



February 25, 2016 Version 1

DS2 Asset Generator

Desktop & Mobile Marquee
2-Up & 3-up Promo Tiles

Step-by-step instructions

A. DESIGNING & EXPORTING COMPS

1. Place smart objects within the Mrq folder layer
2. Adjust elements such as Copy and CTA
3. Make sure the marquee feature is with the non-red area
4. Turn off red boxes
5. Right click on Desktop Mrq artboard - "Export As.."
6. Export as .jpg - JIRA#-Mrq-template layout (CL1)-device-comp.jpg
7. Upload to ticket for approval

(Do the same for the mobile marquee)

B. GENERATING FINAL ASSETS

1. Make sure only images are in the Mrq folder layer - no text as it will be LiveText
2. Click File - Generate - Image Assets
3. Wait a moment
4. Check created "assets" folder for all intended files
5. Turn off Generate - Image Assets
6. Rename the generated files JIRA#-Mrq-template layout (CL1)-device-size.jpg
7. Upload to AEM DAM

(Do the same for the mobile marquee - size indicates mobile - 480x278)

LINK ON HOW GENERATOR WORKS - <https://helpx.adobe.com/photoshop/using/generate-assets-layers.html>

Marquee layer structure

Red boxes indicate the area not seen in Tablet view.

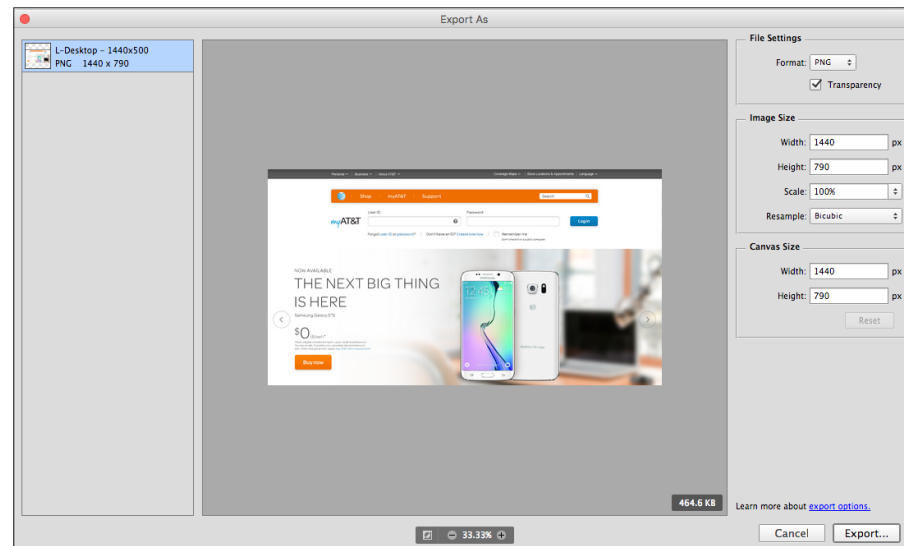
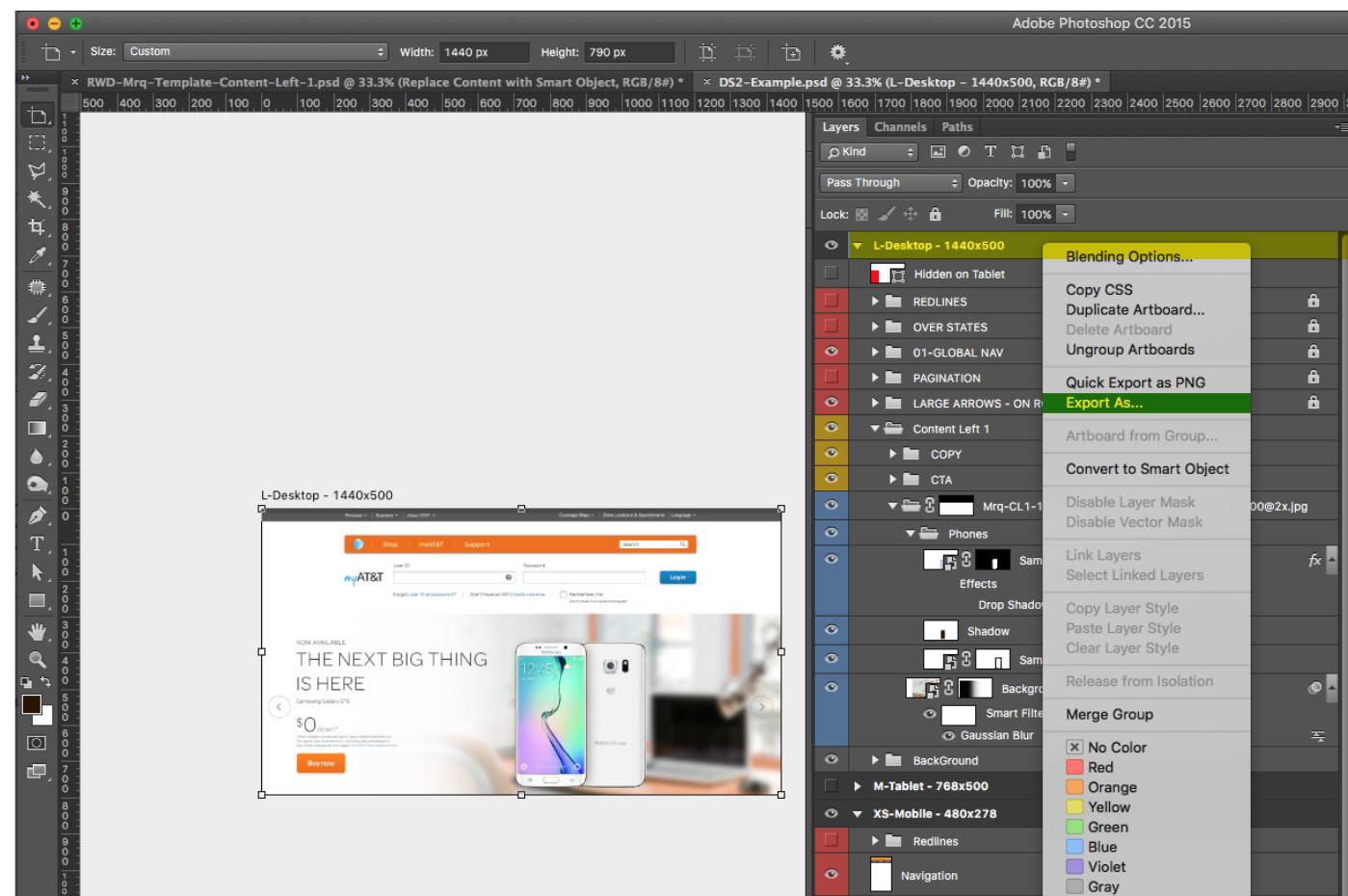
If you need to turn on the tablet artboard to assist in design.
NOTE: it will not export an asset.

