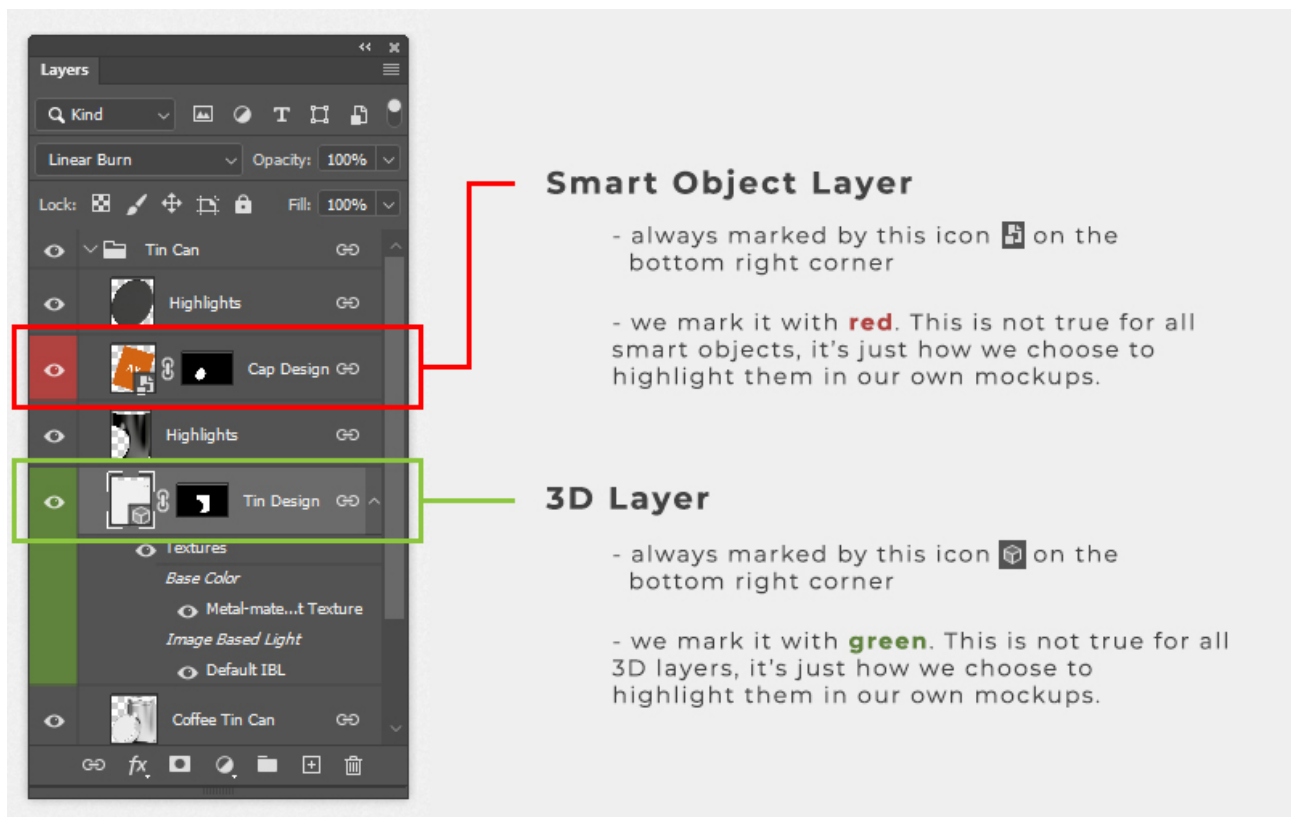# EDITING A MOCKUP
- QUICK GUIDE -

A. IDENTIFYING THE LAYER TYPE

There are 2 types of layers we usually use in our mockups. First, there is the **Smart Object Layer**, the most commonly used one and the **3D Layer.** The first step in using our mockups is to identify which types of layers your current mockup makes use of because the process of editing is slightly different. Please follow the steps below to identify which layer types are available in your mockup:
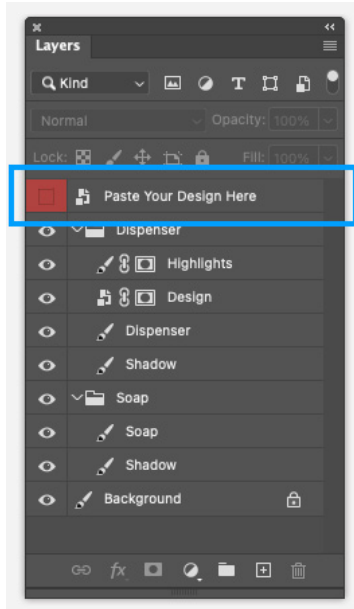
1. Open up the .PSD file with Photoshop
2. Inside Photoshop make sure you have your "Layers" panel open, if it's not open you can to go "Window -> Layers" from the menu at the top to enable it.
3. Consult the image below to check out the editable layer types. Some mockups might only use Smart Object Layers or only 3D Layers and some might feature both.

