

## FAQs How to Use your Mockups User Manual

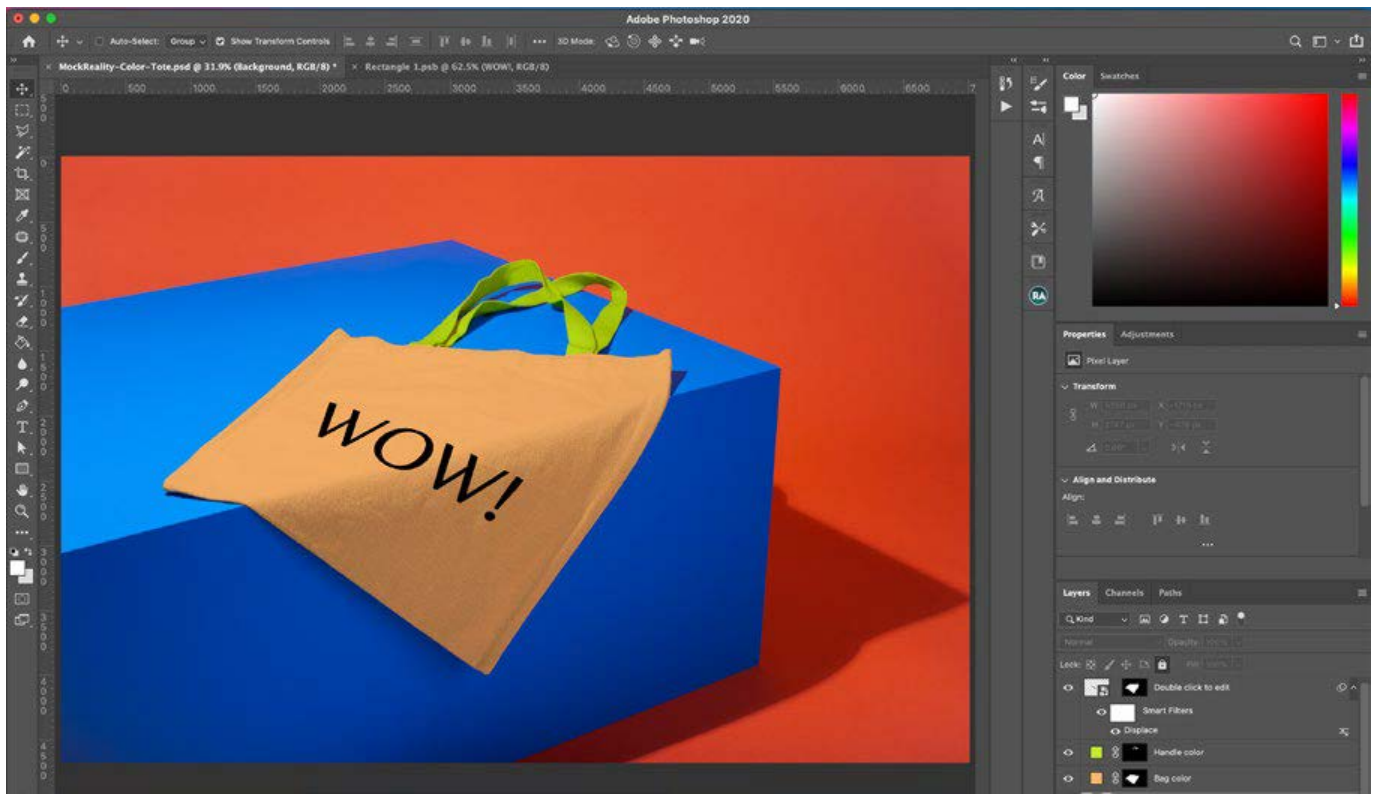
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## FAQs

