

december .dsgn
creative team

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

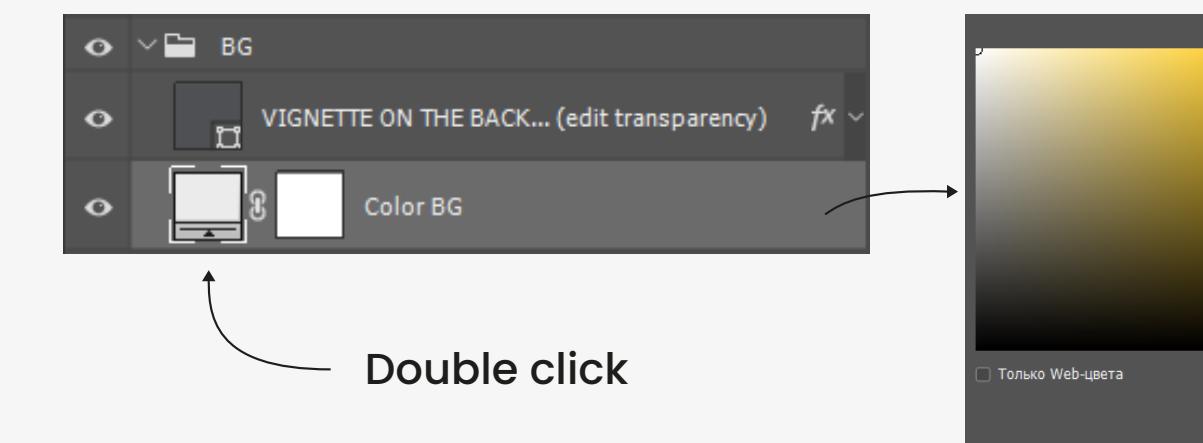
- › Background
- › Shadows
- › Color
- › Design
- › Texture

Background

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

Color Background

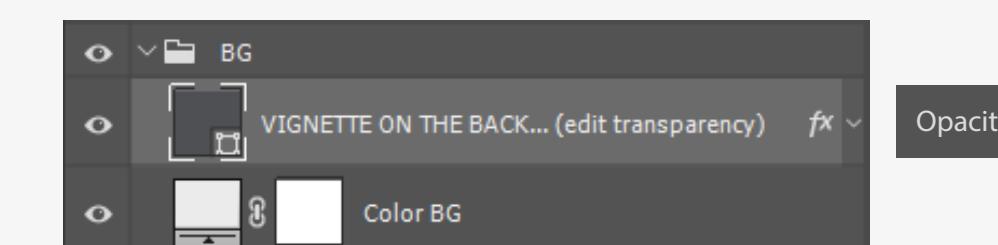
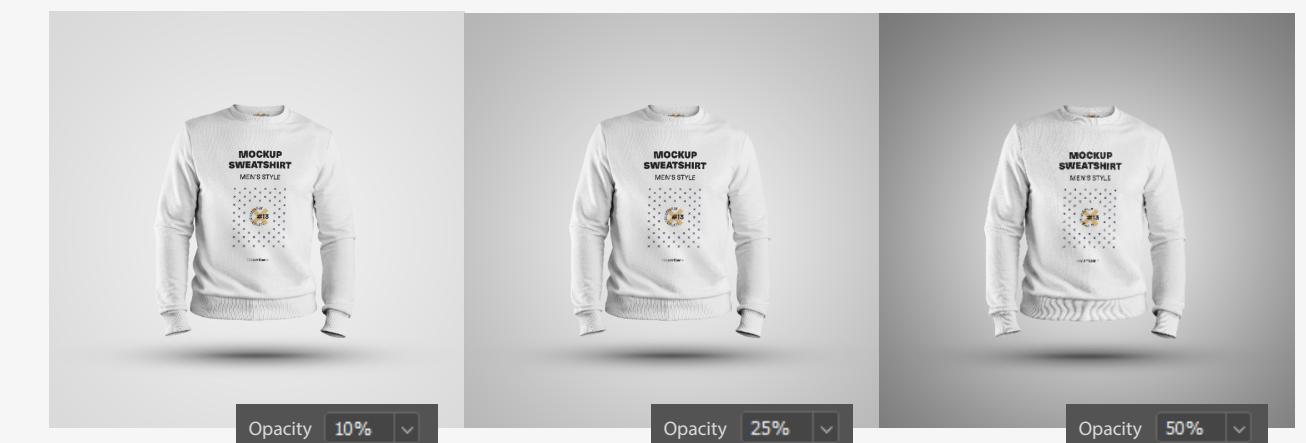
Open the BG group, layer «Color BG»



