



# Retail Packs

MINI  
HAND  
BOOK

*A project by*



Hello and thank you for downloading the  
Mokacrom Retail Pack. This is your mini  
handbook guide on how to get started.

**Have fun!**

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# Index

<b>1. Usage</b>	<b>4</b>
1.1 What's inside	5
1.2 The layers	6
1.3 Prepping artwork	7
1.4 Placing artwork	8
<b>2. Customization</b>	<b>9</b>
2.1 Lights & shading	10
2.2 Custom overlay	11
2.3 Custom shadow	12
2.3 Disable features	13
<b>3. Known Issues</b>	<b>14</b>
3.1 Troubleshooting	15
<b>4. Legal</b>	<b>16</b>

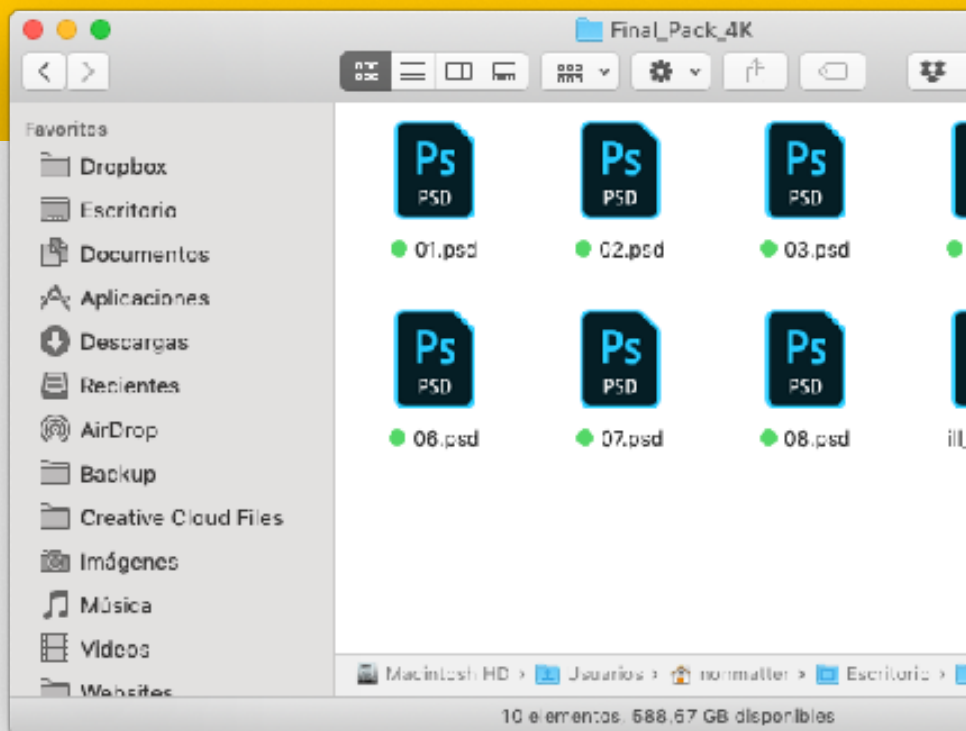


LAST REVISION  
October, 2019

# Usage



# Usage

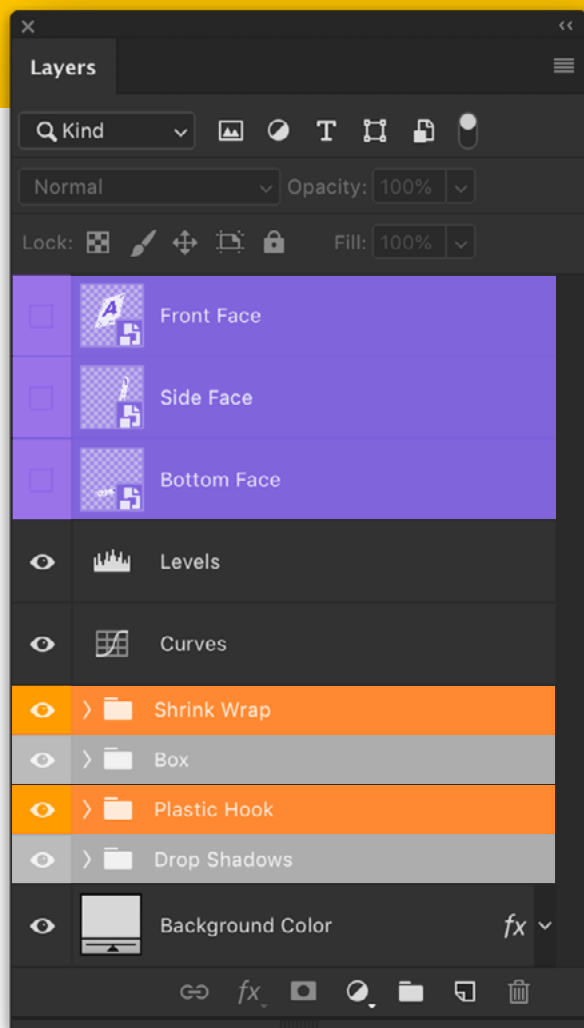


## What's inside

After unpacking, you should have 8 PSD files & this reference guide.

