FILE PREPARATION GUIDE

Any file can be printed, but the old adage "Garbage in, Garbage out" applies to all situations. This means that if your file is inadequate for viewing on a screen it is usually going to print poorly. A suggestion is that if you can zoom in and easily see flaws, these flaws will more than likely be amplified in printing.

GRAPHIC FILES WHICH ARE GENERALLY ACCEPTABLE:

PSD AI EPS ID PDF DWG DXF

DWG and DXF files are used for creating design layouts and water jet glass cutting purposes.

RASTER OR BITMAP graphic files should be submitted in the highest resolution available. It is recommended that original design files be submitted in Adobe **PSD, AI, TIFF or ID** formats whenever possible. Some lower resolution files will work but may need additional alterations. These lower res files would be **JPG and PDF** formats

VECTOR graphics are generally acceptable because of the unequalled ability to scale. These formats are EPS, and AI, and some times PDF.

If submitting in **PDF** format, be sure to include the ability to edit and notify SBG of the file creation software.

If submitting **INDESIGN** files (ID) be sure to package all elements and export.

Note: Bitmap graphics placed and saved in an EPS or AI file do not make them vector.

WEB SEARCH IMAGES

It is always recommended that images be purchased from photographers or stock photo websites. These images are usually high resolution and are sold with a license which allows the user to do just about everything but redistribute the original image as their own intellectual property.

Sometimes an image will be submitted which does not have a license and was simply found in a google search. SBG does not advise this, but it can work as long as a few things come together. Most files found in this manner will be 72dpi which is the internet standard image size. Usually they are only a few hundred pixels in either direction. If the file is large enough in actual size and still only 72dpi it may still transition to a print worthy format. Call us if you are unsure.

THOUGHTS ON CAMERAS AND QUALITY

If using a photo, a few things to remember are:

1. Mobile phone cameras are not suggested but modern phone cameras do work in certain situations. Be sure to use HDR settings when available. Check your phones megapixel count. If it is below 10, it is not recommended, but rest assured that most modern phones shoot at around 12 megapixels.

2. Preferably the photo should be at least 300 dpi. Most phones by default shoot at 72dpi

RIP PROCESS

The RIP is the process of transfering the image from design stage to printer readable file. In most situations enlarging a design file is not suggested. Magnification is used in the RIP software to accomplish most enlargements. Aliasing determins how each individual pixel acts in relation to the pixels surrounding it. When increasing a file from 150dpi to 300 dpi for example 4 pixels becomes 16 pixels in the same area.
DPI and physical print size can some times be meticulously increased carefully by an experienced graphic designer. If you are not sure, SBG is confident in applying these adjustments in most cases.

Contact

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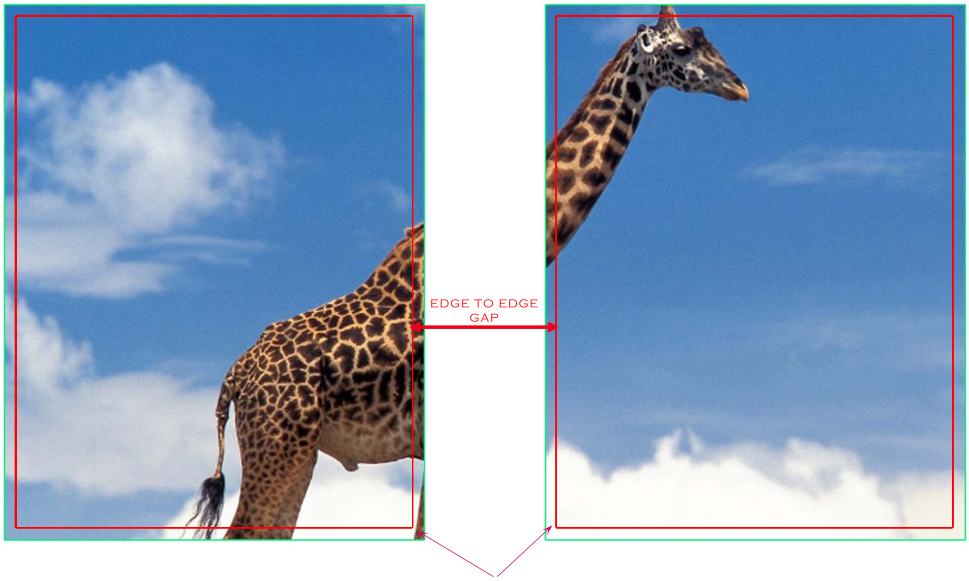
FILE PREPARATION GUIDE

BLEED AREA

When tiling is required a bleed should be included or at least understood in file submition. Remember that DTG prints to the edge, while SGX prints beyond the edge of the glass.

The gap that will be involved in mounting and the space this covered by hardware needs to be taken into consideration when submitting files.

EDGE OF GLASS IS IN RED , ANYTHING PAST IS BLEED
(PLEASE PROVIDE .25" BLEED ON ALL SIDES OF FINAL PRODUCTION ARTWORK.)
GREEN LINE REPRESENTS EDGE OF BLEED



ALL OF THIS WILL BE DISCARDED, IT IS NEEDED TO HELP WITH
ALIGNMENT OF PANELS DURING PRODUCTION

BACKLIGHTING

Backlighting creates unique challenges.

DTG - When printing at full opacity, this process acts as a spandrel application and prevents light from being seen for the most part. If zero light is desired, it is recommended to add a second layer of ink.

DTG will allow some light with lower ink coverage, but be aware that backlighting DTG will severly highlight all defects.

SGX - This process looks great with back lit applications but it is recommended to have at least a trans white background to diffuse the light source.

PROJECTING

Very rarely is this application requested but we have seen it used by commissioned artists from time to time.

When projecting light throught the glass and image on to another surface, SGX acts like a printed acetate or gel.

Diptech does not project. It will simply act like a screen for the light and the only thing visible on the target will be the sillouette of the glass or design if clear areas exist.

TRANSPARENCIES

Transparencies act differently between our two printing processes.
DTG - When files are submitted with a translucent shape or image, that object will print very lightly according to the amount of transparency assigned to the object. Even 1% will print a very small amount of ink dots. This should usually be avoided because the spacing beteen dots looks very grainy.
SGX - produces the transparent item similarly with the associated transparency percentage but produces a consistently smooth object with zero graininess.