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

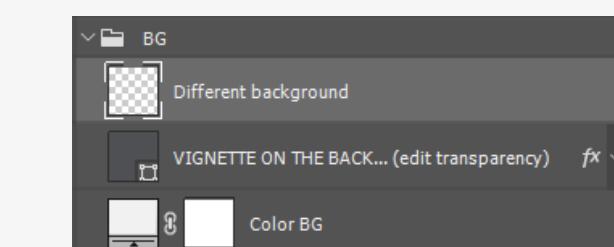
Vignette Background

Open the BG group layer «VIGNETTE ON THE BACKGROUND»



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

Different Background



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

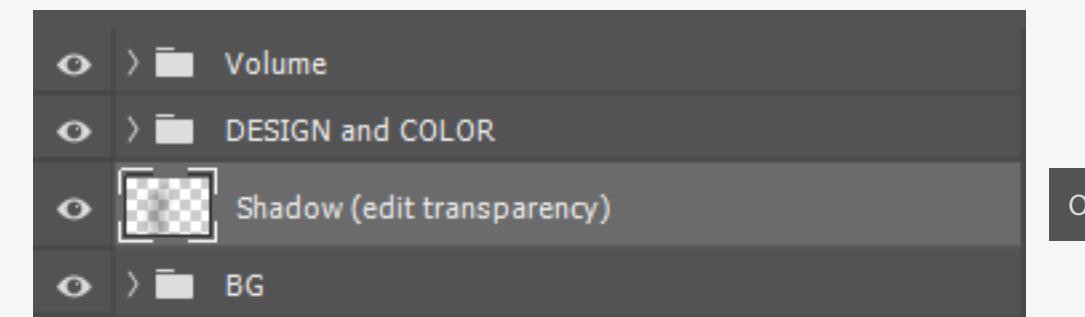
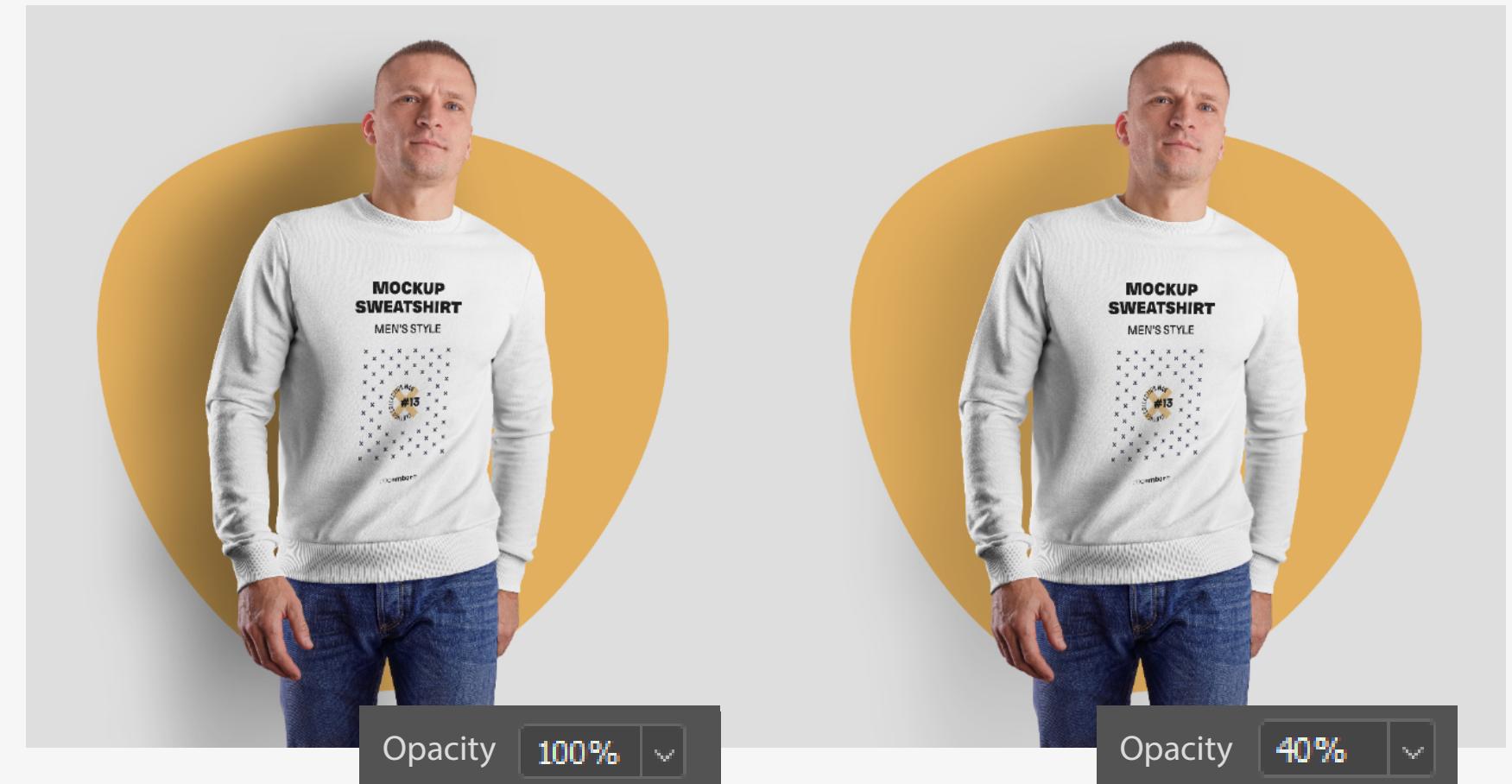
- ! Layers in some products may vary.
- These may be additional backgrounds or shapes.
- You can edit them by the same principle, disable and enable their visibility.

Shadows

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

Shadow Edit

Select layer «SHADOW»



