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**Thank you for using our products**

Create the best work, and we will simplify the process for you

HOW TO EDIT MOCKUP





# How To Edit Mockup

## Basic Settings

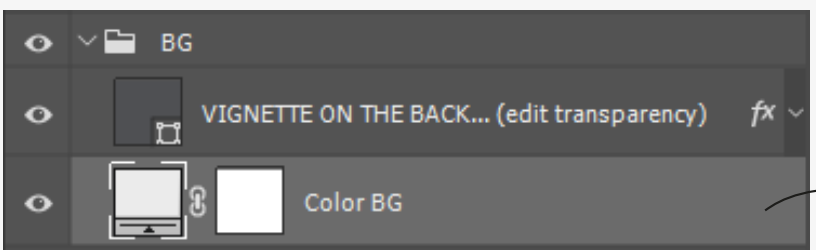
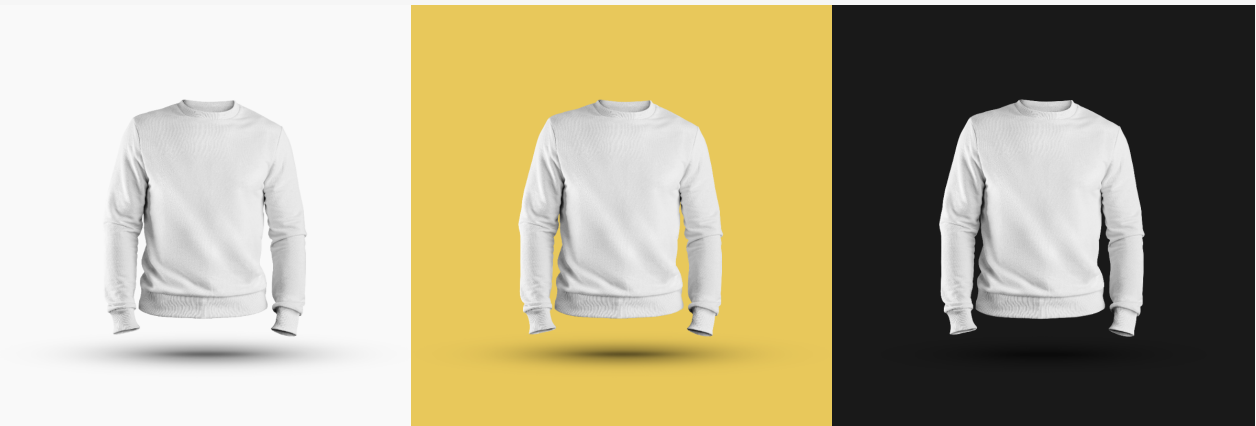
- › Background
- › Shadows
- › Color
- › Design
- › Texture

# Background

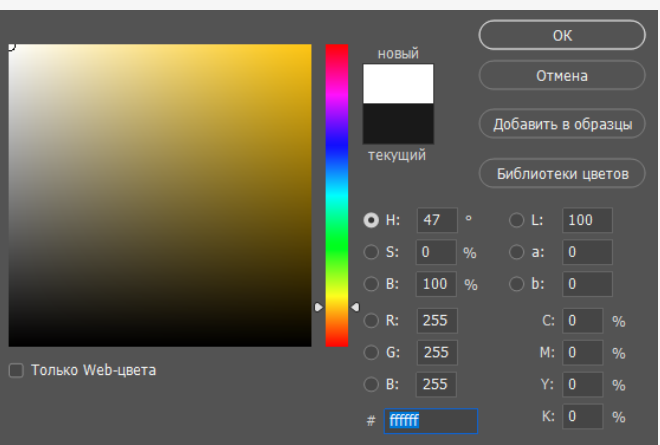
You can change the background color, adjust the vignette, and use any of your images for the background

## Color Background

Open the BG group, layer «Color BG»



