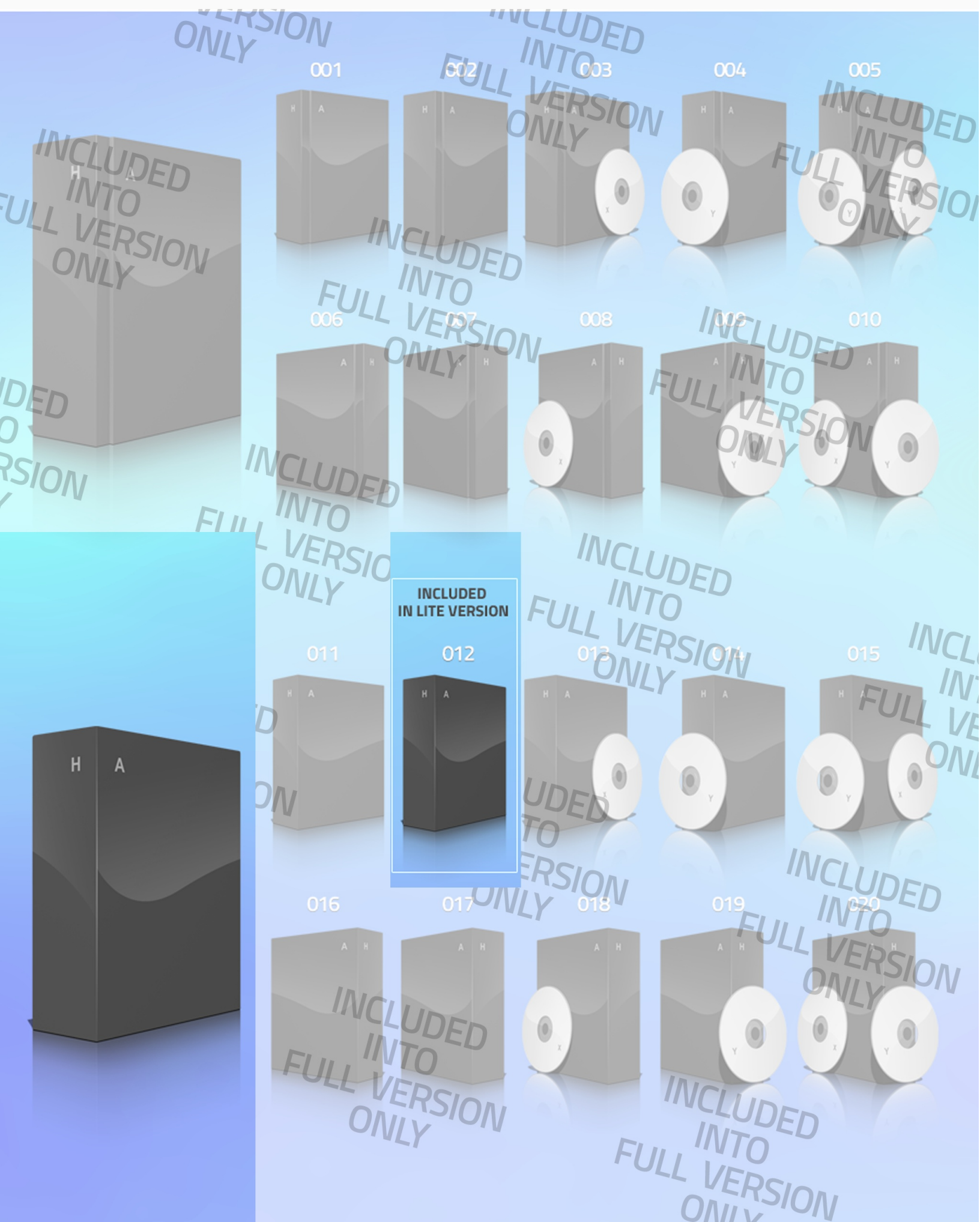
