

# Tutorial 3D Smart Objects

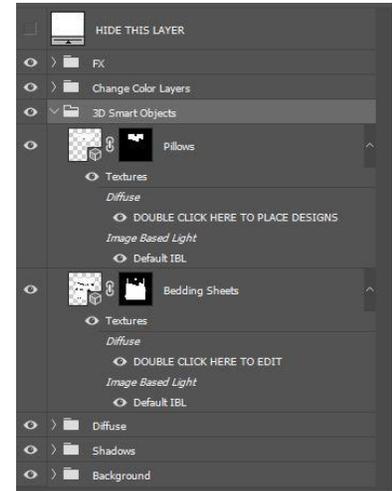
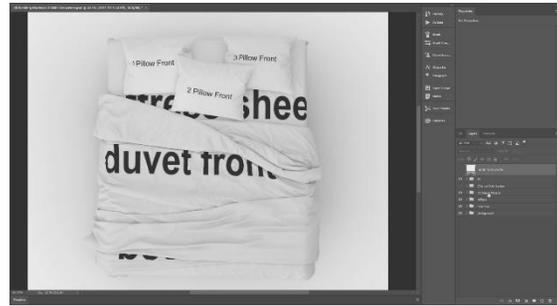
This tutorial refers to all our 3d mockups. To showcase the main steps of using our files, we have a bedding set that you can download for free here: <https://www.dropbox.com/sh/konoilw5p713ca/AABIQik2JPLsiWdc-eGumnzHa?dl=0>  
You can check the video version of this short tutorial here: [https://youtu.be/2J82\\_ZFp2uo](https://youtu.be/2J82_ZFp2uo)  
Please, read all the layer names before contacting us for support. All of our layers are organized and named, but if you have any issues or questions feel free to contact us.

Hide the top white layer

Go to 3D Smart Objects folder

Be sure to check the little right triangle to display all 3D features

Double click the text "DOUBLE CLICK HERE TO PLACE DESIGNS"

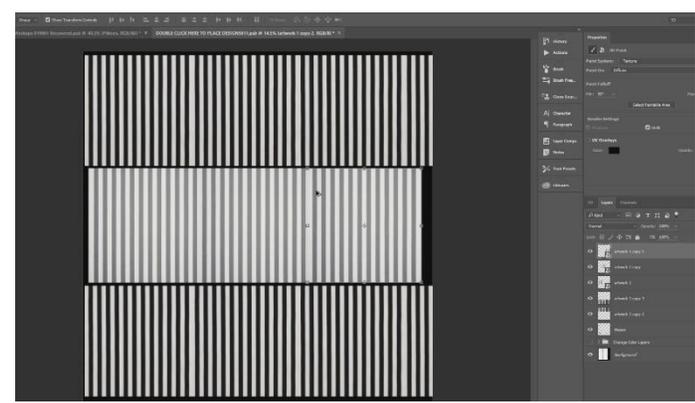
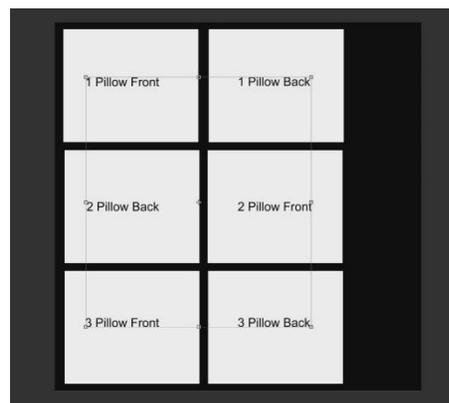
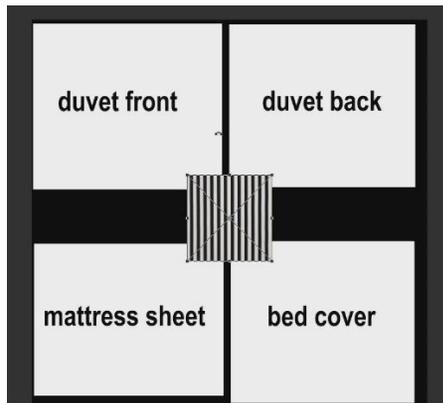


A new blank file will appear. The white boxes represent the areas for your designs.

