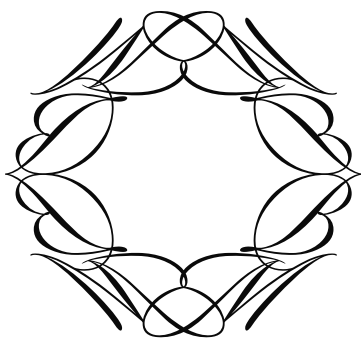




USER MANUAL

ICONIC MOCKUPS
FOR ICONIC DESIGNERS

This is our user manual. We try to work on each mockup in a personalised way so that the result is as realistic as possible.

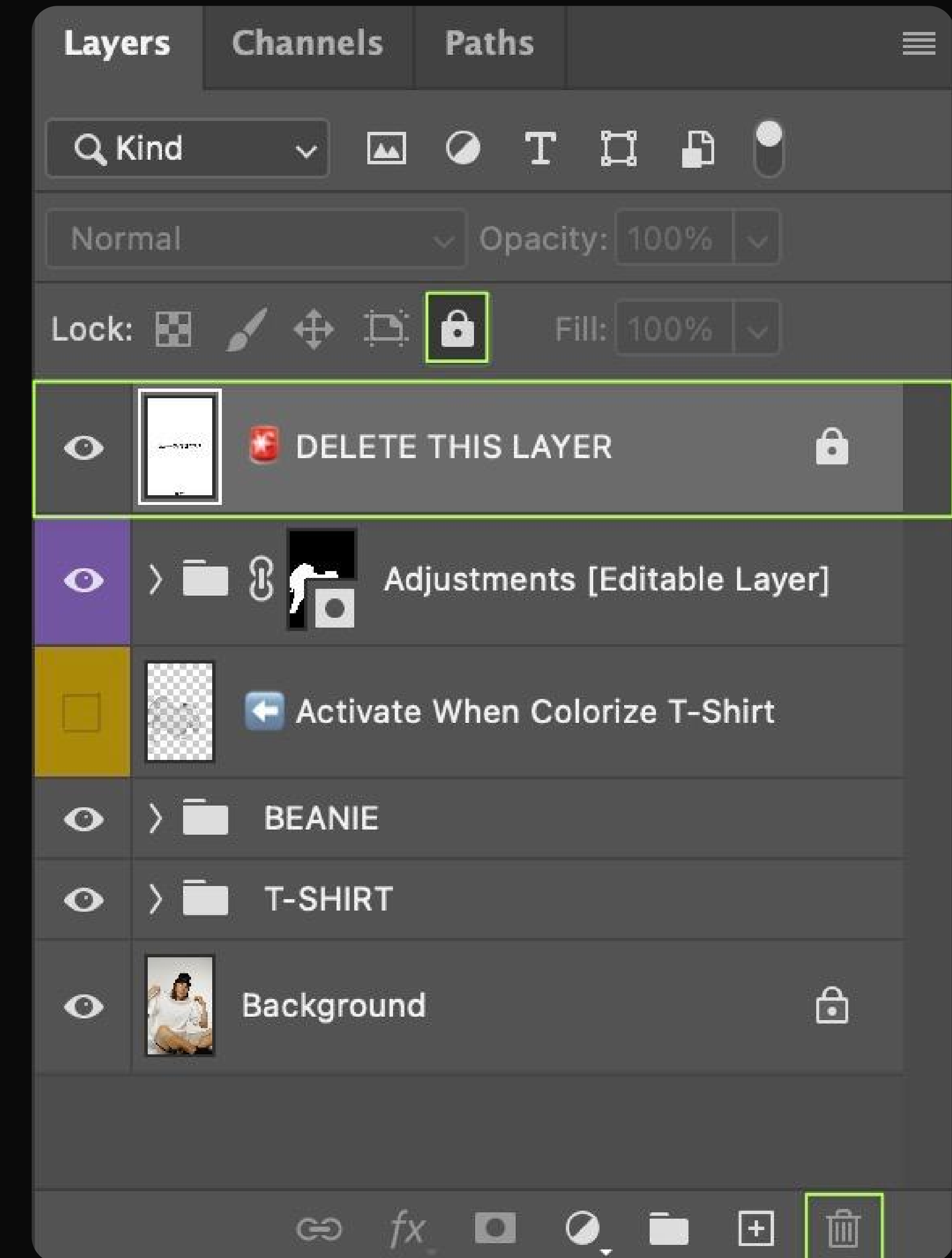
You will see many layers. Don't worry! We will guide you through each step so you can get the most out of the image you have in your hands. Turn the page and let's get to it.