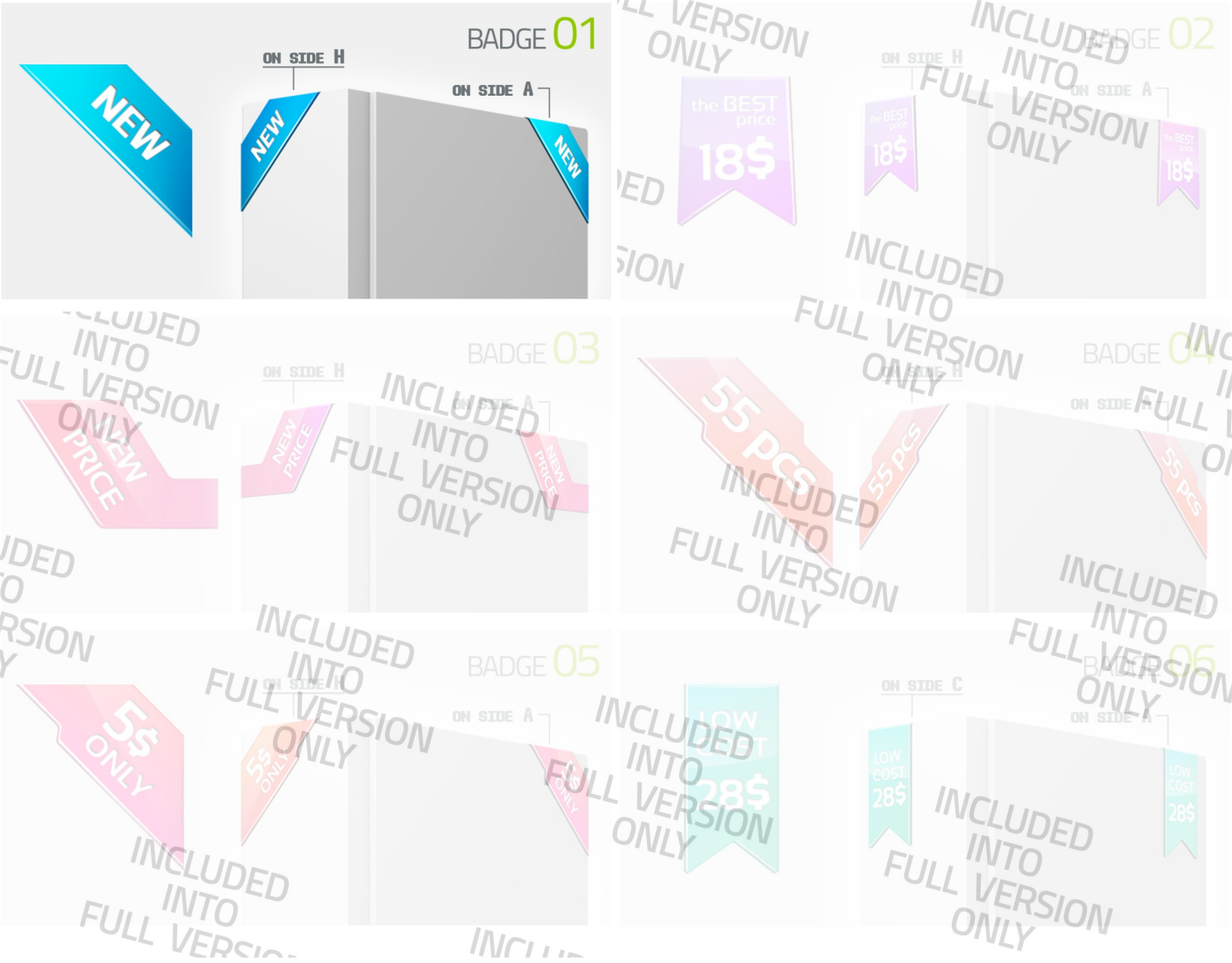


