

Please read these instructions thoroughly.

SPA·MASSAGE·SALON UNIFORM 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 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.

In the downloaded file you will find:

- set1.psd



- set2.psd



- set3.psd



- set4.psd

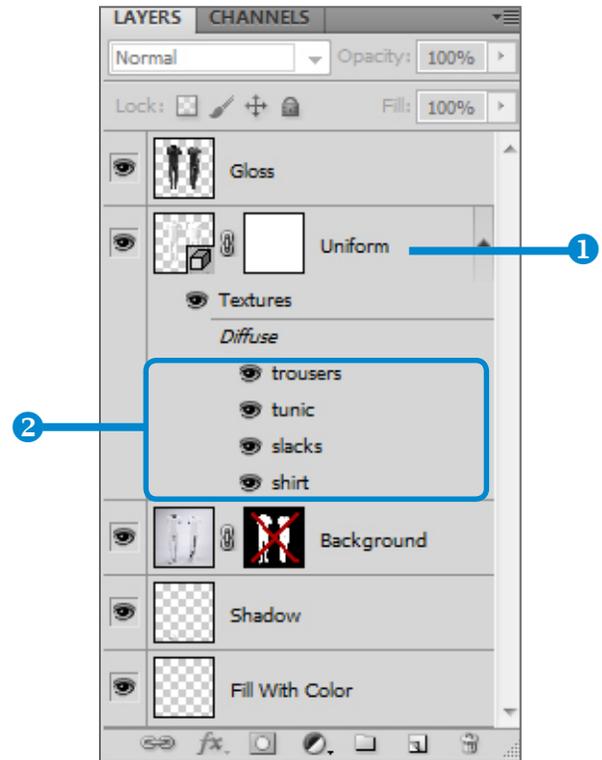


Add Texture to the Uniform

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

Open any downloaded file.

In the LAYERS panel locate (1) layer Uniform. Since this is a 3D layer, containing a 3D model, textures are applied to it. All together there are 4 textures. To edit the texture (of the men's trousers-slacks and shirt or woman's tunic and trousers) double click (2) Texture < Diffuse < slacks, shirt, tunic, trousers.



Add Texture to the Uniform

Trousers or Man's Slacks Texture

A new file will open in a separate window.

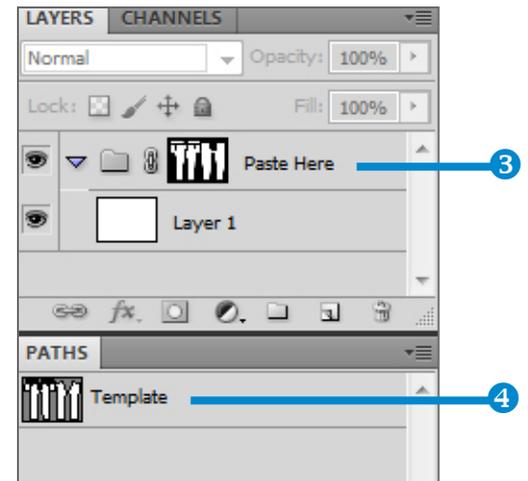
File represents the texture template of the trousers or slacks.

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.)

