

# ULTIMATE 3D BOX GENERATOR

## » QUICK GUIDE



1

After downloading and unzipping folder **“Ultimate 3D box generator”** you have 2 types of file.

**1. Artbees 3D box generator.psd      2. Go 3D.atn**

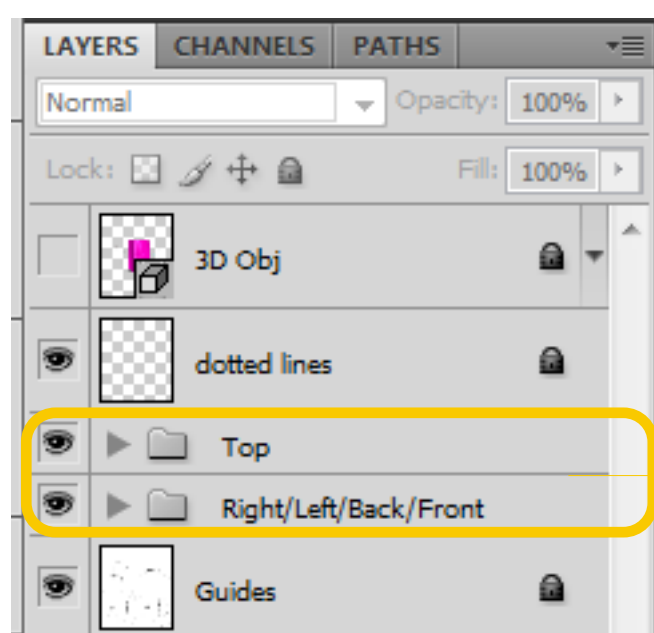
2

Now drag both files ( **.psd** and **.atn** ) into Adobe Photoshop Extended.

3

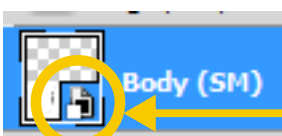
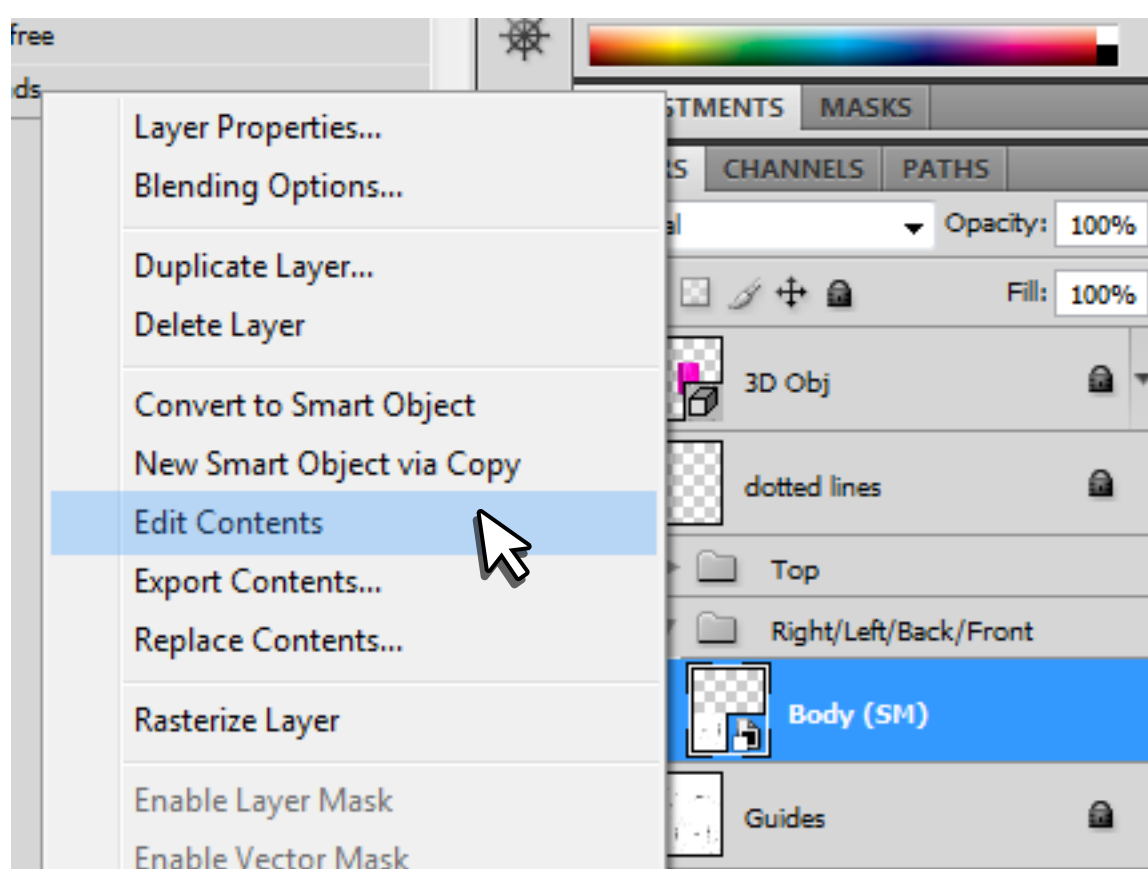
In layers panel, there are 2 group folders named **“Top”** and **“Right/Left/Back/Front”** .

