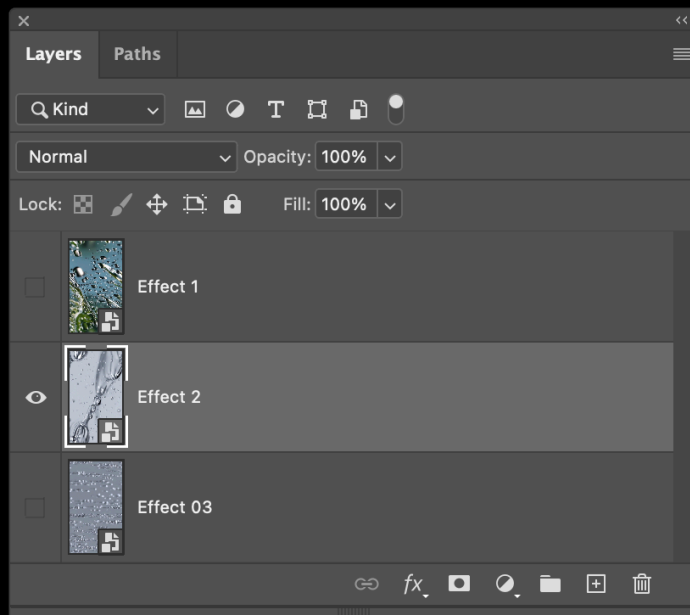


APPLYING DISPLACEMENT EFFECTS IN PHOTOSHOP

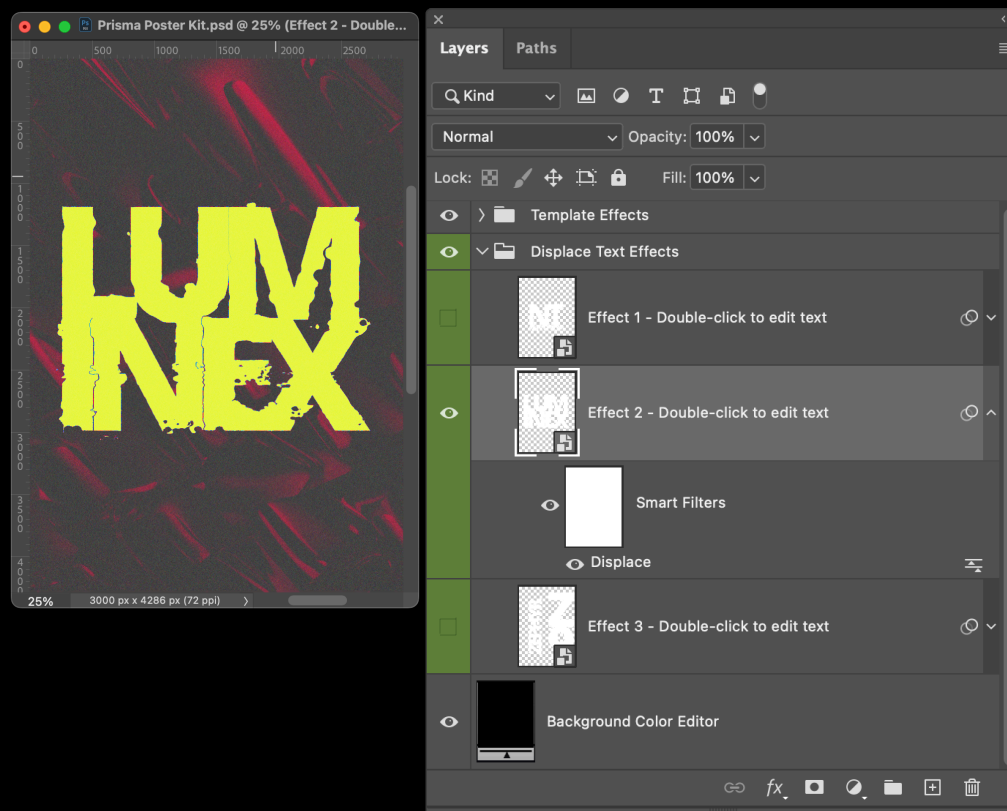
1. **Open the File:** In Photoshop, launch the file “**prisma poster kit - maps.psd**”.