DESKTOP MARQUEE FOLDER
anything in this folder will be generated in the asset

Use only Hi-resolution Smart Objects - so the Retina images "@2x" will appear clear and not pixelated.

MOBILE MARQUEE FOLDER
anything in this folder will be generated in the asset

Saving Comps for review

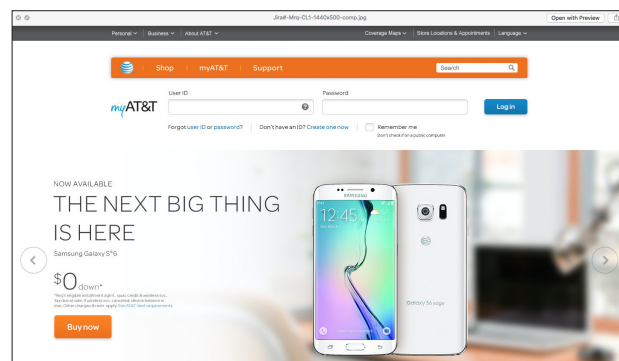


Export screen - select JPG as format

1. RIGHT CLICK ON ARTBOARD

2. CLICK ON "EXPORT AS..."

to create a Comp of the whole Desktop design
All items visible with in the artboard will export in the Comp

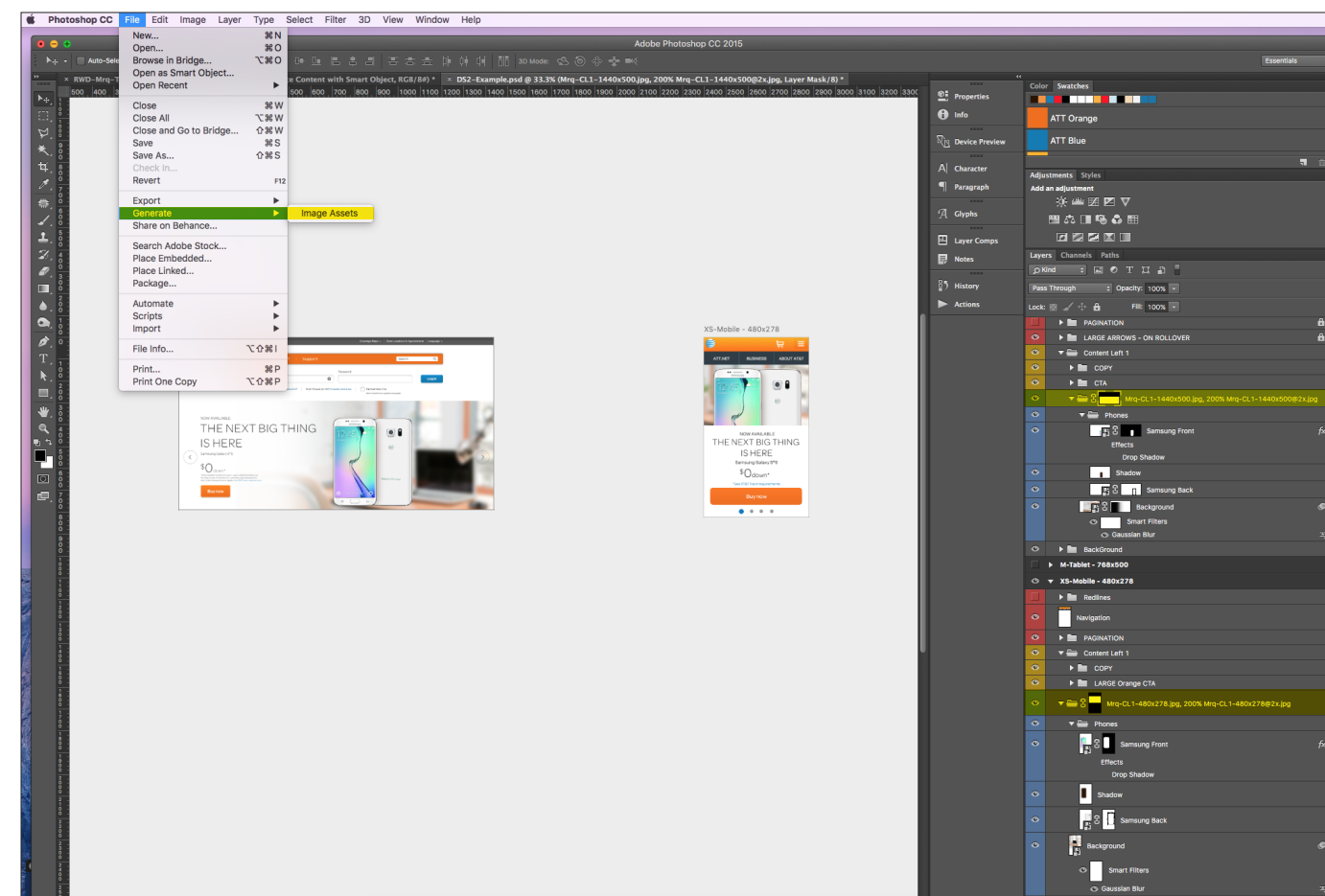


Final Comp

Saving (Generating) final assets - after comps are approved

1. FILE - GENERATE - IMAGE ASSETS

This will create a new folder where the working PSD is located with the name "...assets"



*After assets are Generated go back and turn off Generate-Image Assets before saving and closing PSD.

