MOTORBIKE RACING SUIT MOCK-UP

graphicriver

4.PSD FILES

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Photoshop requirements

Open the .PSD files in one of the listed programs:

- Adobe Photoshop CS5 Extended
- Adobe Photoshop CS6 Extended
- Adobe Photoshop CC
- Adobe Photoshop 2020, 2021

Mock-up files require Photoshops **3D functionality**. Make sure your Photoshop meets all system requirements and has a functioning 3D feature.

File resolution is 2500×2500 px at 72ppi, color mode is in RGB.

Good practice: save a copy of the downloaded file to a safe location on your computer.

https://graphicriver.net/user/sanchi477

In the downloaded file you will find:
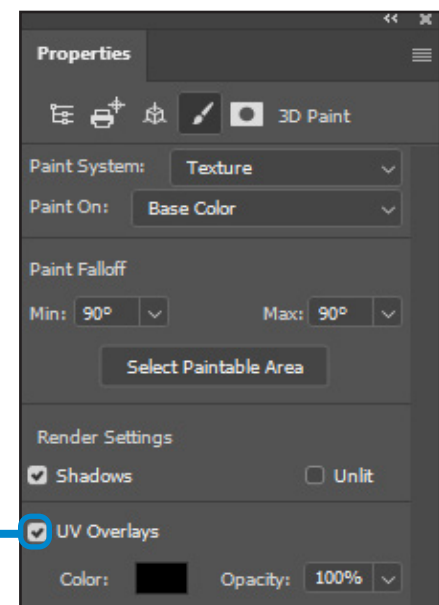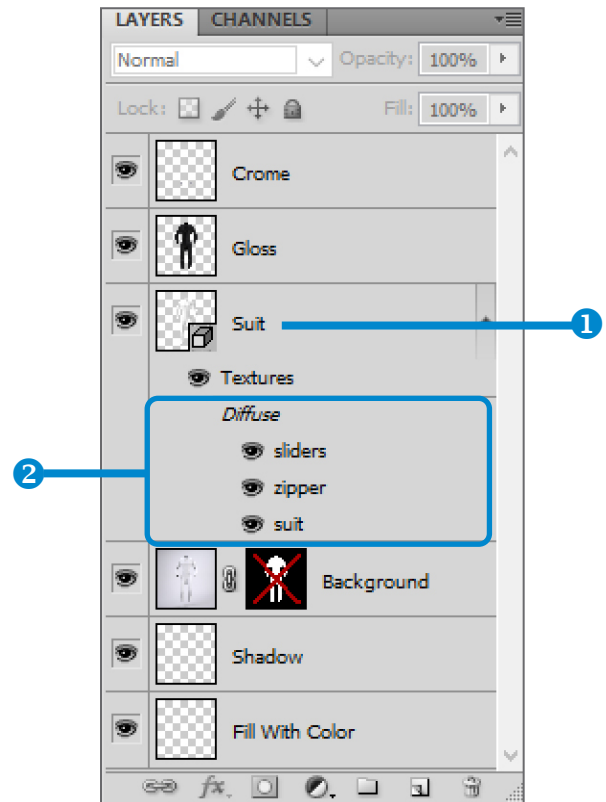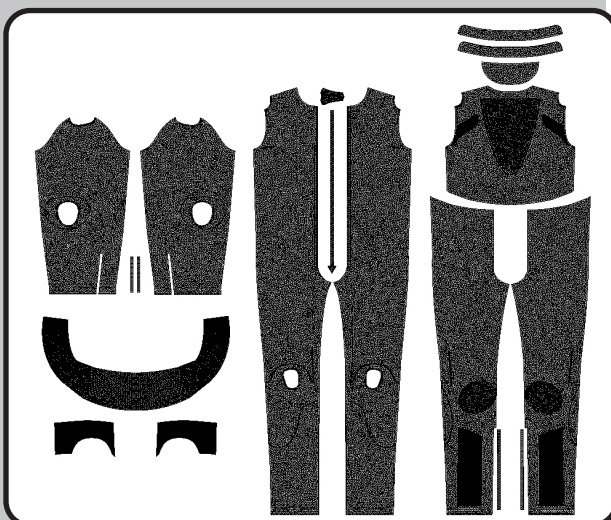
- set1.psd

- set2.psd

- set3.psd

- set4.psd

Add Texture to the Suit

In this mock-up we take advantage of Photoshops 3D capability to fully wrap a texture around the 3D model of a motorbike suit and then render (convert 3D model to a 2D image) for final output.