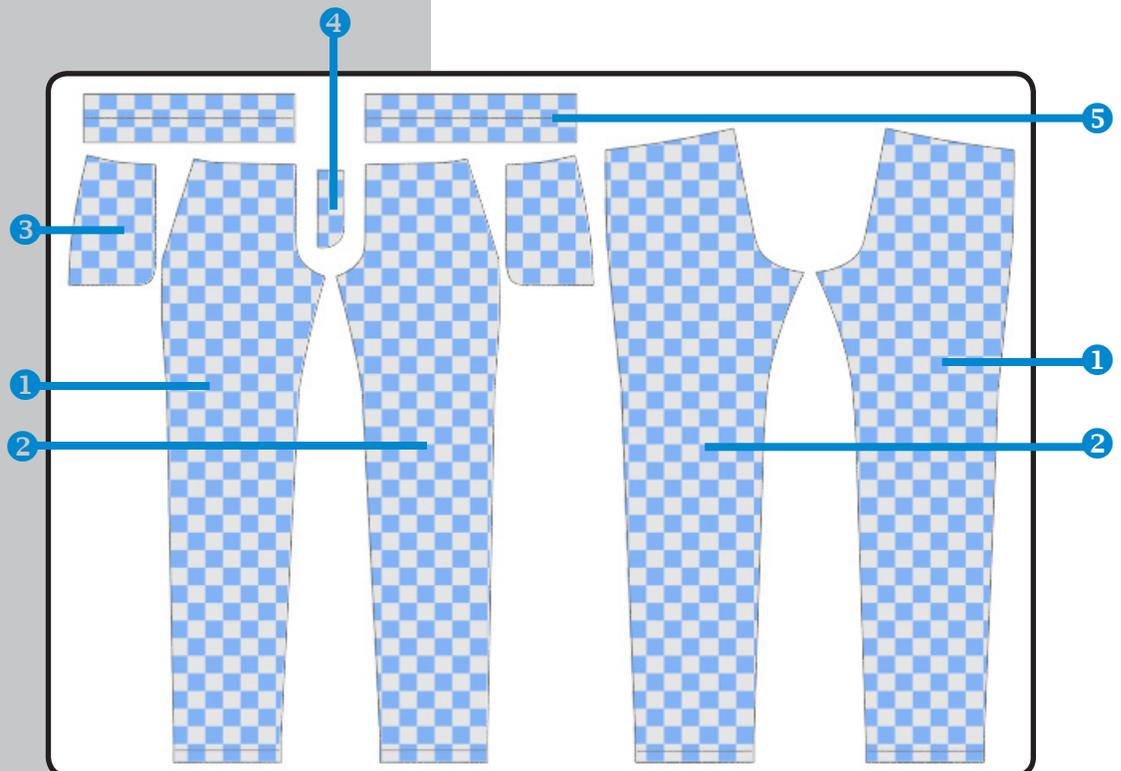
Note (Photoshop CC users): Use the downloaded template (trousers.psd, slacks.psd) to place your designs, then drag and drop the file into the now opened canvas.

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.



- 1 - Right Pant Leg
- 2 - Left Pant Leg
- 3 - Pockets
- 4 - Fly
- 5 - Waistband



Add Texture to the Uniform

Tunic Texture

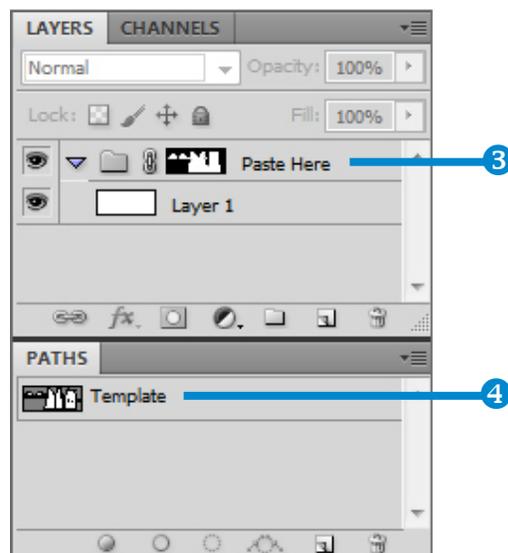
A new file will open in a separate window.

File represents the texture template of the tunic. 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.)

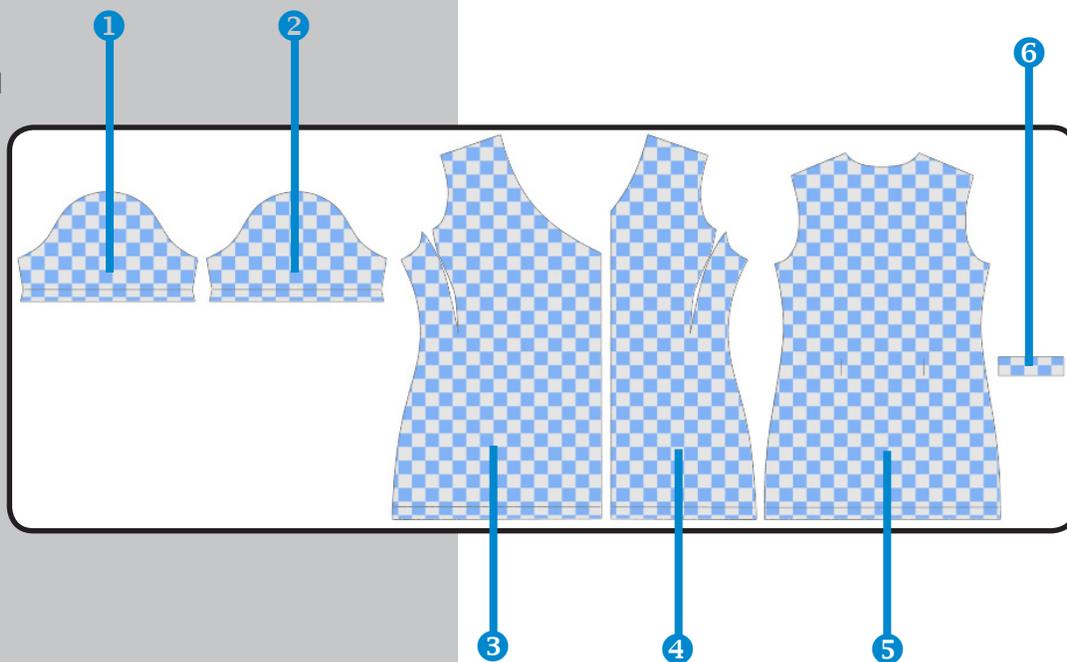
Note (Photoshop CC users): Use the downloaded template (tunic.psd) to place your designs, then drag and drop the file into the now opened canvas.