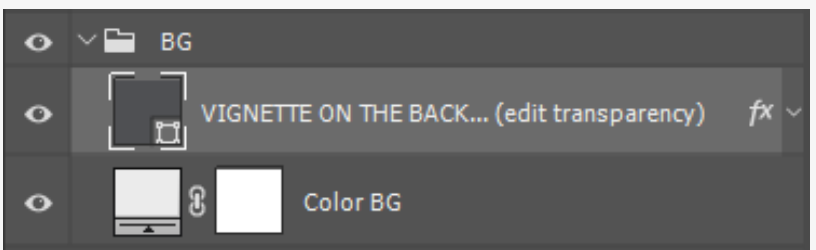
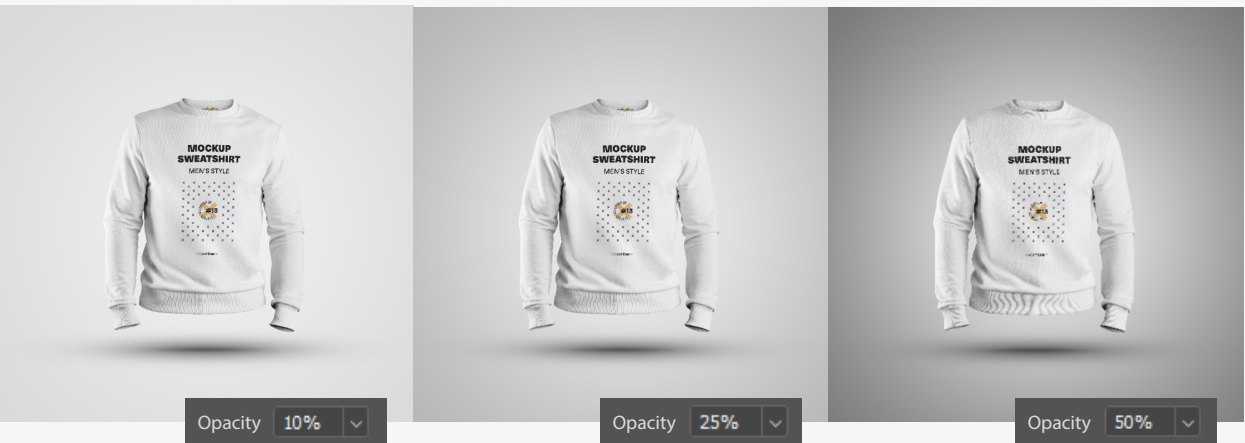
Double click



Choose any color and control the process in real time. Then click OK

## Vignette Background

Open the BG group layer «VIGNETTE ON THE BACKGROUND»

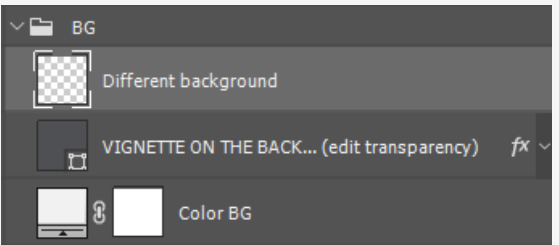


Opacity 50%

Edit the opacity for the "Vignette" layer until you reach the desired result

- ! Layers in some products may vary.
- These may be additional backgrounds or shapes. You can edit them by the same principle, disable and enable their visibility.

## Different Background



Insert and position any of your images on new layer for the background (texture, landscape, interior, etc.)

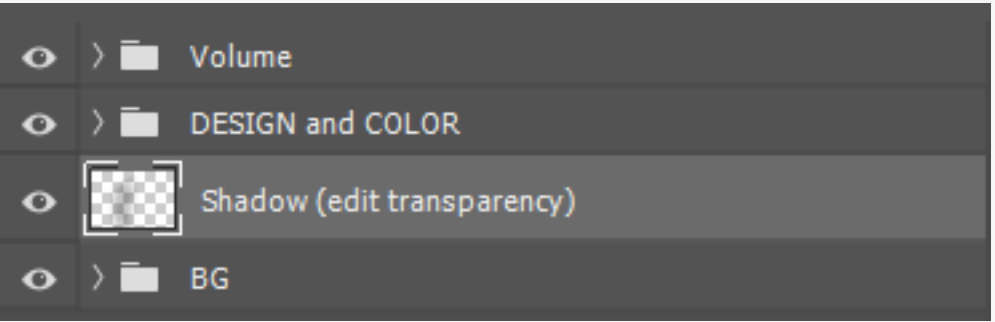
# Shadows

For different purposes, different opportunities are needed. That's why we add the «SHADOW» layer for working with files

! Some products may not have a shadow layer

## Shadow Edit

Select layer «SHADOW»



Opacity 50% ▾

← Edit the opacity of the "SHADOW" layer to achieve the desired result.  
If there is no need to use a shadow, then turn off the layer or set the transparency to 0

