BABOOM
THE BIM WIZARD

Post-production: User Guide

Resources for image post-production

05 November 2026
BBM-POST-PRODUCTION-GUIDE
Companion to BBM-STD-80 Visualisation

Resources for finishing renders and images, at `BABOOM-BIM-STANDARD\02-LIBRARIES\08-POST-PRODUCTION`. **1 item today.**

1 What is inside

File	Size	What
`00-BRUSHES/Wound Brushes.abr`	101.5 MB	Photoshop brush set

2 Use a brush set in Photoshop

Open Brushes 1
Window › Brushes.

Import 2
Panel menu (top right of the panel) › Import Brushes, then pick the .abr from the server.

Use 3
The set appears as a group in the Brushes panel. It stays loaded for later sessions.

Licence. The brush set has no licence note. The BIM team confirms its source and terms before it is used in client work. Every new resource needs its licence noted at intake.

3 Folders and gaps

Resources are grouped by type in numbered folders: `00-BRUSHES` today. Missing and wanted: colour LUTs, Photoshop actions, entourage cut-outs and sky images. Add them through the intake; keep the vendor file name and note the licence.

+ Add a new item

Drop it 1
Copy the file into `08-POST-PRODUCTION\99-INTAKE` with a one-line note: what it is, where it came from, licence, who asked.

BIM team checks 2
It works, holds no client or project data, is not a duplicate (same SHA-256) and may be used by the office.

Filed and named 3
The BIM team renames it (NN.TYPE folder, vendor file name kept) and moves it to its numbered folder. Rejected items go to 98-ARCHIVE.

Pages rebuilt 4
build_all.py regenerates this guide, the catalogue and the front page. Nothing is deleted.

Who to ask
The BIM team: questions, corrections, installs and new items. Do not edit files in the library; it is read-only for users.