Name	Date Modified	Size	Kind
DS2-Example-assets	Today, 4:34 PM	--	Folder
Mrq-CL1-480x278.jpg	Today, 4:34 PM	28 KB	JPEG image
Mrq-CL1-480x278@2x.jpg	Today, 4:34 PM	85 KB	JPEG image
Mrq-CL1-1440x500.jpg	Today, 4:34 PM	70 KB	JPEG image
Mrq-CL1-1440x500@2x.jpg	Today, 4:34 PM	206 KB	JPEG image
DS2-Example.psd	Today, 4:34 PM	217.4 MB	Adobe...hop file
Jira#-Mrq-CL1-1440x500-comp.jpg	Today, 4:31 PM	145 KB	JPEG image

2. RENAME with JIRA#-Mrq-template style (CL1)-device-size.jpg

Name	Date Modified	Size	Kind
DS2-Example-assets	Today, 4:34 PM	--	Folder
Mrq-CL1-480x278.jpg	Today, 4:34 PM	28 KB	JPEG image
Mrq-CL1-480x278@2x.jpg	Today, 4:34 PM	85 KB	JPEG image
Jira#-Mrq-CL1-devices-1440x500.jpg	Today, 4:34 PM	70 KB	JPEG image
Mrq-CL1-1440x500@2x.jpg	Today, 4:34 PM	206 KB	JPEG image
DS2-Example.psd	Today, 4:34 PM	217.4 MB	Adobe...hop file
Jira#-Mrq-CL1-1440x500-comp.jpg	Today, 4:31 PM	145 KB	JPEG image

The files Generated are from these folders because they use a ".JPG" in the layer name.

Only the items within these folders will be Generated in the final assets.

There is no need to "turn off" text layers or button layers because they are located outside of this folder and will not show up in the generated asset.



Final Asset

Tile layer structure

Steps:

1. Double click the Smart Object.
2. Place the image you want to use in the newly opened file
3. Adjust accordingly to how you want it to be shown on the tile (might be a little back and forth)
4. Save, and go back to 2-up Template file.
5. Duplicate the new Smart Object (it will be the new image that you are using), and move it above the Image Generator Folder.
6. Add a 10px Gaussian Blur to the smart object, then drag the mask that is on the old blur layer to the new blur layer.
7. Once finished with this, and text edits - go to File -> Generate -> Image Assets
8. Your image will then be saved as a Retina, and Non-retina.

2-UP PROMO FOLDER
anything in this folder will be generated in the asset

Use only Hi-resolution Smart Objects - so the Retina images "@2x" will appear clear and not pixelated.

Saving Comps for review

Steps:

1. Double click the Smart Object.
2. Place the image you want to use in the newly opened file
3. Adjust accordingly to how you want it to be shown on the tile (might be a little back and forth)
4. Save, and go back to 2-up Template file.
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6. Add a 10px Gaussian Blur to the smart object, then drag the mask that is on the old blur layer to the new blur layer.
7. Once finished with this, and text edits - go to File -> Generate -> Image Assets
8. Your image will then be saved as a Retina, and Non-retina.

← 1. RIGHT CLICK ON ARTBOARD

← 2. CLICK ON "EXPORT AS..."
to create a Comp of the whole Desktop design
All items visible within the artboard will export in the Comp

Saving (Generating) final assets - after comps are approved

1. FILE - GENERATE - IMAGE ASSETS

This will create a new folder where the working PSD is located with the name "...assets"

- Double click the Smart Object.
- Place the image you want to use in the newly opened file
- Adjust accordingly to how you want it to be shown on the tile (might be a little back and forth)
- Save, and go back to 2-up Template file.
- Duplicate the new Smart Object (it will be the new image that you are using), and move it above the Image Generator Folder.
- Add a 10px Gaussian Blur to the smart object, then drag the mask that is on the old blur layer to the new blur layer.
- Once finished with this, and text edits - go to File -> Generate -> Image Assets
- Your image will then be saved as a Retina, and Non-retina.