### FAQs How to Use your Mockups

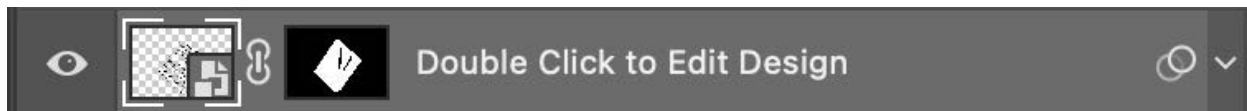


## How to Use your Mockups

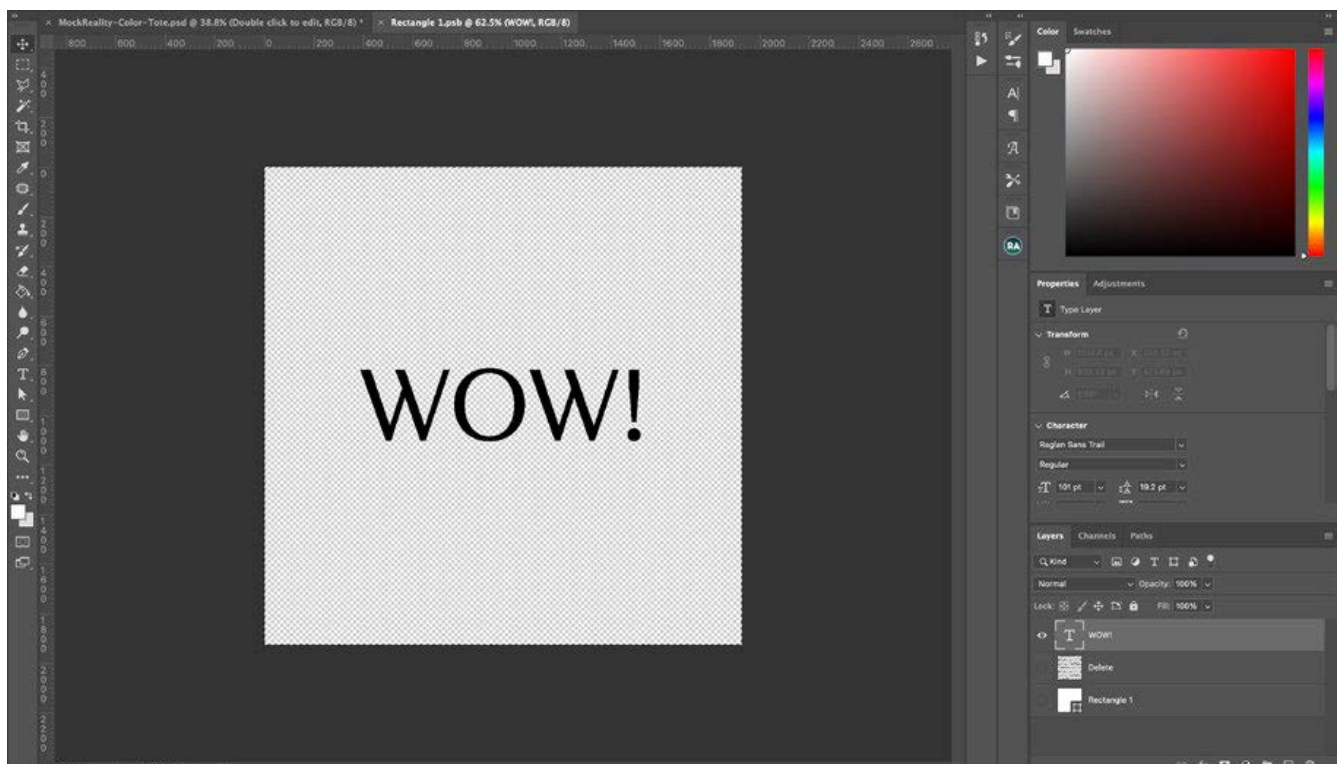
1. Download your files, and unzip the .zip archive. Open your PSD.

For best results, ensure you're using the most up-to-date version of Photoshop CC— we can't guarantee these files will work with older versions.

