

# SWITCHING TO AFFINITY 3

A GUIDE FOR AFFINITY PHOTO 2 USERS

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# DISCLAIMER



Throughout this book, I've done my best to ensure that the instructions are easy to follow, whether you're using a Windows PC or a Mac. Spelling follows British English conventions.

All screenshots are based on the Mac version of Affinity Photo and Affinity. Affinity, Affinity Photo, and other referenced names in this guide are trademarks of Canva. This book is an independent guide and is not affiliated with or endorsed by Canva.

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# ONE

## INTRODUCTION



The world of photo editing has changed again with the release of Affinity 3. If you're coming from an earlier version of Affinity Photo, you might be wondering what's new, what's different, and whether it's worth making the switch. This guide will help you understand that without marketing fluff or technical jargon.

Affinity has gone through a major shift over the past year. The software is still built on the same, non-destructive editing engine that photographers have trusted for years. But the new Affinity 3 platform introduces changes that can affect the way you edit photography. Some tools have moved, others behave differently, and several areas have been redesigned. Although Canva has packaged this as a positive message, I will try to avoid passing judgment on whether I think something is an improvement, as everyone will view things differently. Instead, I will try to provide information you can use to help you make the switch to using the new software if you wish.

This isn't a full manual or a deep dive into every feature. Instead, it's a practical guide written for photographers who already know the fundamentals of editing and are considering making a transition. If you've been using Affinity Photo 1 or 2 for your RAW processing, photo edit-

ing, or printing, you'll find that much of what you know still applies in the new software; it's just with a different interface and a few workflow adjustments.

By the end of this short guide, you'll know:

- What's actually changed in Affinity Photo 3.
- How to navigate the new interface.
- How to migrate your existing tools, presets, and workflows.
- How to avoid the common problems new upgraders face.
- Whether now is the right time for you to switch.

My goal is simple: help you continue editing with the new Affinity software while minimising your frustration.

Let's begin by looking at what's new in Affinity Photo 3.

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## TWO

# UNDERSTANDING AFFINITY: WHAT'S NEW & WHAT'S NOT



Affinity 3 introduces several changes that affect how photographers work with the software. Some of these changes are structural, others are visual, and a few alter how specific tools behave. This section outlines the main areas you are likely to notice when moving from Affinity Photo 1 or 2 to Affinity 3. The aim is simply to highlight what's new, rather than judge whether the changes are improvements.

## UPDATED INTERFACE AND LAYOUT

Affinity 3 has a revised interface that looks different to earlier versions. Many familiar features are still present, but some panels, menus, tool-bars and tool groups have been moved or changed.

The following table summarises the changes.

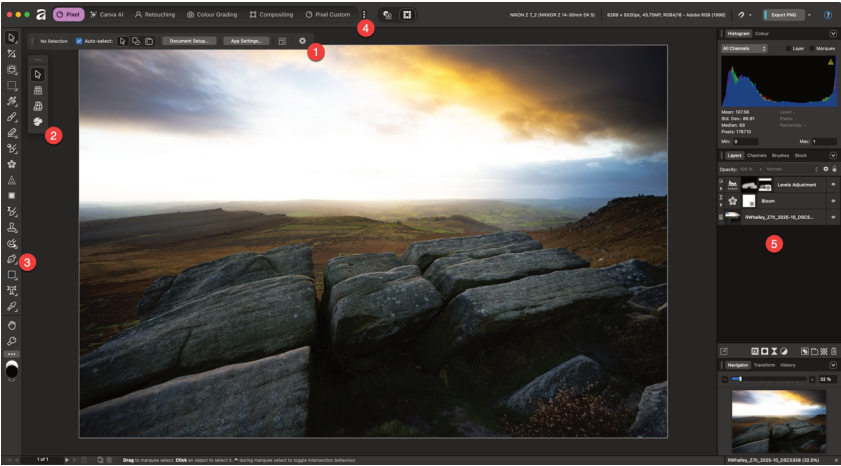
### SWITCHING TO AFFINITY 3

Change Area	What You'll Notice	Why It Matters
Interface	New icons, floating toolbars	Familiar tools look different
Studios	Personas replaced	Tool access & workflow shifts
Menus	Deepened menus	Slower to find commands initially
RAW/Develop	Same engine, new access points	Behaviour consistent, access changed

Typical changes you may notice include:

1. Altered position of toolbars along with their redesign.
2. Different icon grouping and new icons.
3. Updated colour scheme and visual styling of icons.
4. The replacement of Personas with Studios.
5. Adjusted panel defaults in each “Persona”.

Below is a screenshot of Affinity 3, with numbered areas indicating the changes.

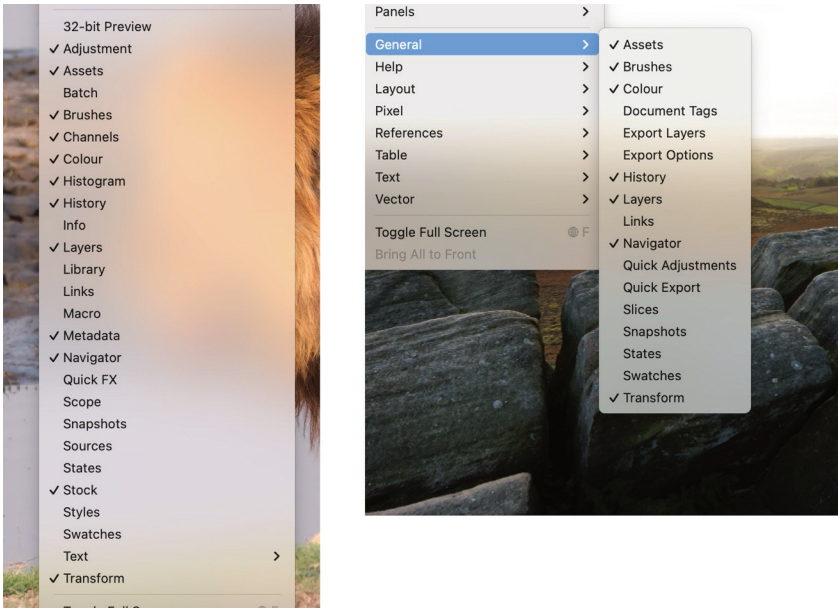


1. The Context Sensitive Toolbar is now a floating toolbar that's displayed below the main Affinity Toolbar. You can easily

switch this between floating and the more familiar docked toolbar by double-clicking on the toolbar (not its icons).

2. The addition of a floating Sub-Palette that is displayed whenever a Tool from a group is selected. This can be hidden by right-clicking the main Tools Palette and selecting “Hide Sub Tools”. The original behaviour of expanding a tool group by clicking and holding an icon, or clicking on the bottom right of an icon, is still available. If you like to use panels that sit in the left Studio area, like the Assets panel, the floating sub-palette can frequently get in the way and is best hidden.
3. New icon designs replace the old colour icons. In addition, the tool icons displayed by default have changed from the previous version. It has always been possible to customise the icons displayed, but there are now many more available icons with the inclusion of Affinity Design and Publisher. Right-click the Tools Palette and select “Customise Tools...” to customise the visible icons.
4. Studios have replaced personas. With the inclusion of Affinity Designer and Publisher, there are separate Studios for those tools. Click the three-dot icon to the right of this section to customise which Studios are visible in your workspace.
5. The design of the Studio Panels has changed, as well as which ones are visible in each Studio. It is still possible to reorganise the panels and save new layouts as Presets. Merging the three applications in Affinity has produced what many Affinity Photo users will feel are new panels. Many of these existed in the different Affinity Applications, but there are some new panel examples like “Quick Adjustments”. The large increase in the number of panels in a single application has led to their organisation into sub-menus, as shown in the following screenshot.

## SWITCHING TO AFFINITY 3



Here, Affinity Photo 2 is on the left and Affinity 3 on the right. Where you don't see an equivalent panel to Affinity Photo 2 in the Affinity General section, it is probably in the Pixel sub-menu of the new software. The exception is the Text group, which is still under Text in Affinity 3.

To help make sense of the above broad changes, here are the same areas identified in Affinity Photo 2. Take a moment to compare the two to understand the differences.



## UNDERSTANDING AFFINITY: WHAT'S NEW & WHAT'S NOT



The other significant change, not mentioned above, is the new menu system. This has resulted from combining three complex applications into one, causing many menu commands to be a layer deeper than they were before. In addition, the names of some commands and their placement have changed. These changes may take time to adjust to, especially if you have built a workflow that you follow consistently.