COMBINATIONS



6 BADGES (STICKERS) FOR BOXES ONLY

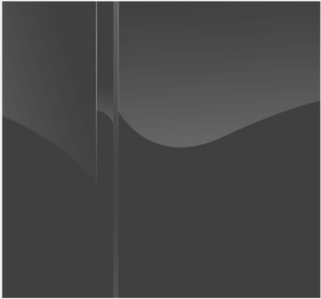


4 REFLECTIONS

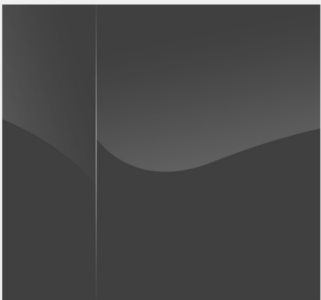


3 STYLES (HIGHLIGHTS)

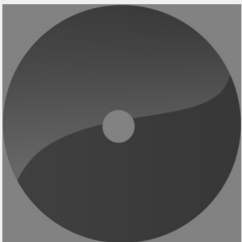
STYLE 01



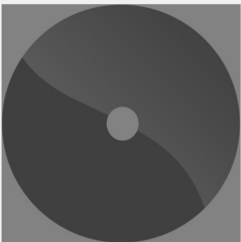
FOR COMB. 001-010



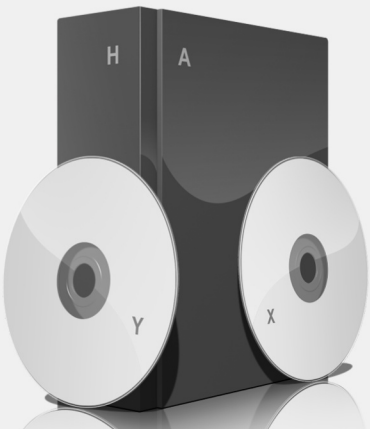
FOR COMB. 011-020



FOR DISCX



FOR DISCY



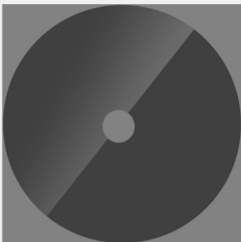
STYLE 02



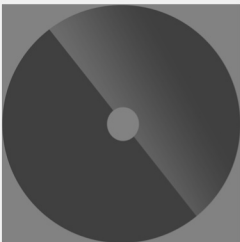
FOR COMB. 001-010



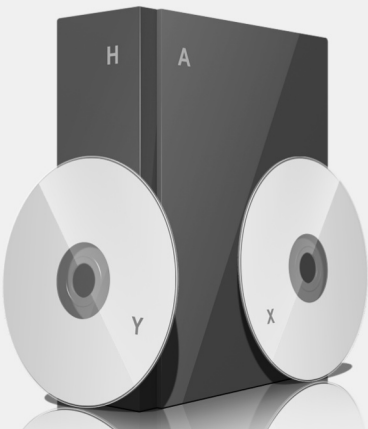
FOR COMB. 011-020



FOR DISCX



FOR DISCY



