

Please read these instructions thoroughly.

FOOD DELIVERY BACKPACK MOCK-UP



4 .PSD FILES



Photoshop requirements

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

- Adobe Photoshop CS5 Extended
- Adobe Photoshop CS6 Extended
- Adobe Photoshop CC

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

File resolution is 2000×2000 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

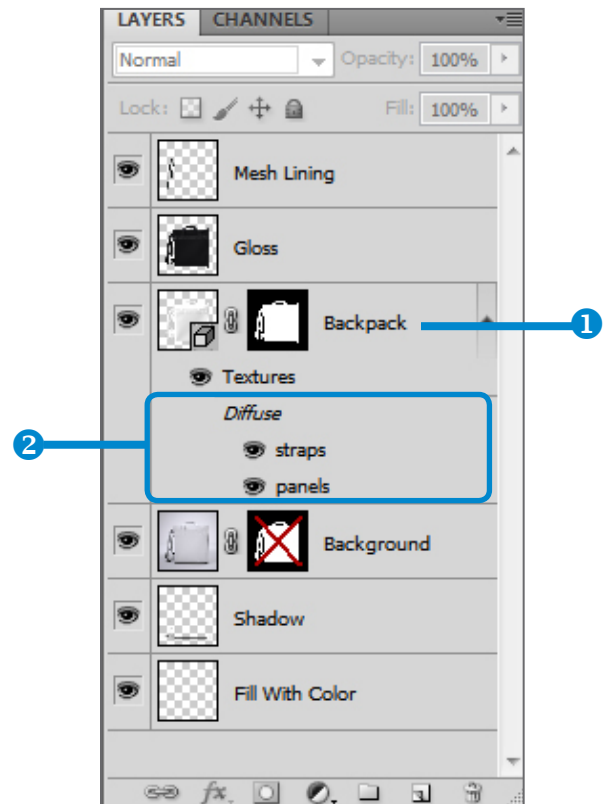


Add Texture to the Backpack

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

Open any downloaded file.

In the LAYERS panel locate (1) layer Backpack. Since this is a 3D layer, containing a 3D model, textures are applied to it. Altogether there are 2 textures (color of the straps and fabric panels). To edit the texture double click (2) Texture < Diffuse <panels, straps.



Add Texture to the Backpack

Panels Texture

A new file will open in a separate window.


File represents the texture template of the fabric panels.

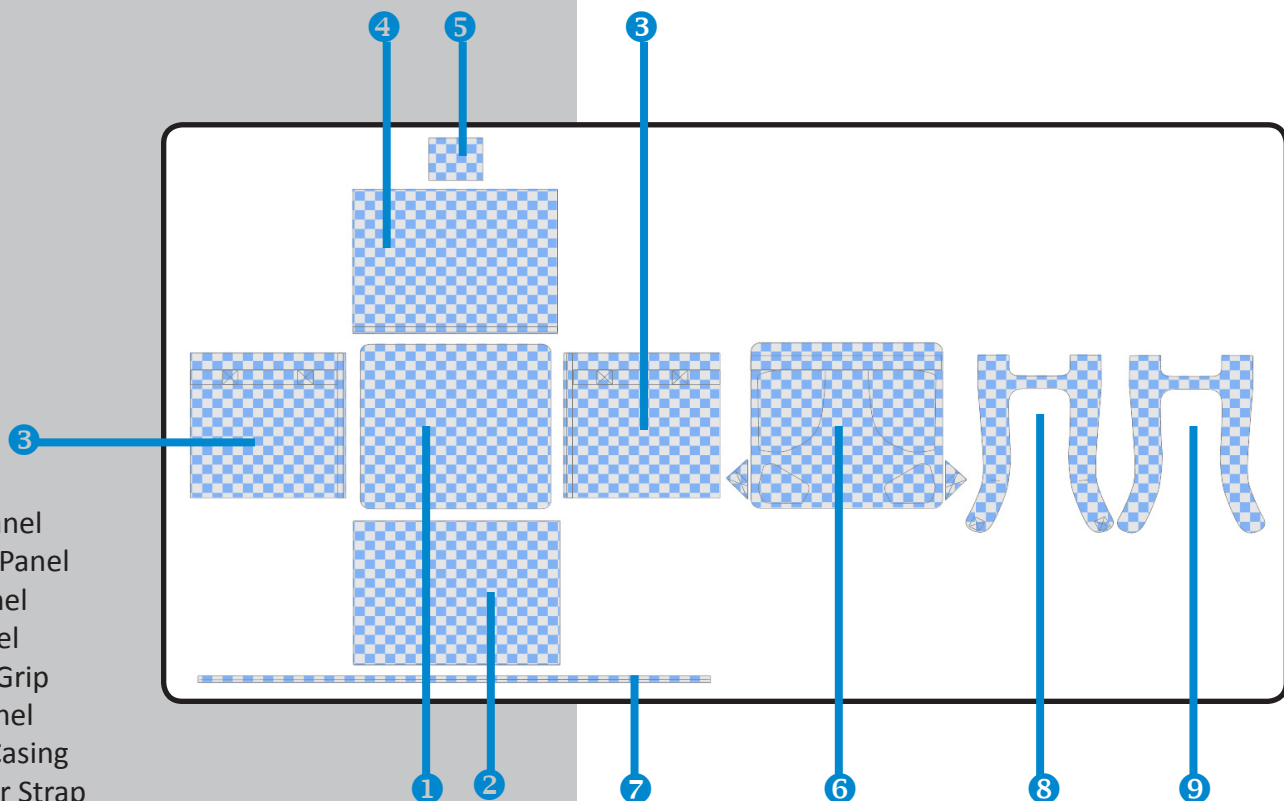
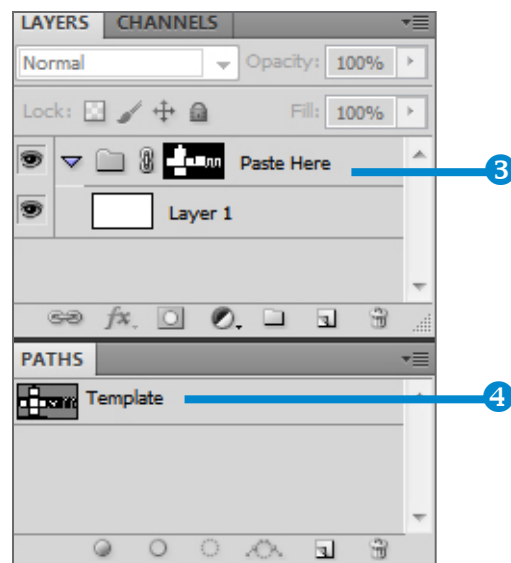
Paste (3) your design into the group with the mask. (The mask serves as a template and in the PATHS panel (4) there is a pre saved path which marks the outline of the mask.)