# Usage

## LAYERS



### Faces

Customizable faces where you can place your artwork in.

### Features

Turn on/off things like plastic hook or the shrink wrap overlay.

### Base

The mockup itself. Mask shapes, lights and shadows.

### Misc.

Some minor color adjustments and background color.

# Usage

## Prepping your artwork

Avoid distortions  
and blurry elements  
by considering the  
dimensions.

**A** Front face  
2208x2912px

**B** Side face  
2914x769px

**C** Bottom face  
2775x933px



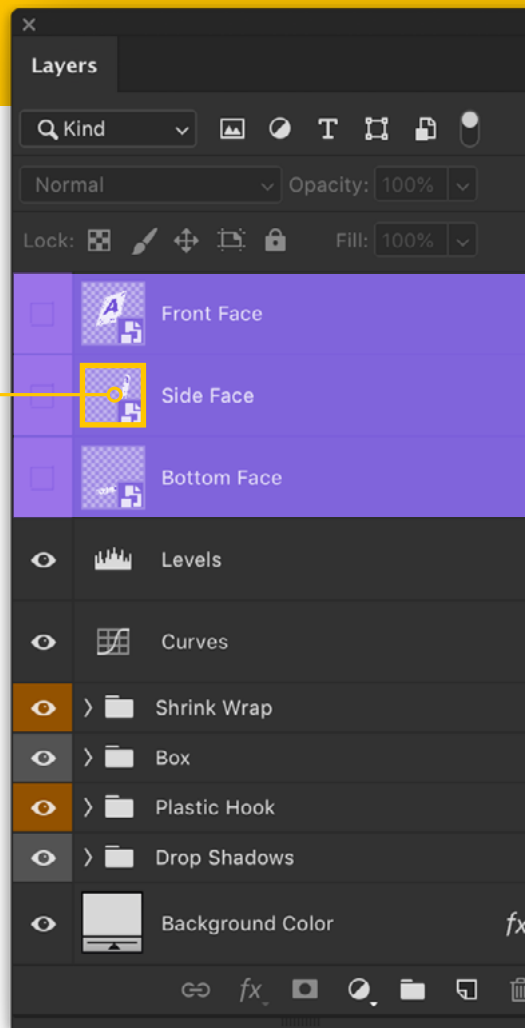
# Usage

## Placing your own artwork

- 1 Choose any of the 8 mockup variations.
- 2 Customize each face by double clicking it's smart object thumbnail.
- 3 Once your happy with each face, **save them to update the final result** & that's it!

\*

Learn how to customize it further in the next chapter.







