



## **FLYER/POSTER/CV MOCKUP** Instructions manual

# Instructions manual

## Introduction

Thank you for purchasing this template, if you encounter any technical issues with this package, please contact me by using the contact form on my profile, link to the profile is provided at the bottom of this page.

If you think this package is useful and you are satisfied with this purchase, let me know by rating this item.

## Key features

- 2000×1500px @ 300dpi mockup size
- 210X297mm (A4) flyer smart object size
- 6 Perspectives/compositions
- Exchangeable background texture (up to 5000×5000px)
- Adjustable depth of field
- Adjustable ambient light
- Layers organized for easy editing
- Detailed PDF Instructions manual

## Package content

- Perspective1 (Angled view with 1 smart object)
- Perspective2 (Angled view with 2 smart objects)
- Perspective3 (Angled view with 3 smart objects)
- Perspective4 (Top view with 2 smart objects)
- Perspective5 (Angled view with 4 smart objects)
- Perspective6 (Angled view with 3 smart objects)

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## Getting started

We will first start this manual with layer order and color coding of the layers that is the same for all 6 perspectives, some layers have more or less layers, but this is simple way to edit any of them.

*Please note that I don't recommend rearranging of layers in any of the 6 files.*

Yellow layer contains ambient light, slide the opacity to adjust the intensity of the effect.

Gray layer group contains shadows. Advanced shadow is more detailed, and it's best to use with textured background. Basic shadow is recommended for color background. By default they are both active and mixed to get best results.

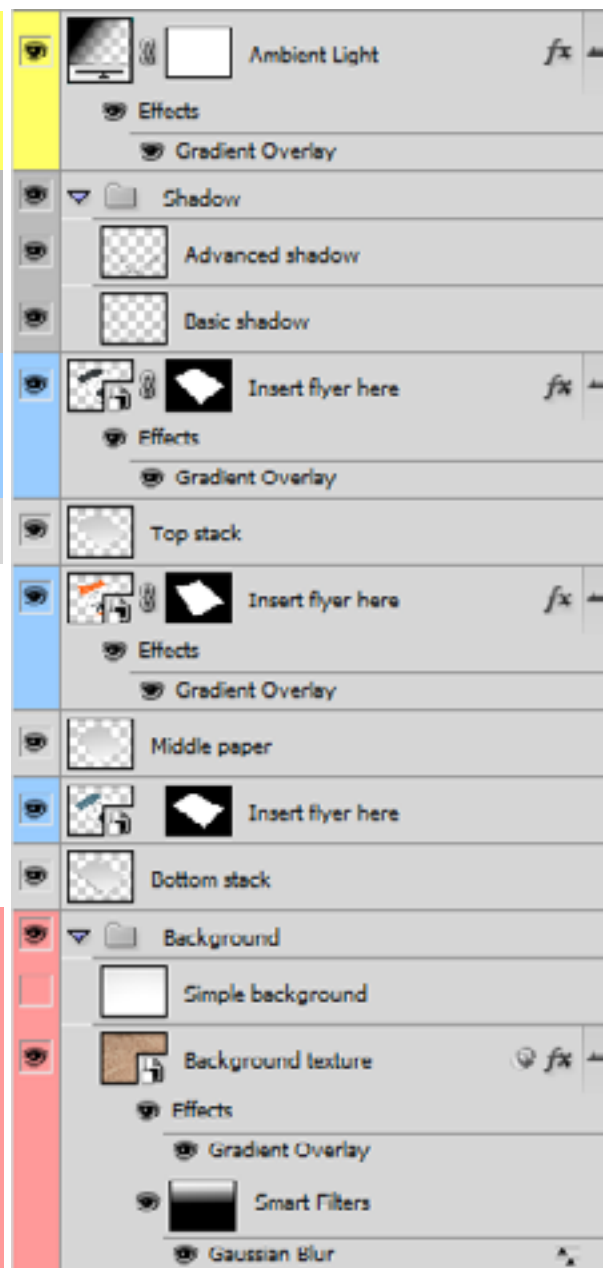
Blue layers are smart objects where you put your images. Gradient overlay can be adjusted to fine tune the reflectivity of the paper.

*\*Inserting of image in smart object will be explained in next chapter.*

Don't edit layers without color, they are object renders.

Red layer group is reserved for background adjustment layers. If you want a simple white background with soft ambient shadow, unhide the Simple background. If you want to use your own texture for the mockup background, make sure the simple background layer is hidden. After inserting your texture in the Background texture smart object, you can adjust the depth of field by adjusting the gaussian blur amount.

*\*Inserting of texture in smart object will be explained in next chapter.*



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## Editing smart objects

Now that we have covered the main file hierarchy, we will go over some basics of smart object editing you will need to insert your images and adjust the background texture (optional).

## Editing Flyer smart object

By double clicking on the smart object in the main file, a new window with the content of the smart object will open. Brightness/contrast layer should only be used if your item looks unnatural or the colors don't match the original image. Pattern fill contains paper surface texture, disable it only if it produces odd artefacts when mixed with your image.

Blue layer contains dummy flyer image, you should drag and drop your image above it to show properly in the mockup. When you're done with editing, save the smart object file and close it to see the changes in the main mockup file.



## Editing Background Texture smart object

Now that we have covered opening and closing of smart object, here are some basics on texture editing. Overlay adds depth to the texture, hue/saturation will help you adjust the color.

Blue layer is where you drag and drop your texture (with size up to 5000x5000px). If you just want a color background, hide the blue layer and adjust the color of green layer.

