



GENERAL INFORMATION:

FILE FORMATS:

PC

Quark 5 or 6
Illustrator CS1
Freehand 9or MX
Photoshop CS1

MAC

Quark 5 or 6
Illustrator CS1
Freehand 9
Photoshop CS1

PC can handle Mac files as long as fonts have been converted to outlines (Illustrator & Freehand) or rendered (Photoshop). Include file extensions on all file names.

Not accepted: PDFs, InDesign, Corel, Powerpoint, Word, Excel. Please contact our art department for possible workarounds.

DIGITAL MEDIA: CD-R, 100 or 250mb Zip, DVD-R, floppy

WHAT TO SEND: in addition to the digital files, we need:

- index of the disk
- color printout of the output file(s).
- note any color matching that is needed using Pantone coated formula guide numbers or send sample color
- Contact information in case there is a problem

NOTE: Disks will not be returned unless requested - please include a return address. Do not send your only original copy.

INKJET PRINTING or DYE SUB FABRIC:

FONTS: Please include all font files (PC or MAC) used in the layout as well as any that might be in any linked EPS files such as logos.

FILE LAYOUT: When possible, it is best to set up the file at 100%. You can use a 1/2 or 1/4 scale but be sure that image files have the correct resolution when scaled up for output.

FILE SETUP: Generally the file should be set up at full size with a 1/4" bleed all around.

Ask your Representative for the Graphic Specs for your particular display or product. Certain graphics like liteboxes or banners may have other requirements such as live area for type or logos.

MULTI-PANEL GRAPHICS: when setting up a file that has a single image or continuous background over multiple panels such as photomurals, set the file up as one page or file. Our RIP output will precisely split it as needed.

BITMAP IMAGE FILES: Save as 8-bit in uncompressed TIFF or EPS formats. JPEG, WMF and PICT files are not accepted. Delete any masking channels.

Color and grayscale images should have a resolution of 100 ppi at final size (75 ppi minimum to 125 ppi maximum). Black and white bitmaps should have a resolution of 600 ppi at final size.

The above recommended resolution should be achieved through original scanning or photoshop creation and not by upsampling. Viewing the file on your monitor at final resolution at "view print size" will give you a preview of the final output.

COLOR: See specific application information below for preferred color modes. In all cases color modes should be consistent - use either CMYK or RGB in all image files, vector files and layout programs - DO NOT MIX. Specify Pantone coated numbers or supply a matchprint or color swatch and note any critical color matches. What you see on your screen or printer may not be the same on our monitor or final output.

Our output is 4 color, not spot. As in any 4 color printing process some colors are not obtainable such as flourescents, neon, metallic and certain Pantone colors.

PHOTOSHOP: RGB color mode preferred for a wider color gamut. Provide the layered files. Keep any critical color matching elements on their own layers so adjustments can be made easily. Render all type layers unless changes may be needed and then provide all font files.

ILLUSTRATOR: CMYK color mode preferred as the file sizes will be smaller and color more accurate. Do not embed images. Use the link button when placing images and supply the TIFF or EPS files. Save as native Illustrator file.

Do not use the special effects in this program such as drop shadows, gaussian blurs, transparencies, etc. This will produce unpredictable results that might not show up until after the file is printed. Create these special effects in Photoshop and then place in file as flattened TIFF or EPS.

FREEHAND: RGB color mode preferred, yet CMYK okay - be consistent. Do not embed images. Use the link button when placing images and supply the TIFF or EPS files. Do not use special effects in this program (see explanation above in Illustrator). Save as native Freehand file.

QUARK XPRESS: RGB or CMYK color mode okay - be consistent. Must supply all font files, as rendering type is not recommended in Quark. Be sure that placed EPS vector files do have any type that has not been outlined first. The collect for output may overlook these fonts. For files larger than the available pasteboard you can size the layout to 1/2 or 1/4 scale, but NO smaller. Quark has an output limitation of 400%.

INFORMATION FOR OTHER OUTPUT:

VINYL & 3D SIGNAGE AND SILKSCREENING:

Vector files only in Illustrator or Freehand (outlines and solid fills). Strokes and overlapping objects will cause extra cuts where it is not wanted. To see the cutting lines, view file in Outline mode. Tight registration is not recommended.

Not all colors are available in vinyl - call for choices.

FINAL NOTE:

Improperly prepared files may delay production and/or incur additional charges for file preparation. We will contact you if we encounter any problems before we proceed.

CONTACT US FOR FURTHER INFORMATION:

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