Open any downloaded file.

In the LAYERS panel locate (❶) layer *Suit*. Since this is a 3D layer, containing 3D models, textures are applied to them. Alltogether there are 3 textures (suit panels, color of the zipper and color of the sliders). To edit the textures of the Suit double click (❷) Texture < Diffuse < suit, sliders, zipper.

Note (Photoshop CC users): In the properties panel deselect (❸) the UV Overlays, which turns off the visible mesh displayed when editing the texture

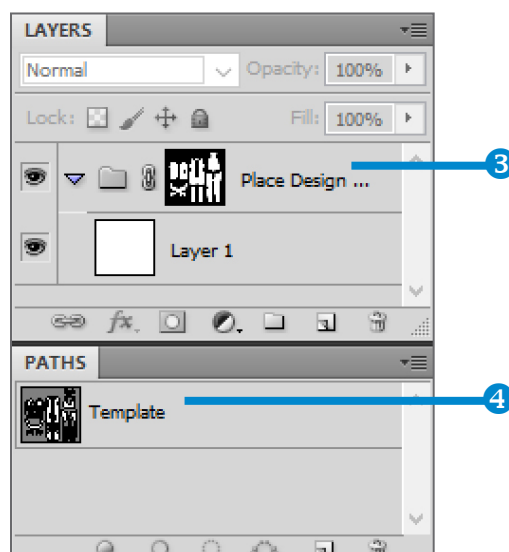# Add Texture to the Suit

Suit Texture

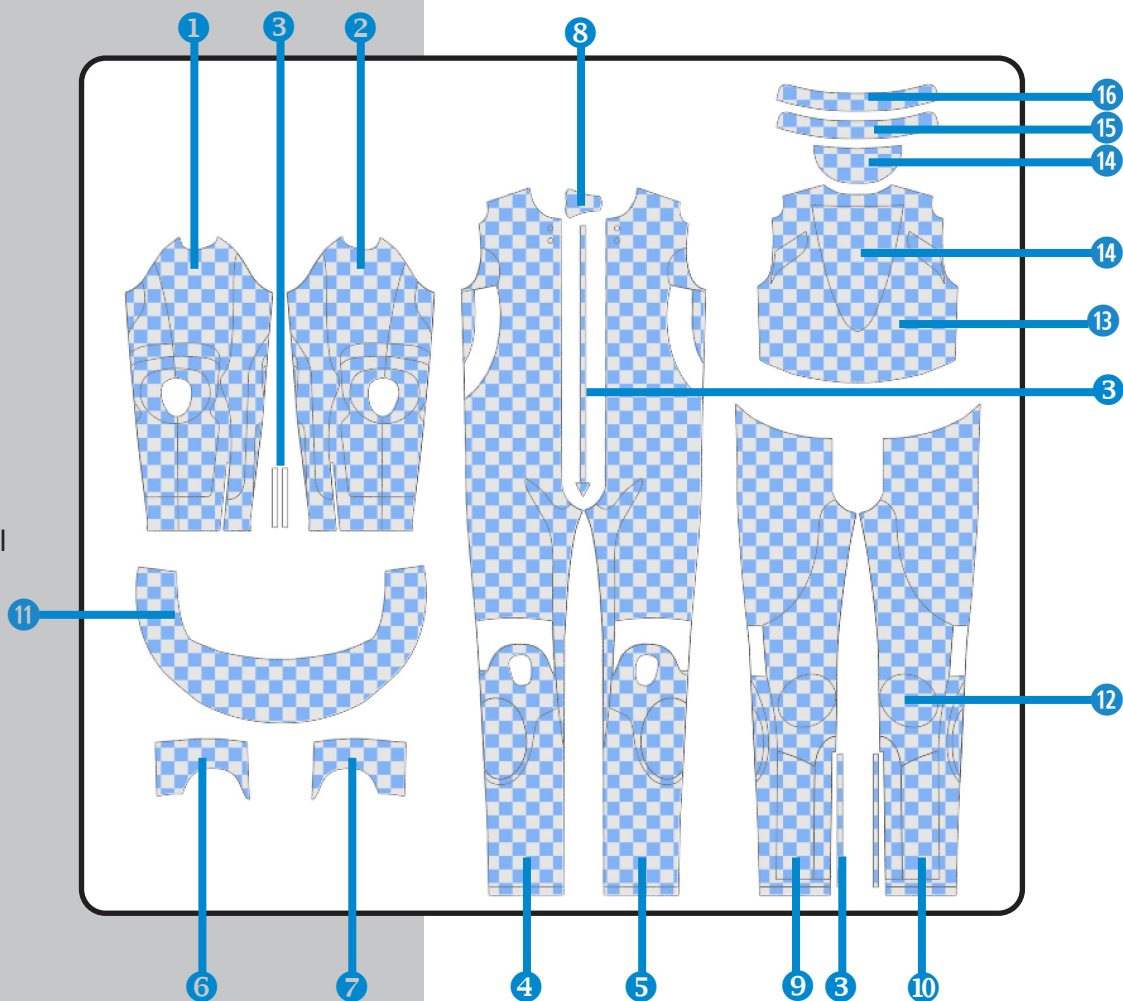A new file will open in a separate window.

