that team is not overwritten. See [Picture-day CSV workflow](#).

My CSV import cannot find images. Put images in a **Files** folder next to the CSV and map the filename column. Matching is by filename stem (case-insensitive): the CSV extension first if it is PNG/TIF/TIFF, then `.png` , then `.tif` / `.tiff` . Player photos must still be PNG or TIFF (not JPG).

Are catalog backgrounds free to use in client prints? Use them according to your license and any catalog terms; they are provided for composites inside the app. For custom stadium plates, import your own licensed photography.

Can I run the app on two studio computers? Yes, within the subscription's two-computer limit; do not use both at once under one license.

Exports still show a watermark. Activate your subscription, or you are still in trial mode. For web packages, Pre Sales (subscribed) can replace the trial stamp with your optional custom watermark—or none, if you leave text and image empty.

Why don't I see Export to Web or Batch export Teams? Switch to **Team** mode. Both commands are Team-only and do not appear under File while Single or Memory Mate is active.

What does Batch export Teams write? One Team JPG per selected `.tpc` that has a Team design, named from the project folder, into the destination you pick. Projects that are only Single or Memory Mate are skipped. The open editor is left as-is.

Export to Web says players are missing from Single. Add those athletes (same names) in Single mode, then try again. Every Team player must have a Single counterpart before the web package can build.

Does the canvas flash or change during Export to Web? No. Progress appears in the export dialog only; the editor canvas stays on the view you had when export started.

What is the difference between the trial watermark and Pre Sales watermark? Trial stamps "TRIAL VERSION" on exports until you subscribe. Pre Sales (subscription required) is for shareable web galleries: optional diagonal text and/or image watermark plus an Order URL for **Order now**.

What is Smart Layout? On Team composites, the app can remember how you set player size, row width, and baselines for a given number of athletes and canvas shape, then gently reuse that style on the next similar job. It is

built for busy school days—less re-tuning, same look you already approved.

Does Smart Layout send my layouts to the cloud? No. Learning is stored only on your computer. Nothing is uploaded or shared with other studios.

Why don't I see a sparkle on every slider? Sparklers appear only on controls that actually changed versus the automatic layout. Also, row-count / players-per-row suggestions need several similar projects before they outweigh the default pyramid. Width, baseline, and player size can show earlier.

Can I turn Smart Layout off? Yes. In **Settings → Smart layout**, turn off **Learn from my adjustments** and/or **Use learned adjustments**. You can also reset one combination or all learning from the same panel.

Will a panoramic canvas copy settings from a square one? Not directly. The app groups by canvas proportion. Very different shapes learn separately (with a soft nudge only from a nearby proportion when that helps).

What is the difference between Bottom feather and Dark feather? Both use the same foot zone and the same three slider types, but each mode keeps **its own** values per player. **Bottom feather** fades the cutout to **transparency** at the ground line. **Dark feather** fades the pixels to **black** while keeping the figure opaque—handy on bright fields or when you want a subtle grounded edge without a drop shadow. Use **Adjust feather...** to preview, then **Apply to selected**, **Apply to this player**, or **Apply to all**. You can save shared app **presets** for the slider values and reuse them in either mode.

13. UNEXPECTED RESULTS AND TROUBLESHOOTING

What you see	Likely cause	What to try
Athlete has a white/gray box	Photo is not a cutout	Use Edit → Get Cutouts... , or re-export cutouts with transparency (PNG/TIFF).
Get Cutouts copied files instead of cutting	PNG already had a transparent silhouette	Expected. Opaque white PNGs and JPEGs are sent to Photoshop.
Get Cutouts failed / Photoshop not detected	Photoshop closed, too old, or Select Subject failed	Launch Photoshop 2020+; Retry on the cell, or Open original in Photoshop and Save new cutout.
Edit in Photoshop opened the cut PNG	Older behavior	Current versions open the original uncut file. Save new cutout still overwrites the PNG.
Name is the same on every Single JPG	Use as Player Name is off, or Player name fields are empty	Enable the toggle; fill names while browsing athletes.
Memory Mate number/position empty on export	No CSV loaded, or those columns were not mapped	Import the CSV and map Number / Position , or continue and leave those layers as typed placeholders.
Bound name vanishes in Single All	Older behavior (binding hid the typed text)	Current versions keep your typed text in All; Prev / Next shows each name.
Team title did not pick up the CSV name	Use as Team Name is off, the column is empty, or you edited the text after import	Enable the toggle on the title layer; re-import the group to apply the CSV value again.
Previous team's . tpc now shows the next roster	Save As... saved changes onto the original	After Save As you are in the new file. Load the next Group , then Save As again and choose Don't Save on the previous project.
CSV found no photos for a group	Wrong Files folder, or only JPGs on disk	Put PNG/TIF/TIFF cutouts in Files next to the CSV. A . jpg in Filename is OK; the file on disk must still be PNG or TIFF.
Name does not appear in Single JPG	No text layer, or binding text failed to render	Add text, enable binding, re-export.
No drop shadow on Single JPG	Drop shadow is off, not applied, or the project is unsaved	Turn on Drop shadow , click Adjust shadow... and Apply, then Save before export. Feather and drop shadow cannot be on together.
Layers land in the wrong Photoshop document	Another document was active, or size mismatched	Activate the intended doc; match size (± 2 px) or let the app create a new document.