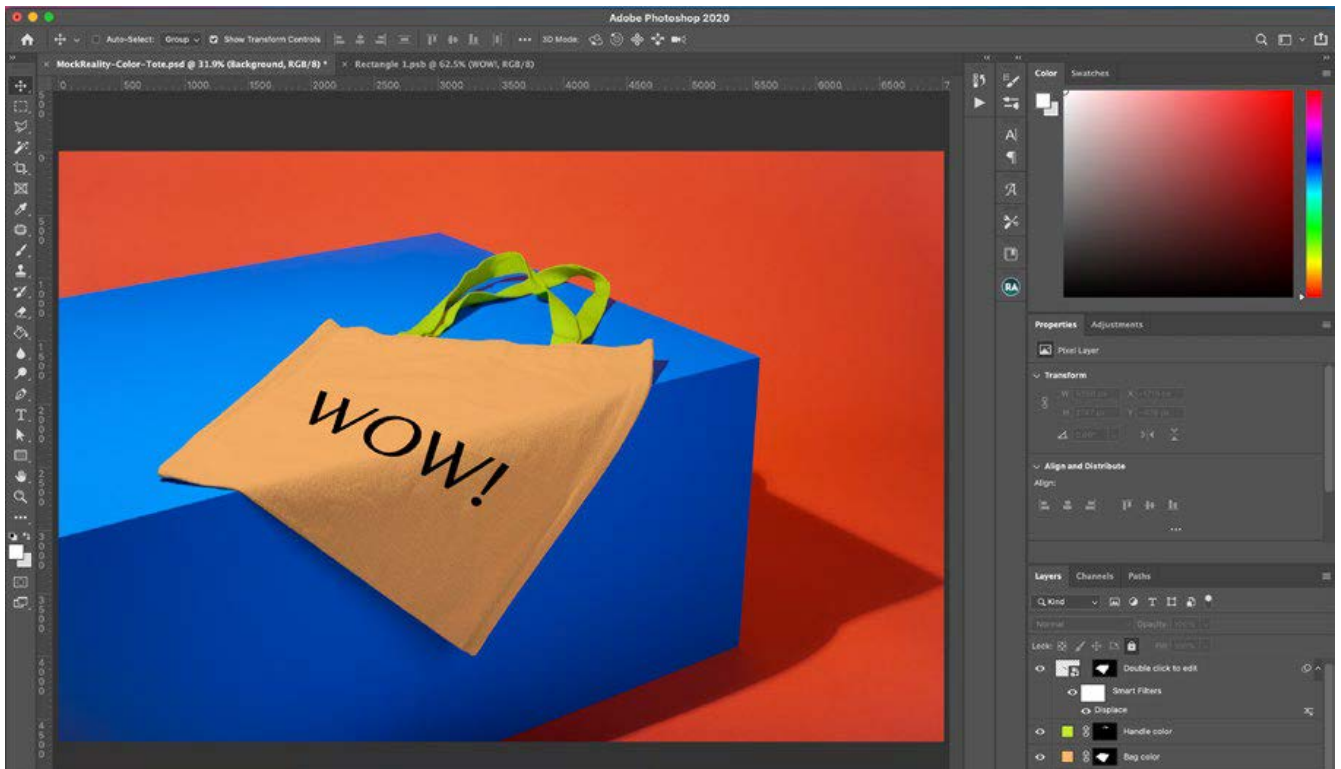
2. Double click on the  smart object icon.



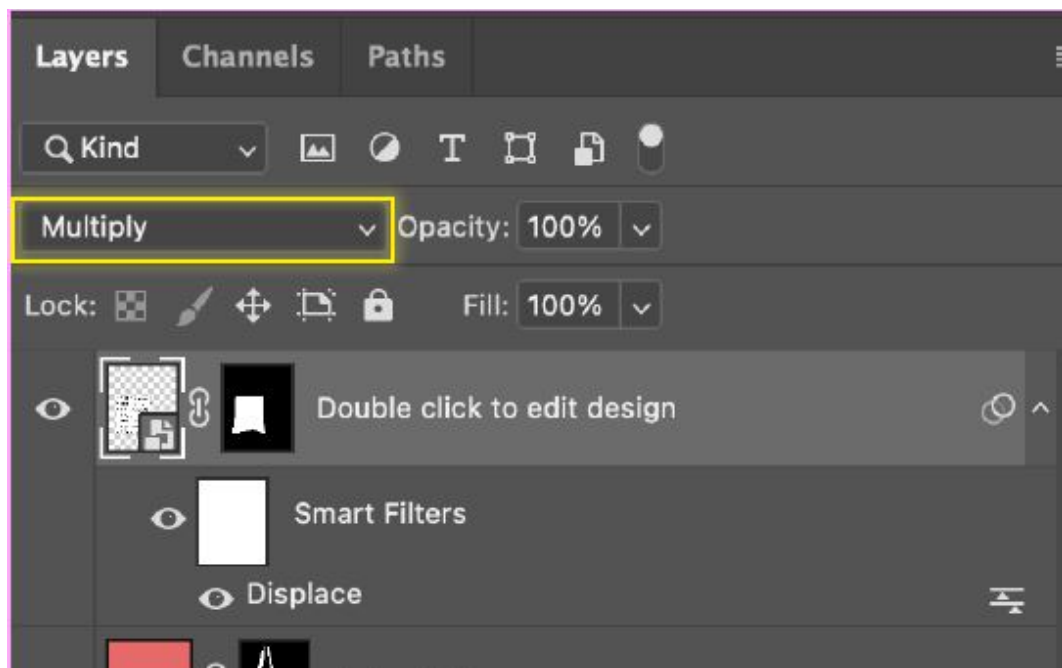
The smart object will open in a new tab, where you can place or create your design.