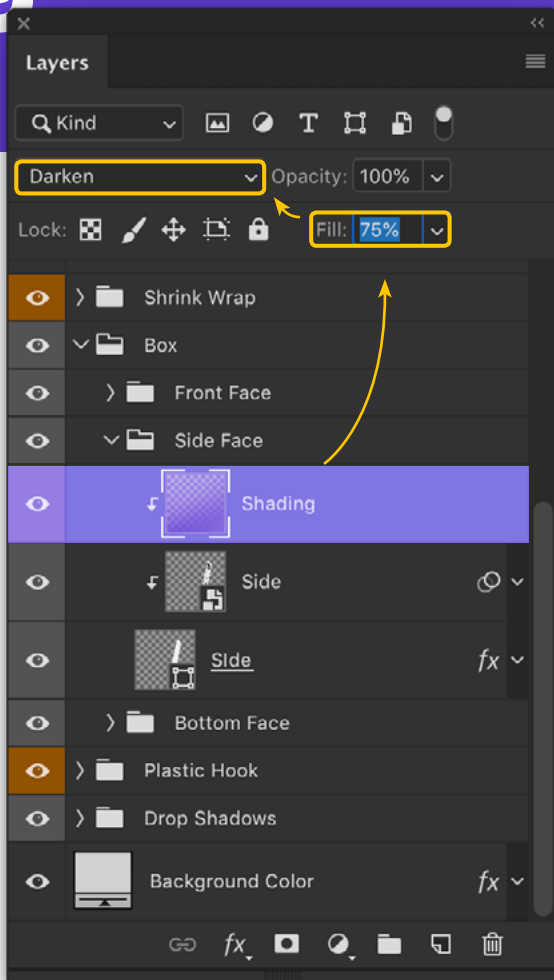
# Custo- mizing

# Lights & Shading

CUSTOMIZATION

Learn how to change the intensity of each side shading/lighting:

- 1 Open the **Box** folder.
- 2 Once inside, choose the **face(s)** you want to edit (*Front, side or bottom*).
- 3 Select the desired layer and fiddle with it's **Fill** value or **Blending Mode**.



# Shrink Wrap

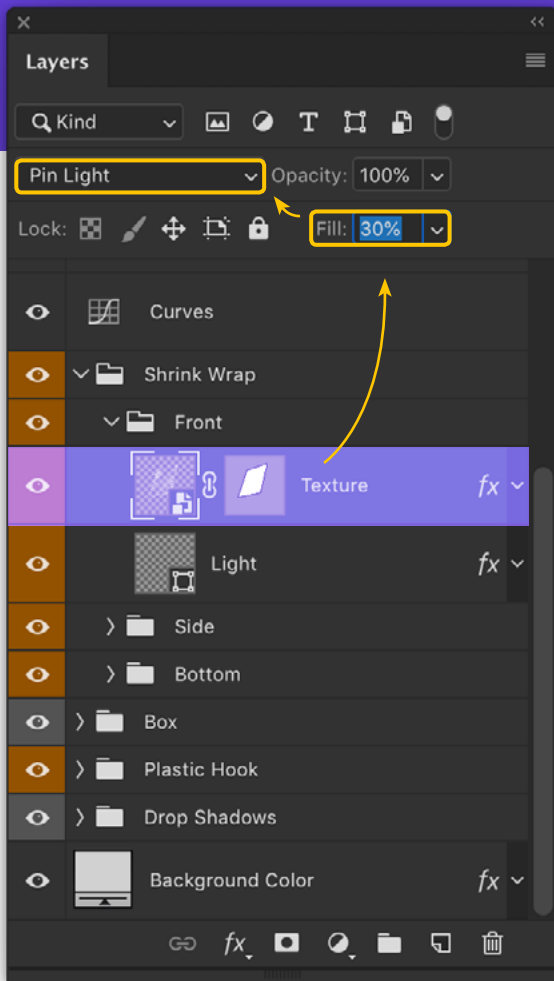
**CUSTOMIZATION**

Learn how to modify the intensity of the shrink wrap overlay:

- 1 Open the **Shrink Wrap** overlay folder.
- 2 Once inside, choose the **face(s)** you want to edit (*Front, side or bottom*).
- 3 Select the **Texture** layer and fiddle with its **Fill** value or **Blending Mode**.

\*

You can also customize the Texture layer by double-clicking its thumbnail.

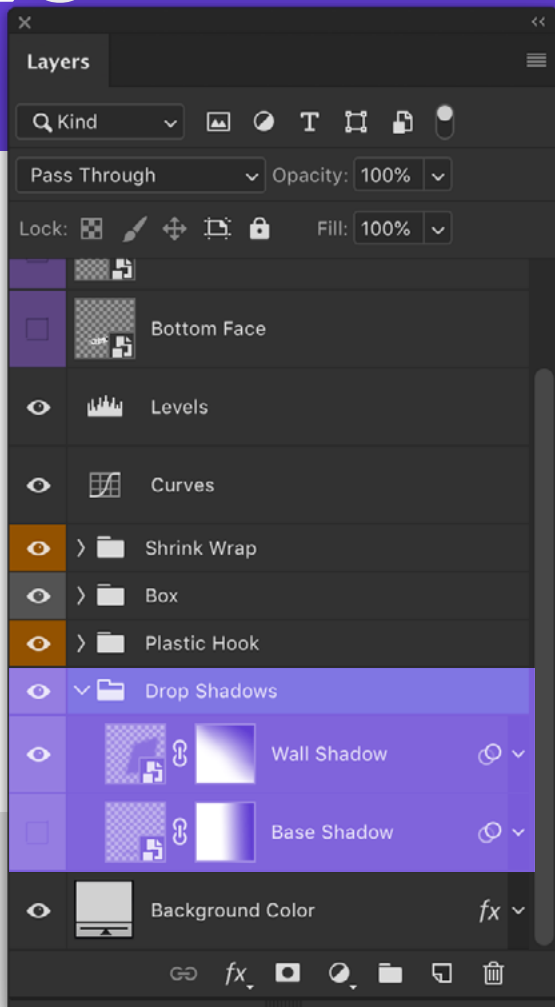
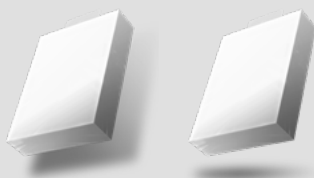