You may see a dark mesh as default setting in your Photoshop. If you don't want to see it, remove the UV Overlays check (In the Properties tab)

You have to place your designs inside the white areas. Just drop your artworks here. :)

Use the Move Tool (V) to move and scale your artworks. You need to cover all the white areas.

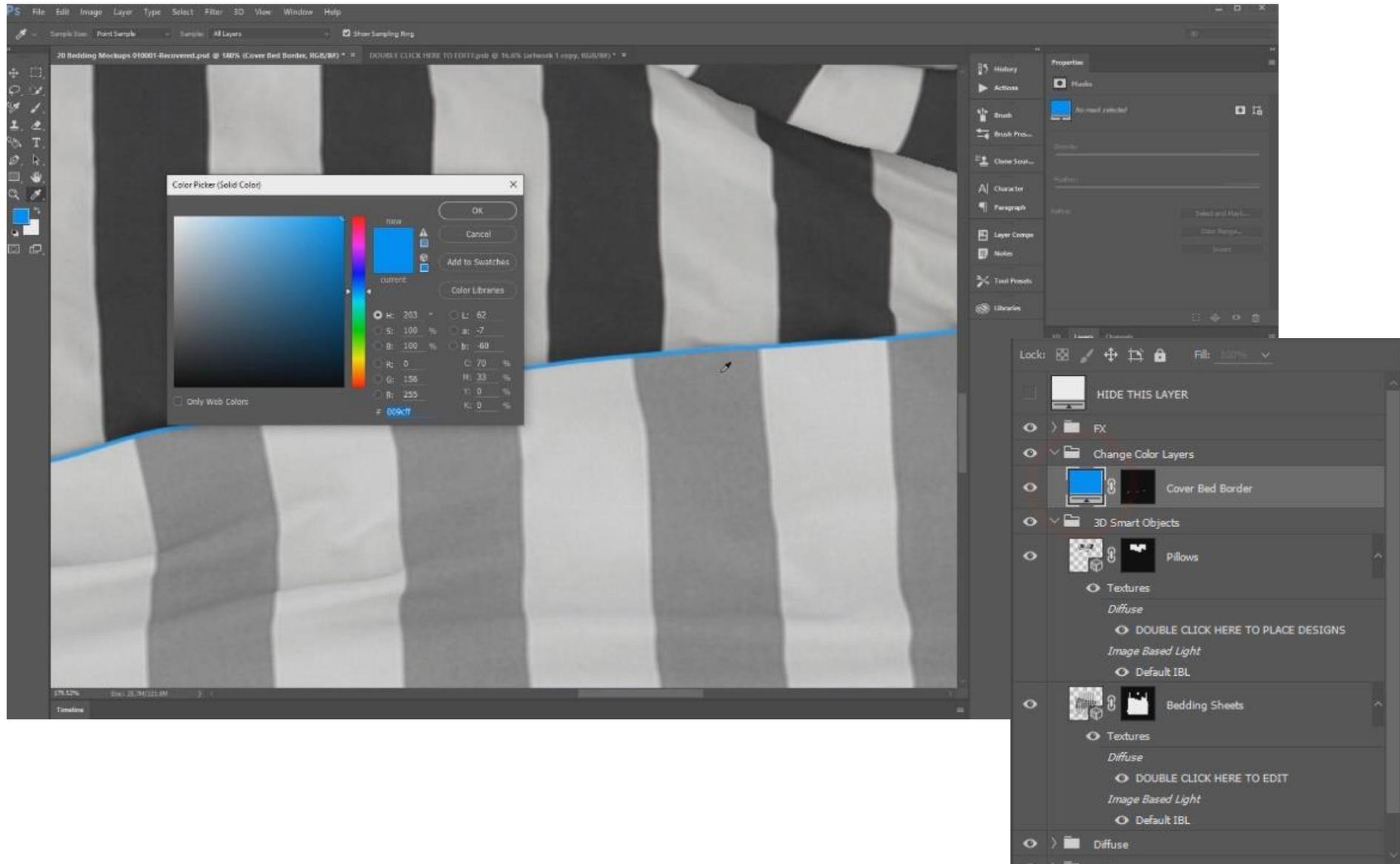


When you are ready, just go to File - Save