## RAW PROCESSING AND THE DEVELOP PERSONA

Although Affinity 3 includes updates to remove the Develop Persona from the toolbar, it's now available as a Filter and Live Filter Adjustment Layer, but it's just called Develop. When you access the Develop filter, most of the functionality appears identical to the old Develop Persona. Here are a few key similarities:

- Opening RAW files in Affinity still loads them in the Develop Persona, and they require processing before handing them off to Pixel Studio for further editing.
- You can still reopen a RAW layer in the Develop Persona by double-clicking it. A RAW layer is one that's been developed

in the Develop Persona and has a linked or embedded RAW file.

- The tools in the Develop Persona look the same as in Affinity Photo, though some panels have a different design.
- The Develop Persona still support the Overlays used to apply localised adjustments to the RAW image.

Although the Develop tools are now accessed differently, their underlying behaviour remains the same, so the workflow will feel familiar once you locate the controls.

## INTERFACE & STUDIO CHANGES

Affinity Photo still uses the Persona system, but Studios have replaced its position at the top left of the interface. After spending some time working with the new Studios, I find it's best to think of them as Personas. In fact, some of the old Personas are just replaced by Studios.

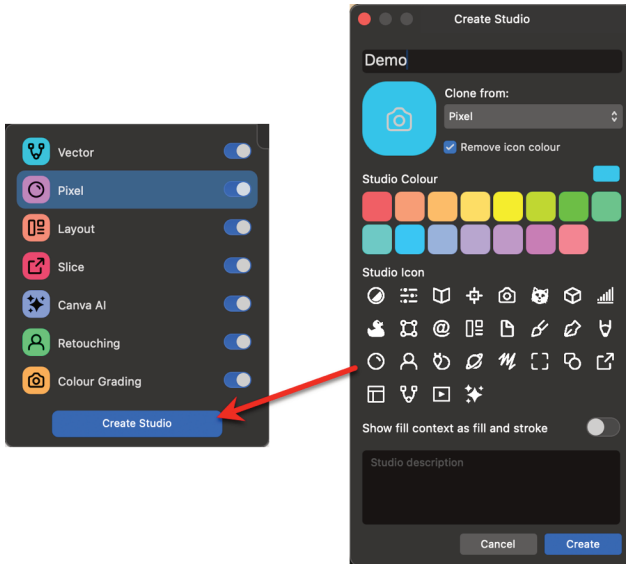
Here's a table that might help you understand what's happened.

## UNDERSTANDING AFFINITY: WHAT'S NEW & WHAT'S NOT

Affinity Photo	Affinity 3	Comment
Photo	Pixel	Comparable
Liquify	-	Removed. The Liquify Persona is now available as a Liquify Filter and as a Liquify Live Filter. Access from the Pixel menu (Pixels > Filters > Liquify... and Pixels > New Live Filter > Distort > Liquify...).
Develop	-	Removed. RAW files still open automatically in the Develop Persona. The Develop Persona is now available as a Filter in the Pixel menu (Pixels > Filters > Develop...).
Tone Mapping	-	Removed. The Tone Mapping Persona is now available as a Filter in the Pixel menu (Pixels > Filters > Tone Map...).
Export	Slices	Comparable
-	Vector	New. Contains elements from Affinity Designer.
-	Layout	New. Contains elements from Affinity Publisher.
-	Canva AI	New. Provides access to Canva generative AI tools for users with a Canva Premium subscription.
-	Retouching	New. Contains a collection of tools and Studio Panels geared to retouching work. The Retouching Studio appears to reorganise tools and panels that are also available in the Pixel Studio, presenting them in a layout suited to retouching tasks rather than introducing new functionality.
-	Colour Grading	New. Contains a collection of tools and Studio Panels geared to colour grading work. The same tools and panels are available in the Pixel Studio.
-	Typography	
-	Compositing	New. The Compositing Studio groups together tools and panels commonly used for compositing. These tools are also available in the Pixel Studio but arranged differently.

In addition to these changes, it's possible to control which Studios are visible and create your own custom Studios. To do this, open the Studio Manager by clicking the three-dot icon to the right of the Studios in the toolbar. You can see the Studio Manager in the screenshot below.

## SWITCHING TO AFFINITY 3



## LICENSING AND INSTALLATION DIFFERENCES

Affinity 3 is delivered under a new licensing model introduced by Canva. While this may not affect your daily editing, it does influence how the software is installed and updated.

Notable changes include:

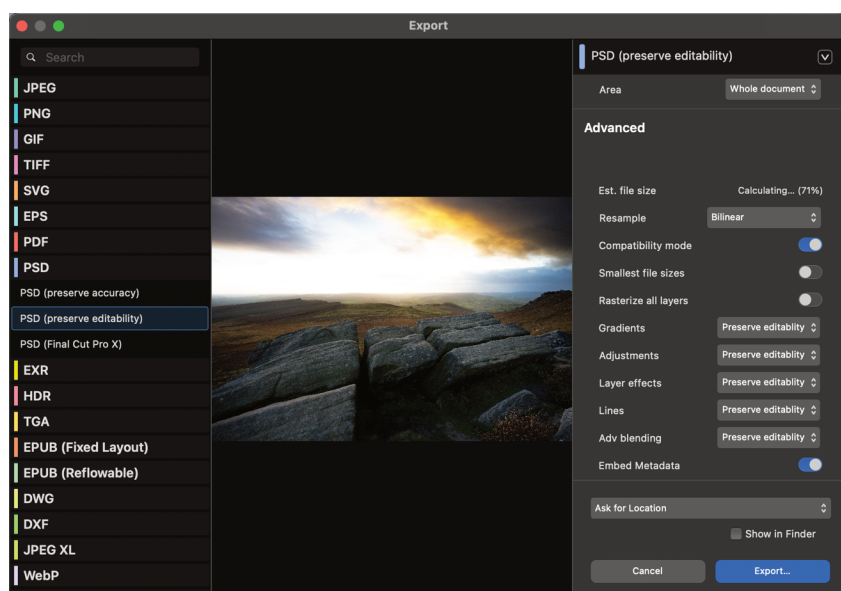
- New subscription to use the Canva Generative AI models. The tools and features of Affinity Photo 2 are included in the Free Affinity 3 version.
- Affinity 3 uses your Canva account for activation, and the software periodically checks this account when it launches.
- MSIX installers on Windows (which can affect the ability to find the EXE file).
- Differences in plug-in support depending on installation method. You may find that plugins that worked with Affinity Photo 2 won't work with Affinity 3.

These changes matter mainly when setting up the software or migrating your workflow.

### COMPATIBILITY WITH OLDER FILES

Affinity 3 can open files created in earlier versions of Affinity Photo. However, Affinity 3 introduces a new file format that older versions of Affinity Photo can't open. This means that any work you save in Affinity 3 can't be opened in Affinity Photo.

If you do make a mistake and save an essential file in Affinity 3, there is a potential workaround to save your editing. With the file open in Affinity 3, open the Export dialog from the menu (File > Export > Export...). Although the design of the dialog has changed, it works the same way as the old Export dialog in Affinity Photo. You will notice many additional format options in the Export dialog, although most of them relate to design and publishing workflows rather than photo editing.



## SWITCHING TO AFFINITY 3

Select the PSD format, which is used by Photoshop. There are a few versions of this, so select the one to “preserve editability” to limit possible problems. The export settings should work fine with most images. When you’re ready, export the file.

You can now open the PSD file in Affinity Photo 2, and many of the layers will be in place.

Do be aware that this isn’t a perfect solution, and there will be changes and information lost. For example, if you use a filter that’s not available in Affinity Photo 2, like the new Bloom filter, it will be converted to a pixel layer and lose its effect.

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## THREE

# NEW & CHANGED TOOLS



Affinity 3 introduces a few new tools and behaviours. Some of these tools appear new but functionally duplicate or repackage existing features from Affinity Photo 2. This section explains what has changed and how these tools behave in practice.

