Function Overview

Switch Tab:

Create a Shadow or Blur one.

Angle (360° range)

Select the direction of your shadow

Steps / Step Scale

Amount of dropshadows, that the final shadow is made of. Step Scale of 2 means each subshadow has twice the distance of the previous one.

Flatten & Use Global Light

You can make the shadow angle editable by turning off flatten (merges shadow layers) and turning on global light.

Shadowify

Shadow	Blur

Save / Load Preset

Preset Name	Save

Load Preset ⌄

Adjust Settings

Angle	⟲	0	deg
Distance		40px	
Steps		20	
Step Scale		1,3	
Blur		40	px

✓ Flatten   ☐ Glob. Light

Create Shadow

Shadowify

Shadow	Blur

Save / Load Preset

Preset Name	Save

Load Preset ⌄

Adjust Settings

Angle	⟲	0	deg
Start From		Selection ⌄	
Steps		15	
Step Scale		1,5	
Gaussian Blur		50	px
Motion Blur		50	px

Apply Blur

Presets:

Save all settings as a preset and load it at a later time. (even after closing PS)

Define a Start Area

Shadows always move away from an object. Select it manually or choose 'upper layer'.

Steps / Step Scale

Blurring is done in multiple steps for soft transitions. The scale defines how large each step is relative to the previous

Blur Amount

Set end values for gaussian and motion blur