# Colors

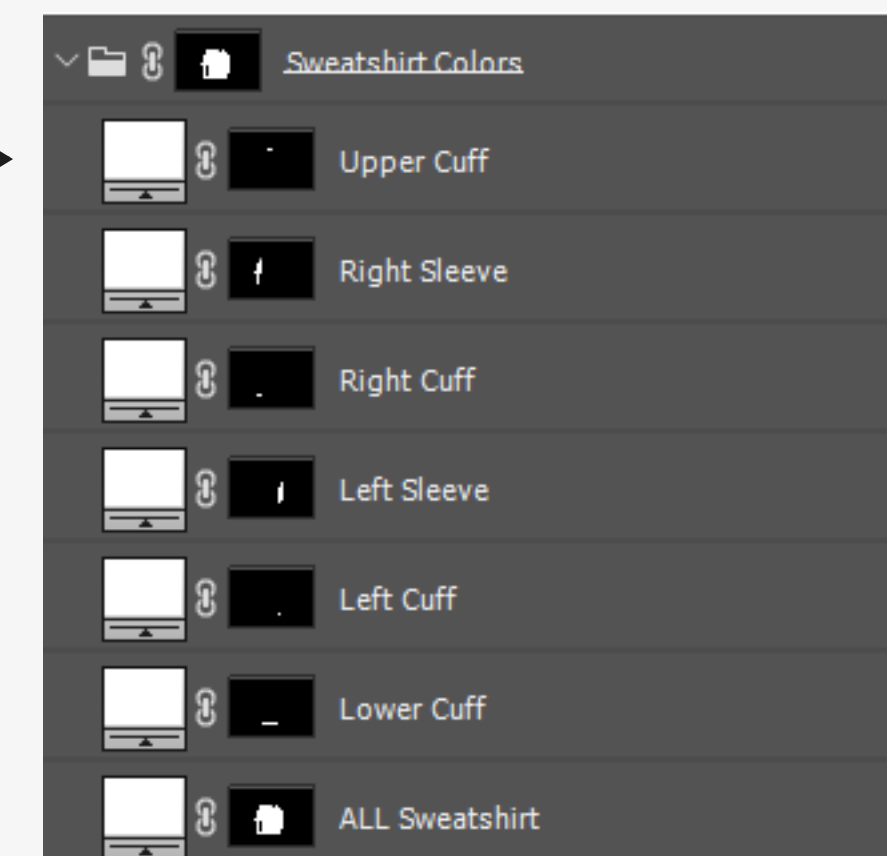
You can customize any color of clothes and its elements in two clicks, controlling the result in real time

## Colors

Open the «COLOR» group



To adjust the color of clothes (or its elements), select the appropriate layer in the name, double-click on the icon and adjust the color in real time.



! Depending on the type of product, from 1 to 10 (maybe more) a layer for editing colors and template elements



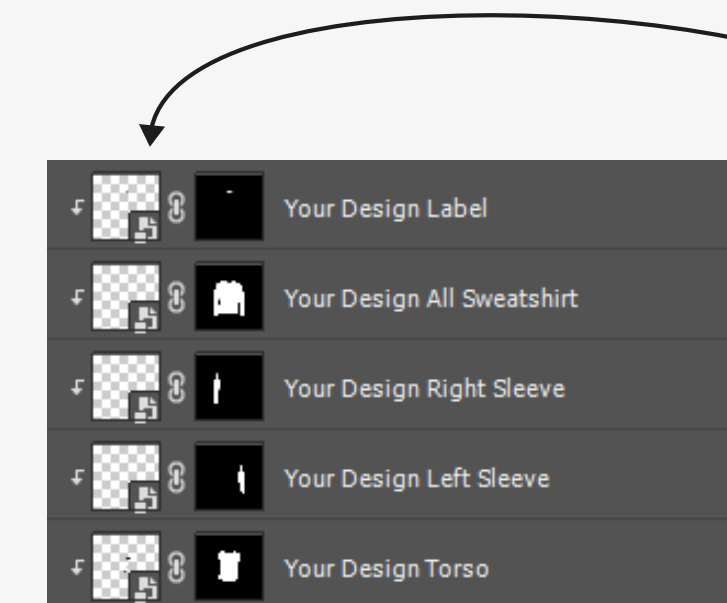
# Design

Use any design for clothes.  
Any pattern can be used for  
t-shirts, labels, sleeves.