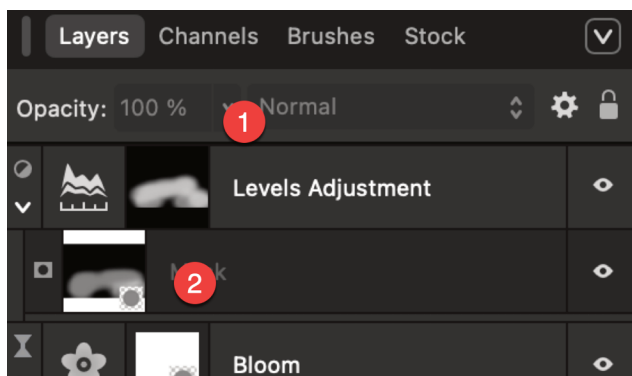
### ADJUSTMENT BRUSH

The Adjustment Brush is new to Affinity 3, and much was made of this in the Canva launch video. Despite this, it isn't new but rather a new way of using existing tools.

When you select the Adjustment Brush and choose an adjustment in the Toolbar, it automatically adds an Adjustment Layer of the selected type to the image. Then, when you paint on the image to apply the adjustment, it creates a Mask on the Adjustment Layer that's filled with Black. As you paint, the Adjustment Brush paints using white onto the mask to reveal the effect of the layer in that area.

All this functionality exists in Affinity Photo 2, and the Adjustment Brush simply automates some of the steps, making it easier for less

experienced users. The main problem with the Adjustment brush is that it applies the mask directly to the Adjustment Layer rather than as a separate Layer Mask. You can see the two types of mask in the following screenshot.



1. The first mask was created with the Adjustment Brush and is applied directly to the Levels Adjustment Layer.
2. The second mask is a separate Layer Mask that can be attached, detached, deleted and moved in the Layers panel.

It's the second type of mask that offers the maximum flexibility. The first type, which is part of the adjustment layer, can't be deleted and is difficult to reset. Until this behaviour changes in a future update, users who rely on flexible masking may prefer to continue creating their Adjustment Layers manually rather than using the Adjustment Brush.

## FILTER BRUSH

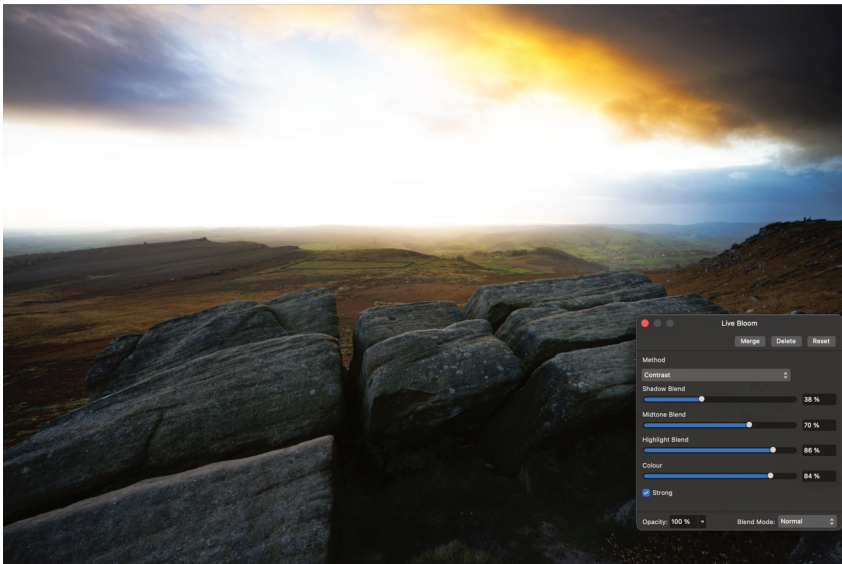
The Filter Brush is similar to and follows the same behaviour as the Adjustment Brush discussed above. For the same reasons as the Adjustment Brush, users may find it more predictable to apply filters manually rather than using the Filter Brush.



### NEW FILTERS

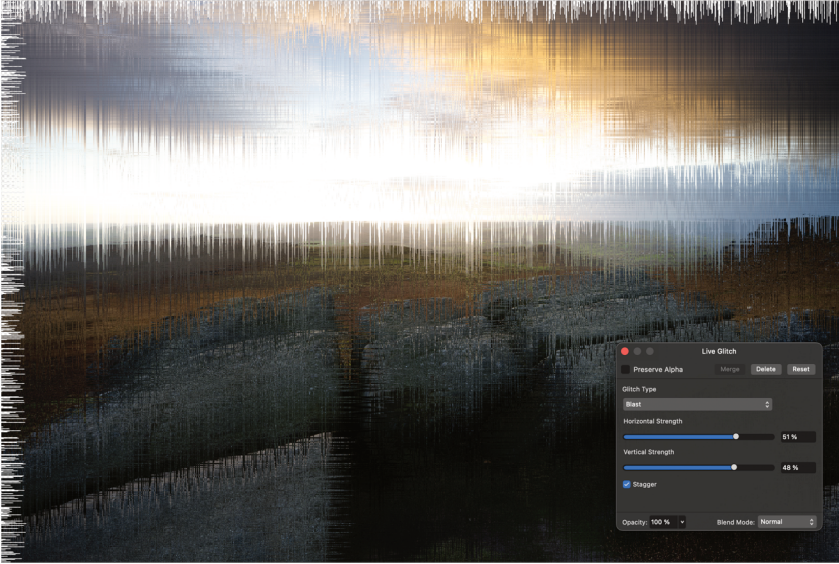
Affinity 3 introduced two new filters: Bloom and Glitch. Both provide special effects. They can be accessed as (destructive) filters in the Pixel > Filter > Distort menu or as non-destructive Live Filter Layers using the Pixel > New Live Filter Layer > Distort menu.

The Bloom filter produces a glowing effect.



The Glitch filter provides a wide selection of distortions that can be accessed from a dropdown in the filter dialog.

## SWITCHING TO AFFINITY 3

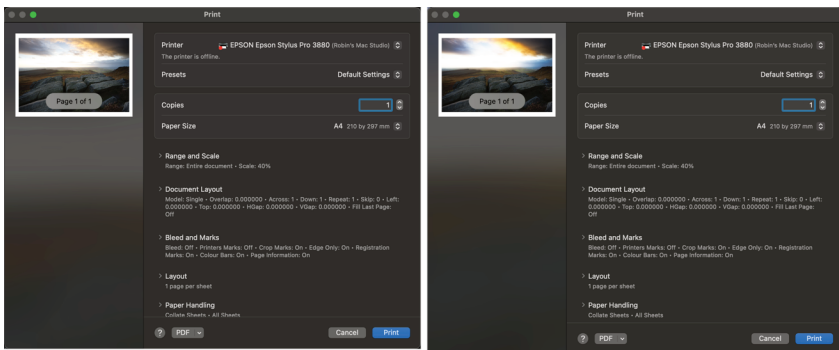


These filters are also available as icons that can be added to the Tools Palette on the left of the interface.

## FOUR PRINTING



Printing appears to be the same in Affinity 3 as it was in Affinity Photo 2. The Soft Proofing layer is the same in both versions of the software as is the Print dialog. Below you can see the same image open for printing in Affinity Photo 2 (left) and Affinity 3 (right).



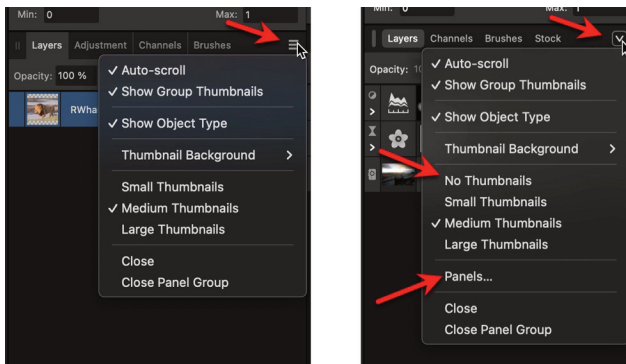
If you have purchased my Affinity Photo 2 Print Workshop, you should find it still applies in the new software, except that some of the menu commands are in new locations.

# FIVE

## PANELS: UPDATES & VISUAL DIFFERENCES



Most of the Panels in Affinity 3 also existed in Affinity Photo, though the designs of some have changed slightly. Take this simple example.

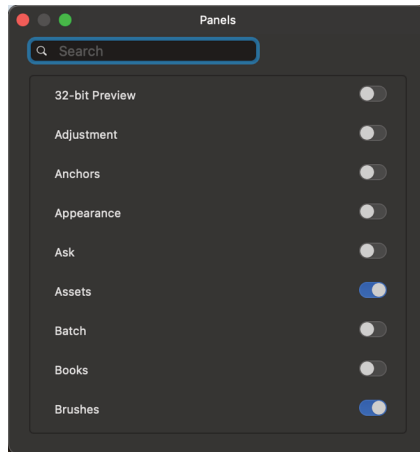


The above illustration shows Affinity Photo 2 on the left and Affinity 3 on the right. The first point to notice is that the familiar hamburger icon (the standard symbol for a menu) has been replaced with a down arrow. Click the down arrow in the new software reveals the same menu and options as found in Affinity Photo 2, but with two additions: No Thumbnails and Panels.