4. Depending on the available layer types jump below to **section B. for Smart Object Layers**, **section C. for 3D Layers** or consult both if your mockup uses both.

B. EDITING SMART OBJECT LAYERS

1. In your "Layers" panel find the smart object layer. In our mockups the smart object layer generally looks like this:
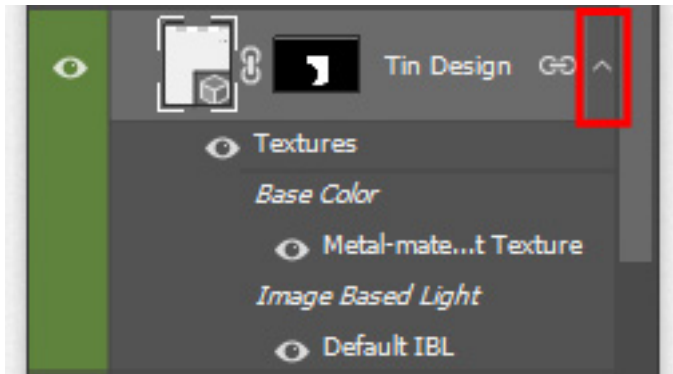

It is marked by a red square and has a text like "Paste Your Design Here" alongside it and you can usually find it at the top.

This is not true for all mockups using smart object but it is just the way we have chosen to represent ours for easier access.
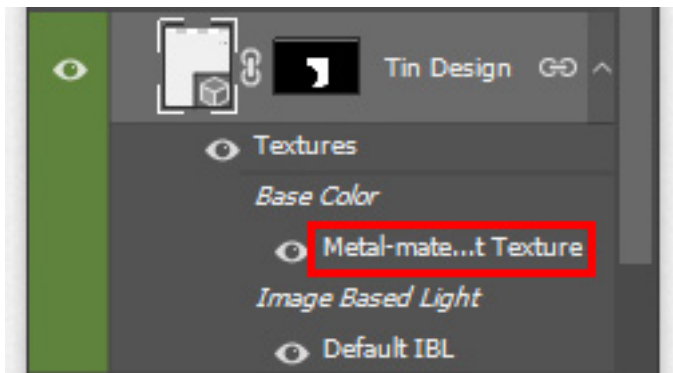
2. Double click **on the icon** at the left side. This is important, clicking anywhere else on this layer will bring up a different menu. **Alternatively** you can right click anywhere on the layer and from the menu that opens up choose "Edit contents".
3. A new tab will open up with the current design, feel free to delete the contents here and then paste or create your own design within.
4. After your design is inside the new tab save the current file. This is also important, as not saving at this point will not update the design on your mockup. So you can press **CTRL + S** (Windows) or **CMD + S** (Mac) or you can also save by going to "File -> Save" from the menu at the top.
5. You can now close the tab with the design and switch back to the tab containing the mockup. If you followed everything correctly, your design should now be displayed on the mockup. You can now **save again** if you want to keep these changes permanently!

C. EDITING 3D LAYERS

1. In your layer panel find the 3D Layer, usually marked with green and always displaying this icon:

2. Look at the arrow of right side of your layer, if it is pointing down click on it to open up a small menu underneath your layer:

4. Find the first item under *Base Color* and **double click on the title**, the title may be different in your mockup but it should always be the first item below *Base Color*:

5. A new window will open up with the current design and an overlay showing the active area and how the design will be mapped on the 3D Object. Feel free to remove the current design and paste your own design here.

6. After pasting your design save your file (File -> Save) or CTRL + S (Windows) or CMD + S (Mac).

7. You can now close the tab with the design and switch back to the tab containing the mockup. If you followed everything correctly, your design should now be displayed on the mockup.

8. Make sure the 3D layer is still selected in your layer panel and then go to the menu uptop and choose 3D -> Render 3D Layer. This will fix some aliasing issues on the 3D Layer and removed jagged edges on your design.

9. Save your file to keep the current changes and you are done!