



# *User's Manual*

for

Boxset Pro Pack



You rock!

Thank you so much for downloading this resource. You are reading the first iteration of this guide created in October, 2019.

I hope you can find it useful for any type of project, idea or just for experimenting.

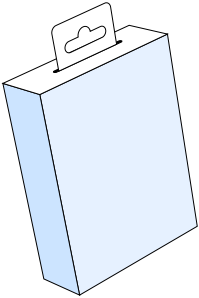
*See you at the next project!*



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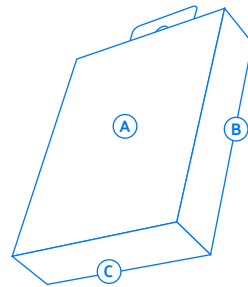


# 1 Quick Start

## 1.1 Face dimensions

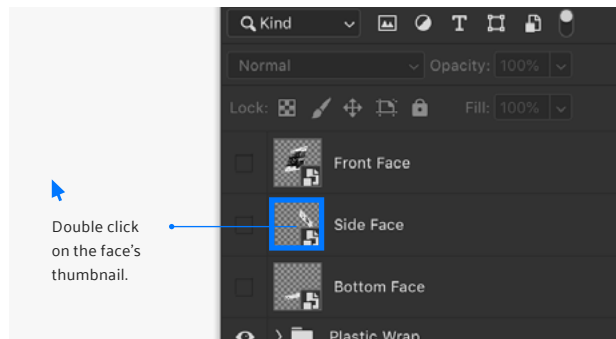
Consider these beforehand to avoid **distorted images** and **artifacts**. All the mockups share the **same dimensions + 3 editable faces & 2 faces** for the included “lite” version:

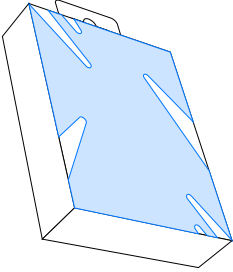
- A Front Face**  
2208x2912px
- B Side Face**  
2914x769px
- C Bottom Face**  
2775x933px



## 1.2 Editing a face

Choose the face you want to edit, **double click on it's thumbnail icon** to open the smart object. Once you are ready, **save that document** (**⌘+S** on Mac and **Ctrl+S** on Windows) and it should update in the main file. Repeat the same steps for each face.





Don't worry if your artwork doesn't match the default settings. I encourage you to experiment around.

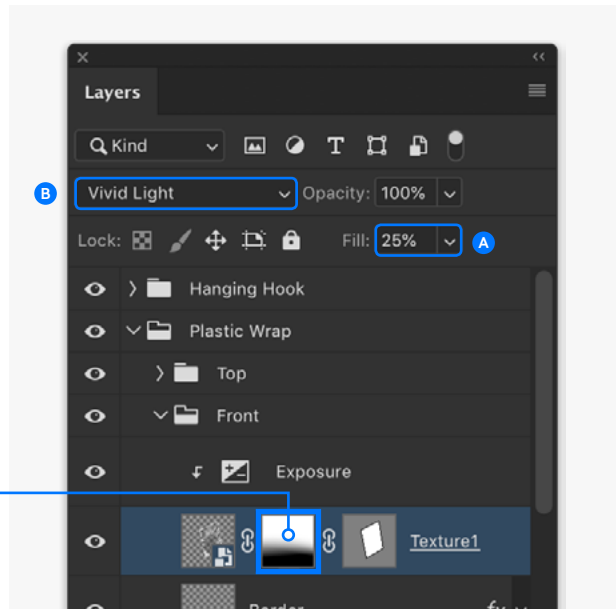


If you want even more fine tuning, you can modify the alpha mask with a soft brush or a gradient.


