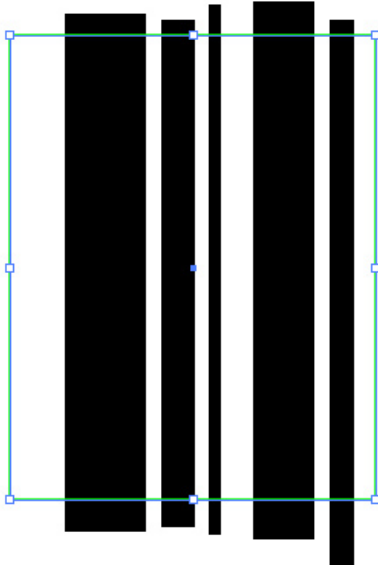


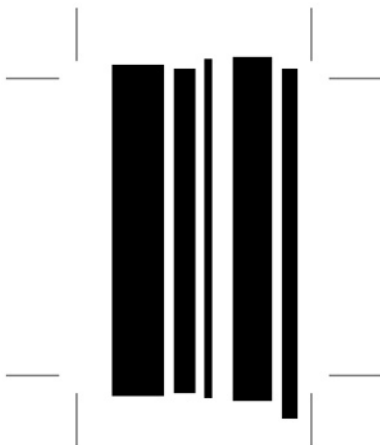
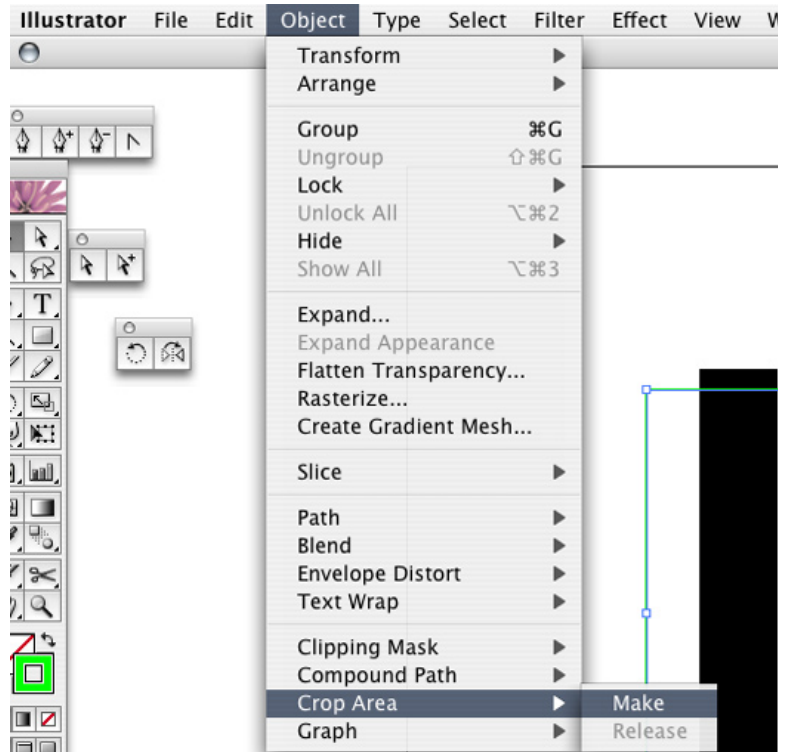
Preparing Files for Digital Printing

Exporting from Adobe Illustrator™



1. Use the rectangle tool and draw a rectangle around one repeat area. It does not matter what color line or fill the rectangle has.

2. Select the rectangle and go to the OBJECT menu, select CROP AREA, and select MAKE.



3. Crop marks will appear where the rectangle was - this is the area you will be exporting. If the rectangle was not in the right place, you can select RELEASE from the CROP AREA menu and adjust the rectangle - then select it again and make it a crop area.

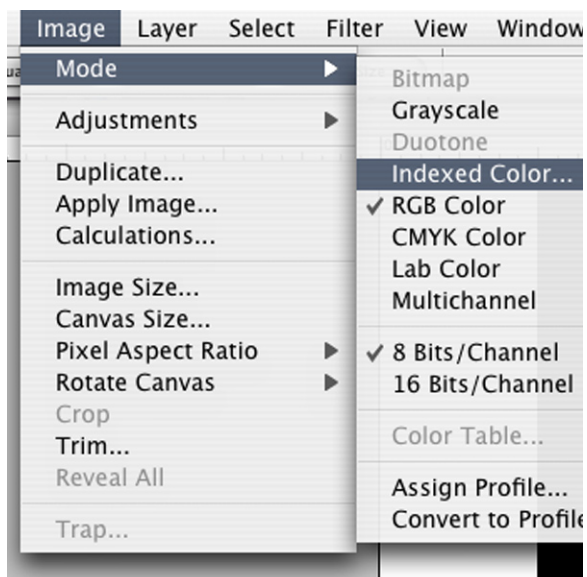
4. Under the FILE menu, select EXPORT. A window will open where you can select what type of file you want to save. Export the file as a TIFF and once you click SAVE, another window will open with the options for saving a TIFF.