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

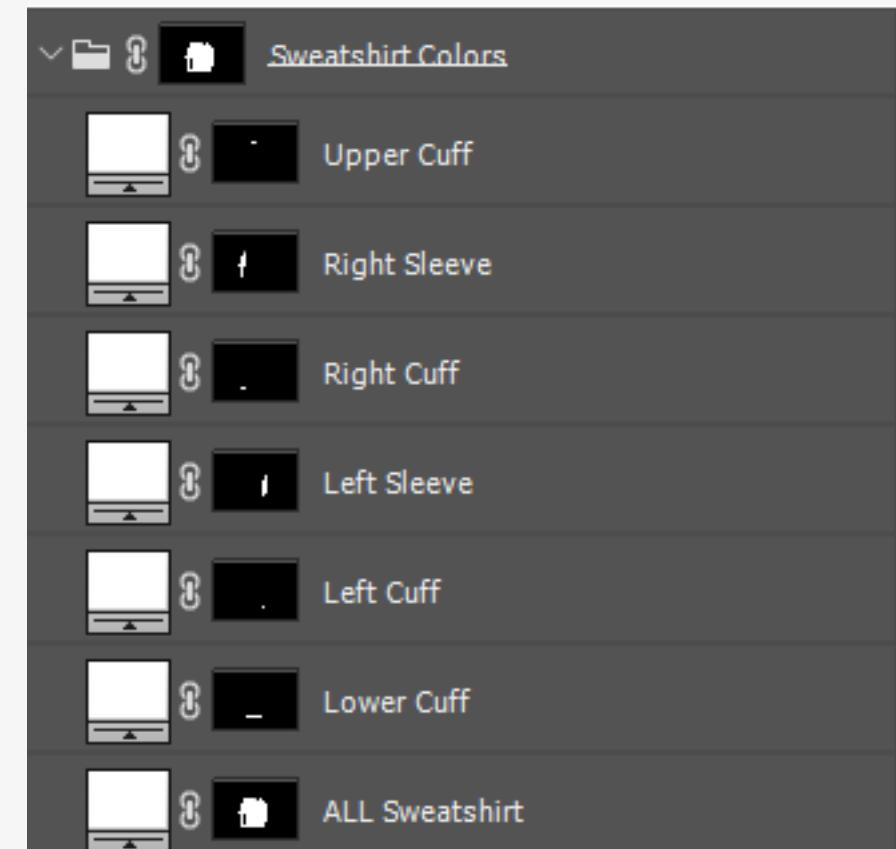
! Some products may not have a shadow layer

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.

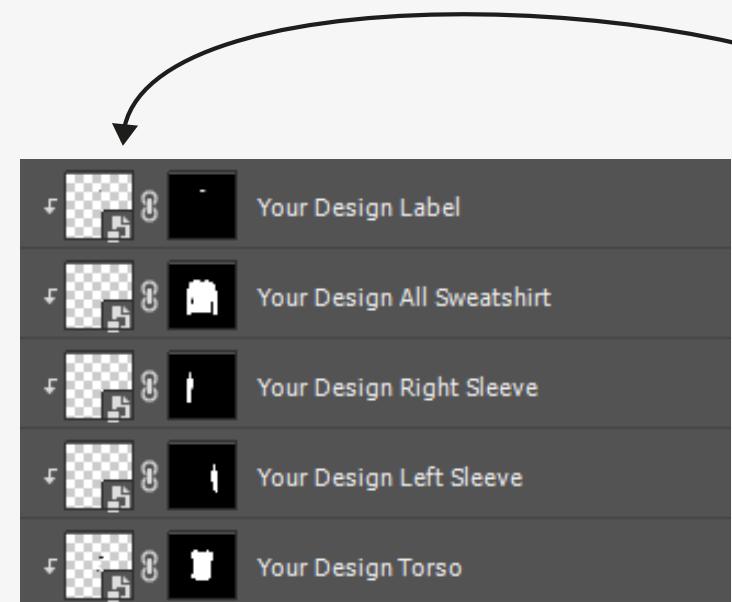