## PANELS: UPDATES & VISUAL DIFFERENCES

Please remember that these dropdown menus will change depending on which panel you have selected when you click the icon. The above example is for the Layers Panel.

The “Panels...” option here is worth mentioning; it’s useful, and you will find it in all the panel menus. It displays a Panels dialog, which is a useful way to control the many panels.

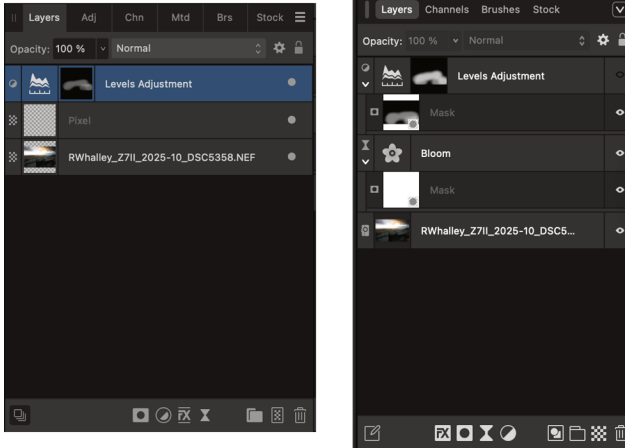


You can use the dialogue to search for a panel and control a panel’s visibility using the switch icon on the right. Unfortunately, I haven’t been able to find a quick way to access this dialog, which limits its usefulness.

## THE LAYERS PANEL

A further example of change is the design of the Layers Studio panel. Despite this, the same features exist in the new Affinity 3 software as in Affinity Photo 2. You can see the two side by side below.

## SWITCHING TO AFFINITY 3

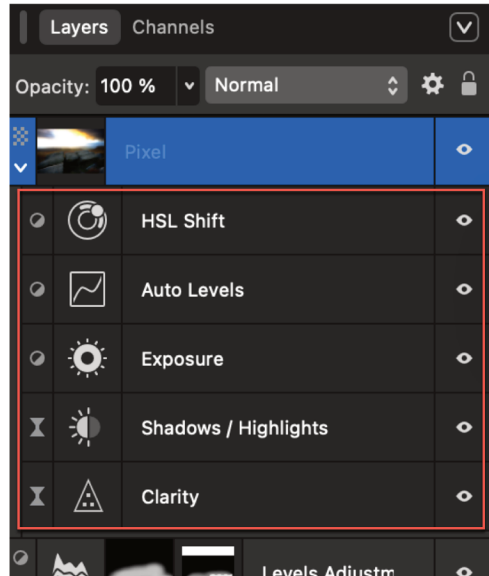
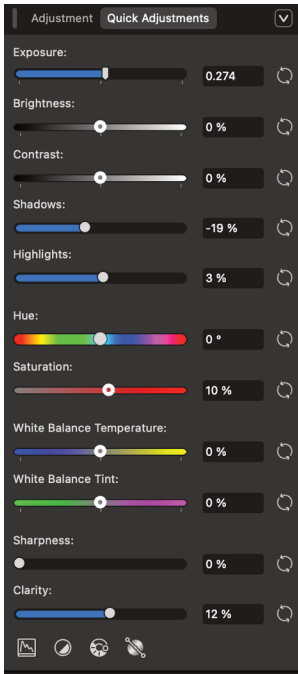


Here, Affinity Photo 2 is on the left and Affinity 3 on the right. Notice that the icon design has changed, the order has changed, and there is a new icon. The new icon in Affinity 3 is for a “Container Layer”, which can be used to hold Vector graphics and appears to be related to the old Affinity Designer software. It can therefore be safely ignored from the photo editing perspective.

## QUICK ADJUSTMENTS PANEL

The Quick Adjustments Panel is an example of a new panel that wasn't in Affinity Photo, but which less experienced users may find helpful. You can see it on the left in the following screenshot.

## PANELS: UPDATES & VISUAL DIFFERENCES



If you go to the “Colour Grading” studio rather than the Pixel studio, you will find this panel on the left. It’s also available in the Pixel Studio, but it may be hidden by default.

The panel combines the sliders from some of the most common adjustments that you might want to apply when editing photography. If you find the panel and its controls are greyed out, it’s because you don’t have a Pixel Layer selected in the Layers Studio panel.

When a Pixel layer is selected, you can apply adjustments to it using the controls in the Quick Adjustment panel. If, after applying an adjustment, you check the Layers Studio panel, you will see that a new Adjustment Layer has been added to the Pixel Layer for each adjustment you applied. You can see this in the above screenshot, on the right.

Although the panel is new, the functionality it brings isn’t. It just automates the adding of Adjustment Layers. What it brings is possibly an

## SWITCHING TO AFFINITY 3

easier workflow for less experienced users. If you like it, use it, but be aware of what is happening behind the scenes.

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## SIX

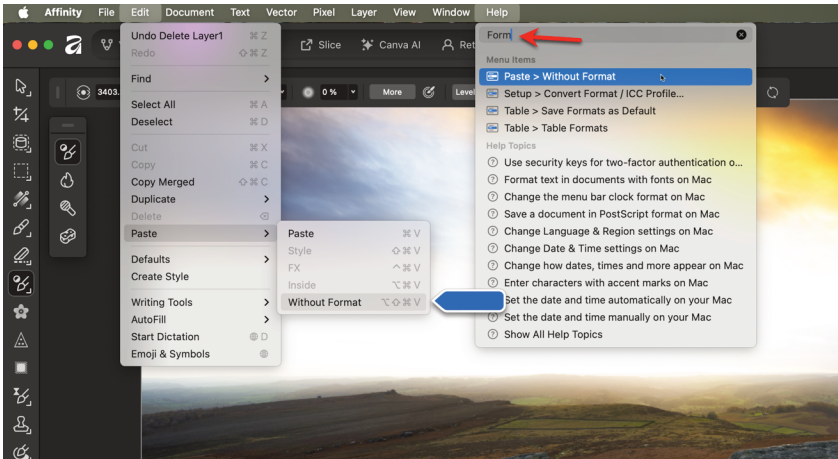
# MENU CHANGES



The menu changes in Affinity 3 are extensive. Most of the photo editing features that appeared in separate menus in Affinity Photo 2 now appear in the Pixel menu, and this should be your first point of call when searching for something.

If you are a Mac user and searching for a menu command, click the Help menu item and then, at the top, click the Search field. You can then type part of the command you are searching for, and you will see a list of matching items. Move your mouse pointer over an item in the list, and it will be shown in the menu.

## SWITCHING TO AFFINITY 3



Unfortunately, Windows users do not have this feature, as it is part of macOS.

In addition to moving the menus to new locations, additional menu items have been added as a result of consolidating the features of Affinity Designer and Affinity Publisher. These are mainly represented under the Vector menu heading (for Affinity Designer) and Text menu (for Affinity Publisher). If you are searching for a photo editing feature, it's unlikely to be in either of these two menus.

There has also been a reorganisation of other menus, with commonly used features migrated to submenus. For example, to resize a document (photo), we now go to the Document > Setup > Resize menu, where it used to be Document > Resize in Affinity Photo 2.

- If you can't find a menu command in Affinity 3 and you are on a Mac, use the Search feature in the Help menu.
- Try to use the features of the Layers Studio Panel rather than diving into the Pixel menu.
- Use keyboard shortcuts for menu commands you access often. If it doesn't currently have a shortcut, add one. The process of adding shortcuts is like that in Affinity Photo 2.

## MENU CHANGES

Although there are many more menu changes, the above suggestions should help. Remembering the following few points should also help:

- Most of the original menu items are still present in the new menu.
- Most of the Affinity Photo menu commands for editing are now under the Pixel menu.
- Some of the menu commands from Affinity Photo 2 have been renamed in Affinity 3. It may be more accurate to say simplified, as they have been shortened by moving them under a submenu. For example, the menu command “Arrange > Align Left” in Affinity Photo 2 simply becomes “Arrange > Align > Left” in Affinity 3.

To dig further into the menu changes, see the appendix at the end of this document.