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.



- 1 - Right Sleeve
- 2 - Left Sleeve
- 3 - Front Wrap Panel
- 4 - Front Panel
- 5 - Back Panel
- 6 - Back Tie



Add Texture to the Uniform

Shirt Texture

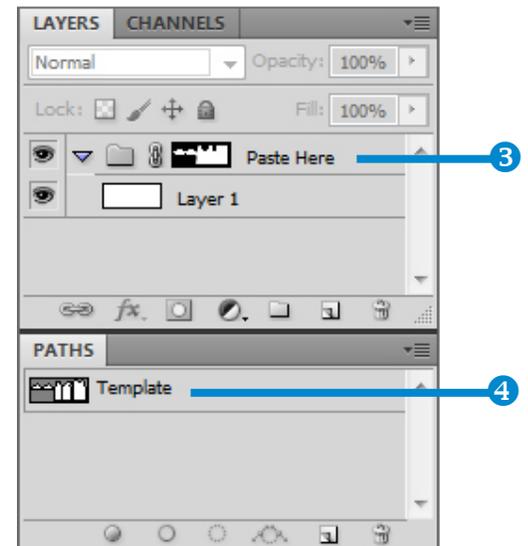
A new file will open in a separate window.

File represents the texture template of the shirt. 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.)

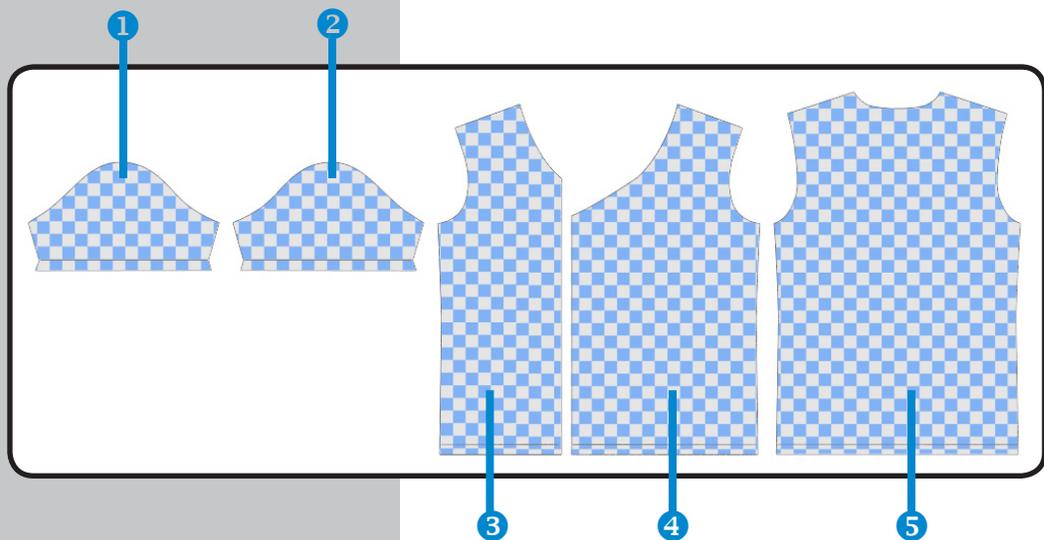
Note (Photoshop CC users): Use the downloaded template (shirt.psd) to place your designs, then drag and drop the file into the now opened canvas.