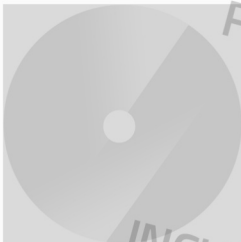
STYLE 03



FOR COMB. 001-010



FOR COMB. 011-020



FOR DISCX

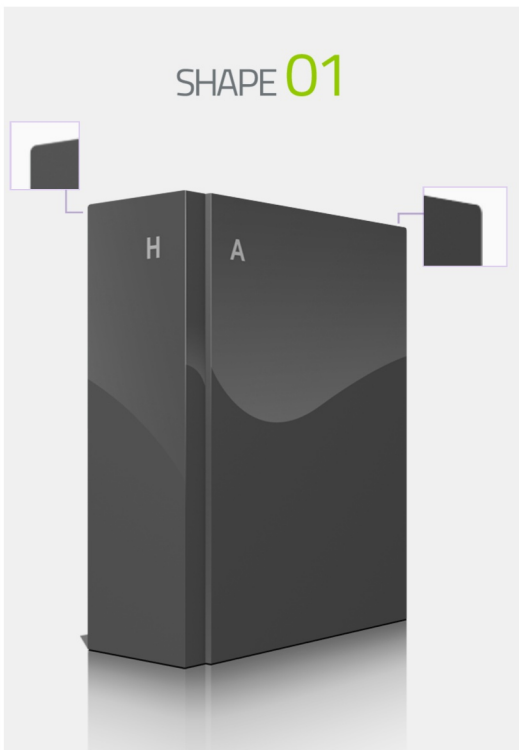


FOR DISCY



6 SHAPES FOR BOXES ONLY

SHAPE 01



SHAPE 02



SHAPE 03



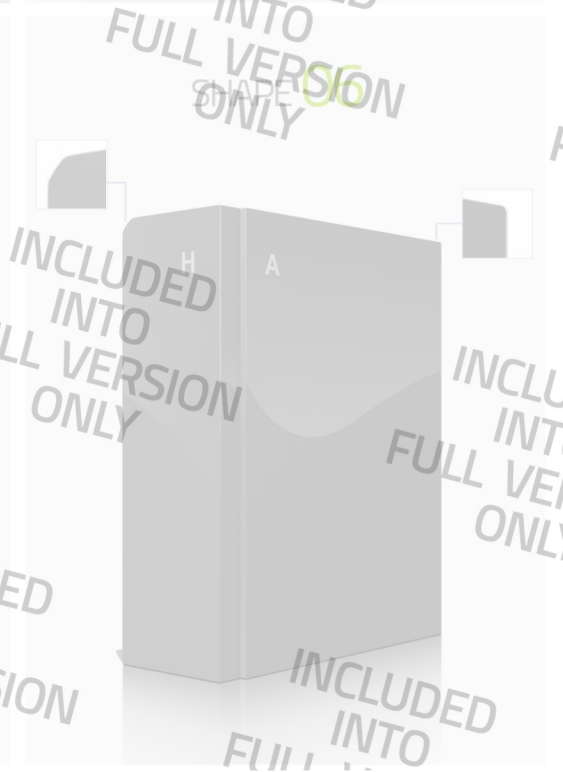
SHAPE 04



SHAPE 05



SHAPE 06



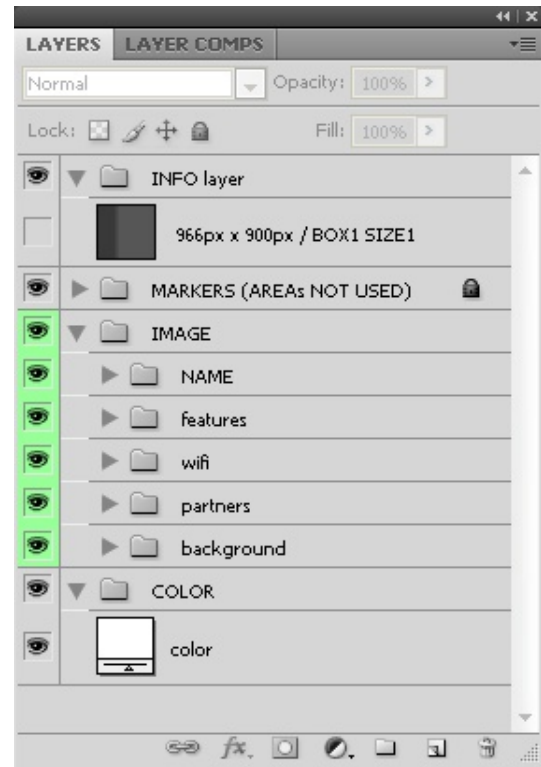
ADD-ONS: EDITING

1. DESIGNS

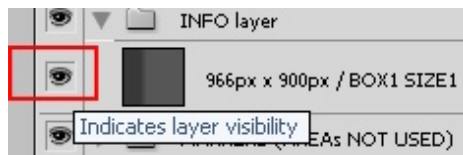
1.1 BOX designs:

1.1.1 file with design includes folder "INFO layer" with a layer. This layer inside contains information about sides of the boxes (visible area).

