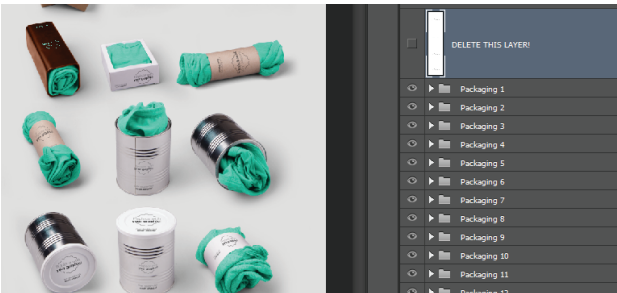# CREATING NEW FILE

1. Open scene file wich contains premade textures and color presets.

2. Open "packages" or some other file.

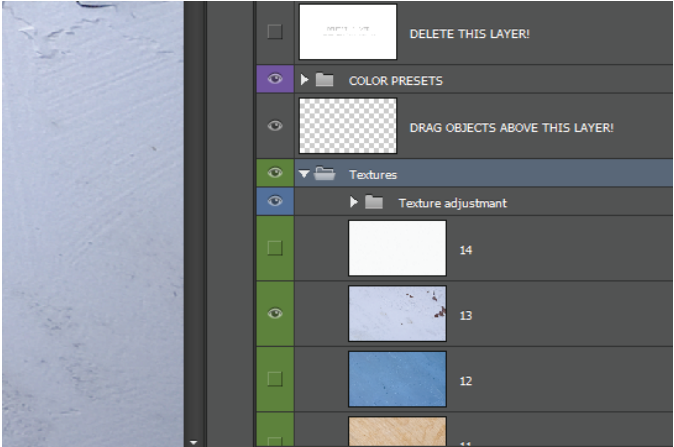Drag & drop elements from existing files to your working file.

3. Arrange elements.

4. When you are finished choose background and color preset that fits best.
You can combine multiple color presets.

5. You can change Solid background color with Hue/Saturation adjustment layer above. Also you can change juice color with Hue/Saturation layer above.


6. You can edit shadow density with opacity if you want them to be lighter (lower opacity).
If you want shadow to be darker multiply shadow layer few times, than merge shadow layers and change blending mode to "Linear Burn".
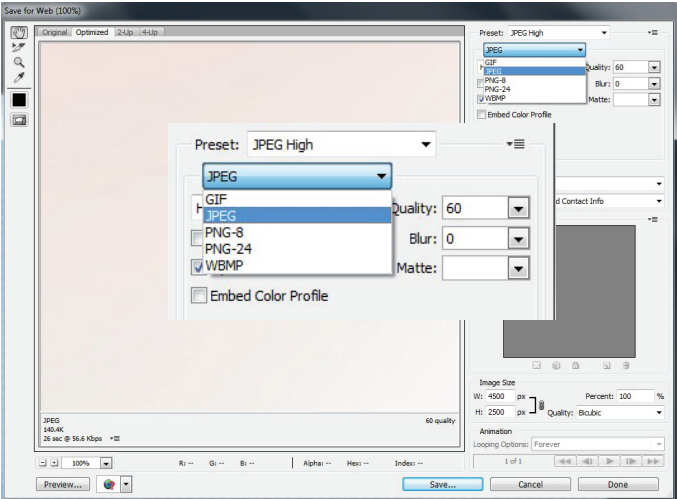

7. Changing smart objects - Double click on smart object. Smart object will be opened in Adobe Illustrator. Change it with your logo or slogan and save file. It will be automaticly updated in Adobe Photoshop.
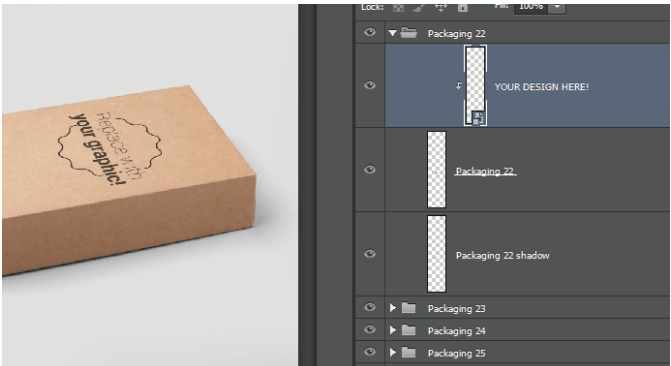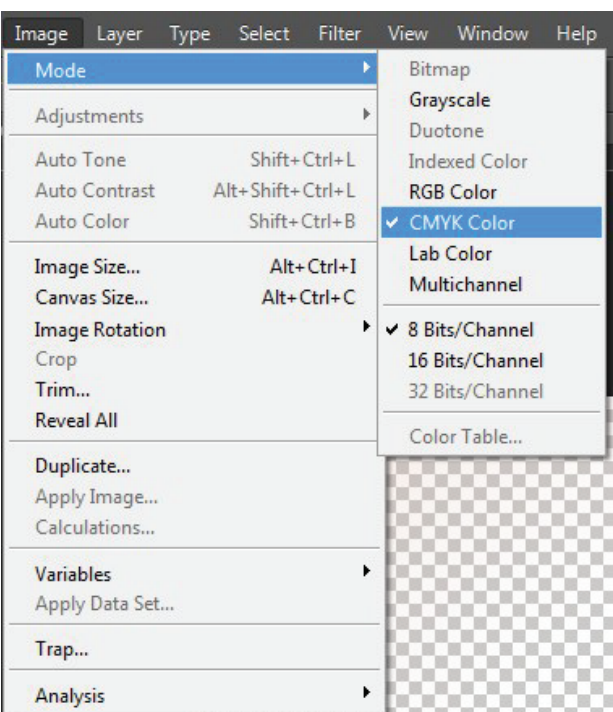

