

Banner Mock-Up



In the downloaded file you will find:

- set1.psd
- set2.psd
- set3.psd
- set4.psd
- set5.psd
- Help.pdf

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

Open the PSD files in one of the following programs:

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

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

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

The mocked-up banner is based on 300 x 60cm piece of fabric.

ADD TEXTURE TO THE BANNER

Open any downloaded file.

In the **LAYERS** panel locate layer *Banner*. Since this is a 3D layer, containing 3D models, texture is applied to it.

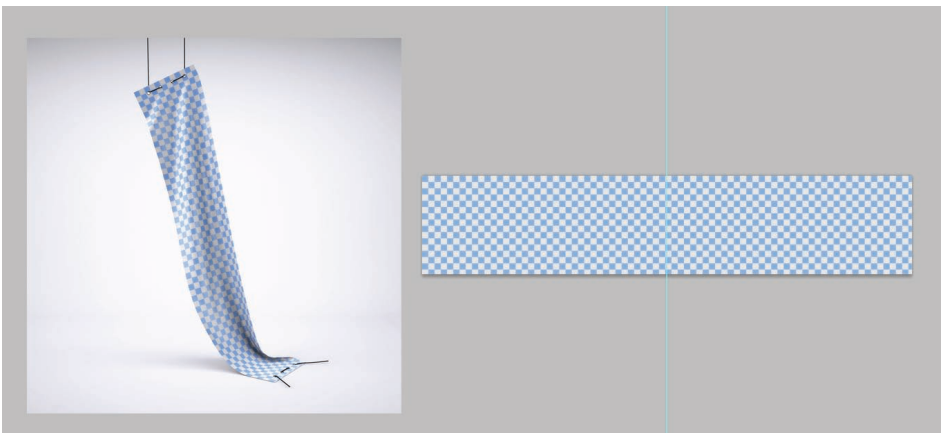
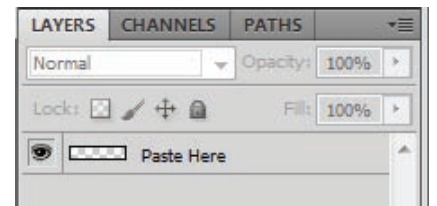
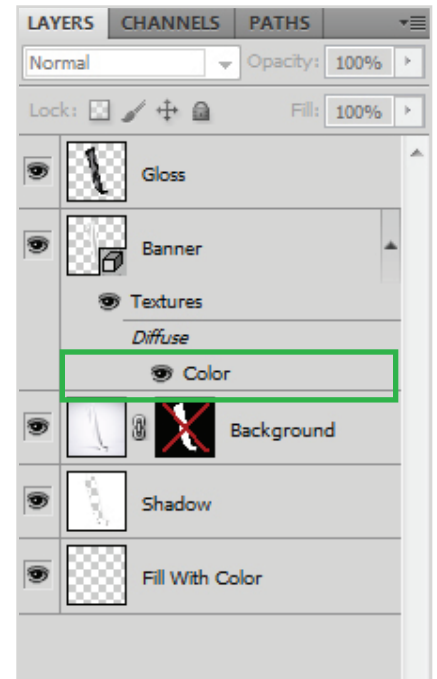
To edit texture double click *Texture < Diffuse < Color*.

A new file will open in a separate window. File represents the texture template of the banner.

Paste your design here.

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.




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 the texture to the 3D model, next step is creating the final render.

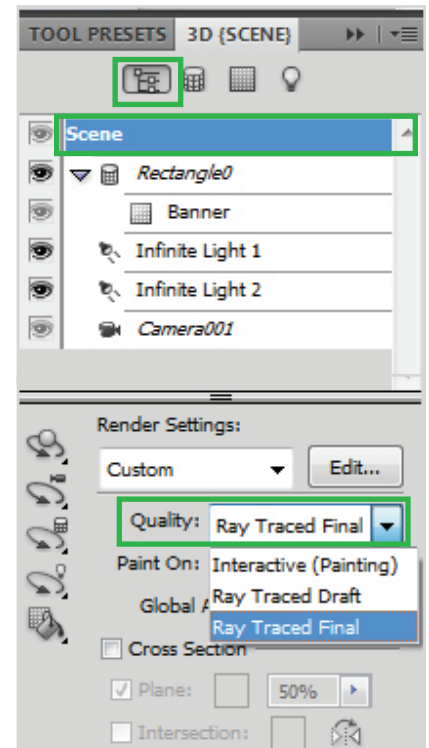
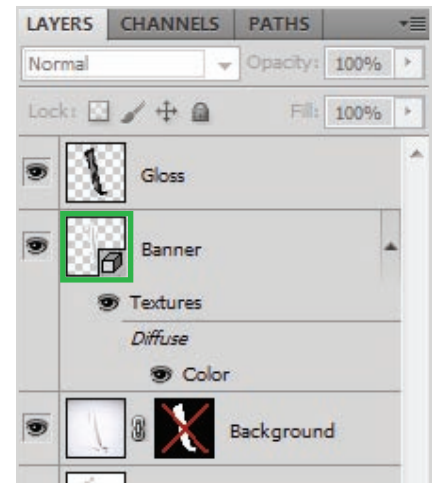
In the LAYER panel locate layer *Banner*. Double click the thumbnail to open the 3D (SCENE) panel.

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

From the Quality menu in the lower half of the panel, select 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.

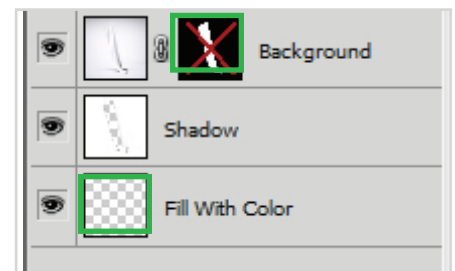


ADD YOUR OWN BACKGROUND COLOR

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

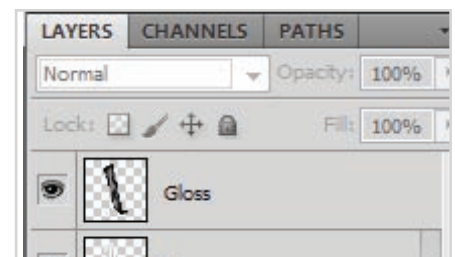
Click on the mask to enable it.

Then locate the layer *Fill With Color* and fill it with your favorite color.



GLOSS

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



Thank you for the purchase
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