

HOW TO PREPARE AN ARTWORK FOR **SCREEN PRINTING**

MOST IMPORTANT THINGS



Designs must be
vectors

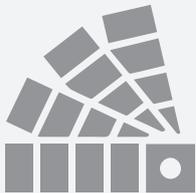


Text must be
outlined

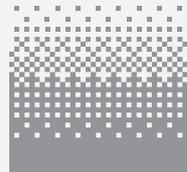


PANTONE
codes have to
be provided

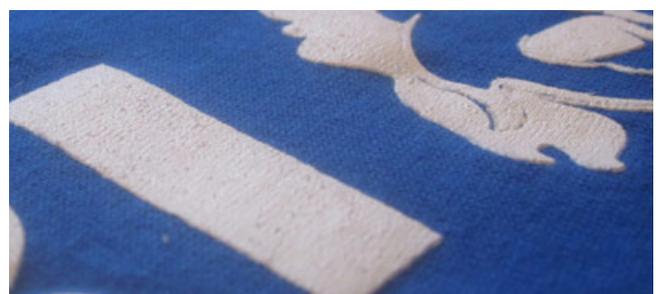
DON'T FORGET



No more than
10 Colours



No gradients,
shadows or images



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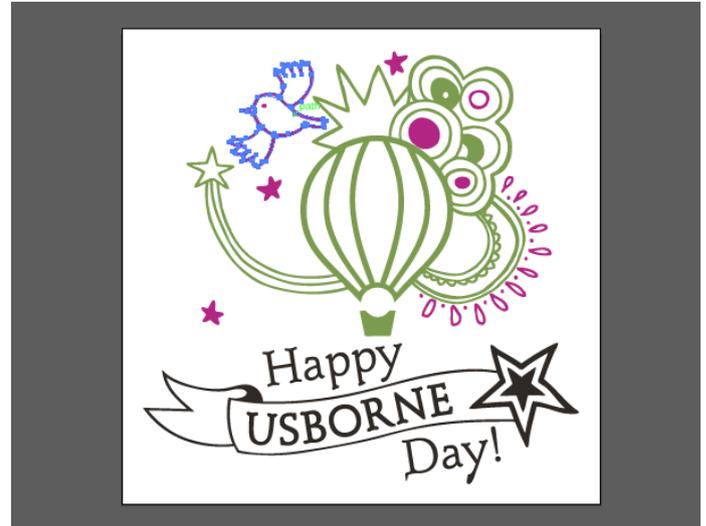
STEPS TO FOLLOW

EXAMPLES

1. Check the artwork is a vector

You'll know it because a vector is made of different shapes that you can select (it isn't a single image)

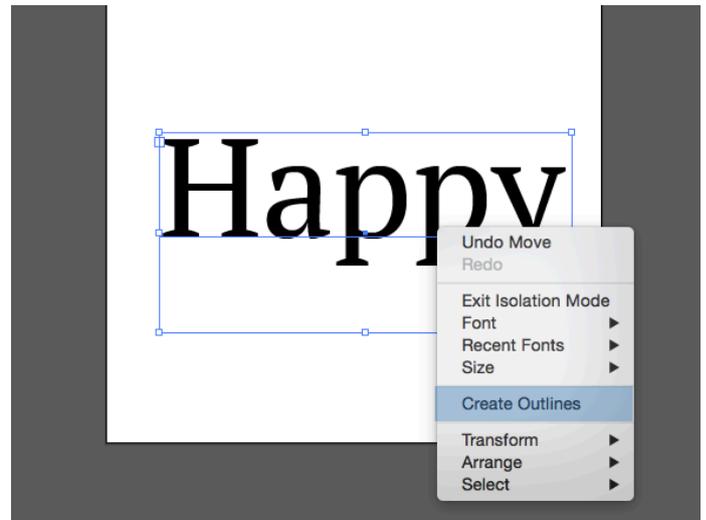
At the example, the bird is the only part selected



2. Convert all text to outlines

It means that the letters are converted to shapes.