1.1.2 Layers with design are marked with green color.

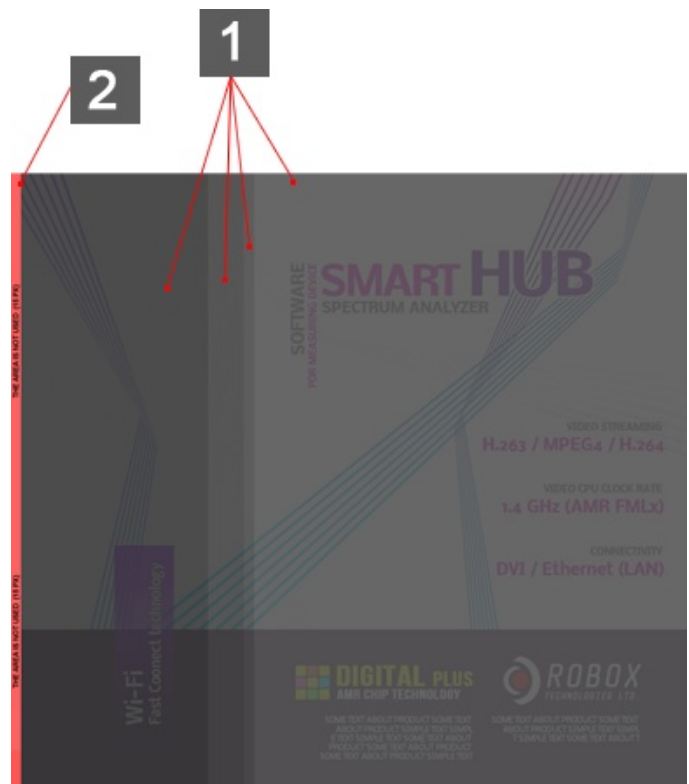


1.1.3 If you render it visible,



you can see sides [1] of the box.

1.1.4 Technical area [2] (invisible area) - needed for universalization of designs for different sizes of boxes.



2. REFLECTIONS

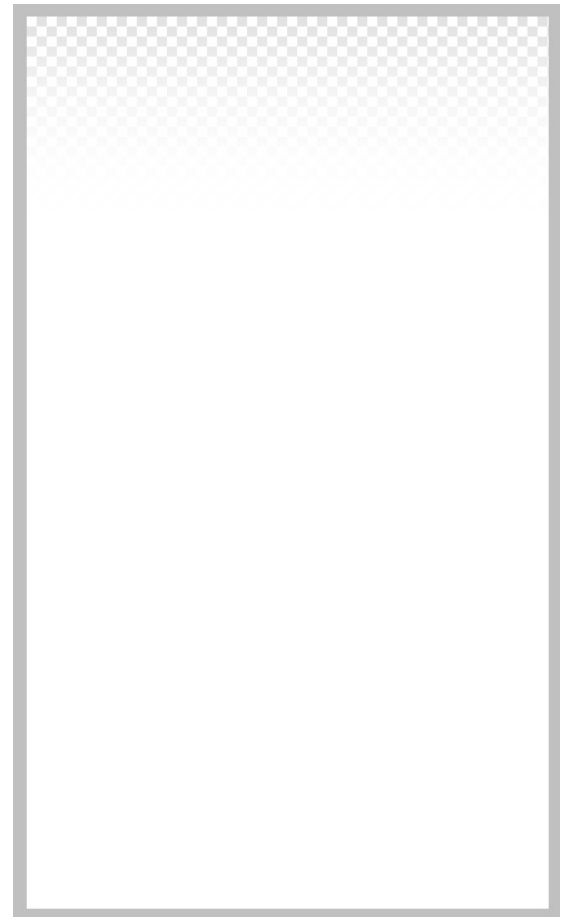
2.1 To edit reflection double-click on the layer.

2.2 One layer ONLY must be ON!

2.3 There are 2 other layers for your choice:

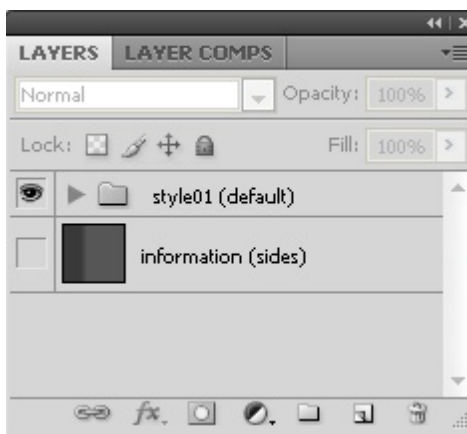
a) layer "reflection 100%" - with full reflection of object

b) layer "reflection 0%" - object will be without reflection



3. STYLES(HIGHLIGHTS)

3.1 Typical file with style(highlights) for BOX:



3.1.1 Folder "style01(default)" includes editable layers of the style.

3.1.2 File with style includes layer "information (sides)". This layer is hidden all the time! If you render this layer visible, you will see sides of the box both with styles (highlights):