USER MANUAL

First steps

Delete the Welcome layer

When we open the psd we will find a welcome message on a white background. This layer helps us to make the size of the psd smaller. This helps to speed up the downloads. Select the layer, unlock it and send it to the trash.

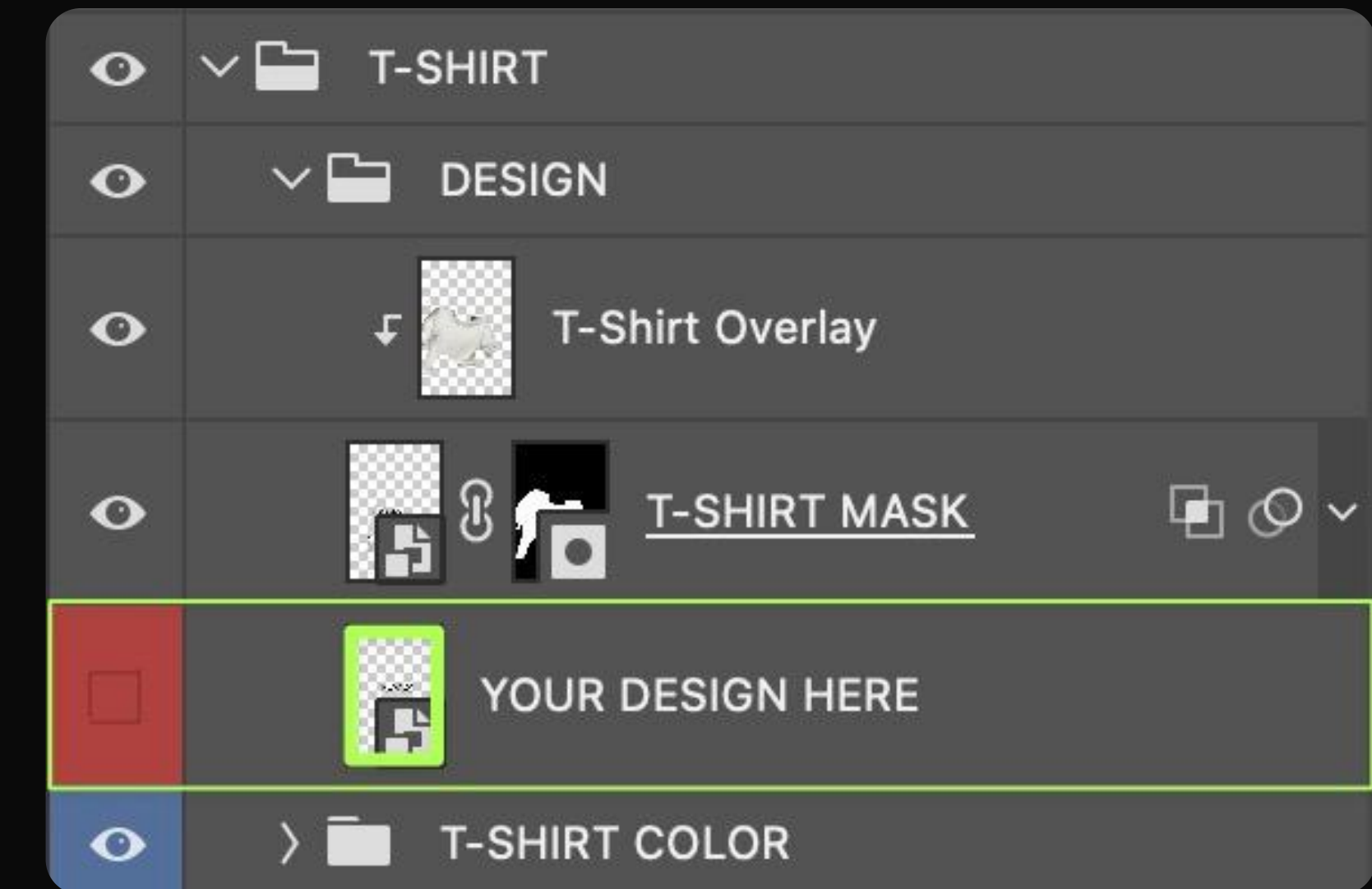


USER MANUAL

Getting the job done

Add your design

a) Find the smart object layer from the layers panel. Its name is Your design here. Double click on its thumbnail.



b) This will open a new tab in Photoshop. This is the place where you must insert your design. You can do it by dragging your design into it or click File > Place Linked, select your design and click “Place”.

c) Scale your design according to your preferences and once you are happy with the design position go to File and then click Save. You can then close this tab.