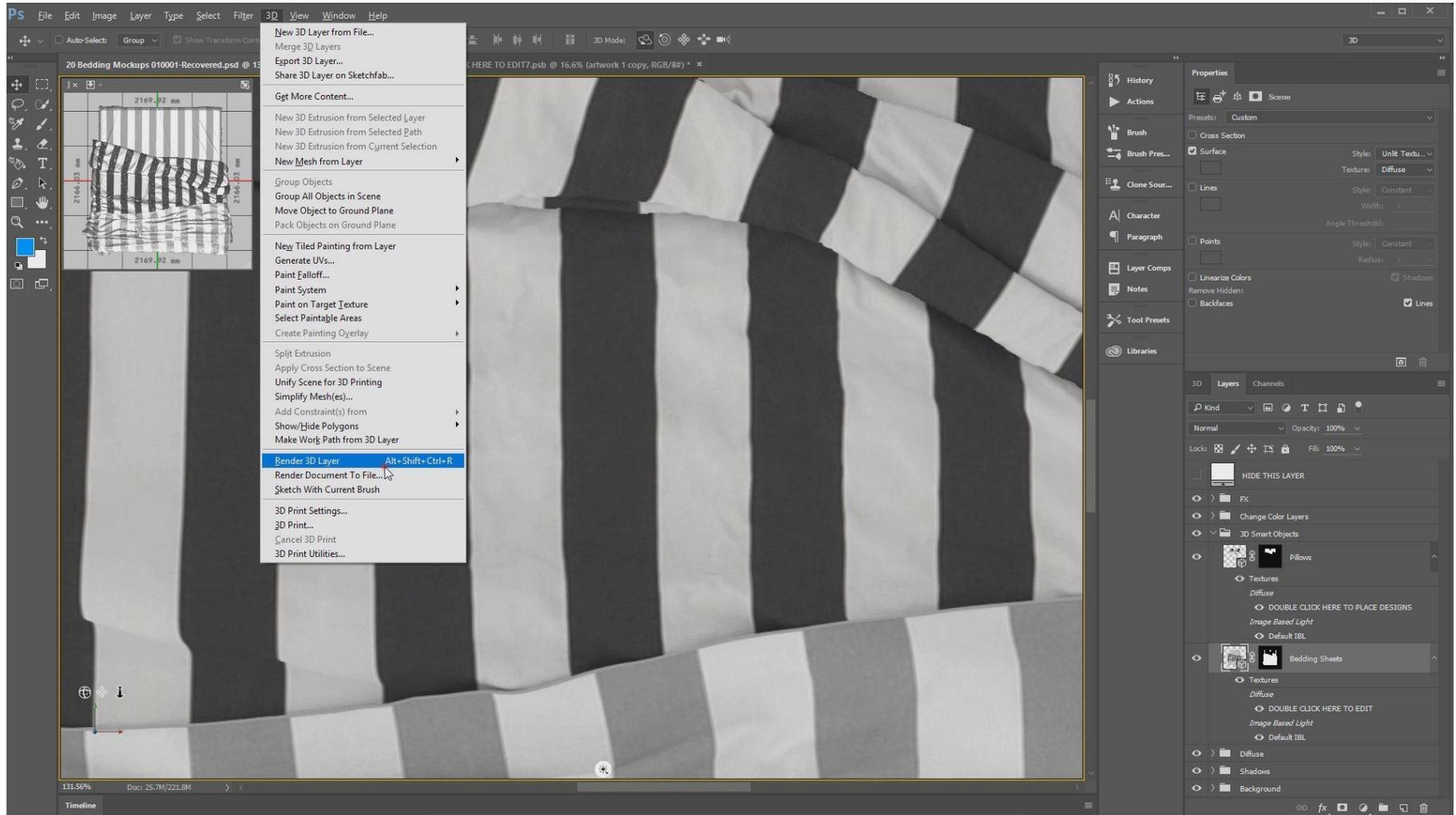
The first object is ready. Now go for the other layers inside the 3D Smart Object Group. The steps are the same for all 3D Smart Object layers. Place your designs to the white areas and be sure to cover them entirely. Save the second, third, fourth, etc smart object and go to the main composition. Your design must appear on the object you've edited. Please check the screenshot.



