

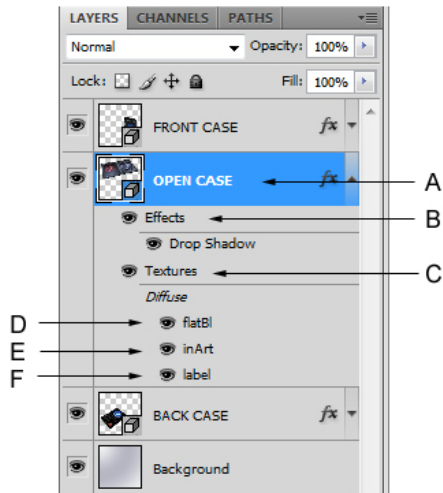
## Create and edit textures for the 3D DVD Models (Photoshop CS4)



You can use the tools within Photoshop CS4 to edit the textures contained in the PSD templates included. Textures are part of the imported data from the 3D model and contain all the mapping information. They appear as entries in the Layers panel, nested under the 3D Layer, and grouped by map type: Diffuse (color map), Bump, Glossiness and so on.

To edit textures in Photoshop, do either of the following:

- Open the texture as a 2D file in its own document window. Textures open as Smart objects
- Edit the texture directly on the model.



Layers panel showing 3D textures, grouped according to type

**A.** 3D Layer **B.** Effects layer applied to 3D Layer **C.** Textures group **D.** DVD case texture (Black) **E.** Inside cover art of DVD **F.** DVD label art layer

Each 3D layer is formatted as shown above.

## Edit a texture in 2D format

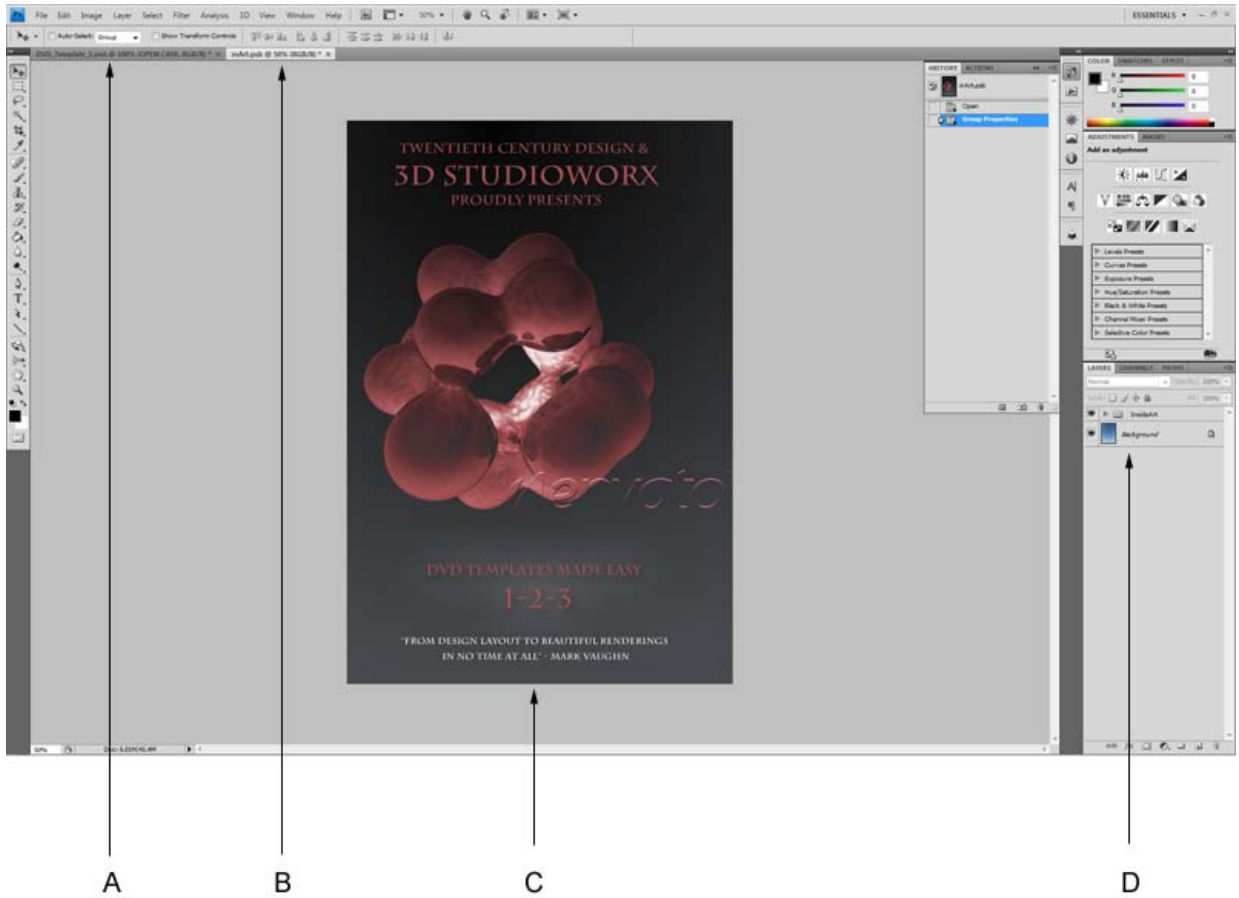
- ❖ Do the following:
  - Double-click the texture in the layers panel (flatBl, inArt, label)
- ❖ Use the newly opened tab to edit or create your own texture (the image will open in a new tab and displayed as a flat image)
- ❖ After your changes to the texture simply return to the template image by clicking on its tab
- ❖ Immediately you will see the changes you have made updated and applied to the 3D model

Refer to the image below to follow the general workflow in changing artwork for each texture within the template file.

For instance let's say that we want to change the artwork for the inside art of the DVD to our own.

You simply do the following:

- Locate the inArt layer in the layers panel
- Double-click that layer
- A new window will open with the current artwork for that image
- Design your own artwork
- Click the tab for the template file to activate it
- That is it! You will now see your updated image replace the image in the template file



**A.** Original template PSD file that you will work with to change the individual textures **B.** Once you double-click a texture layer in the original template file this new tab will open showing the current artwork used in the template file **C.** The current artwork (in this case the inside art for the DVD) simply work with this layer to completely create your own image for the inside art. Once finished with your designs simply click the tab designated by (A) and you will be returned to the original template file with all your changes to the inside art updated in real time. **D.** Layers panel for the inside art file

Photoshop CS4 uses Smart Layers to handle all the transforming and placement of your work to eliminate the custom actions of transforming and skewing and to place the textures perfectly every time based on the UV mapping coordinates of the original 3D file imported to Photoshop.

## What is UV mapping?

3D models are created in a 3D software package and have images applied as textures and aligned to the 3D model in specific ways to display correctly. This process is called UV mapping which matches the coordinates of the 2D texture to that of the 3D model.

## **Finishing Up**

Now that you have re-textured the cases and seen how easy it is to use the template files you can now save your final design out to any format you need.

I will also mention here that if you are feeling a sense of adventure that you ought to refer to the help documentation within Photoshop to gain a greater understanding of the power of the 3D operations available. Some of these include adjusting lighting on the objects, rotating for custom views and actually painting directly on the 3D objects within Photoshop.

Again I hope you enjoy this template set and am sure it will provide a powerful tool in your workflow set.

Thank you!!