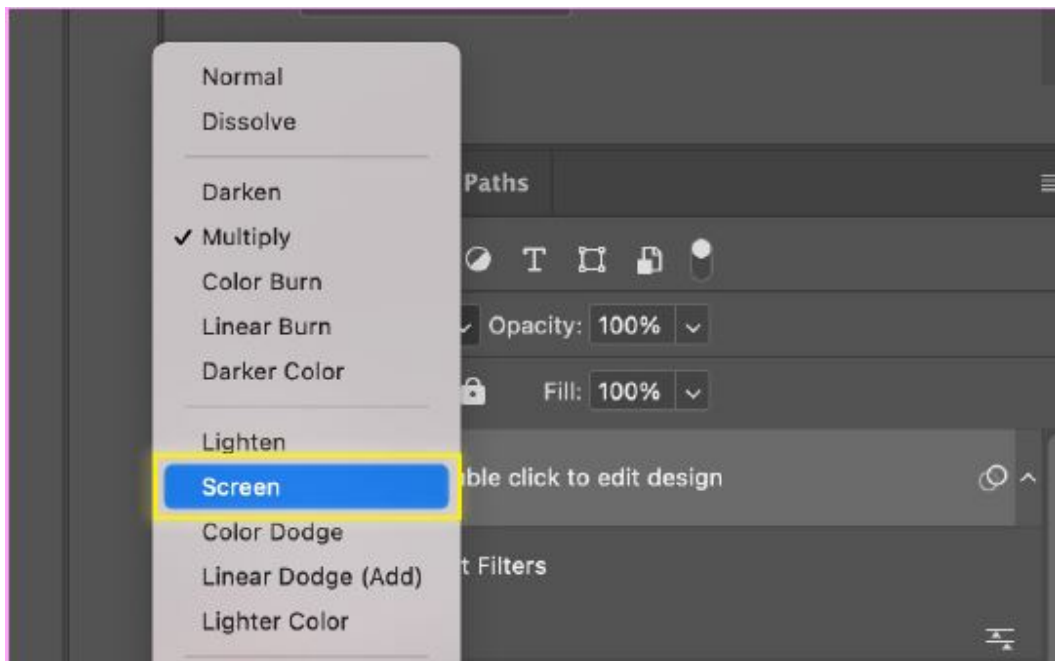


3. Within the smart object tab, hit Save (File>save, or com-mand + S). Go back to the main file and see your updated design.