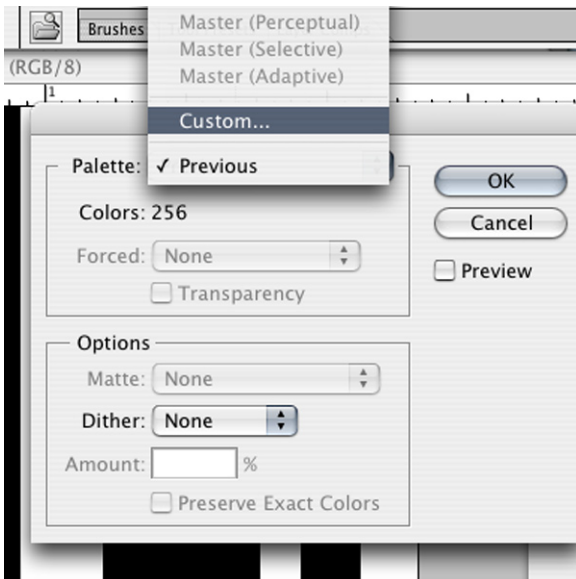
5. Select RGB, resolution 240 or higher, and IBM PC format. DO NOT select anti-alias or LZW. As long as the repeat area repeats, this TIFF file is ready for digital printing.

Exporting from Adobe Photoshop™ and Creating a Color Indexed File

1. The file needs to be 240 resolution (at least) and all layers should be flat. If the file is not in RGB you must change it to RGB before indexing it. The purpose of having an indexed file is to select the exact number of colors that will be included in the file and will allow those colors to be manipulated for digital printing.

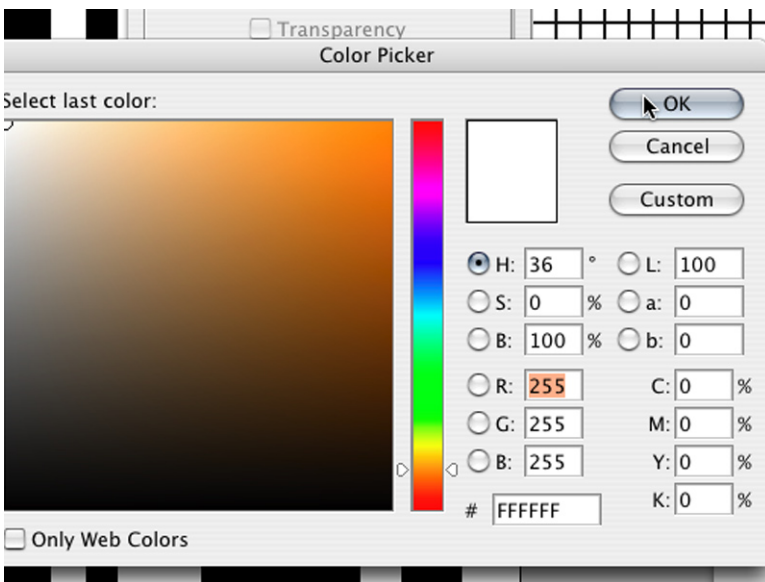
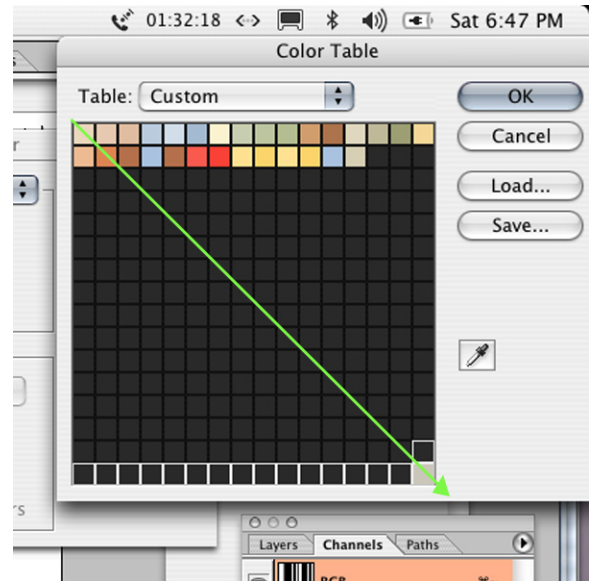


2. Under the IMAGE menu, select MODE then INDEXED COLOR. If the image was not in RGB you will have to first change it to RGB and then you will be able to select INDEXED color.