Now start creating your artwork. Just open **“Right/Left/Back/Front”** group folder and right click on **“Body (SM)”** layer.



This is where you are going to play with!

Select **“Edit Contents”** from the context menu.



To edit Smart objects you can also double click this icon



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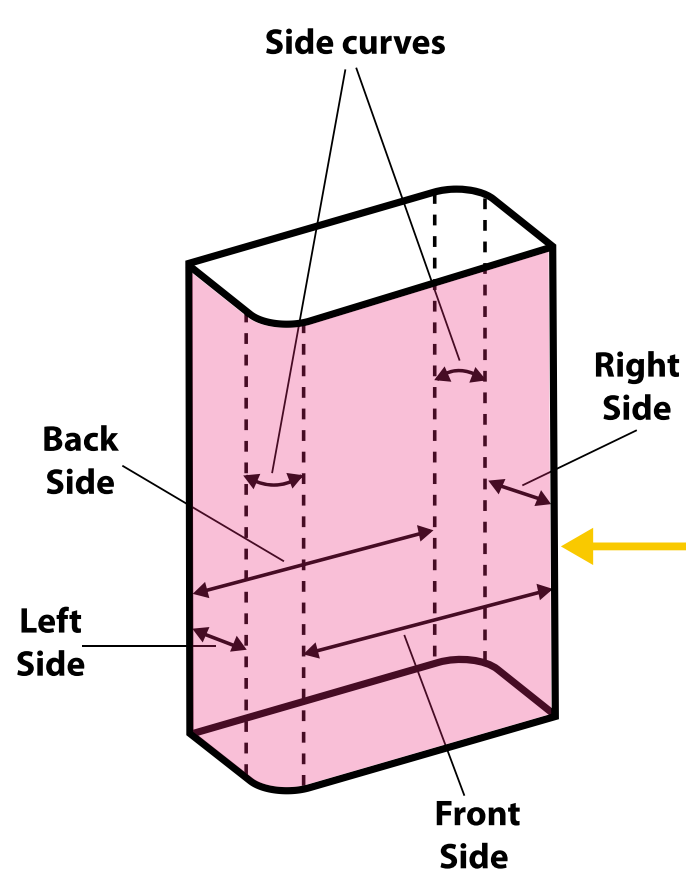


4

A brand new Photoshop document opens and this is where you should start creating your own design. What you create here is going to wrap on your amazing 3D box. **Front, Back, Right and Left faces.** Remember to align your artwork to sit right on its place according to dotted areas.



Align and position your design carefully inside the dotted areas



Your design will wrap on highlighted area.