2. Choose the texture linked to the warp effect (e.g., “**Effect 1 - Double-click to edit text**” corresponds to “**Effect 1**”). Save by pressing **Cmd+S (Mac)** or **Ctrl+S (Windows)**.

APPLYING WARPING EFFECTS IN PHOTOSHOP

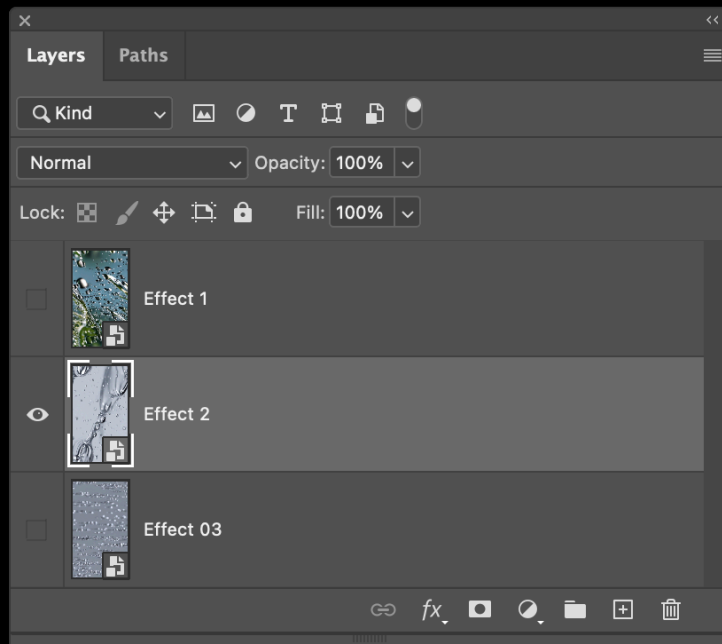
3. **Open the File:** In Photoshop, launch the file “**prisma poster kit.psd**”.



4. **Activate Displacement Effects:**

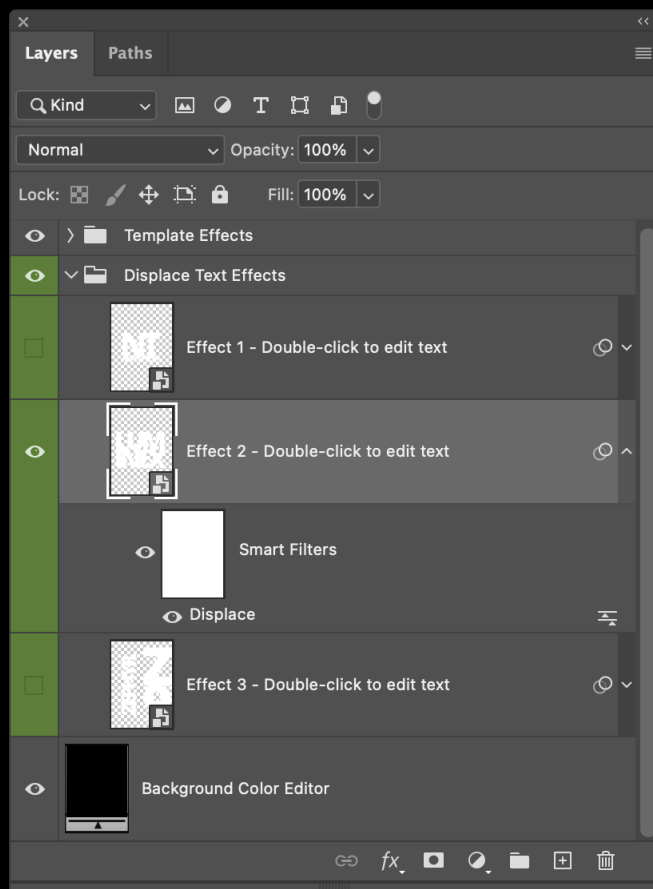
expand the folder “**Displace Text Effects**”. Activate one of the 3 included effects, mind that “**Effect 1 - Double-click to edit text**” corresponds to “**Effect 1**”.