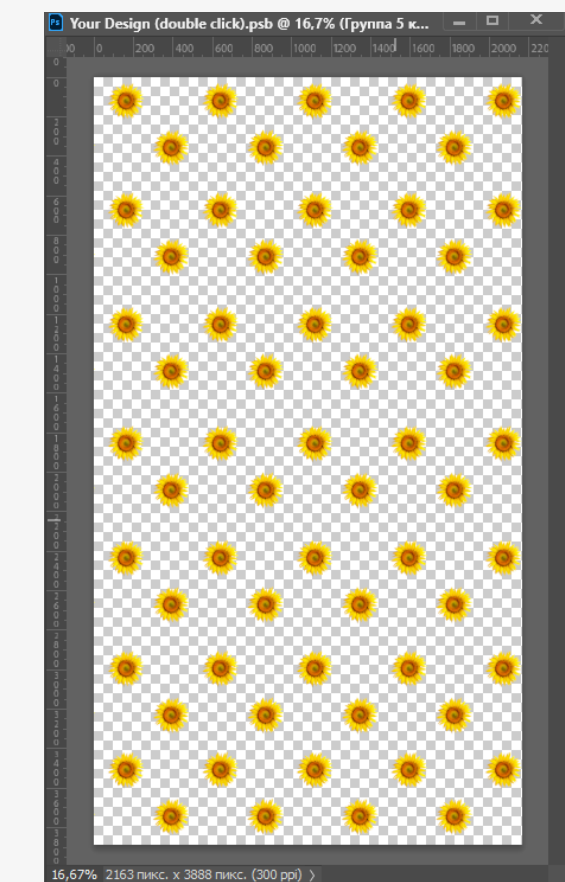
! Depending on the type of clothing,  
the number of smart objects may vary.

## Smart objects

Open the «DESIGN» group



Double-click on the icon of the  
smart object with the corresponding  
layer name



Paste your design,  
pattern, print into  
the open layer  
and save

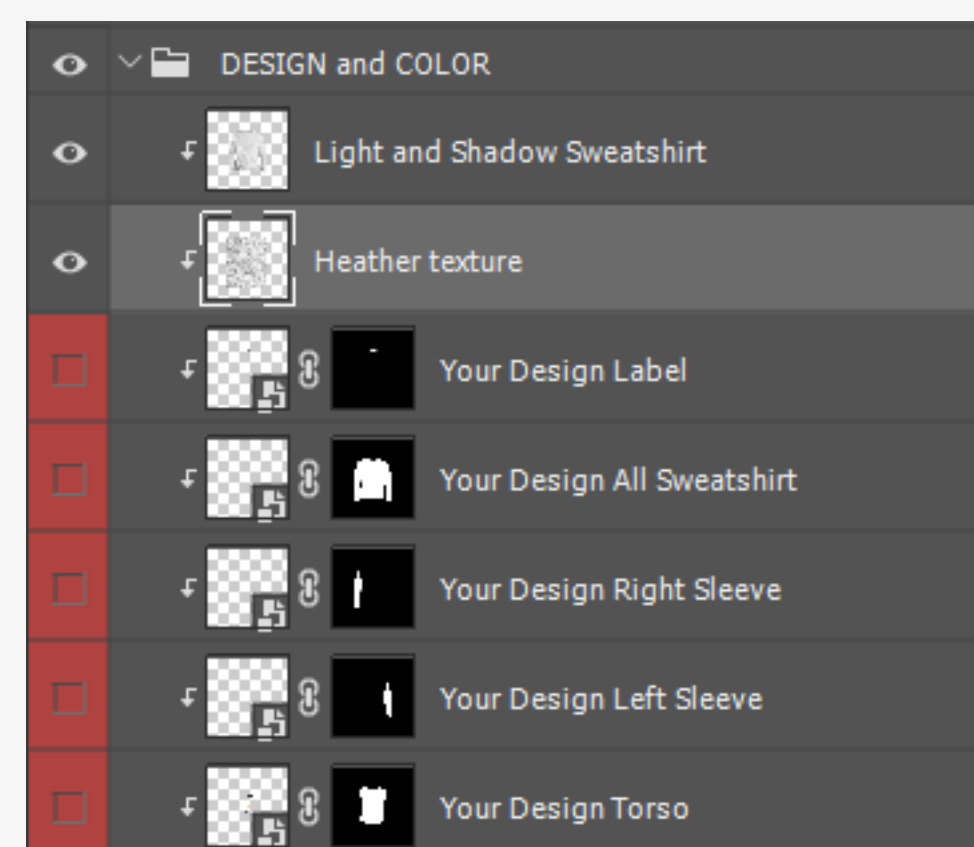


# Texture

You can use the optional Heather texture.  
Texture applied to any color of clothing.

## Texture customization

Open the «DESIGN» group,  
layer «Heather Texture»



To apply texture, turn  
on the «Heather Texture» layer



Edit the opacity of the "Heather Texture"  
layer for optimal results.

! In older versions of mockups,  
the «TEXTURE» layer may be missing.

Regards, Team

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**Good projects to you**