What you see	Likely cause	What to try
Full Export feels much slower than Per Player	Full Export places background + overlays + every player	Expected. Use Per Player when you only need athlete layers.
Missing assets dialog on open	Files moved or drive renamed	Relink files or choose the folder that contains them.
Cannot write export folder	Permissions / sandbox	Pick another folder; on macOS grant access when prompted.
Crouching athletes in odd rows	Auto layout preference	Drag athletes or Swap Selected; Redistribute again after edits.
Coach looks like a player	Coach switch off	Select them and enable Coach .
Feet sit on knees or a stick	Wrong foot line	Turn Lowest foot on (above Player size %) or off for hockey; override one player in Selection.
Baseline % shows a negative number (or above 70)	Row was dragged past the slider range	Expected. The slider is 0–70; the number is the real baseline. Select the row and drag on the canvas to move it; use the slider only inside 0–70.
Background download fails	Offline or network block	Connect to the internet, or import a local background file.
Catalog looks empty after unchecking Show built-in	No user imports yet, or you expected the included thumbs	Expected. Use + (Import clipart / Import JPG background) or drop files into the catalog; the button stays visible. Re-check Show built-in to see the included set again.
Overwrote a .tpc folder	Confirmed overwrite in New Project	Restore from backup; avoid reusing names for live jobs.
Undo did not restore an import	Imports may not undo the same way as moves	Re-add missing files from disk.
Trial watermark on client files	Subscription not activated	Activate under Subscription... before final export.
Export to Web or Batch export Teams missing from File menu	Single or Memory Mate is active	Switch to Team , then open File again.
Dialog lists players to add to Single	Team roster not fully mirrored in Single	Add the named athletes in Single mode, then retry.
Canvas stays still during web export	By design	Use the progress dialog; do not expect live canvas previews.

What you see	Likely cause	What to try
Pre Sales blocked	No active subscription	Activate subscription, or export without Pre Sales (trial watermark may apply).
New team looks “too much” like an old one	Smart Layout blending	Tweak sliders, or Reset for current aspect ratio... / turn off Use learned adjustments .
Smart Layout never seems to learn	Learn toggle off, or project not saved yet	Enable Learn from my adjustments ; Save or export JPG after you finish the layout.
Learning from one school “contaminated” others	Same player count + similar proportion	Use Reset for current aspect ratio... or forget that row in Settings.
Batch export skipped a project	No Team slot, invalid folder, or classic <code>.tpc</code>	Confirm <code>project.json</code> inside a <code>.tpc</code> folder; Single/Memory Mate-only packages are skipped.
Batch export JPG missing unsaved edits	That <code>.tpc</code> was not the open Team project	Only the currently open Team file includes unsaved changes; save the others first.
Memory Mate only shows three photos	Slot limit	Each Memory Mate layout has at most three photo slots. Extra files stay in the folders for export matching.
Memory Mate export missing a pose	Stem not in every slot folder	Use the same filename stem in each pose folder (<code>JaneSmith.png</code> in PosA and PosB).
Memory Mate JPEG looks cropped	Older expectation from Team cover-fit	Opaque JPG/PNG in Memory Mate scale uniformly and are not cover-cropped. Use Size % and Offset.
Team name wrong on Memory Mate	Filename does not carry the team	Set Team name override , use CSV team name, or name the parent folder of the pose folders.

Getting help

- In the app: **Help → Get Help** (opens teamphotocomposite.com/learn)
- Website: teamphotocomposite.com
- Subscription and Computer ID: **Subscription...** in Help (Windows) or Help (macOS)
- Keep a short note of your OS version and whether the issue is Team JPG, Batch export Teams, Single batch, Memory Mate, Get Cutouts, Photoshop export, or Export to Web—that speeds up support.