## SEVEN

# MISCELLANEOUS MIGRATION CHALLENGES



Although we have covered a lot, there are still a few more things that have changed and which you might not immediately recognise. Let's look at some of those, so you don't get tripped up in a few months.

### MACROS

When Affinity Photo and Affinity Photo 2 were released, Serif also released a Macro Pack, which many users received as a bonus. In Affinity 3, some of these macros won't work, and if you have built your own macros in the past, you may find those don't work either.

I can't provide any rules as to what will and won't work. The best advice I can give is to test your macros before transitioning to the new software.

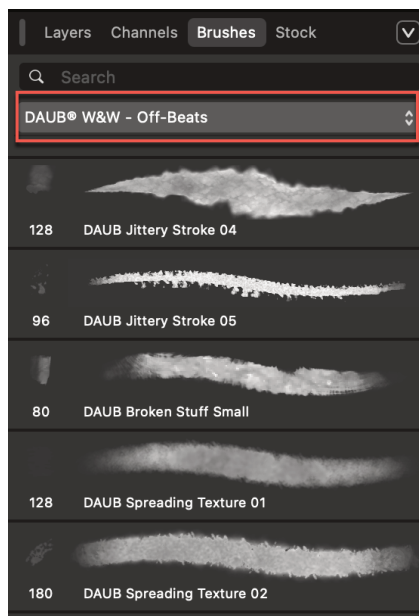
### BRUSHES

Brushes from earlier versions of Affinity Photo should work with the latest version of Affinity. That's certainly been my experience. The

problem is that they aren't imported automatically into the new software, so you will need to do this manually.

I've found the easiest way to do this is using your Mac Finder or Windows Explorer app. Use this to select the brush files you want to import, and then right-click on one of the selected files. In the pop-up menu, select to open the file in the new "Affinity" application. The application will then open (if it isn't already) and import the brushes. When the import is complete, you will see a message confirming the import was successful.

This approach also allows you to select and import multiple brush files at once. After import, the Brush files can be found in the Brushes Studio Panel, where each file has added a new Category.



Of course, to use this approach, you will need the brush files to import them, so you will need to download them from your Affinity Account.

## AFFINITY ACCOUNT & STORE PURCHASES

One of the problems you may now encounter is that you can't access your old Affinity Account. Unlike the old Affinity Photo software, Affinity doesn't have a link to the account. And if you try to use the link in the old software, you are redirected to the Affinity by Canva website, which doesn't give access either.

To access your original Affinity Account, use the following link.

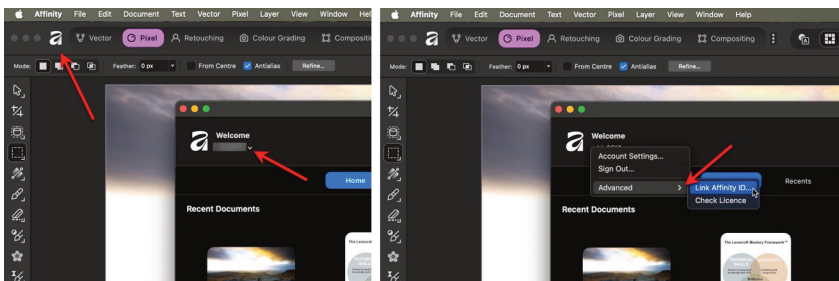
<https://store.serif.com/en-gb/sign-in/>

At the time of writing, this link remains active, but I don't know if availability will change in the future.

Once you have logged in, you can download your past purchases, including Brushes, LUTs, Fonts, Overlays, etc. You can also use this to download the Affinity Photo installation files.

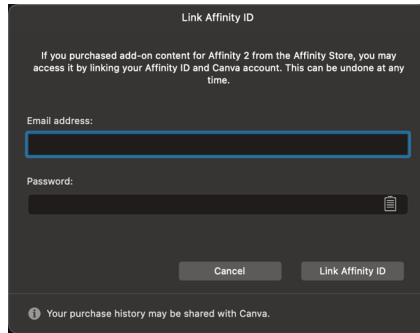
It is also possible to access the old Affinity Store from the new Affinity 3 software, but the link is rather tricky to find. First, you need to open the Affinity welcome screen by clicking the Affinity icon in the Toolbar.

At the top right of the Welcome screen, you will see your Canva account ID and a small arrow icon. Click the arrow icon to display a pop-up menu as shown below on the right.



Go to the Advanced submenu, where you will see the option to “Link Affinity ID”. Click this to display the dialog shown below.

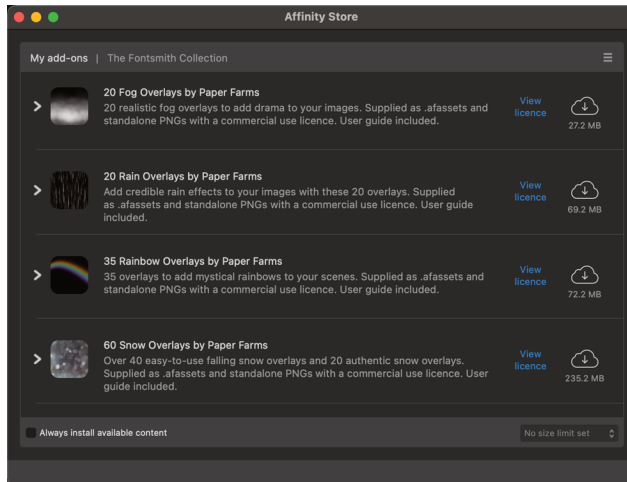
## MISCELLANEOUS MIGRATION CHALLENGES



The screenshot shows a dark-themed dialog box titled "Link Affinity ID". The text inside reads: "If you purchased add-on content for Affinity 2 from the Affinity Store, you may access it by linking your Affinity ID and Canva account. This can be undone at any time." Below this text are two input fields: "Email address:" with a blue border and "Password:" with a dark border and a small icon on the right. At the bottom are two buttons: "Cancel" and "Link Affinity ID". A small information icon and text at the very bottom state: "Your purchase history may be shared with Canva."

You can now enter the email address and password that you would use to sign in to your Affinity Account. After entering these details, click the “Link Affinity ID” button.

After successfully linking your account, you will see the Affinity Store dialog where you can download your past purchases.



The menu item in the Advanced submenu of the Welcome screen can now be used to access this dialog at any time, but it won’t give access to the installation files. For that, you need to use a web browser and the link described previously.

## INSTALLATION FILES

If you are undecided about moving to the new Affinity software, you may be considering staying with Affinity Photo 2. I've already heard from many photographers who are. If you are considering this, I suggest downloading the Affinity Photo installer files as soon as possible and storing them in a safe place.

Currently, the store link discussed above allows downloading the files, but for how long, I don't know. It's highly likely that at some point, you will need to reinstall Affinity Photo. For example, you may need to rebuild your computer or move to a new computer. Whatever the reason, you will need the installation files to do this. It's worth preparing now to avoid problems later.

But even if you download the installation files and reinstall Affinity Photo, you may still encounter problems during activation if the online servers aren't available.

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## EIGHT

# CUSTOMISING AFFINITY

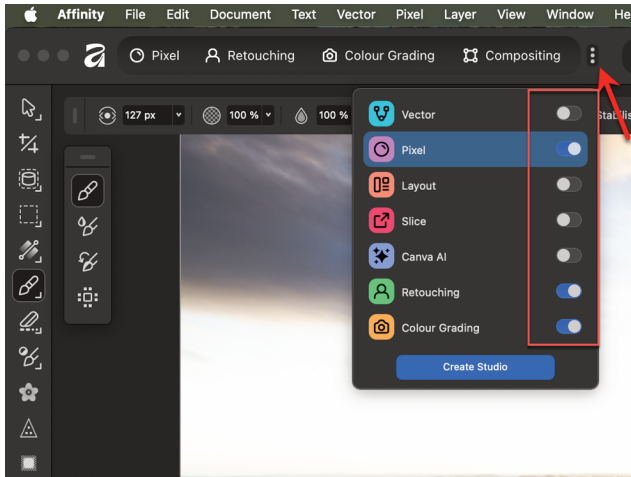


To ease your transition to Affinity, it's a good idea to spend some time customising the interface. Although we can't change the menus or make the new interface look like the old software, we can reduce the complexity. Here are a few ideas to help.

### CUSTOMISE THE STUDIOS

Start by customising the Studios displayed in the toolbar by hiding any you won't use. You can do this by clicking the icon displaying three dots to the right of the Studio bar.