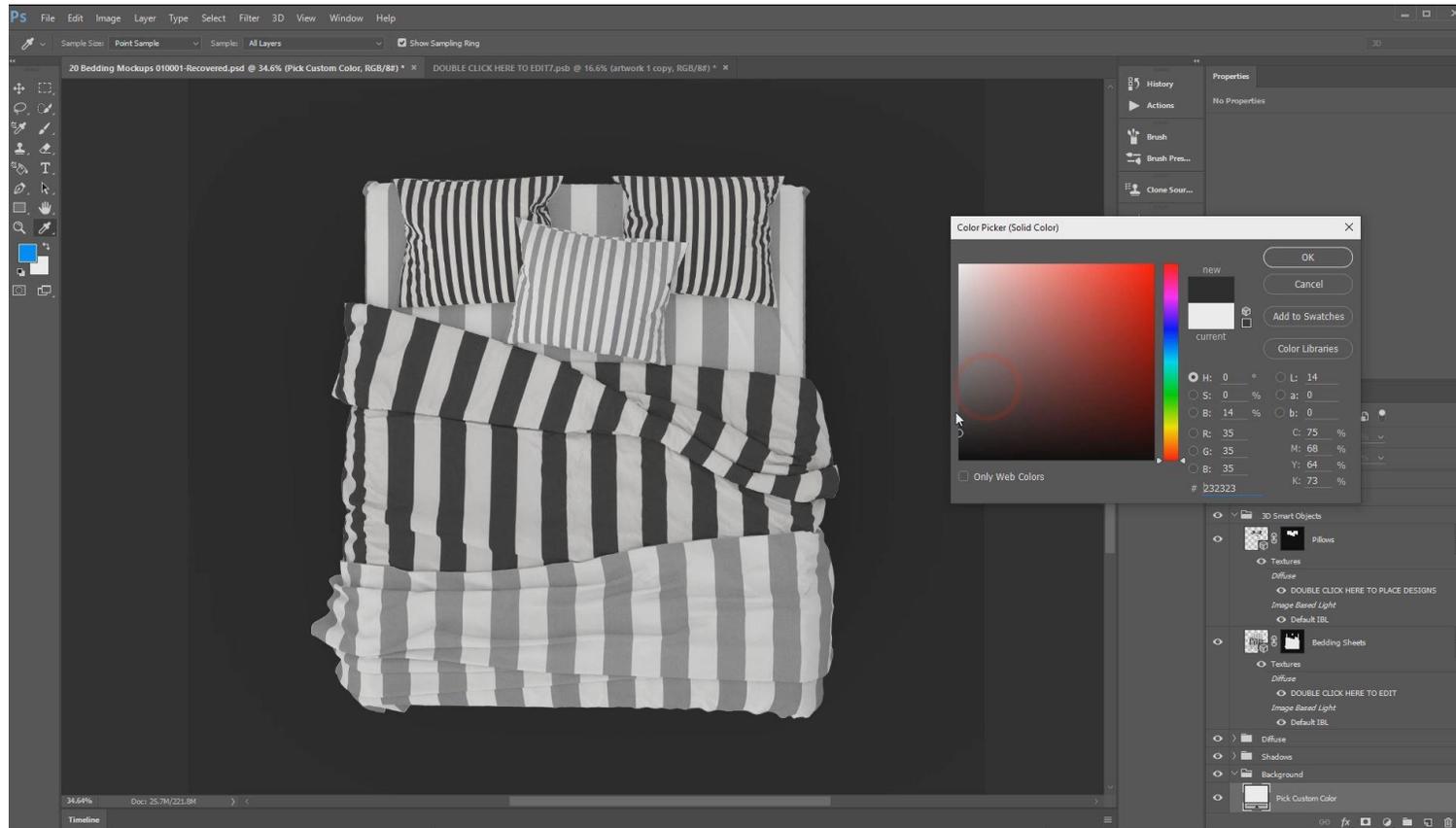
To change the color of the objects you just need to go inside the Change Color Layers group.  
In this example the bed cover has a border. So you may want to change the color to fit with your designs.  
Unhide the Change Color Layers folder. Open it and make double click on the Solid Color Layer.



When you are ready with the designs You need to render the textures. Select the first 3D Layer and go to 3D -> Render 3D Layer. You need to do this on all 3D layers.



To change background color, just go to Background group – make double click on the solid layer and pick your own color or place your own design inside the Background group.



Go to File -> Save As... Pick the format you need and save the file :)

**If you have any questions – feel free to contact us via our profile page and we will be happy to assist you. Please, tell us the Photoshop version you are using and describe the issue you encounter. We will answer your questions as soon as possible.**