### NOTE

Dotted area means **visible area** so anything outside of dotted area will be ignored in the final 3D box.

5

When you're happy with your editing, **save** (not save as) your document and **close** it. Back to your main PSD file (3D box generator.psd) edit the top side as well. Let's go to the next step!



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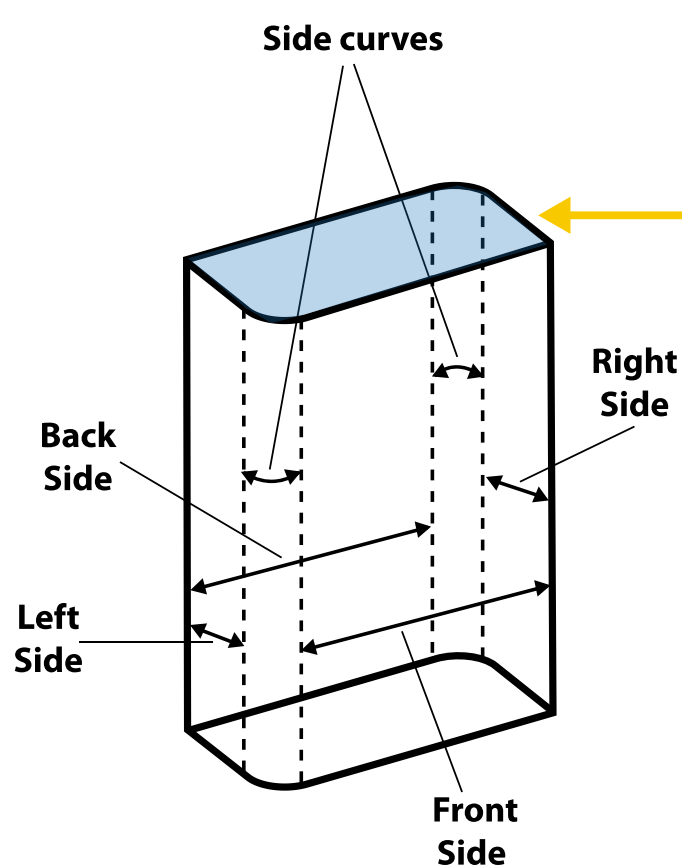
## » QUICK GUIDE

6

Open the other group folder named **Top** and repeat step 3. **Right click** then choose “**Edit Contents**”. A brand new Photoshop document opens again and this is where you should start creating your own design for **top side** of your 3D box. Remember to align your artwork to sit right on its place according to dotted areas.



Align and position your design carefully inside the dotted areas



Your design will wrap on highlighted area.

### NOTE

Dotted area means **visible area** so anything outside of dotted area will be ignored in the final 3D box.

7

When it's done, **save** (not save as) your document and **close** it. Back to your main PSD file (Artbees 3D box generator.psd) get ready for the next step!