## FAQ: Blending Modes

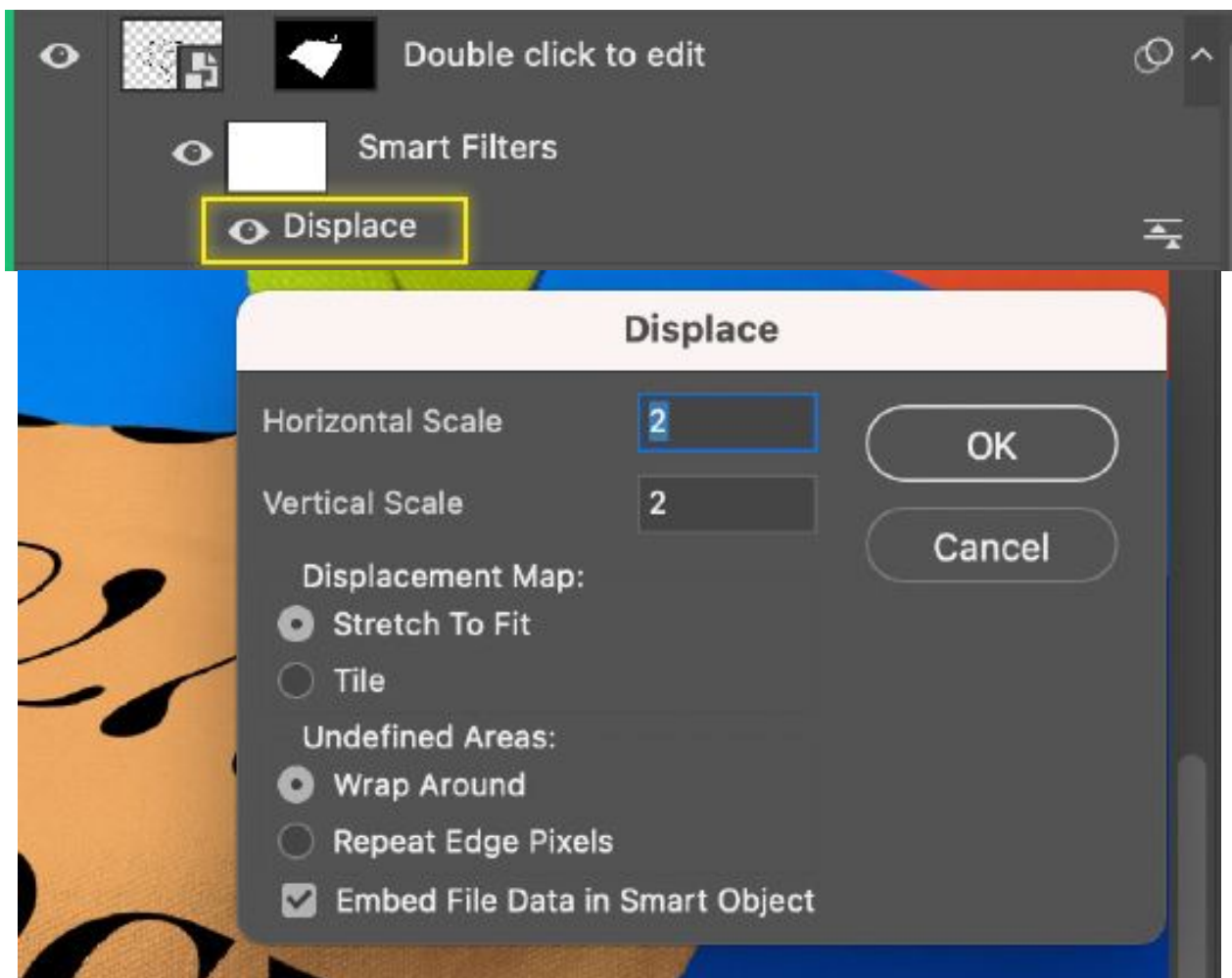




All artwork and solid color fields in our PSDs have the blending mode set to “multiply.” This blending mode works best for dark colored designs.

However, if your design is white, try updating the blending mode to “Screen,” or play with other modes.

### FAQ: Displacement Maps



Color



Search

Archive.zip

MockReal...r-IPad.psd

MockReal...aptop.psd

MockReal...ionery.psd

MockReal...r-Tote.psd

MockReal...ment.psd



### MockReality-Color-ToteDisplacement.psd

Adobe Photoshop file - 95.3 MB

#### Information

Show Less

Created

Wednesday, October 14, 2020 at 5:00 PM

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In both of our tote bag mockups, we include a Displacement Map file to help your design more accurately wrap to the object. In some cases this may skew the desired look, or you might want to adjust it. To do so, simply double click "Displace" under smart filters, set the settings to your liking, and then when prompted, open the included black and white displacement map file.

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## Documents / Resources



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How to Use your Mockups