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.



- 1 - Right Sleeve
- 2 - Left Sleeve
- 3 - Front Panel
- 4 - Front Wrap Panel
- 5 - Back Panel



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 Uniform. 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.

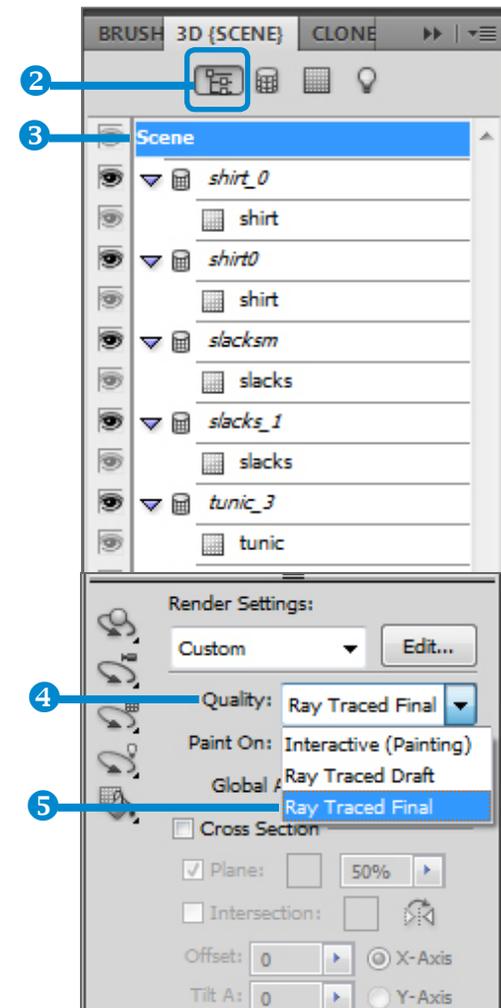
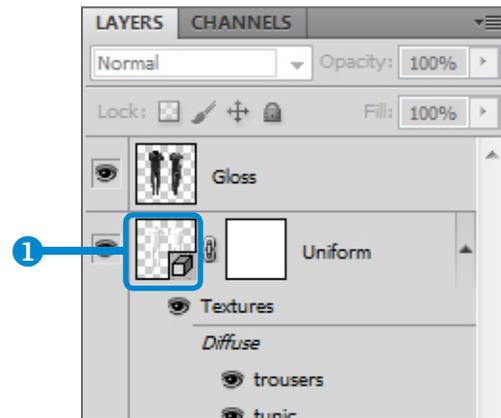
From the (4) Quality menu in the lower half of the panel, select (5) Ray Traced Final.

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.

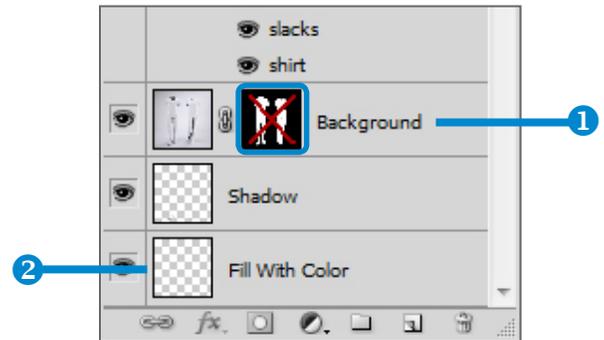
Note (Photoshop CC users): This step doesn't apply.



Add your own Background Color

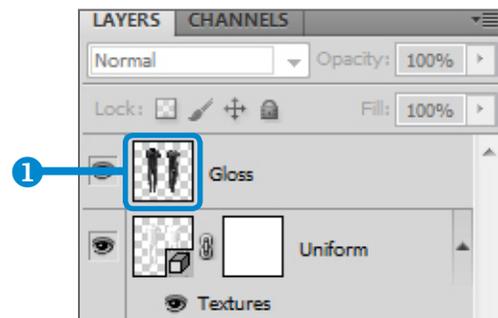
In opened psd file locate Background layer with a disabled layer mask applied. Click (1) on the mask to enable it.

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 locating the layer named Gloss (1) at the top of the layers panel. Change the strength of gloss, by changing the opacity of the layer.



Thank you for the purchase

