



# **BANGING JOINTS<sup>™</sup>**





## **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](mailto: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.

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## INSTALL THE ACTION

*Method 1:*

1. Drag and drop **"Quad Unwrap Machine.atn"** file into Photoshop.

*Method 2:*

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

## USE THE ACTION

### *Render*

1. Select a layer
2. Select action in the Actions panel (Choose a preset)
3. Press Play to render the effect

*Requirements: The image must measure a minimum of 3000px (height or width).*

- Tip:
1. Rotate the image at any degree before rendering to get a different output.
  2. Play the action on and on to add new tessellations.

The "Render all presets" action will generate all versions so you can pick your favorite one.



**Thank you for choosing our products**