3. A new window will open for indexing color. Deselect Preview, and all other options should say NONE. Select CUSTOM and the Color Table window will open which will allow you to select each color to be included in your file.

4. Start at the upper left corner, click and drag the mouse to the lower right corner and release. All of the chips in the color table will be highlighted. Once the mouse is released, the Color Picker will appear.

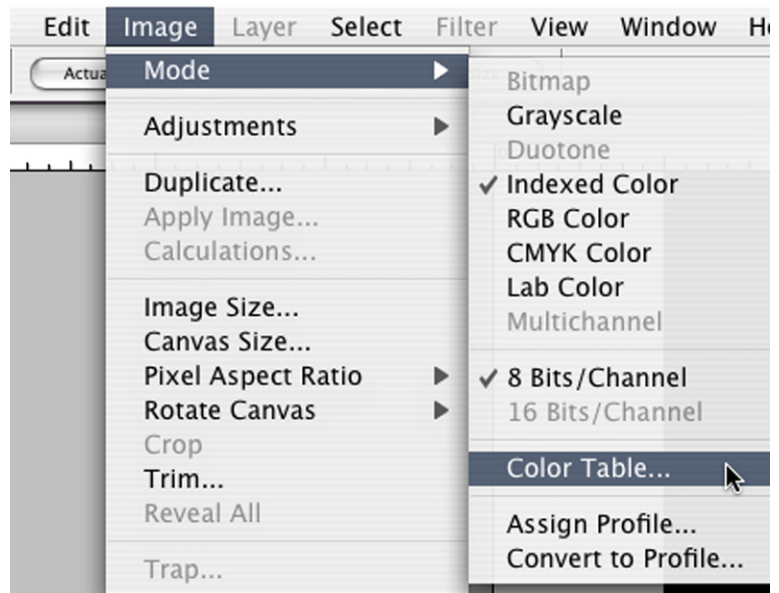


5. Select pure white - the RGB value will be R:255 G:255 B:255 and hit OK. The window will appear again and hit OK again.

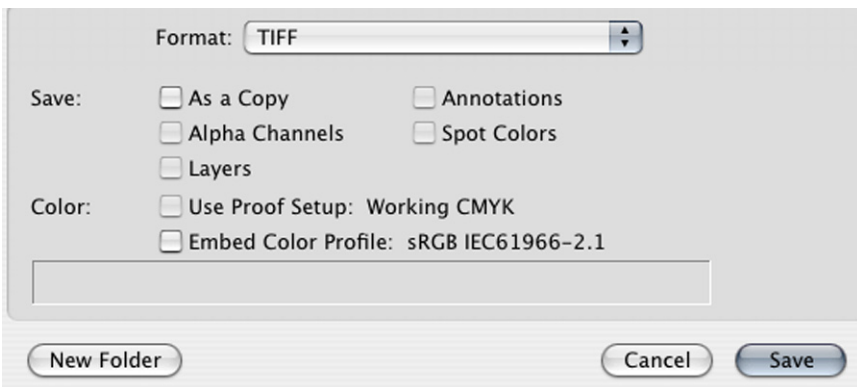
6. All of the chips in the Color Table will be white. Select the first chip in the upper left corner and the Color Picker will appear. Move the cursor over the artwork and click on the first color in your artwork. The color will appear in the Color Picker window and select OK. Select the next chip and do the same until all of the colors in the artwork have been selected.

7. Select OK in the Color Table window and OK in the Indexed Color window. The artwork is now indexed. If the artwork is missing colors, select UNDO under the EDIT Menu and return to step 2. Repeat steps 2 and 3. When the Color Table appears, it will have the previous colors you selected. Add or delete the necessary colors to achieve the desired final image.

8. To check what colors are included in your final indexed image, select the COLOR TABLE from the IMAGE, MODE menu and the COLOR TABLE will appear with the included colors.



9. Save the final indexed image as a TIFF file. Deselect all of the options (LAYERS, ALPHA CHANNELS, ETC.) and click SAVE. Another Window will open with options for saving the TIFF file.



10. Select NONE under Image Compression and select IBM PC. Click OK and the file will be saved and ready for digital printing.