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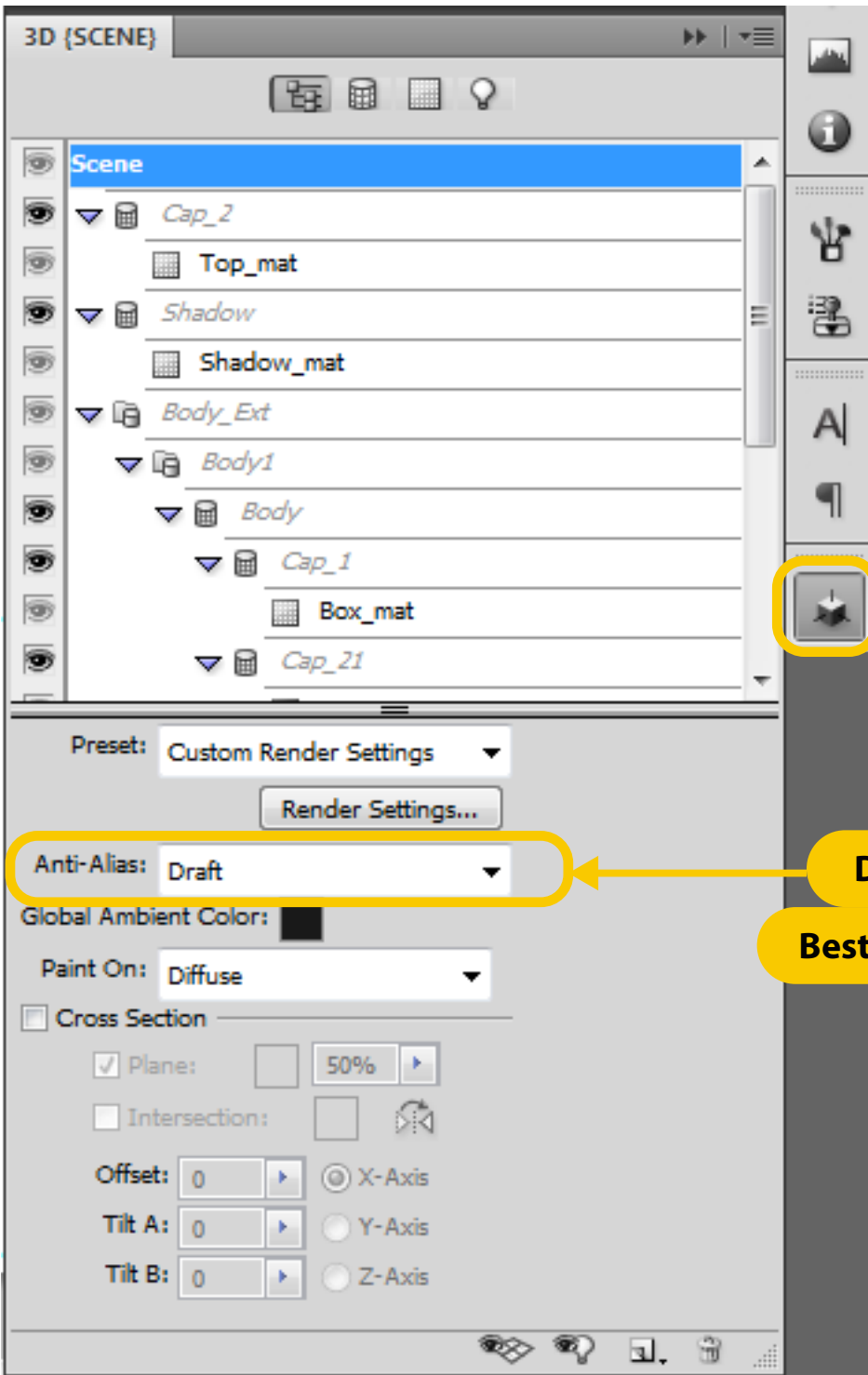
Magic time! Run the **GO 3D** action and enjoy the magic. For running **GO 3D** action, simply press **Ctrl+F12** or Go to **window > actions** and select **GO 3D** action from the list. Press play button at the bottom of actions panel. A dialogue asks you if you want to save your box and then your real 3D box is ready!

9

Now you can rotate the camera the way you like. You can also change the camera lens settings to wider or narrower amounts. Even the **lights** and **ground shadow** is editable. To be short, almost everything is under your creative control. The next chapter shows some quick instructions on how you can use your 3D abilities!

### MUST DO!

Remember to set **anti-alias** option to Best quality before you export your box. This is how:  
Go to Window > 3D. In the 3D panel choose first item  and then set the anti-alias menu to "Best".



Open 3D panel

**Draft** is all about performance. Use it while editing

**Best** is all about smoothness. Use it if you finished editing



Created in Ultimate 3D box generator (took 23 min.)