- ! Depending on the type of product, from 1 to 10 (maybe more) a layer for editing colors and template elements

Design

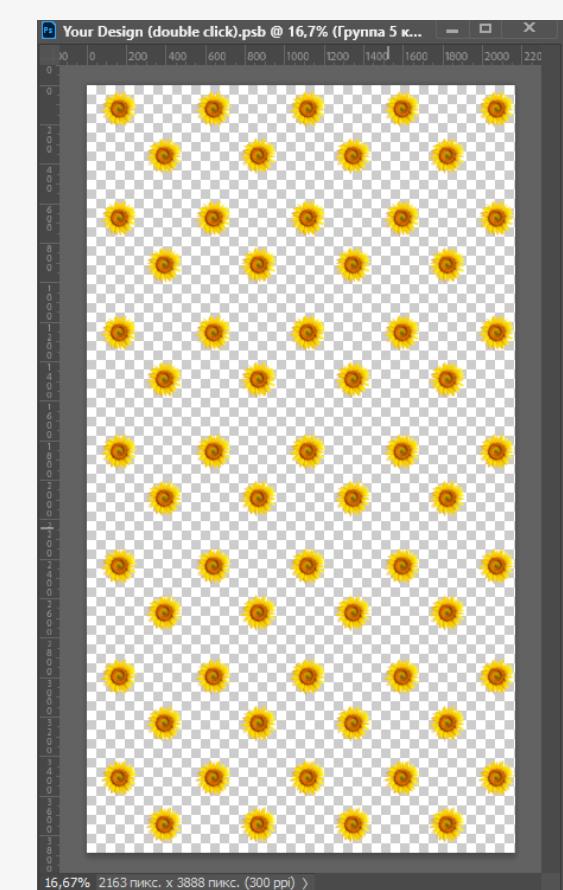
Use any design for clothes.
Any pattern can be used for
t-shirts, labels, sleeves.

