

**Hello customer!**

We are glad that you chose us and bought our product. We can assure you that you will definitely be satisfied with our work, and feel comfortable with an easy and reliable service. We are friendly, personal, and a hometown name you can trust.

We will be using your feedback to serve you better, so don't forget to share your opinion by leaving a comment below!

**Give us a rate and let us know what you think. :)**

**BEST REGARDS**

## HOW TO USE/ QUICK ACCESS FILE:

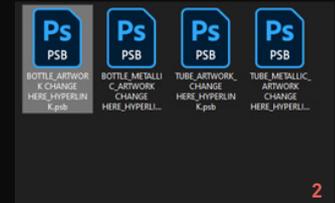
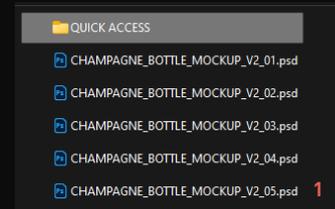
The quick access file allows you to edit all your mock-up scenes with a single click. It redirects you to the original layer where you change your label

The quick access file contains 4 PSD files. These 4 PSD files are originally the layers that exist within each mock-up scene.

Unzip the final files zip file. Enter the **Quick Access** folder.

The folder will contain 4 PSD files, two of which contain the label for the bottle designs, and the other two contain the label design for the foil wrap.

Each of these have a cardboard/paper texture and a metallic foil texture.



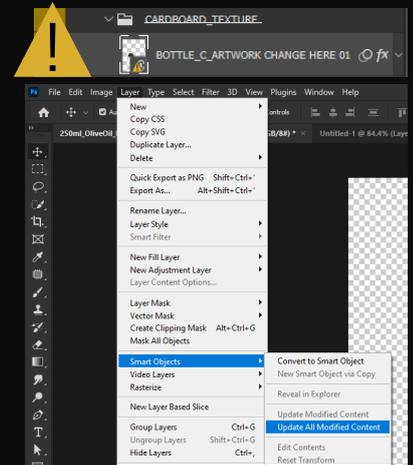
Open the file you wish to edit, place your design, save, and all your scenes will be updated with the design you have placed.

**In case all of the original scenes are opened**, the design will be automatically updated across all your scenes.



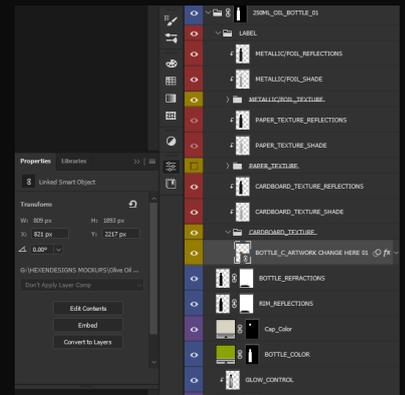
However, in case they are not opened, open the scene you want to be updated, go to top panel and select **Layer, Smartobject**, and click on **“update all modified content”**.

*Note: The color of the Foil-texture will be affected by the previous colors you chose for your design. Placing your design with a colored background in the metallic smart layer will turn it to fully metallic/silver label.*

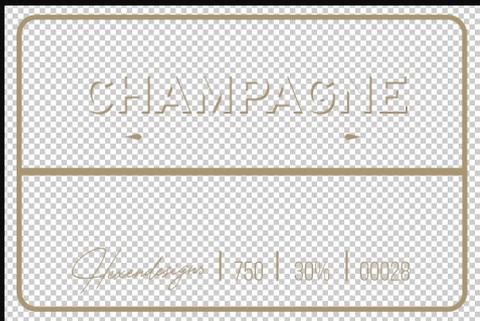


In case you don't want to use the quick access file and separate your scenes from others:

Open the scene you want to separate, Expand the “LABEL” folder, then expand the “CARDBOARD\_TEXTURE” folder. Select “BOTTLE\_C\_ARTWORK CHANGE HERE”, hit properties, and click on “embed”.



You can combine both the Paper/Cardboard and metallic texture by separating the parts that you want to be metallic or white textured and place them in the smart layers they belong to.



Metallic/foil layer

+



Paper or Cardboard Artwork Layer



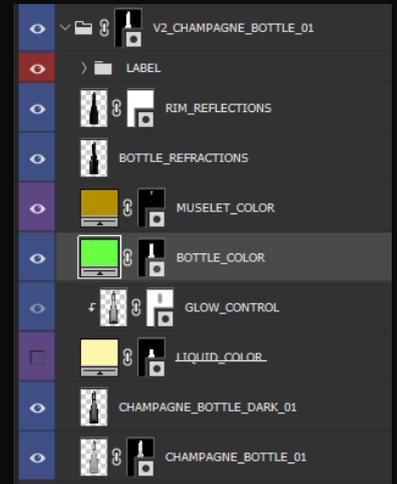
The result.

## BOTTLE COLOR

Expand the “V2\_CHAMPAGNE\_BOTTLE” folder, double click on “BOTTLE\_COLOR” layer, and a color picker window will pop up. Choose the color that meets your liking.

*For the liquid color, use the same steps as shown above.*

*GLOW\_CONTROL: Allows you to control the amount of glow being added to the liquid/wine color. Edit it by moving the opacity slider.*



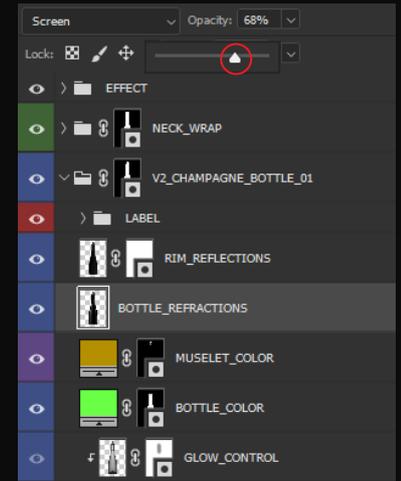
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## BOTTLE REFLECTIONS

Go to the “BOTTLE\_REFLECTIONS”, move the opacity slider to the left side to reduce the reflections of the bottle.

*For the RIM REFLECTIONS, use the same steps as shown above.*

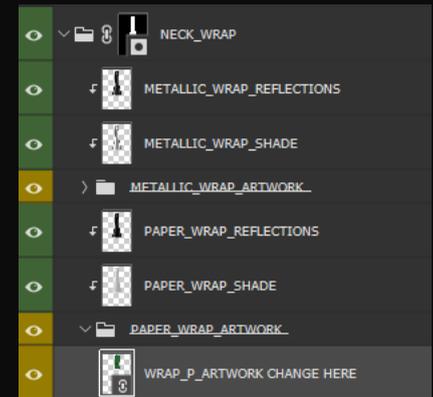
*If you'd like to add more reflection, just duplicate the reflection layer.*



## NECK WRAP ARTWORK&COLOR

Our Champagne bottle mockup gives you the ability to choose any kind of shape you wish for the cap.

Expand the “NECK\_WRAP” folder, and you’ll find two different types of wrap texture group, The Metallic and Paper textures. Expand the Texture group that you’d like to add your design to. Double click on its layer, and a new window will pop up. Insert your designs in that window, save the changes, and then the design will be automatically



*Note: The Cap sleeve end and color will be affected your artwork.*

Finally, we wish to inform you that we are ready and happy to assist you at any time. So please, do not hesitate to contact us if you require any further information.

*Visit our Creative Market profile's page and use the "Message" button on the right to get in contact with us.*

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