

Mouse Ears Headband Mock-Up



In the downloaded file you will find:

- set1.psd
- set2_back_view.psd
- set3.psd
- set4.psd
- set5_back_view.psd
- set6.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 2000×2000 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 mouse ears headband then render (convert 3D model to a 2D image) for final output.

ADD TEXTURE TO THE MOUSE EARS HEADBAND

Open any downloaded file.

In the LAYERS panel locate layer *Mouse Ears*. Since this is a 3D layer, containing 3D models, textures are applied to it. You can apply texture to ears, bow and headband.

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

A new file will open in a separate window.

File represents the texture template of the headband.

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.