## 2 Feature—Plastic Wrap

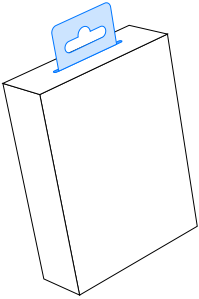
### 2.1 Changing the intensity

This effect is divided into **3 faces** for a better *fine-tuning*: **Front**, **Side** and **Bottom (or Top)**. To modify, open the desired face group—inside, you'll find the **Texture** layer. Play around with its **Fill value** **A** to change its intensity. You can also change its **blending mode** **B** to suit your artwork better.



### 2.2 Disabling the effect

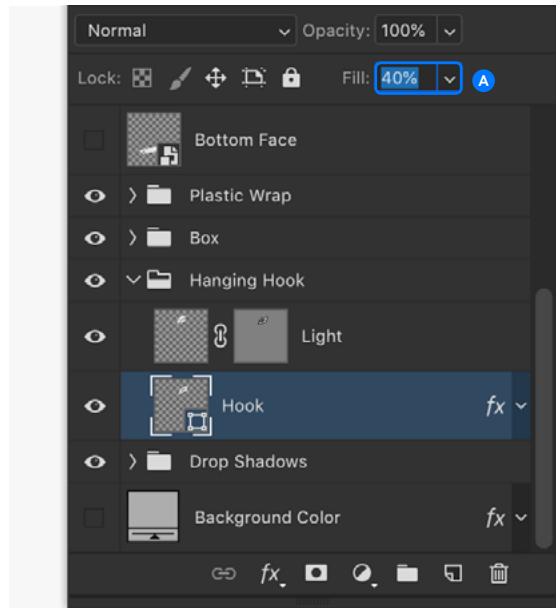
If you want to disable the effect completely, just **toggle the visibility state**  of the layer inside the Plastic wrap group.




## 2 Feature—Hanging Hook

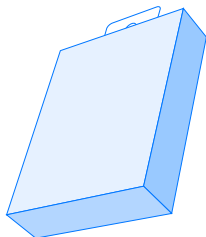
### 2.3 Changing the intensity

To customize this element, find the **Hook layer** inside the feature's folder and play around with its **Fill value** **A** to **change the transparency** and make it more or less noticeable against light/dark backgrounds.



### 2.4 Disabling the feature

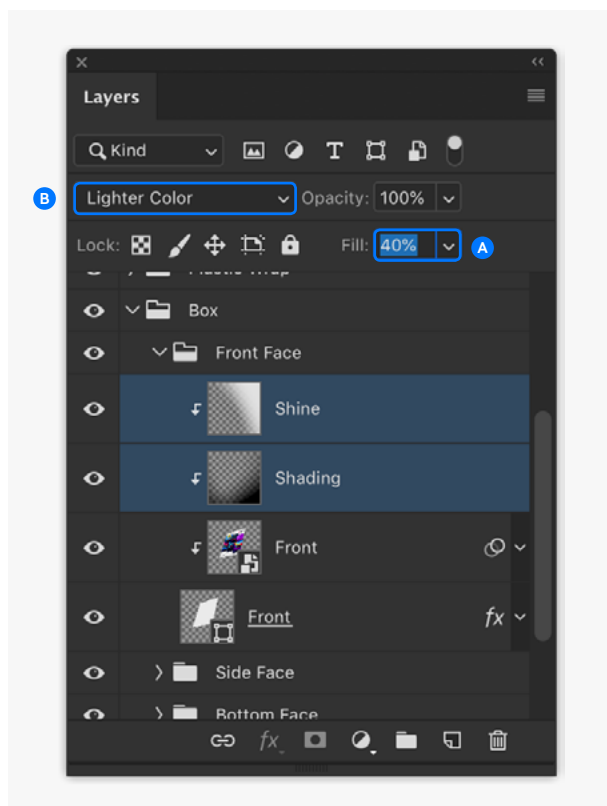
If you want to disable the feature completely, just **toggle the visibility state**  of the layer inside the Hanging hook group folder.