EDIT WARPING EFFECT IN PHOTOSHOP



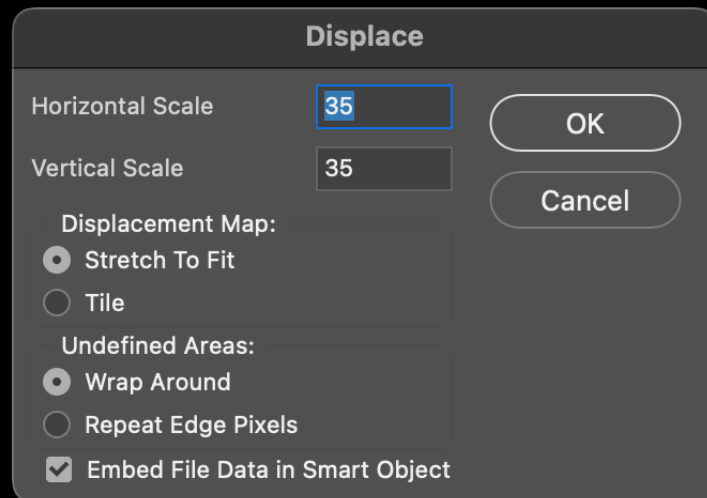
a. Locate “**prisma poster kit - maps.psd**” and open it. Choose the texture linked to the warp effect (e.g., “Warp 1” corresponds to “Effect 1”). **Save by pressing Cmd+S (Mac) or Ctrl+S (Windows).**

EDIT WARPING EFFECT IN PHOTOSHOP



b. In the “**prisma poster kit.psd**”, select your preferred effect (e.g., “Warp 1”), click the downwards arrow, **and double-click on “Displace”**.

EDIT WARPING EFFECT IN PHOTOSHOP



c. Adjust the effect strength for horizontal and vertical scale in the Displace window. A higher number means a stronger effect. **Press “OK”.**

5. Finalize Your Design: Your design now has the warp effect applied with your specified values. Experiment with different displacement maps and value settings for unlimited warping effects.

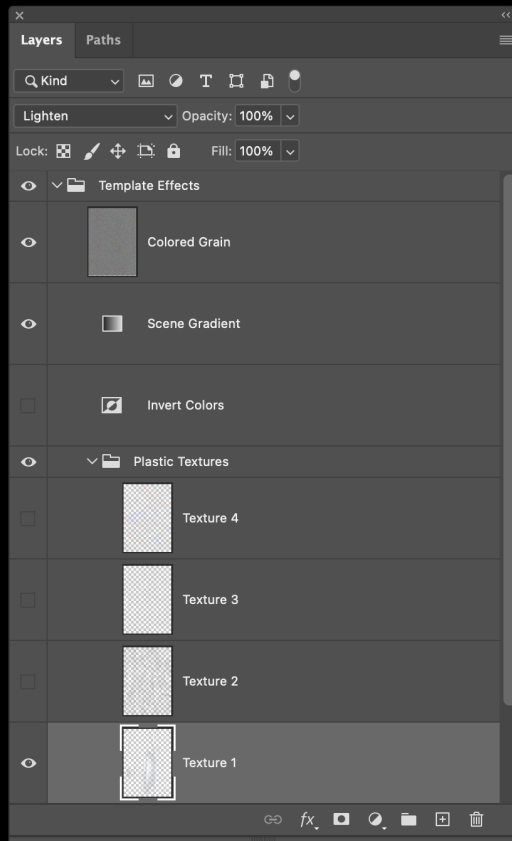
DEALING WITH STRETCHED TEXT?

STEP 1: In the Layers panel, choose the “**Warps**” folder.

STEP 2: Press Cmd + T (Mac) or Ctrl + T (Windows).

STEP 3: Adjust the expanding points according to your needs. If you encounter stretched or undesired results, these steps will help you regain control over your design.

APPLYING EXTRA EFFECTS



Expand the folder **'Template Effects,'** then go to **'Plastic Textures.'** Activate one of the four included effects, as shown. Optionally, you can deactivate **'Colored Grain,'** the **'Scene Gradient,'** or even **'Invert Colors.'**