File represents the texture template of the Suit. Paste (❸) your design into the group with the mask. (The mask serves as a template and in the PATHS panel (❹) there is a pre saved path which marks the outline of the mask and individual panels.)
AFTER YOU ARE DONE, SAVE (CTRL+S) THE FILE AND !CLOSE IT.
If you look now in the downloaded file, the texture should be applied.

❶- Right Sleeve
❷- Left Sleeve
❸- Zipper Tape
❹- Right Front Panel
❺- Left Front Panel
❻- Right Knee Panel
❼- Left Knee Panel
❽- Button Closing
❾- Left Back Leg Panel
❿- Right Back Leg Panel
⓫- Lower Back Panel
⓬- Back Knee
⓭- Back Panel
⓮- Hump
⓯- Collar
⓰- Collar Lining

Add Color to the Zipper and Sliders

Zipper and Sliders Color

To edit (❷) the color of the Zipper or Sliders click Diffuse < zipper, sliders.

A new file will open in a separate window.
Fill the canvas with solid color.

AFTER YOU ARE DONE, SAVE (CTRL+S) THE FILE AND CLOSE IT.
If you look now in the downloaded file, the color should be applied.

Note: in the downloaded files there is a layer containing pre-rendered crome zipper and sliders. Locate the layer Crome and turn the visibility off.
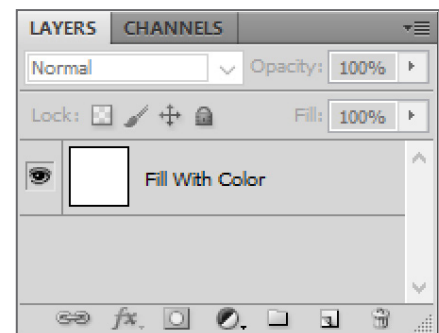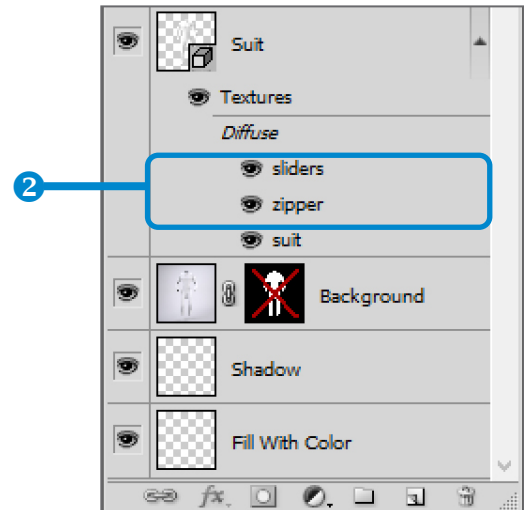
Texture Examples

Render a 3D File for Final Output

3D rendering is the 3D computer graphics process of converting 3D models into 2D images to produce the highest quality version for output.

After you've finished applying textures to the 3D models, next step is creating the final render.

In the LAYER panel locate layer Suit. Double click (❶) the thumbnail to open the 3D (SCENE) panel.

At the top of the 3D panel, click (❷) the [icon] Scene button, and then click (❸) the Scene entry in the list below.

From the (❹) Quality menu in the lower half of the panel, select (❺) Ray Traced Final.
A final render can be time-consuming, if you need to stop the render process just click on the image.

Note: If you need to work on the texture, return Quality setting to default Interactive (Painting).

After the render is complete, you can flatten the 3D scene for output.