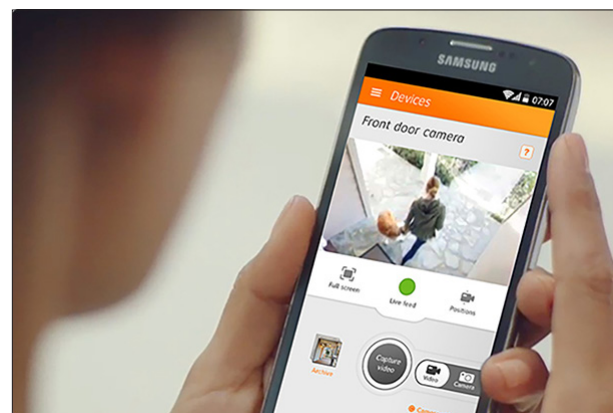
Name	Date Modified	Size	Kind
RWD-2up-Template-assets	Today, 10:31 AM	--	Folder
JIRA-2up-Tile-Device-605x407.jpg	Today, 10:31 AM	54 KB	JPEG image
JIRA-2up-Tile-Device-605x407@2x.jpg	Today, 10:31 AM	129 KB	JPEG image
RWD-2up-Template.psd	Feb 24, 2016, 4:11 PM	67.8 MB	Adobe_hop file
RWD-3up-Template.psd	Feb 17, 2016, 9:19 AM	88.8 MB	Adobe_hop file

2. RENAME with JIRA#-2up-Tile-Device-size.jpg

The files **Generated** are from these folders because they use a ".JPG" in the layer name.

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Final Assets

*After assets are **Generated** go back and turn off Generate-Image Assets before saving and closing PSD.

Tile layer structure

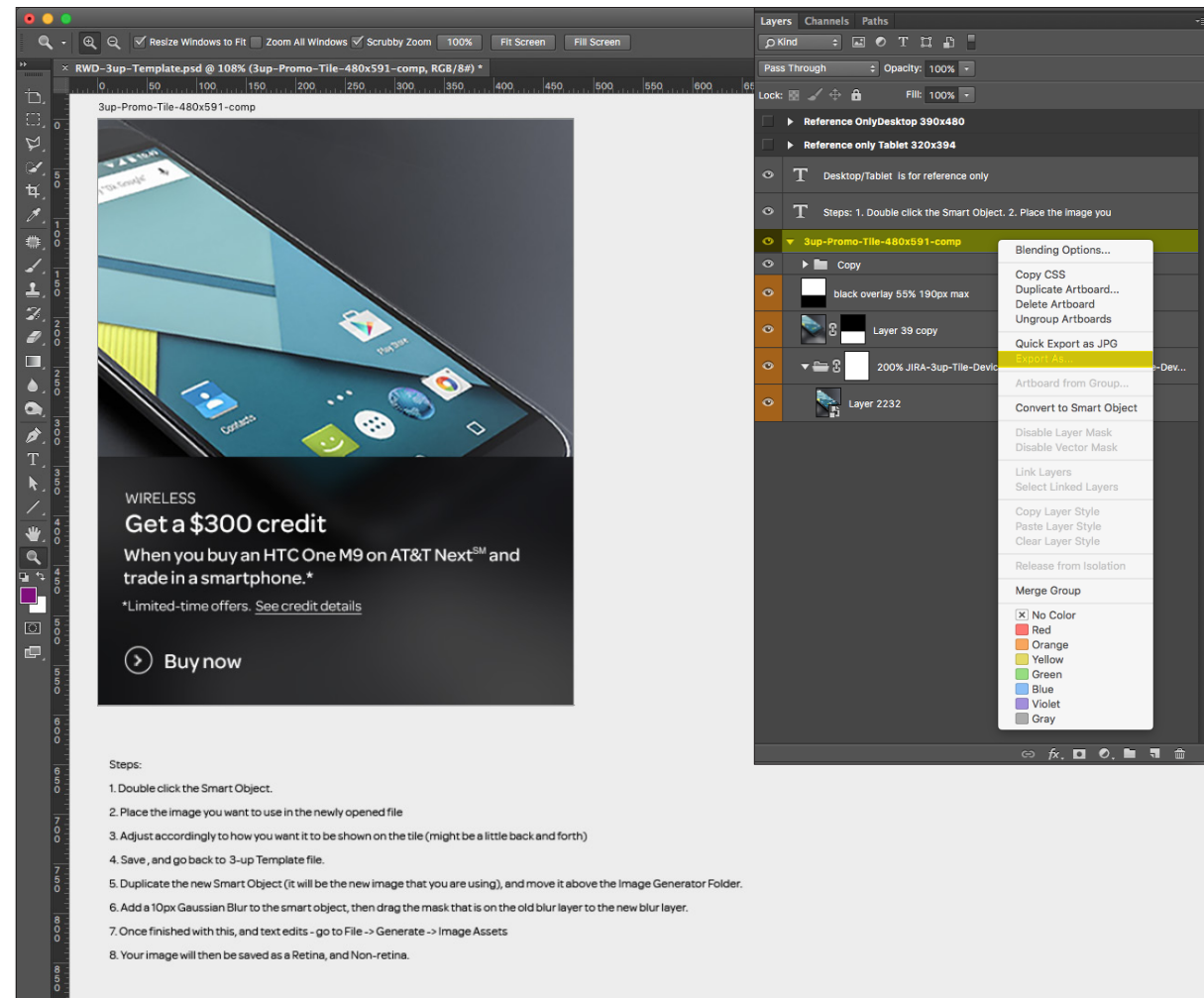
Steps:

- Double click the Smart Object.
- Place the image you want to use in the newly opened file
- Adjust accordingly to how you want it to be shown on the tile (might be a little back and forth)
- Save, and go back to 3-up Template file.
- Duplicate the new Smart Object (it will be the new image that you are using), and move it above the Image Generator Folder.
- Add a 10px Gaussian Blur to the smart object, then drag the mask that is on the old blur layer to the new blur layer.
- Once finished with this, and text edits - go to File -> Generate -> Image Assets
- Your image will then be saved as a Retina, and Non-retina.

3-UP PROMO FOLDER
anything in this folder will be generated in the asset

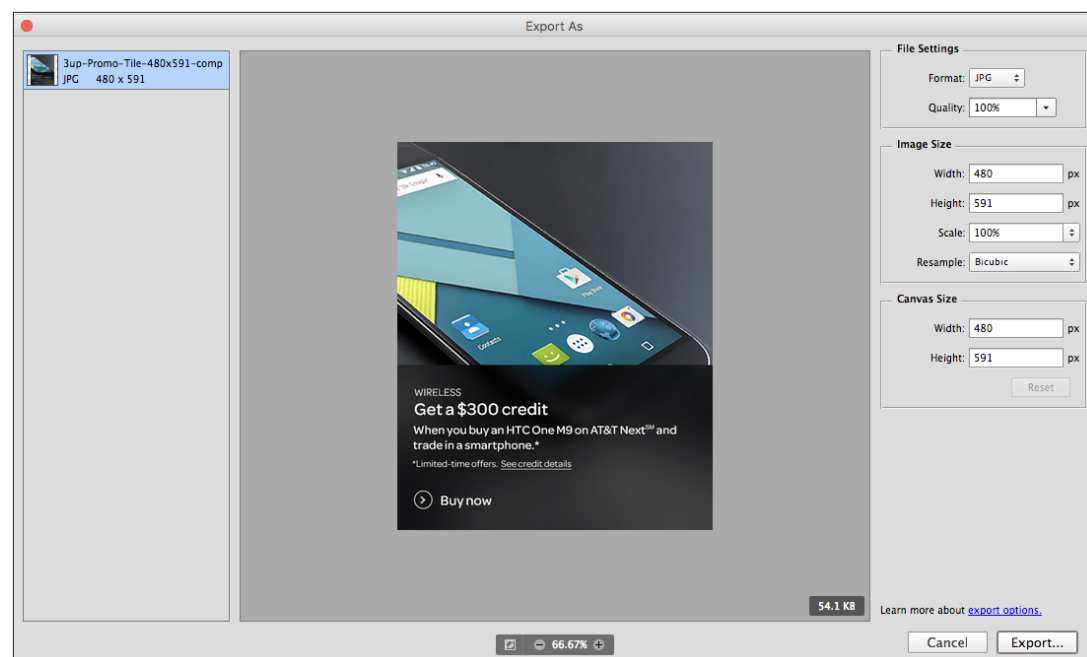
Use only Hi-resolution Smart Objects - so the Retina images "@2x" will appear clear and not pixelated.

