



BANGING JOINTS[™]





Thank you for your order.

To learn more about this product and its features, please read thru the following documentation below.

Questions regarding the product? Our customer service team is always happy to help.

Email us any time at **bangingjoints@gmail.com**



CONFIGURE PHOTOSHOP

- Make sure you are using the English version of Photoshop.

- Use the RGB Mode and 8 Bits color.

To check these settings, go to **Image** --> **Mode** and check the **"RGB color"** and **"8 Bits/Channel"**.

- Make sure that the option **"Add 'copy' to Copied Layers and Groups"** and **"Use Default Masks on Fill Layers"** is turned on.

On the **"LAYERS"** panel, click the hamburger menu icon and go to **"Panel Options"**

and check that the **"Add 'copy' to Copied Layers and Groups"** is turned on. **"Use Default Masks on Fill Layers"** is turned on.

INSTALL THE ACTION

Method 1:

1. Drag and drop **"Riso Joint Effect.atn"** file into Photoshop.

Method 2:

1. Go to **Window** --> **Actions**.
2. Press the hamburger menu and select **Load Actions**.
3. Select the **"Riso Joint Effect.atn"** file and click **Open** to install.

USE THE ACTION

Solid Render

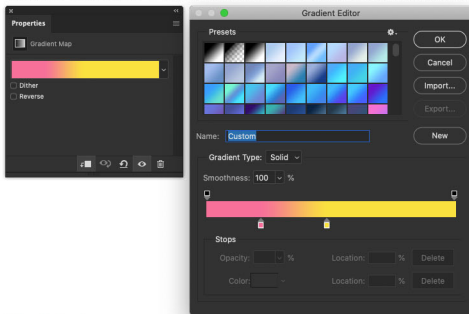
Actions within the **Solid Render** are perfect for texts, shapes, and other transparency-based layers.

1. Select a layer
2. Select action in the Actions panel (Choose one of 7 different presets)
3. Press Play to render the effect
4. Move the Threshold slider to modify the pattern density and press "OK" to finish the action.

Image Render

Use actions within the **Image Render** section for photos to create custom duotone print effects.

After the render is finished, double-click on the "Color Map" layer icon inside the folder.
Navigate to "Gradient Map" to change the color.



Silhouette Render

Actions from the **Silhouette Render** section generate a custom one-color (stencil) print effect from any image.

1. Select a layer
2. Select action in the Actions panel (Choose one of 7 different presets)
3. Press Play to render the effect
4. Move the Threshold slider to modify the spread, and press "OK" to finish the action.

Repeat Render feature

Distort the bleed effect using Repeat Render feature.

Important!

Use actions within the **Solid Render** section only.

1. Select a layer
2. Select action in the Actions panel (Choose one of 7 different presets)
3. Press Play to render the effect
4. Move the Threshold slider to modify the pattern density and press "OK" to finish the action.
5. Select the output folder and press Play to render the effect again.



- 1 Riso action was applied one time.
- 5 Riso action was applied five times on the same output folder.



Thank you for choosing our products