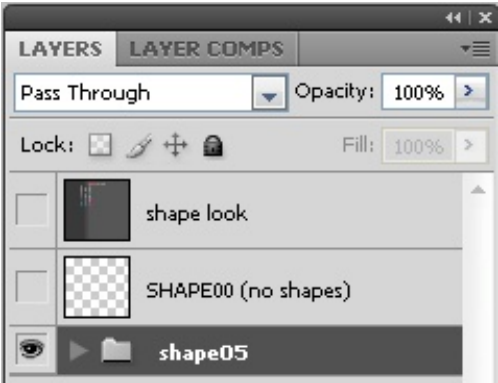


3.1.3 Before saving file with style, layer "information (sides)" must be rendered OFF.

4. SHAPES [FOR BOXES ONLY]

4.1 Typical file with shape:

4.1.1 To change shape of a BOX simply draw your variant here, using white color only for the area [1] to be cut off.

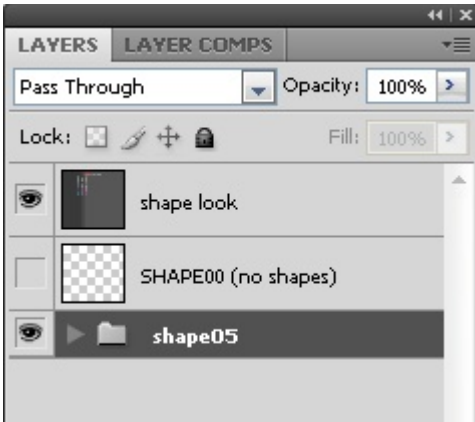


4.1.2 Folder "shape05" includes editable layer(-s) of the shape:

4.1.3 One layer ONLY must be ON! (except layer "shape look")

4.1.4 File with shape includes layer "SHAPE00 (no shapes)". When this layer is ON, the box is shown without shapes.

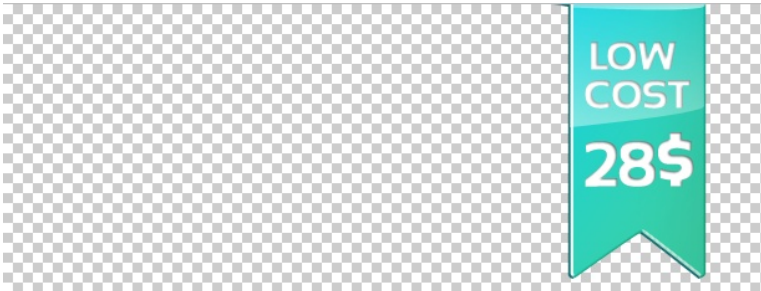
4.1.5 This layer is hidden all the time! If you render this layer visible, you will see sides of the box both with shape and with the area [1] to be cut off:



4.1.6 Before saving file with shape, layer "shape look" must be rendered OFF!

5. BADGES(STICKERS) [FOR BOXES ONLY]

5.1 Typical file with badge:

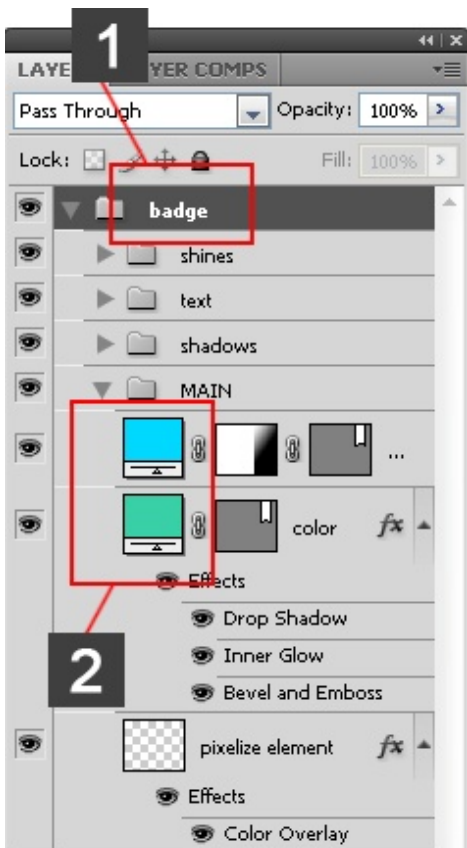


That's how it looks:



ATTENTION! To change the badge and its location can be only within the BADGE file !

5.1.1 Changes location of the badge: Select folder "badge" [1], Select instrument: "Move tool" and change location of the badge.



That's how it looks, after after you move the badge:



5.1.2 To change color of the badge:
change colors in the layers: [2]

5.1.3 "Pixelize element" layer: makes the badge look real.