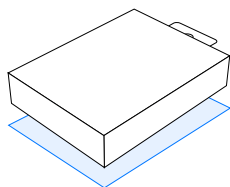


## 3 Customizing—Face Shading

### 3.1 Changing the intensity


Every face has a custom shading: **Front**, **Side** and **Bottom (or Top)**. Inside each face, you'll find **Shading** or **Shine** layers. Choose one & play around with its **Fill value** **A** to change its intensity. You can also change its **blending mode** **B** to one that suits your artwork better if it's too dark or bright.

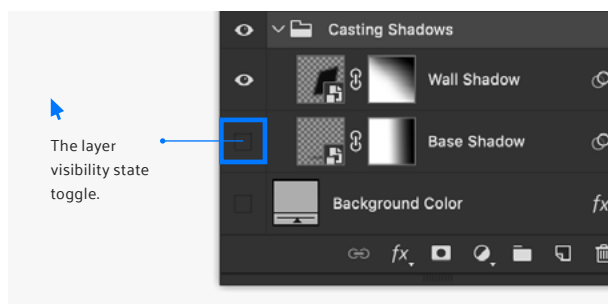
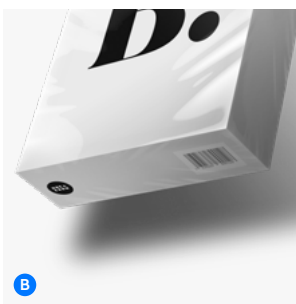
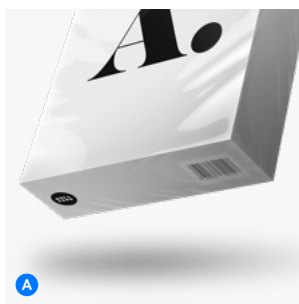




### 3 Customizing—Casting Shadows

#### 3.2 Choosing a casting shadow

Some mockups have **multiple casting shadows**: a **base shadow** **A** and a **wall shadow** **B**. To choose one, just **toggle the layer visibility state**  of the shadow you want.





## 4 Known Issues



### 4.1 Blur, artifacts & limitations

Sometimes certain tiny objects & fonts can become blurry. A **quick fix** is to **upscale** said objects and **nudge them out** a bit.

Always try doing **quick exports** periodically to discard any issues. Sometimes these artifacts can be attributed to different rendering methods or performance issues<sup>†</sup>.

If anything, this could also be a **limitation of raster smart objects**. The best fix is just to **keep experimenting** until there's a right amount of pixel balance between scale and position that Photoshop *doesn't dislike*.



### 4.2 Wrong face contrast

Different **artworks won't behave the same with default settings**, so don't worry. You can easily change the intensity of each face's lighting. Go back to the [Custom Shading section \(p.7\)](#) to learn how to modify any face shadows.



### 4.3 Noisy cast shadows at 100%

This is a little workaround is to compensate for any **banding artifacts** that can appear since the document works under **8 bits for a better compatibility & less file size**.

†: Find how to optimize Photoshop: <https://helpx.adobe.com/photoshop/kb/optimize-photoshop-cc-performance.html>

## 6 Licensing

### 6.1 Usage

By owning this pack you agree to the following terms:

- **You bought it, you own it:** Feel free to use it for any kind of personal, commercial and educational project. Tweak it, modify it, etc. Just **don't resell it** as an individual asset.
- **Sharing is caring:** You are free to share it with colleagues, friends, pets, anybody. They'll appreciate it! Even if you received this for free, keep the chain going!
- **Provided as-is:** Remember to make a proper usage of this asset. I'm not responsible for any damage caused due to a mismanagement. Nothing should explode.
- **Have fun:** Now go and create something awesome!

#### Comments, questions or just want to say hi?

Point your darts to [fiebregrafica+help@gmail.com](mailto:fiebregrafica+help@gmail.com) and let's chat about it! I'll be happy to hear from you.



[gumroad.com/fiebregrafica](https://gumroad.com/fiebregrafica)

[instagr.am/fiebregrafica](https://instagr.am/fiebregrafica)

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