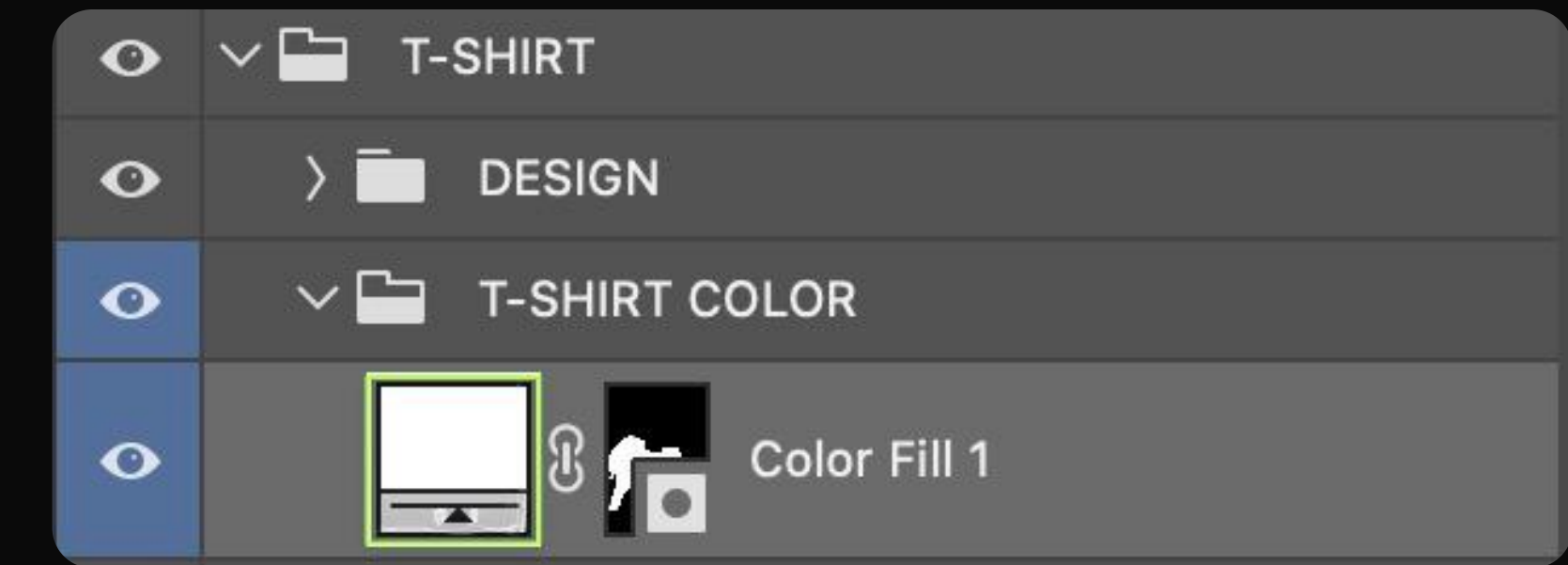
d) Photoshop updates your design on the main psd mockup image.

USER MANUAL

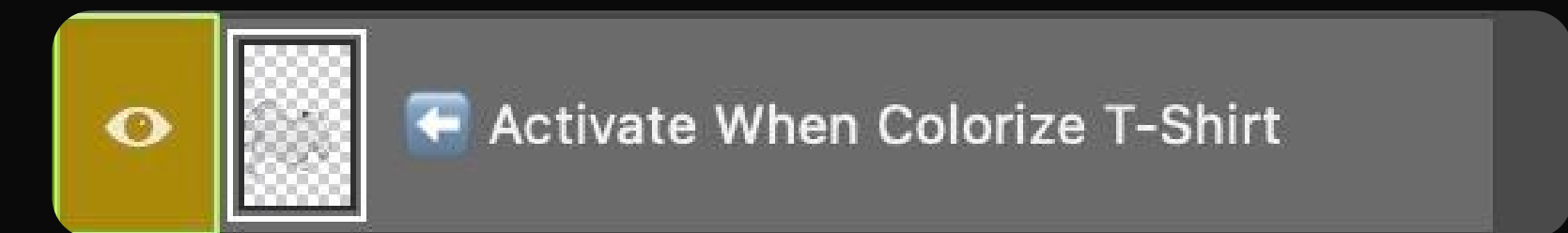
Colorizing

1. Colorize the object/garment

a) Find the color folder inside the object/garment folder. Then, double click on the color fill layer (thumbnail) and choose your color.



b) Once your color is settled, it's time to integrate it and make it look more realistic. In order to get this, you need to active the ← Activate When Colorize... layer. See the difference on the right image once this layer is activated.