APPENDIX A — SUGGESTED GAME-DAY CHECKLIST

Team print

- ☐ Project size matches lab order
- ☐ All cutouts imported (or **Get Cutouts** approved); coaches marked
- ☐ Rows redistributed; heights balanced
- ☐ Layout look approved (Smart Layout sparkles checked if shown)
- ☐ Background approved by AD / coach if required
- ☐ Shadow applied consistently; feather tuned per player (or Apply to all) as needed
- ☐ CSV mapped; each **Group** loaded, **Save As...** under the team name (**Don't Save** on the previous `.tpc`)
- ☐ School/season text spelled correctly (or **Use as Team Name** if importing from CSV)
- ☐ JPG exported; optional Photoshop Full Export or Per Player
- ☐ Optional: **Batch export Teams...** for the day's other `.tpc` folders
- ☐ Optional: **Export to Web** (Team players mirrored in Single)
- ☐ Project **Saved**

Individual posters

- ☐ Poster size matches package
- ☐ Roster complete; names proofed (import or **Get Cutouts** first if needed)
- ☐ **Use as Player Name** on (check **All** for placement, **Prev / Next** for names)
- ☐ **Use as Team Name** on if the title should follow the CSV team name
- ☐ Sample JPG checked for one athlete
- ☐ Batch folder exported
- ☐ If web gallery planned: same names as Team roster
- ☐ Project **Saved**

Memory Mate posters

- ☐ Poster size matches package
 - ☐ Up to three slots calibrated (folders set; matching stems in each)
 - ☐ Opaque JPEGs scaled/offset as intended (no unexpected crop)
 - ☐ **Use as Player Name / Use as Team Name** (or override) proofed
 - ☐ Optional Memory Mate bindings proofed (first / last / number / position / subteam)
 - ☐ Optional per-slot **Effect** (shadow or feather)
 - ☐ Sample `{stem}_MemoryMate.jpg` checked
 - ☐ Batch folder exported
 - ☐ Project **Saved**
-

APPENDIX B – GLOSSARY

Term	Meaning
Cutout	Athlete photo with transparent background
Get Cutouts	Batch Select Subject in Photoshop from a JPG/PNG folder; review, then add PNGs to the composite
Team mode	Multi-athlete pyramid / row composite
Single mode	One template, many personalized posters
Memory Mate	One calibrated layout with up to three photo slots; batch <code>{stem}_MemoryMate.jpg</code> per athlete
Batch export Teams	Team-only: write one Team JPG per selected <code>.tpc</code> into a folder, without switching the open project
Filename stem	Filename without extension; CSV import matches <code>Files</code> by stem (CSV extension, then png, then tif/tiff); Memory Mate stems must match across slot folders
Empty team / Empty Single / Empty memory mate	Edit menu: clears that mode's players/photos, background, cliparts, texts, and flares; other modes stay intact. Not used between CSV groups
Baseline %	Distance of a Team row's feet from the bottom of the canvas. The slider is 0–70; select the row and drag on the canvas to go below 0 or above 70
Redistribute	Refill rows after changing counts or roster
Smart Layout	Local learning of your Team sizing and row geometry for similar jobs
Player-name binding	Text layer that shows each athlete's name on Prev/Next and Single / Memory Mate JPG export (All keeps the typed text)
Memory Mate field bindings	Extra text toggles in Memory Mate: first name, last name, number (Add #), position, subteam
Show built-in	Catalog checkbox that hides included backgrounds and clipart so only your imports remain; + import stays visible
Team-name binding	Text layer filled from the CSV Team name when you import a group (Team, Single, and Memory Mate)
Full Export	Layered handoff of the entire composite to Photoshop
Per Player	One Photoshop layer per athlete (Team)

Term	Meaning
Drop shadow	Ground effect under athletes: Shadow Front, Shadow Back, or Reflection (Team: one row; Single: always). Mutually exclusive with feather
Feather	Soft fade at the bottom of the figure (see Bottom feather / Dark feather); per player in Team and Single
Bottom feather	Transparency fade at the feet; independent per-player settings and live preview
Dark feather	Black color fade at the feet (figure stays opaque); independent per-player settings (not shared with Bottom)
Feather preset	App-wide saved slider values reusable in Bottom or Dark feather dialogs
Export to Web	Interactive HTML package (team + clickable Singles)
Pre Sales	Subscribed web export with Order URL and optional watermarks
. tpc	Project folder used by Team Photo Composite

Team Photo Composite · © Alejandro Fresno Meyer (Art Fotografic)

This manual describes product behavior for end users and may be edited for studio training. Feature details can change with software updates.