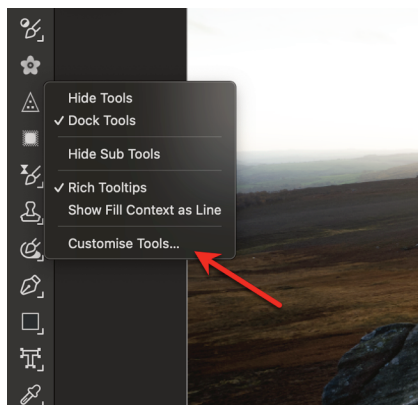
## SWITCHING TO AFFINITY 3



This opens the Studio manager, listing the various studios. To the right of each is a small switch icon. Click this to toggle the studios off and on. For example, if you won't use the Vector Studio for drawing vector graphics, click the switch to hide it.

## CUSTOMISE THE TOOLS PALETTE

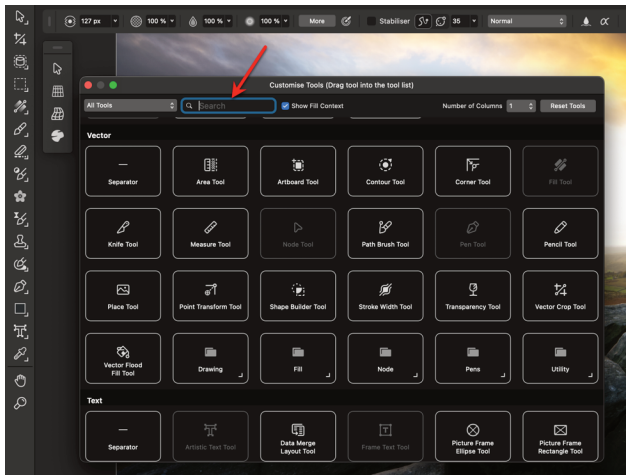
The Tools Palette appears on the left of the interface. To customise it, right-click the palette to display a pop-up menu.



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In the pop-up menu, you can choose to “Hide Sub Tools” if you don’t like the new floating Sub Tools panel. You can also use this to turn off the “Rich Tooltips” which appear when you hover your mouse over an icon in the palette.

To customise the selection of tools in the palette, click the “Customise Tools...” option in the menu. This displays the Customise Tools dialog.



You can now drag any tools that you won’t use from the Tools Palette and drop them on the dialog to remove them.

If there are tools you use which are missing from the Palette, find them in the Customise Tools dialog either by browsing or using the search feature at the top. You can then click and drag them from the dialog, dropping them into position on the palette. If you find you get into a mess, click the “Reset Tools” button in the dialog to return to the default selection.

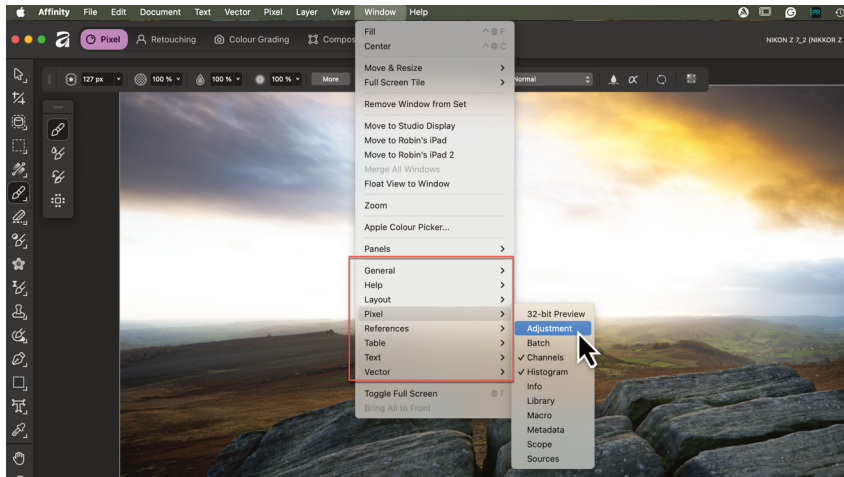
## CUSTOMISE THE STUDIO PANELS

The next step is to customise the Studio Panels so that:

## SWITCHING TO AFFINITY 3

1. Only the panels you want are visible.
2. The panels are arranged and organised the way you like.

To hide or view a panel, click the Window menu. The different panels are then listed in a series of submenus at the bottom.

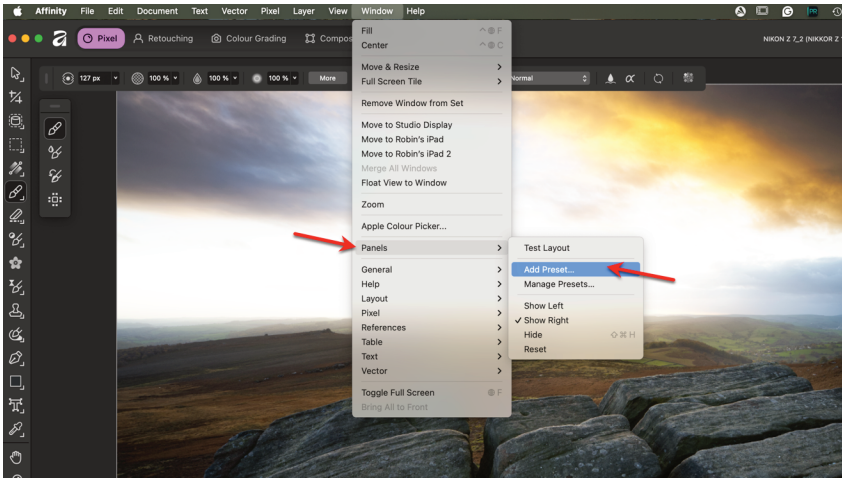


Where a panel has a tick mark to the left of it, the panel is visible in the interface. Click any panel in the list to toggle its visibility.

The panels themselves can be organised in the Studio areas on the left and right of the screen. Panels can be arranged into groups by dragging and dropping, just as they could in Affinity Photo 2. If you're not sure how, this video explains (<https://youtu.be/6QrJF3vzEto>).

Once you have configured the studio panels and their layout to look the way that you want, take a moment to save it. You can do this in the Window menu.

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In the menu, go to the Panels submenu and then click the “Add Preset...” option. This opens a dialog where you can enter the name of the layout and save it.

Once a layout is saved, it becomes available in the Panels submenu. If you look at the screenshot above, you will see the “Test Layout” option. This is a layout that I saved as a preset. Then whenever I want to return to that layout, I click this menu option.

## SET UP SHORTCUTS & USE PANELS

Possibly one of the most time-consuming and frustrating aspects of the new Affinity software is the changes to the menus. This is confusing for anyone who was familiar with the old menus, as commands may not be where you expect them. In addition, they could be buried more deeply in the menus.

If you are finding this frustrating, consider two solutions:

1. Try to use icons more in the Studio Panels. A good example is the Layers panel, where you will find many icons, including two to add Filters and Adjustment Layers. Using these icons avoids the need to access submenus in the Pixel menu.

## SWITCHING TO AFFINITY 3

2. If there are menu commands you use frequently but are now deeper in the menus, consider setting up keyboard shortcuts for them, or try to remember the shortcuts if they already exist.

The process of adding and changing keyboard shortcuts is the same as for Affinity Photo, using the Settings dialog. This video demonstrates how: <https://youtu.be/DqOKrwgVdFs>.

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## NINE FINALLY



This brings us to the end of this paper. I hope you've found it helpful in understanding the new Affinity software and how to make the transition to it (if you want to) easier.

If it's helped you, consider joining my Lenscraft Newsletter (<https://lenscraft.co.uk/photography-newsletter/>), which, just like Affinity, is free.