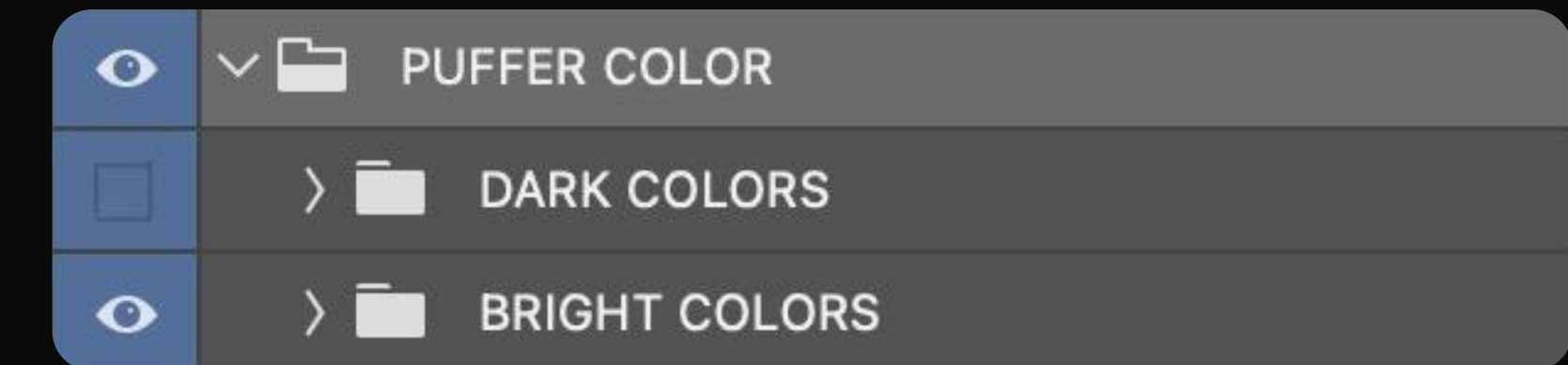


USER MANUAL

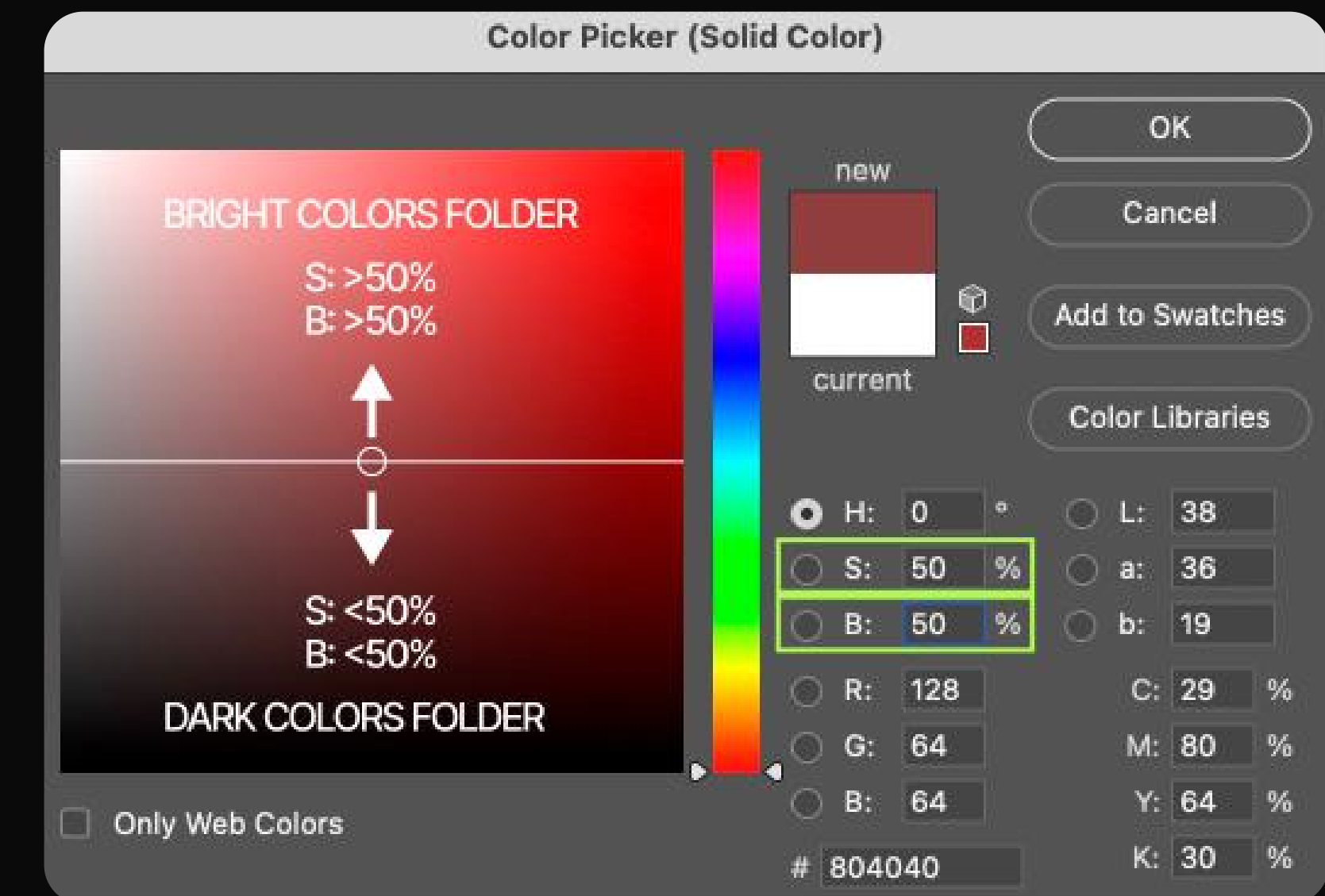
Colorizing

2. Dark vs bright colors.

In order to integrate the color of the objects/garments with the hair of the subject (only in some mockups), we decided to create two folders according to your color brightness:



You will choose one another according to the specs of the color you've chosen.



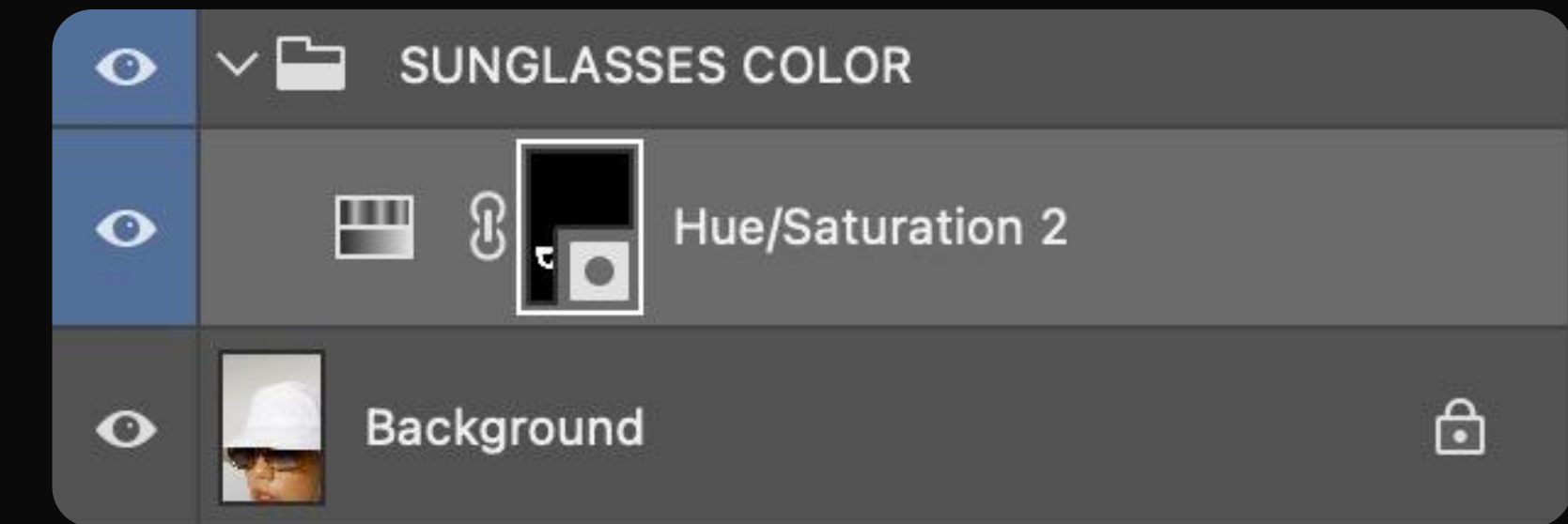
DARK COLORS folder: activate this folder and choose your color here in case the values of saturation and brightness are less than 50%. If the values are higher of 50%, activate BRIGHT COLORS folder.