8. Save file in format and resolution that you want or save it for web with Ctrl + Shift + Alt + S command on Windows or Cmnd + Shift + Option + S on Mac. Set image format to JPEG and quality on 60%.

9. If you are saving for print convert colors to CMYK and consult your printing company for format (pdf, jpeg, tiff...)
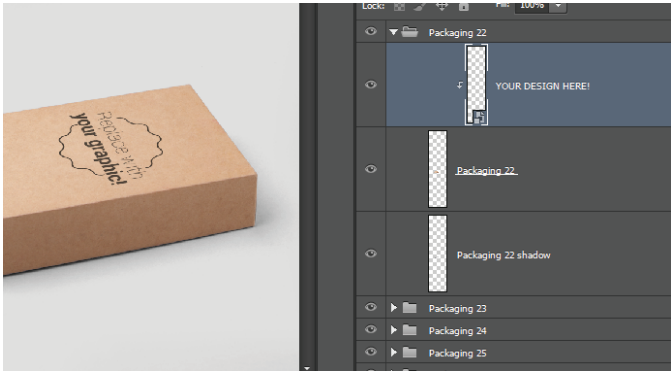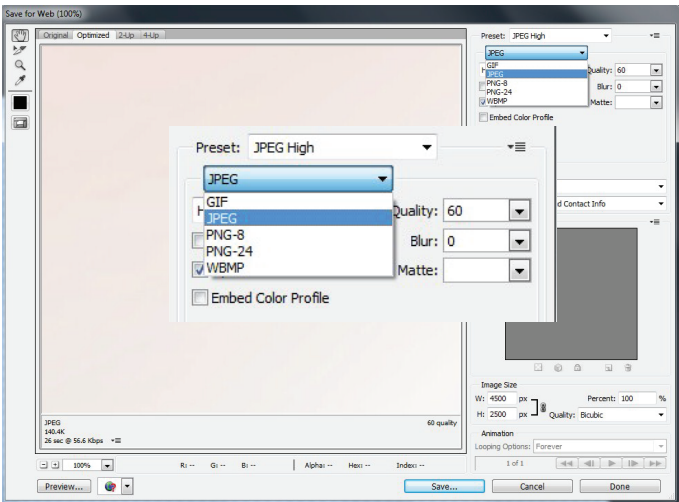
EDITING PREMADE SCENES

1.

Open premade scene file
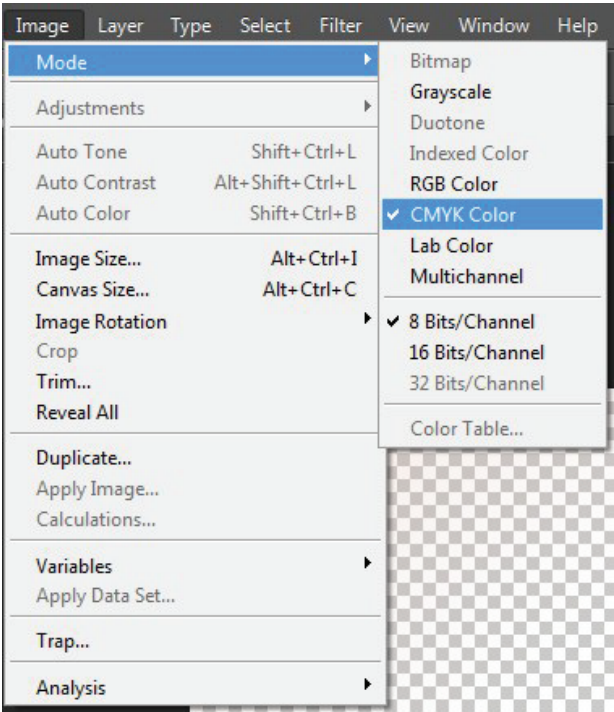
2.

Arrange elements

3.

Changing smart objects -
Double click on smart object.
Smart object will be opened in
Adobe Illustrator. Change it with
your logo or slogan and save file.
It will be automaticly updated in
Adobe Photoshop.

4.

Save file in format and resolu-
tion that you want or save it for
web with   Ctrl + Shift + Alt + S
command on Windows or
Cmnd + Shift + Option + S on
Mac. Set image format to JPEG
and quality on 60%.

5.

If you are saving for print con-
vert colors to CMYK and con-
sult your printing company for
format (pdf, jpeg, tiff...)