



How to START

Unzip downloaded package with mock-up. Inside you will find one file with scene: bags_mockup_common_size.psd with 4 bags in one standard sizes: **10 x 5 x 13"**

This is how the file structure looks like:

- choose one and make it visible with eye icon 
- edit to apply design or color
- turn OFF (if you don't want it) with eye icon 
- don't modify it in any way

every BAG has its number, inside every # folder you will finde all effects and smart objects, they are placed separately for every bag

choose one from 6 blue folders with different paper textures

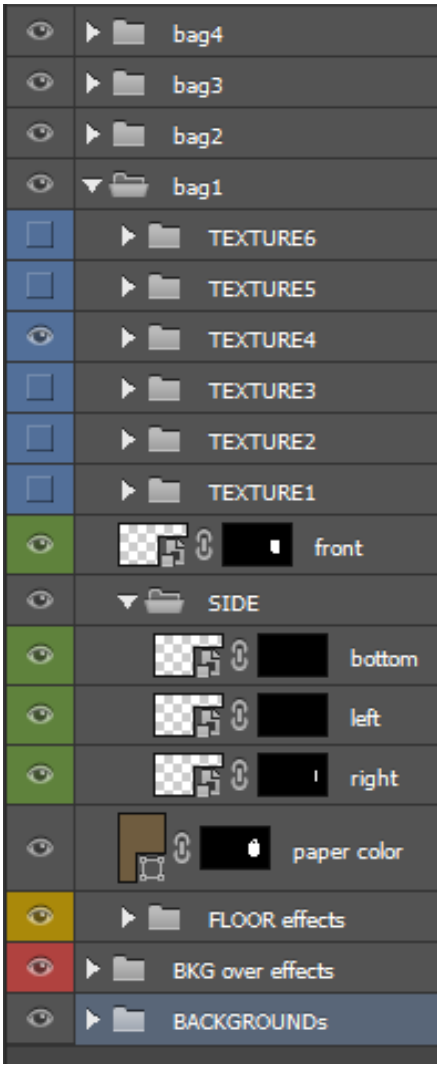
place your design after double-clicking smartobject icon in green layers

side smartobjects are more complex, in cases when they consist from 3 parts (left, right, bottom), place your design in every smartobject-part separately *

yellow are folders with effects under the bag

red are folders that shouldn't be modified or switched OFF


here you will find ready layers for backgrounds: 5x wall and 6x floor - textures, here are also smart objects - there you can place your own textures or just plain color layers





| | | |
|--|--|------------------|
| | | bag4 |
| | | bag3 |
| | | bag2 |
| | | bag1 |
| | | TEXTURE6 |
| | | TEXTURE5 |
| | | TEXTURE4 |
| | | TEXTURE3 |
| | | TEXTURE2 |
| | | TEXTURE1 |
| | | front |
| | | SIDE |
| | | bottom |
| | | left |
| | | right |
| | | paper color |
| | | FLOOR effects |
| | | BKG over effects |
| | | BACKGROUNDS |

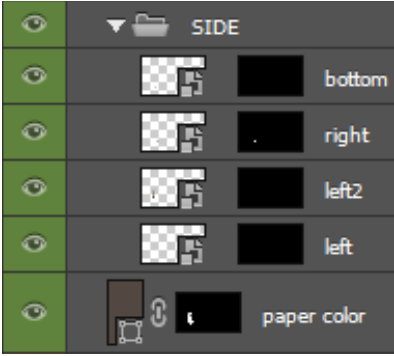
COMMON PAPER BAGS Mock-up Modifications

* SIDE smart objects editing

Double-click on "bottom" layer smartobject icon 

Then separate window should open, with only one layer  this layer is actually cut to size of the bottom element

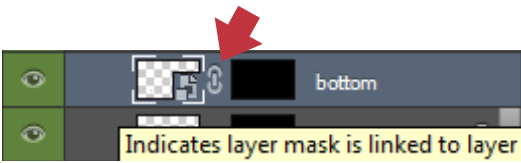
And it's another smartobject, again double-click the icon  and now you can place your design for whole side in another window. Remember to save ([Ctrl]+[S]) after you finished editing both smartobjects. The same scenario is for all elements included in SIDE folder.



MOVING bags in scene

You can move bags around the scene separately by moving them as groups of layers, simply select “bag1”, “bag2”, “bag3” or “bag4” folder on layers list and move it.

! All you have to do befor start moving bags is - LINKING MASKS TO LAYERS. You can make it by clicking between layer icon and mask icon - chain sign should appear.



FLIPPING bags in scene

You can FLIP horizontally bags in the scene separately by flipping them as groups of layers, simply select “bag1”, “bag2”, “bag3” or “bag4” folder on layers list and choose from menu:
Edit / Transform / Flip Horizontal.

- ! All you have to do befor flipping bags is - LINKING MASKS TO LAYERS. You can make it by clicking between layer icon and mask icon - chain sign should appear.
- ! Remember that after flipping bag, your design must be flipped inside the smartobjects (front, SIDE: bottom,left, right)

EXAMPLE - after flipping and moving bags