Note (Photoshop CC users): Use the downloaded template (panels.psd) to place your designs, then drag and drop the file into the now opened canvas.

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.

Note: in files set2 and set3 there is a layer containing a pre-rendered Mesh Lining. Locate the layer Mesh Lining and turn the visibility off .



- 1 - Front Panel
- 2 - Bottom Panel
- 3 - Side Panel
- 4 - Top Panel
- 5 - Handle Grip
- 6 - Back Panel
- 7 - Zipper Casing
- 8 - Shoulder Strap
- 9 - Shoulder Strap (Reverse Side)

Add Color to the Straps

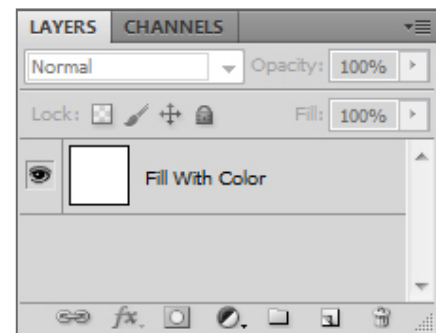
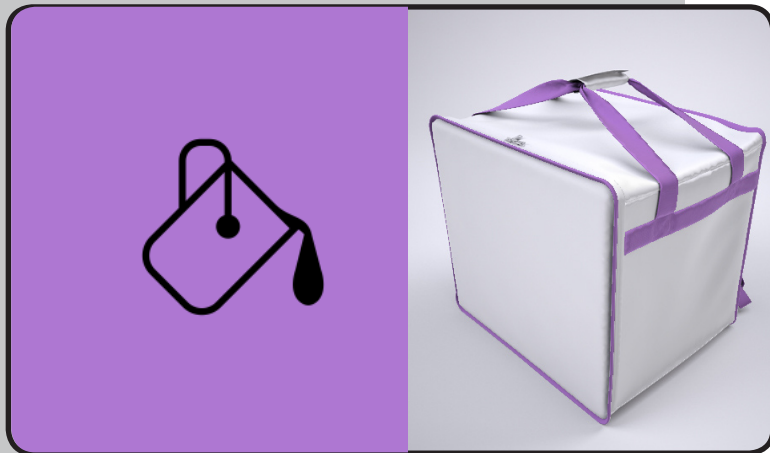
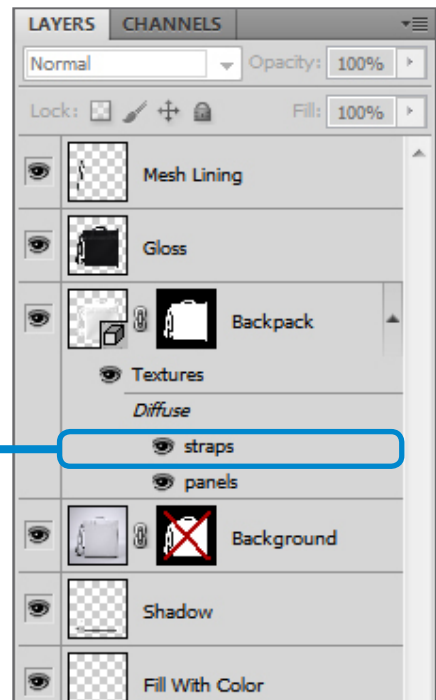
Straps Color

To edit (2) the color of the Straps click Diffuse < Straps.