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# ULTIMATE 3D BOX GENERATOR

## » 3D HOW TOs



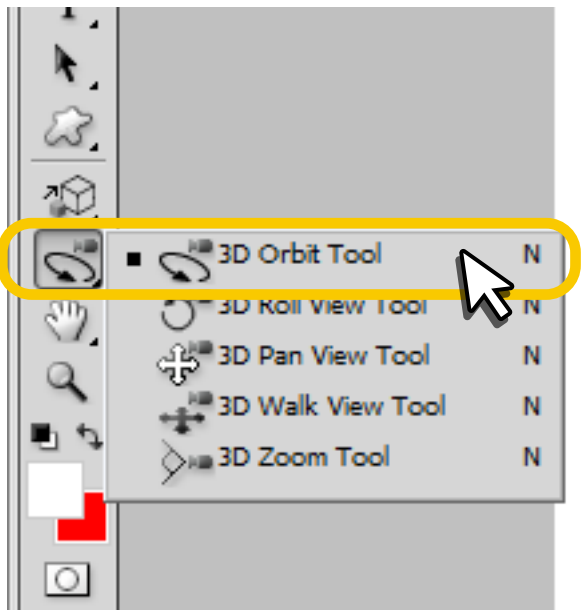
Quick and useful instructions on how to change 3D settings of your box.  
(Skip this if you're familiar with Adobe Photoshop Extended's 3D feature)



### How to change the camera view?



Easy! Select 3D box layer in the layers panel. Select **3D Orbit tool** in the Tool box or press **N**



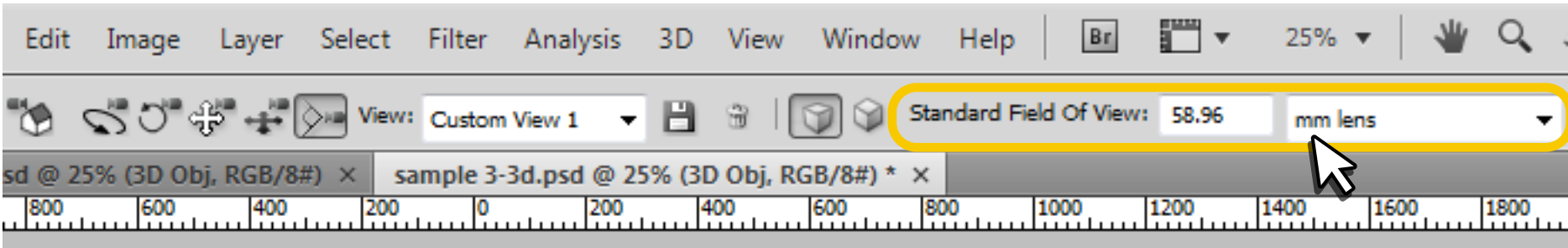
Now drag your mouse on the page and you'll see the camera orbits around your 3D box.  
You can also work with **3D Roll view Tool** to rotate the camera, **3D Pan view Tool** to pan the camera, **3D Walk view** tool to walk with the camera and **3D zoom tool** to zoom in/out.



### How to change camera lens?



Select **3D Zoom Tool**. In the option bar enter a number for **Standard Field Of View** and set the menu to mm Lens.



Play with numbers and look what happens to your 3D box. Zoom in/out may be needed after changing this number.