Note (Photoshop CC users): In the Properties panel of the 3D layer click [icon] to render. To stop the render proces press Esc.
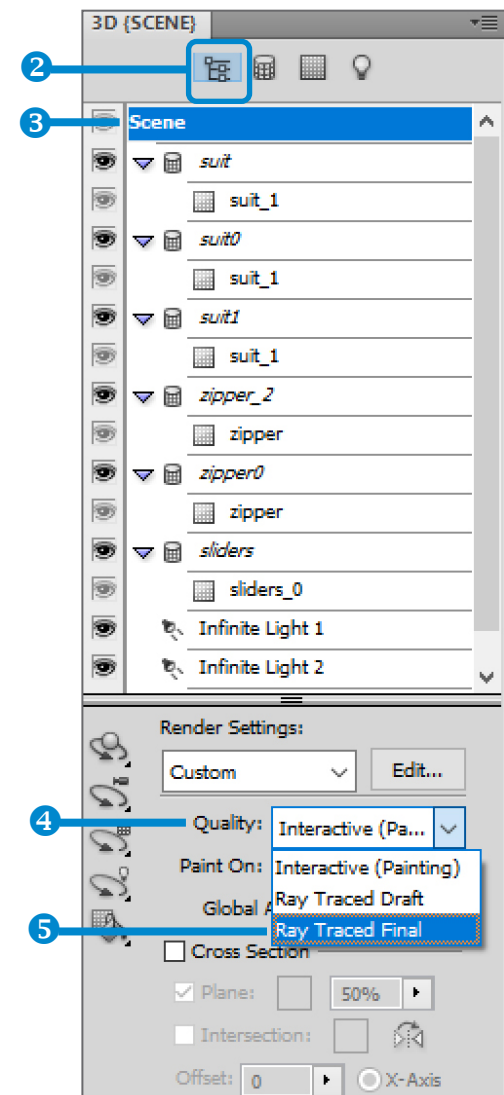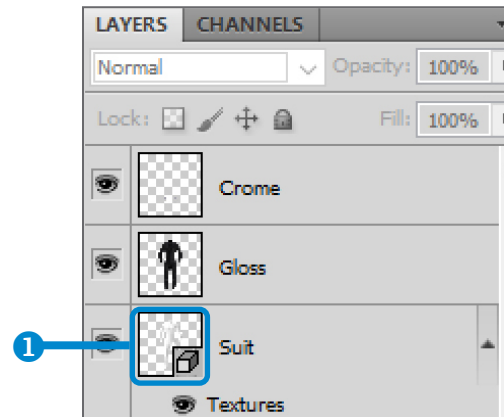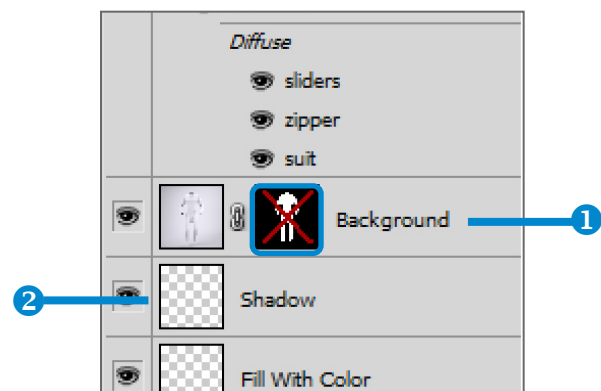
Add your own Background Color

In opened psd file locate Background layer with a disabled layer mask applied.
Click (❶) on the mask to enable it.

Then select the layer Fill With Color and fill 🖐 the canvas with your favorite color.

Add Gloss Effect (with darker Colors)

All the files have a "gloss effect" applied which you can control by locating the layer named Gloss (❶) at the top of the layers panel. Change the strength of gloss, by changing the opacity of the layer.

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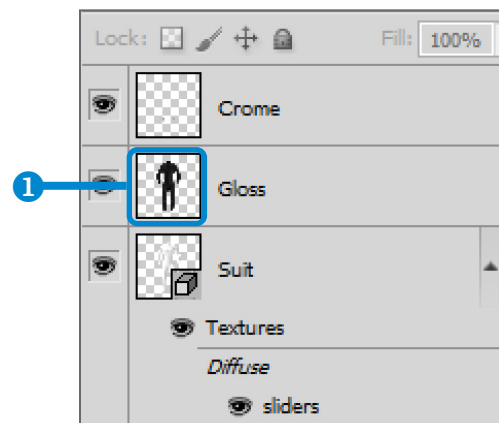
Contact

If you want to ask questions about how an item works before buying, need help using an item you've purchased
- post your question on the items page comments section, or read through existing comments to see if your question has already been answered
- or you can e-mail me directly using a contact form on my profile page

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Thank you for the purchase
Sanja Lovrenov