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.




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 model, next step is creating the final render.

In the LAYER panel locate layer Backpack. Double click (1) the thumbnail to open the 3D (SCENE) panel.

At the top of the 3D panel, click (2) the  Scene button, and then click (3) the Scene entry in the list below.

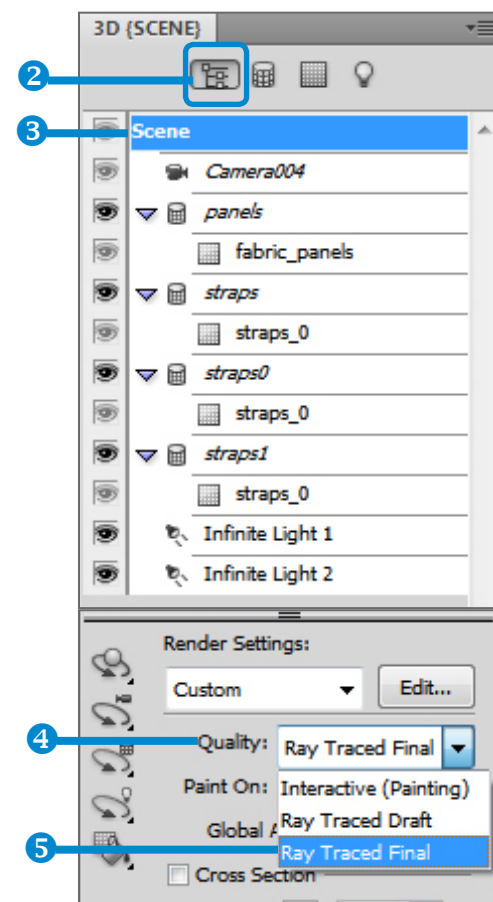
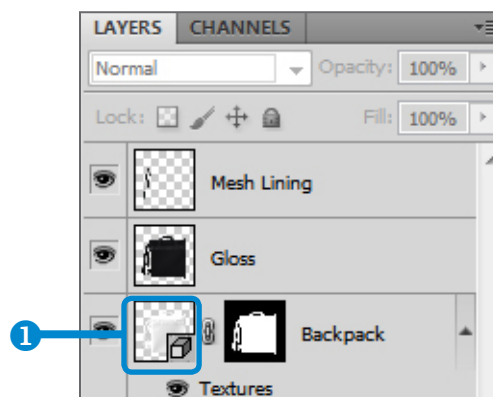
From the (4) Quality menu in the lower half of the panel, select (5) Ray Traced Final.

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): This step doesn't apply.

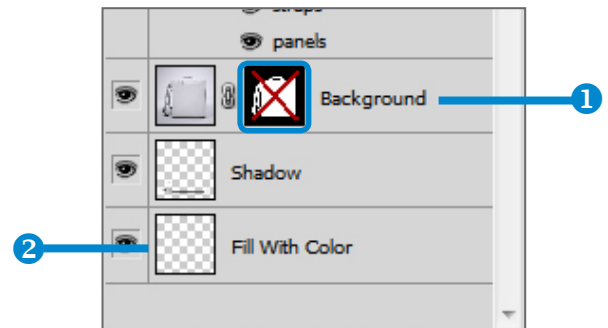


Add your own Background Color

In opened psd file locate Background layer with a disabled layer mask applied.

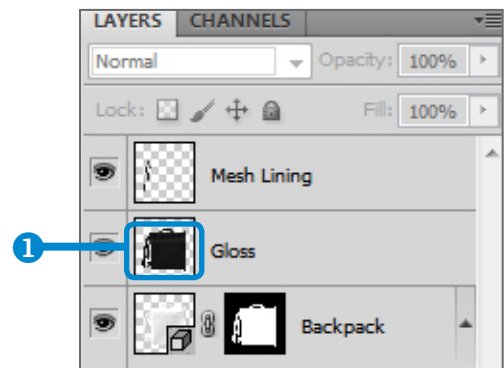
Click (1) on the mask to enable it.

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 (1) locating the layer Gloss. Change the strength of gloss, by changing the opacity of the layer.





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- or you can e-mail me directly using a [contact form](#) on my profile page



Thank you for the purchase
Sanja Lovrenov