#### NOTE

**DON'T TOUCH 3D SHAPE TOOLS! (Rotate, Roll, Slide,...)**  It only corrupts your box.



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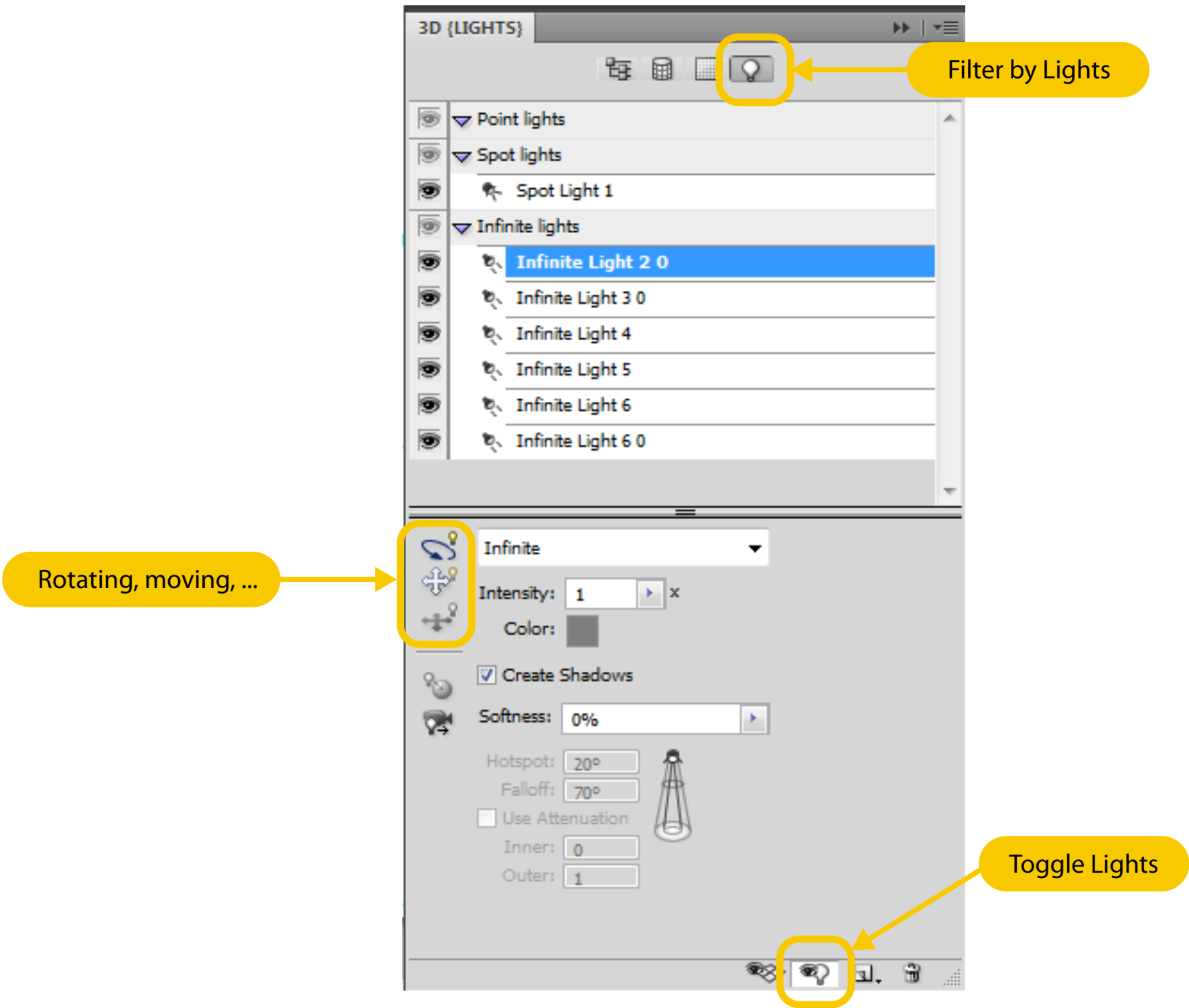
## » 3D HOW TOs



### How to modify lights?



Editing lights needs a little bit of base knowledge of 3D environment lighting. Select 3D layer and open 3D panel. At the bottom of panel press **Toggle lights**  to view the light sources. Press **Filter by: Lights** at the top. You will see a list of light sources and their settings. Select each you want to modify and start editing your lights. (Editing lights are not recommended if you're not an expert user)





# ULTIMATE 3D BOX GENERATOR

## » 3D HOW TOs



### How to modify Shadow?



Easy! Open 3D panel. Press **Filter by: Materials**. Select “Shadow\_mat” in the list shown. Enter a new value in Opacity field and press enter.