# TEN

## APPENDIX: MENU CHANGES

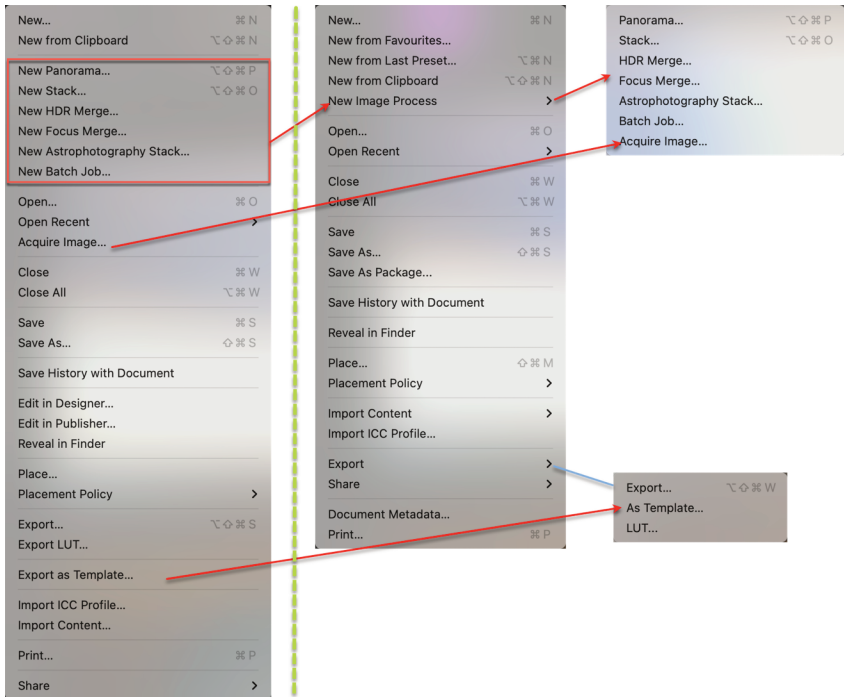


### File Menu

Let's take a closer look at some of the menu changes on the Mac to make a little more sense of them. Here are the File menus side by side, with Affinity Photo 2 on the left and Affinity 3 on the right.



## APPENDIX: MENU CHANGES

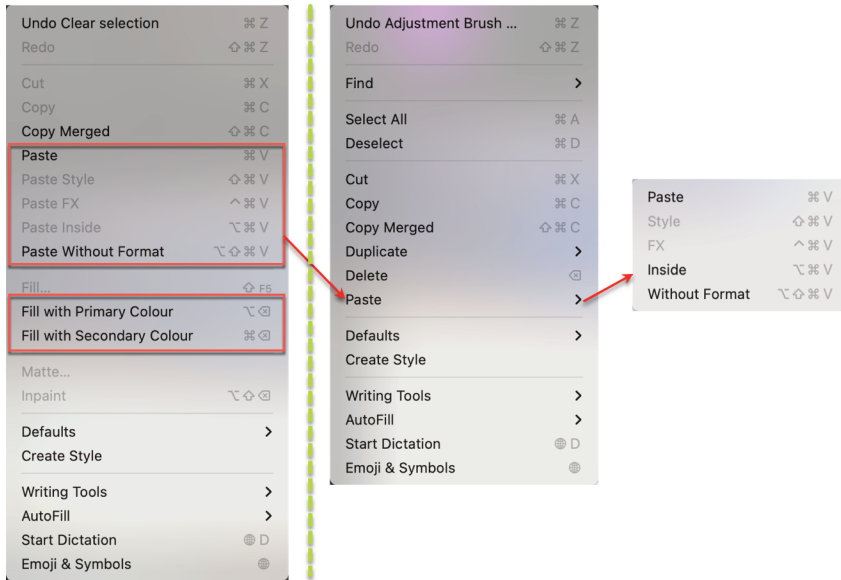


This shows that the majority of the features in the Affinity Photo 2 File menu are still in the Affinity 3 File menu, but some have moved. For example, the large group of “New” options at the top are now located in the “New Image Process” submenu.

### Edit Menu

Now let’s compare the Edit menu between Affinity Photo 2 on the left and Affinity 3 on the right.

## SWITCHING TO AFFINITY 3

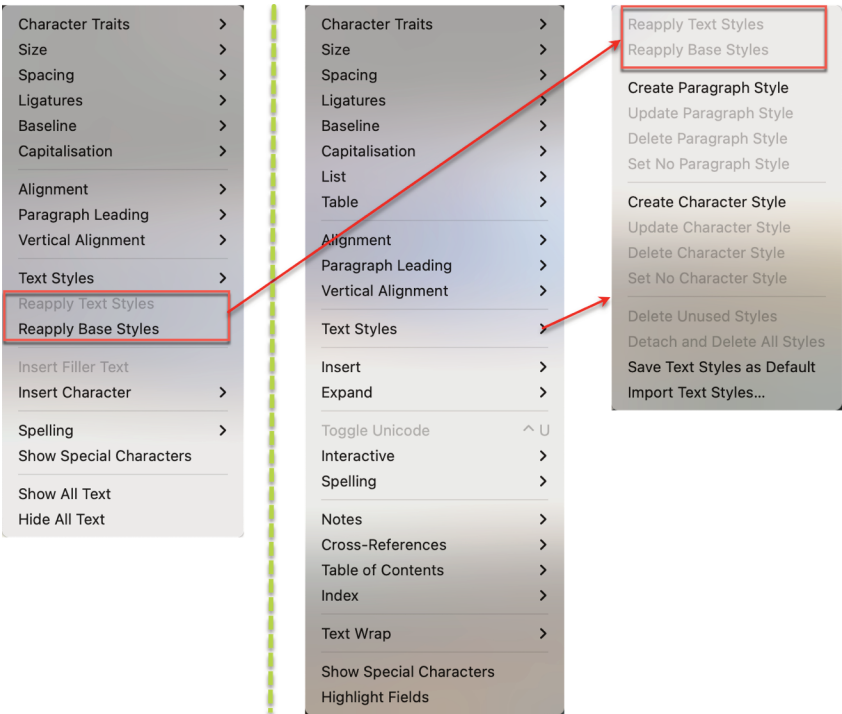


Here we see a similar approach. A group of Paste commands have been moved into a submenu, but most of the menu is the same. Only the two Fill commands have moved to a new menu. These can now be found under the Pixel > Filters > Colours menu. Additionally, the Primary and Secondary elements of the command have changed to Foreground and Background. For example, “Fill with Primary Colour” becomes “Fill with Foreground Colour”.

## Text Menu

Next, let’s compare the Text menu. Again, Affinity Photo 2 appears on the left and Affinity 3 on the right.

# APPENDIX: MENU CHANGES

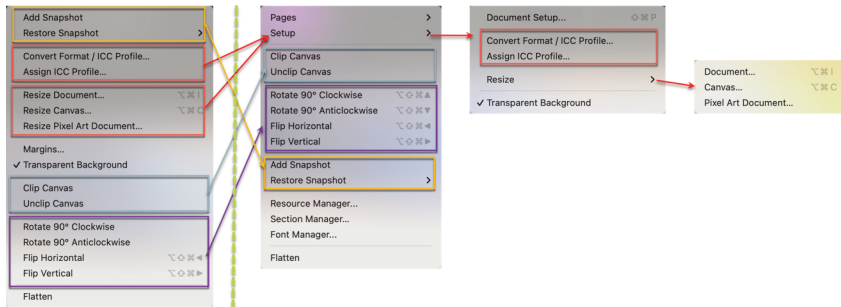


As with the other menus, all the elements of the Text menu in the old software are in the new Text menu. Only two commands have been moved into the “Text Styles” submenu. There is, however, a considerable expansion of the Text menu in the new software to include the additional features of the Affinity Publisher 2 application.

## Document Menu

Now let’s analyse the changes to the Document menu. Affinity Photo 2 appears on the left and Affinity 3 on the right.

## SWITCHING TO AFFINITY 3

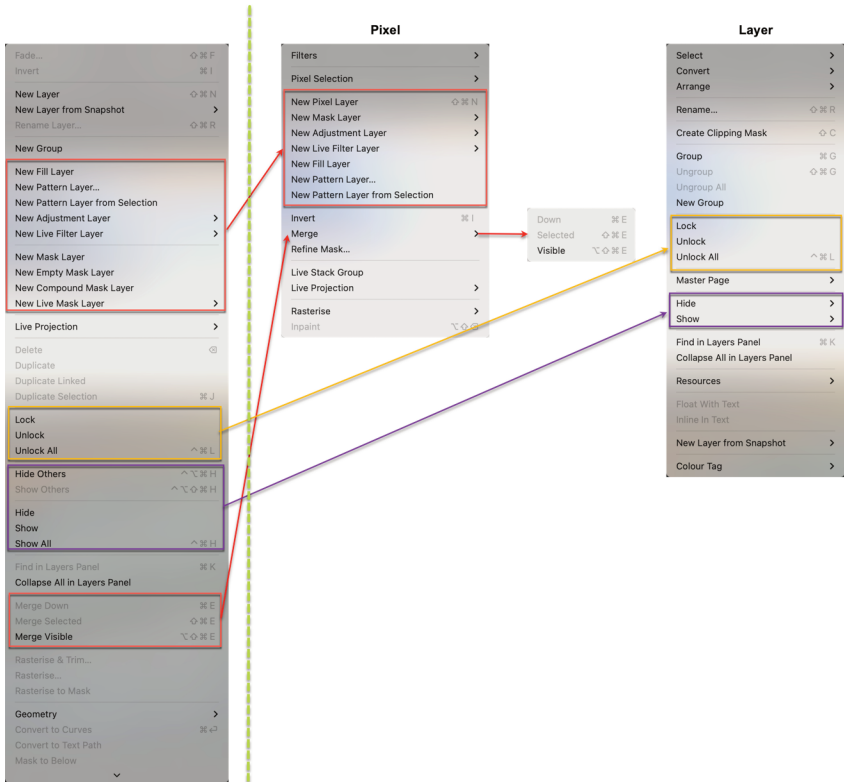


Although this may look complicated at first glance, most of the changes have reordered the menu groups. Other than that, two groups have moved into the Setup submenu, and one of those is moving to a sub-submenu.