USER MANUAL

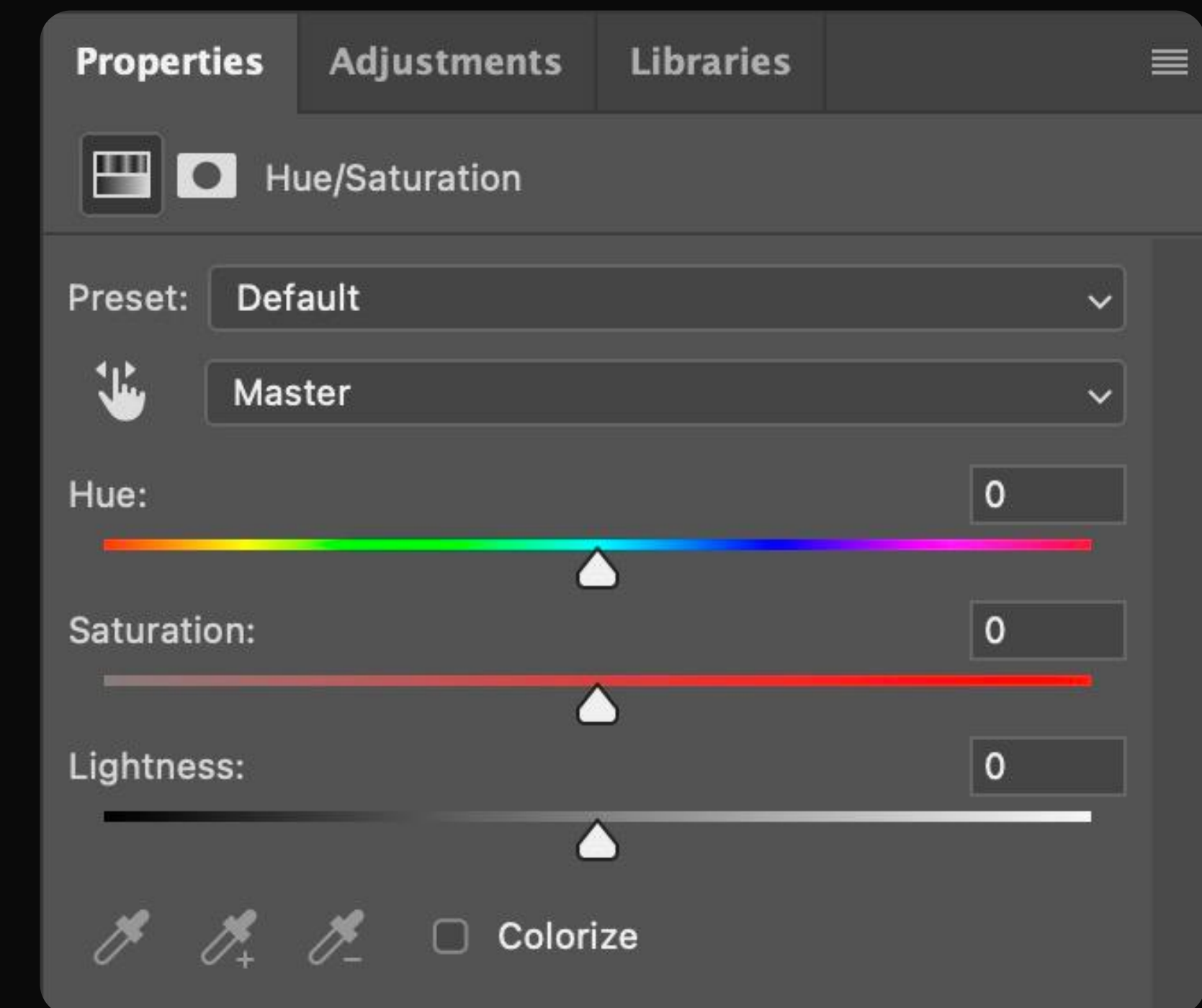
Colorizing

3. Changing the color of other objects

Sometimes you will find other objects/scenes that are not smart objects. If you want to change the color of these, click on the Hue/Saturation layer.