# Different Shadows

CUSTOMIZATION

Some mockups have two different shadows. Learn how to use them:


- 1 Open the **Drop Shadow** folder if available.
- 2 Inside, you'll find a **Wall Shadow** that covers the whole scene or a faint & subtle **Base Shadow**.

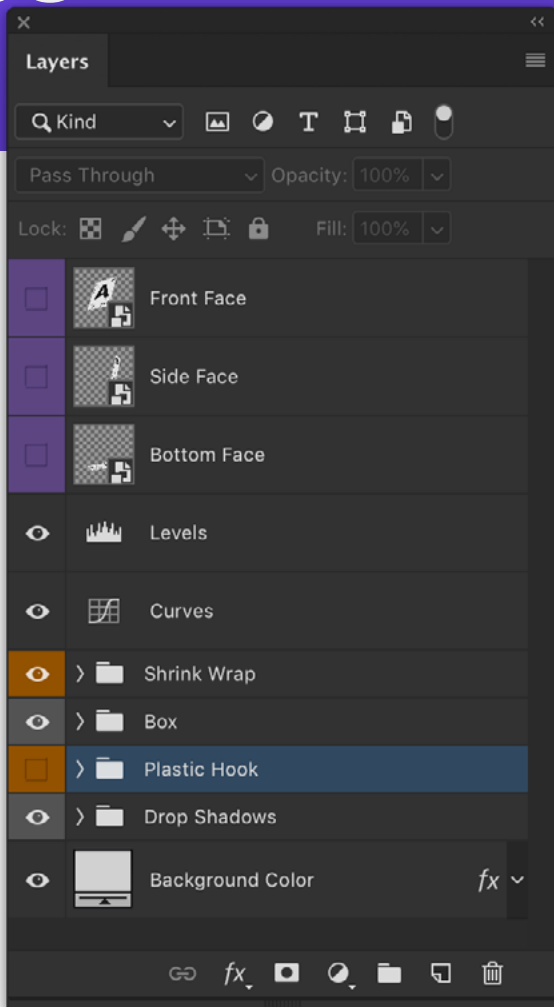


# Disable Features

CUSTOMIZATION

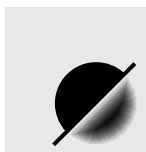
Learn how to disable features like plastic hook or shrink wrap:

- 1 Enable or disable the **Layer visibility option**  of the feature you don't need.



# Known Issues

# Known Issues



## Objects become a bit blurry near the edges

- 1 Avoid placing tiny objects too close to each face margin as they tend to get blurry due to the tight perspective & Photoshop quirks.
- 2 Use the highest resolution assets and consider recommended dimensions for each face.
- 3 Lastly, you can try **downscaling your final image** to compensate artifacts plus also reducing it's file size for desktop resolutions.



## Faces too bright or too dark obscuring details

- 1 Reduce it's parent shading and lighting (p.10) or lower the fill value of the shrink wrap (p.11) if it's too bright.
- 2 Lastly, you can try a new **blending mode** for that layer. Not all artworks need the same configuration, so don't worry.



Found something else? No problem! Let me know at [fiebregrafica+help@gmail.com](mailto:fiebregrafica+help@gmail.com)



# Legal

## License

No matter how you got this, feel free to use it for commercial, personal or educational projects.

## Terms

By using this pack you agree that:

1. You are responsible for the proper usage of these assets.
2. You can use & modify these assets for an unlimited amount of times.
3. You can't re-sell any asset separately.
4. You are still reading this. High-five!

## Colophon

Apercu by Colophon for body text and Barlow Condensed by Jeremy Tribby for headings. Shout out to [Pastramii](#).