## Layer Menu

Now let's look at how the Layer menu in Affinity Photo 2 has changed.

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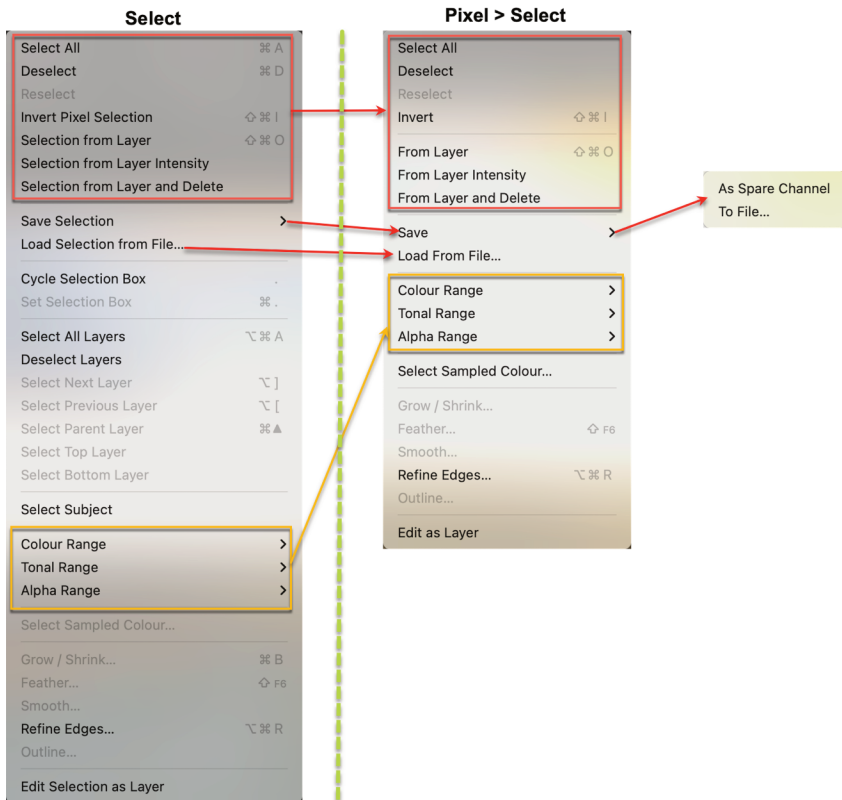
This is quite a complicated change as the features have been split across at least two other menus in Affinity 3. Most of the menu items can now be found in the Pixel menu and the Layer menu.

It can be quite difficult to make sense of these changes, so I recommend taking a different approach. Try to get into the habit of using the features in the Layers Studio Panel rather than the menu commands where possible. By using the features of the Layers Studio panel, it's possible to add both new layers and filters to the image as well as perform lots of editing changes. Where you do need to use a feature from the menu like for example Merge, it's possible to achieve this using either keyboard shortcuts or right clicking on layers in the Layers Studio Panel.

Following this approach and with a bit of practice, you will find you can avoid using the menu most, if not all, of the time. You will also find that you can work more quickly.

## Select Menu

Next, let's review the Select menu to see what's happened to that.



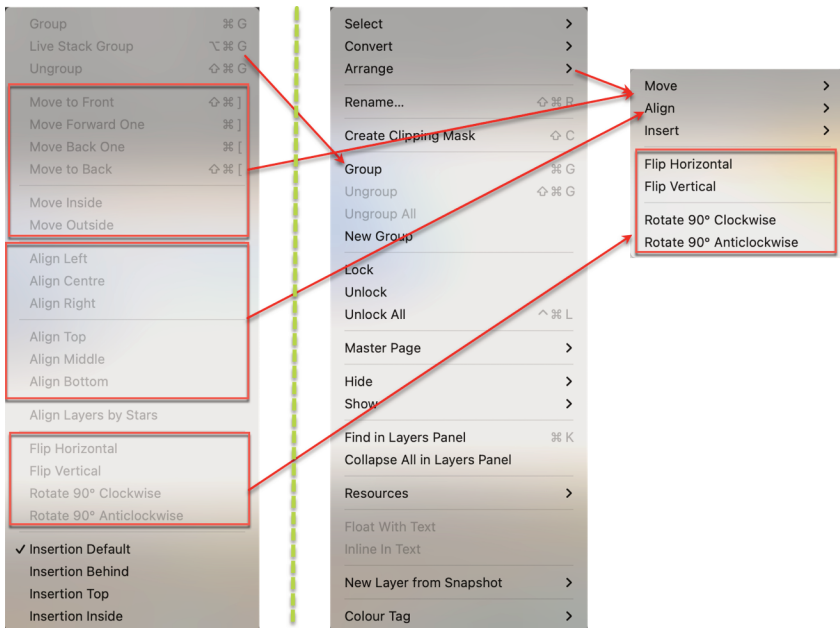
Here we see the old Select menu in Affinity Photo 2 has moved into the Select submenu in the Pixel menu. The changes possibly appear more confusing than they are because they have also changed the names of some menu items, perhaps to shorten them.

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The Select Subject option has now been removed from the menu, but is still available in the Tools Palette as an icon.

### Arrange Menu

Next, let's look at the Arrange menu from Affinity Photo 2, which you can see on the left below.



This has been merged into the Layer menu in Affinity Photo 3. Some commands, like Group and Ungroup, have moved directly into the menu. But a large part of the menu has been moved under the Arrange submenu, with some items appearing as a sub-submenu.

The Filter menu is a relatively simple change and is now a submenu within the Pixel menu.

Although there are many more menu changes, the above are perhaps the main ones and should help you feel more comfortable with the menu structure in the new Affinity 3 software.

SWITCHING TO AFFINITY 3

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END OF APPENDIX

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## BOOKS & COURSES BY ROBIN



You can find further details of my books on my Lenscraft website <https://lenscraft.co.uk/learn-photo-editing-books/>. The list of published books is long and frequently updated. If you struggle to find a book, please contact me using [robin@lenscraft.co.uk](mailto:robin@lenscraft.co.uk).

### AFFINITY PHOTO DESKTOP

- How To Select It
- Affinity Photo How To
- Essential Affinity Photo 2
- Essential Affinity Photo

### ADOBE IMAGE EDITING

- Mastering The Lightroom Develop Module (2nd Ed.)
- Essential Adobe Photoshop CC, 3rd Edition
- Mastering Adobe Photoshop Luminosity Masks
- The Easy Way to an Organised Photo Library
- Mastering Selections & Masks in Lightroom Classic CC 2023
- Mastering Photoshop Masks: Professional Strength Image Editing
- Mastering Photoshop CC Layers: Professional Strength Photo Editing (2nd Ed.)
- Adobe Lightroom Classic CC: Mastering the Library Module

## THE NIK COLLECTION

- Mastering the Nik Collection Selection Tools
- Mastering Nik Silver Efex Pro 3
- Mastering Nik Color Efex Pro

## PHOTOGRAPHY

- Landscape Photography: Shoot Like a Pro

## COURSES BY ROBIN

The following are also available as eBook and video courses on my website.  
See the page <https://lenscraft.co.uk/photo-editing-courses/> for further details.

- The Dark Image System for Lightroom
- From Ordinary To Extraordinary (Affinity Photo)
- The Affinity Photo Print Workshop