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

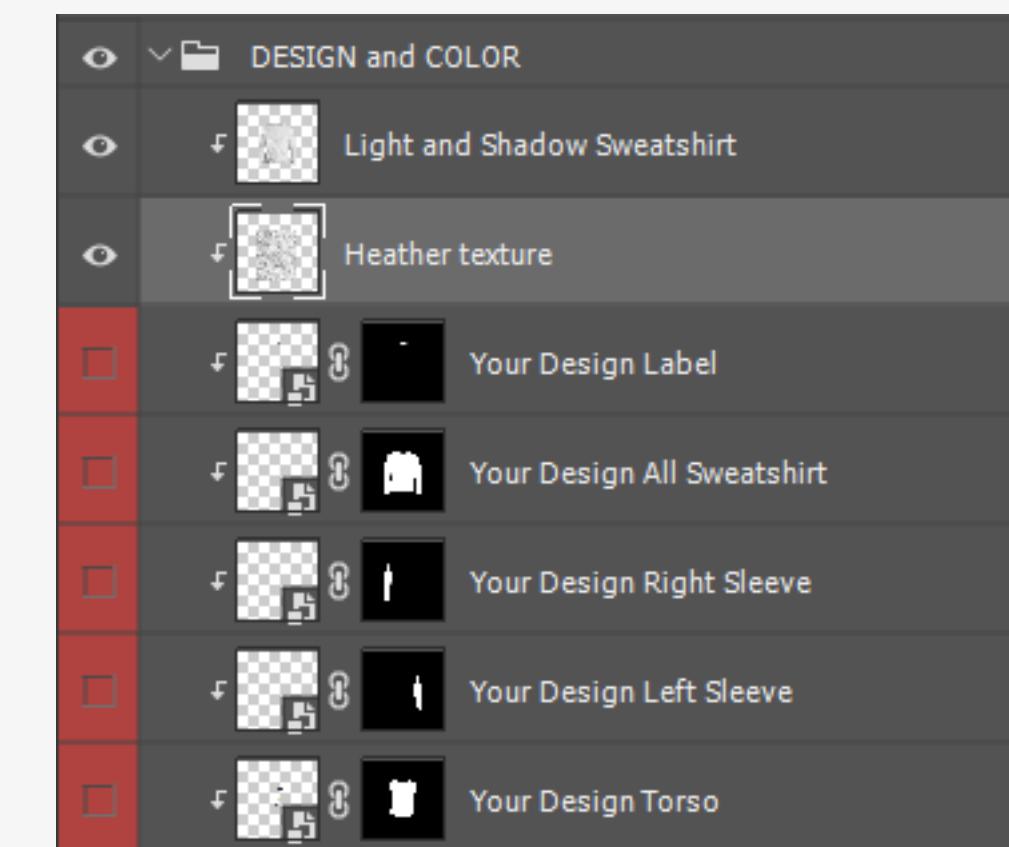
! Depending on the type of clothing,
the number of smart objects may vary.

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

Opacity 50% ← 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