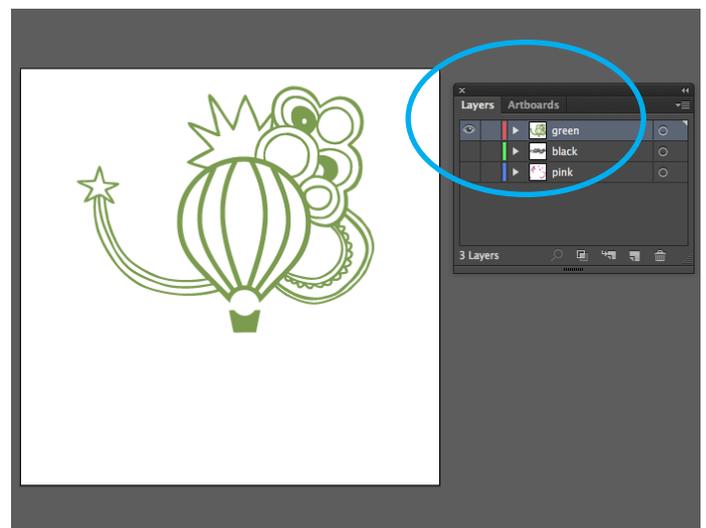
When a text is outlined, the text or font can not be changed accidentally



3. Separate colours in different layers

At the example, we can see there is a layer for every single colour.

You can also see there is just one being shown (the green one), where there are all the green parts of the design.



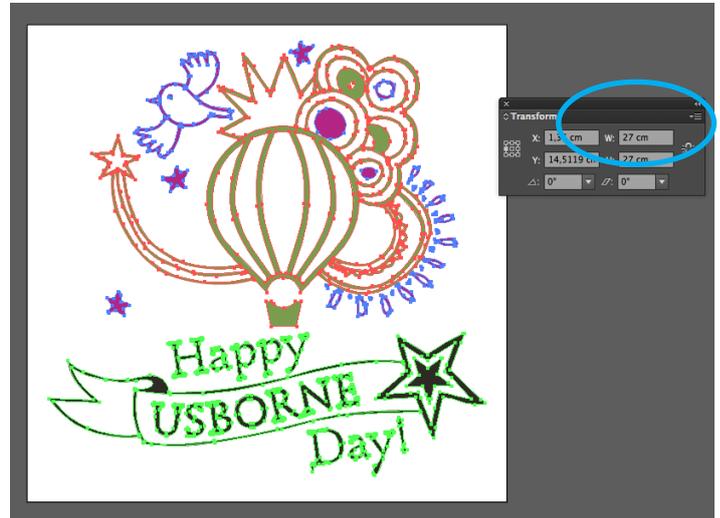
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EXAMPLES

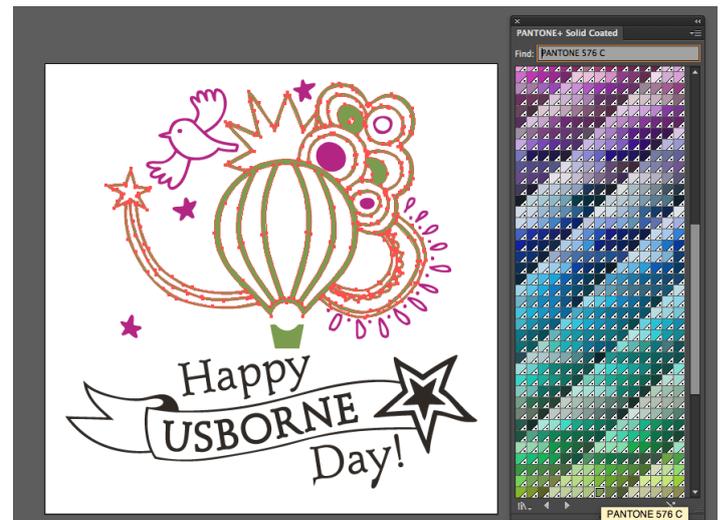
4. Make the design the size it has to be printed

*The maximum size is 29.7 x 42 cm (A3)
You can change the size at the Transform's tab*



5. Provide the Pantone Codes

*Select the colour from the PANTONE Color Book and provide us the code number.
In the example, we have changed our green for the PANTONE 576C*



6. Send us the artwork as a vector file

It can be saved as an .ai file or an .eps file