Saving Comps for review



← 1. RIGHT CLICK ON ARTBOARD

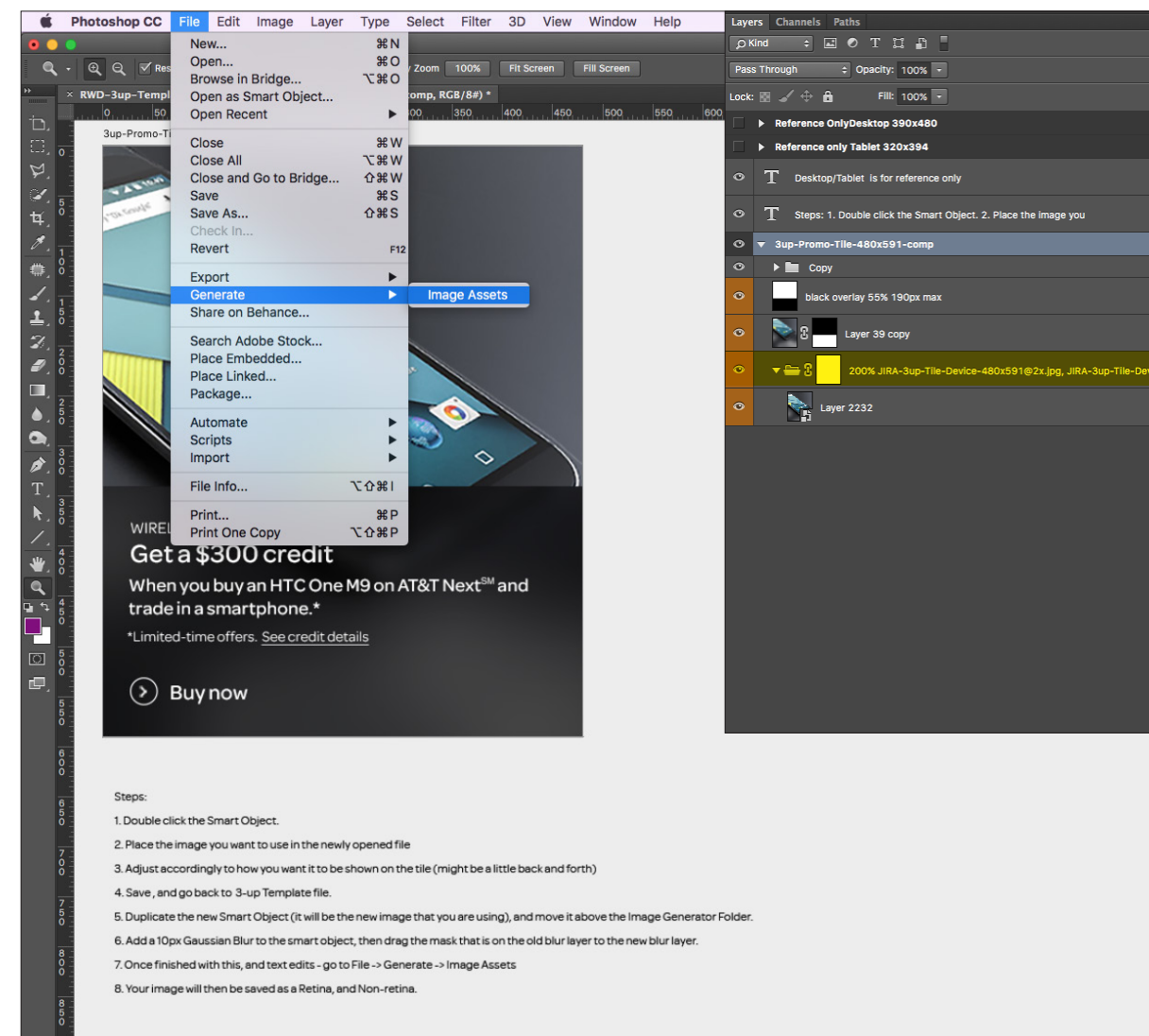
← 2. CLICK ON "EXPORT AS..."
to create a Comp of the whole Desktop design
All items visible with in the artboard will export in the Comp



Saving (Generating) final assets - after comps are approved

1. FILE - GENERATE - IMAGE ASSETS

This will create a new folder where the working PSD is located with the name "...assets"



Name	Date Modified	Size	Kind
RWD-2up-Template.psd	Today, 10:48 AM	67.8 MB	Adobe...hop file
RWD-3up-Template-assets	Today, 10:56 AM	--	Folder
JIRA-3up-Tile-Device-480x591.jpg	Today, 10:56 AM	50 KB	JPEG image
JIRA-3up-Tile-Device-480x591@2x.jpg	Today, 10:56 AM	131 KB	JPEG image

2. RENAME with JIRA#-3up-Tile-Device-size.jpg

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