Adjust the values of Hue, Saturation or Lightness for getting a different color that may fit with your design.

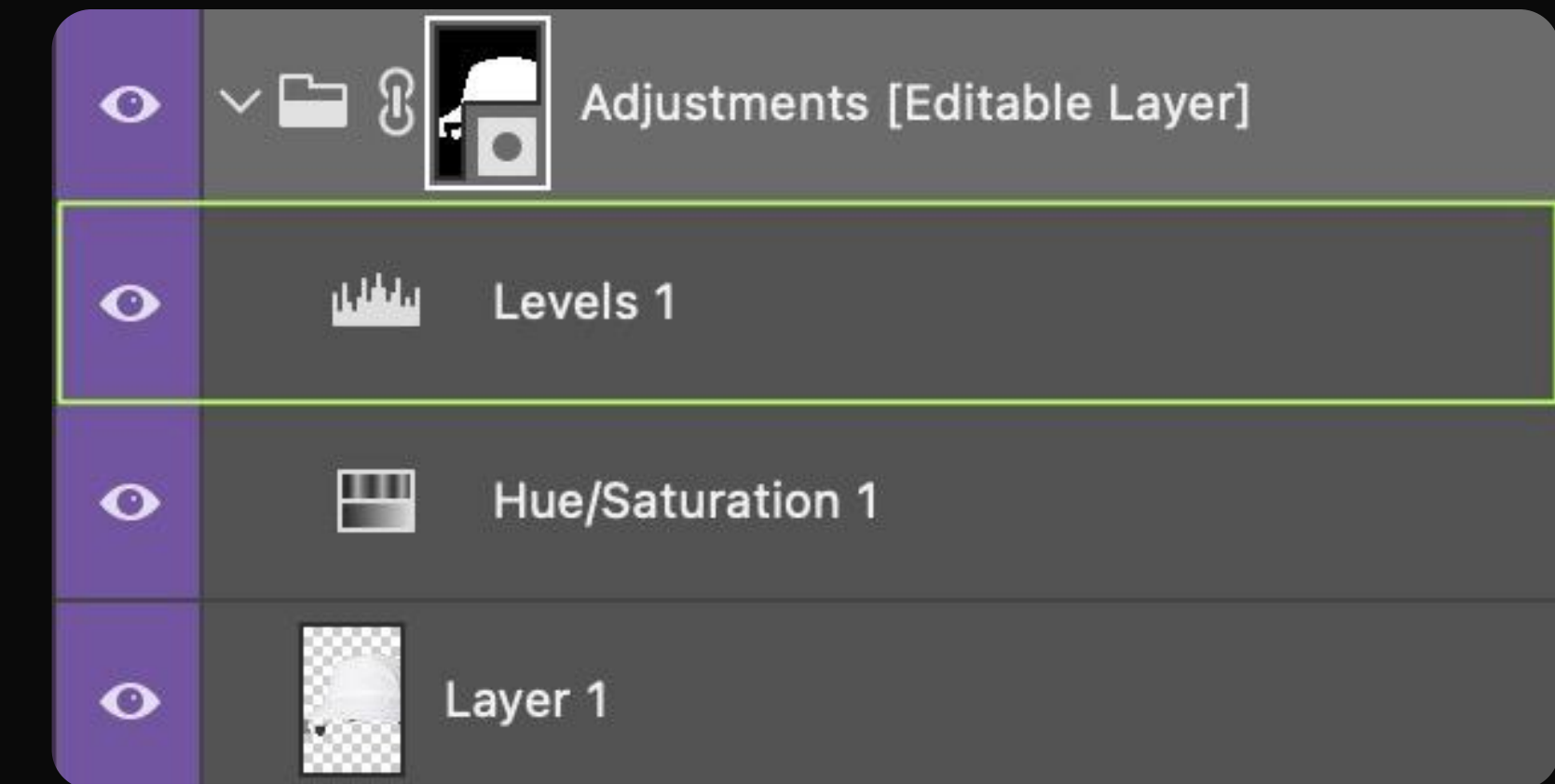


USER MANUAL

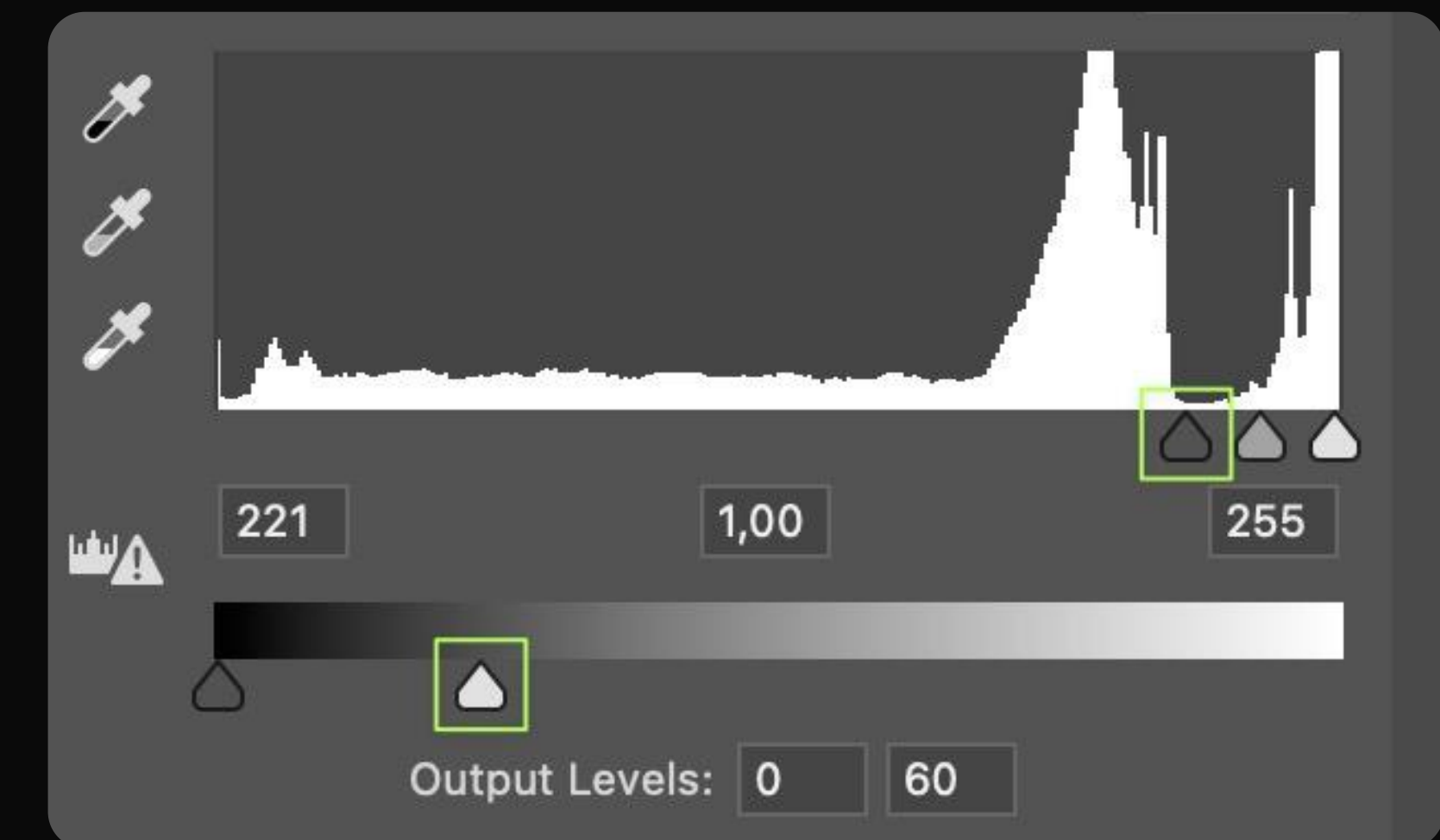
Fine-tuning

Adjustments layer

In order to adjust your design to the lights and shadows of the image, you will need to play with the values from the Levels layer from the Adjustments Layer.



You will need to move the triggers you see marked in the image underneath until you get an accurate and realistic result. Each different design/color will need different values. So feel free to experiment.



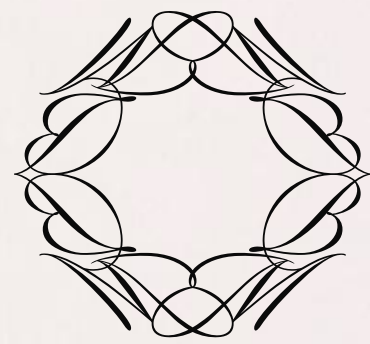
CONTACT

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ICONIC MOCKUPS
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