

# Surface Imaging

## FILE SUBMISSION GUIDELINES

The following guidelines define the types of files and resolutions that are suggested to ensure your files print as intended. If you have any questions, please contact:

[pvstudioteam@polyvision.com](mailto:pvstudioteam@polyvision.com)

## OPERATING SYSTEMS

Polyvision supports files built on both the Windows and Mac platforms. Since fonts are not typically cross-platform compatible, please see notes below concerning fonts for your files.

## SOFTWARE

Polyvision prefers files built in Adobe Illustrator CC2023 (or earlier), Adobe Photoshop CC2023 (or earlier), and Adobe InDesign CC2023 (or earlier). If you are working in a program other than Adobe CC2023, please export your file to a PDF using the PDF/X-1:2001 standard settings. Please be aware that PDF files cannot be easily manipulated if corrections need to be made by Polyvision.

## ARTWORK

- Submit artwork at 100% final print size.
- Vector artwork can be built at a proportionally smaller percentage (i.e., 50%, 25% etc.). Please indicate percentage.
- Pixel images should be at a minimum of 150 pixels per inch at full size. (Min. 150 DPI)
- Images should be in the CMYK color mode. Please convert all Pantone spot colors to CMYK.
- Save pixel based files as tiffs, PSBs, or PSDs. When saving tiffs, do not use LZW compression.
- Include .25" of bleed on each side of artwork.
- Link placed images as opposed to embedding them. Provide linked files.
- When submitting a flattened image file, please also provide the original layered Adobe Photoshop document (.psd or .psb) when applicable. This will allow the file to be adjusted if necessary.
- If you intend to use combinations of type and images, and/or effects such as drop shadows and gradients, Polyvision strongly recommends that these files be built in Photoshop as undesired results can occur when these effects are applied in InDesign and Illustrator.
- All fonts should be converted to outlines or curves.

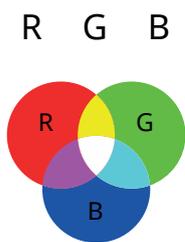
## COLOR GAMUT

Ceramic Inks for digital printing are made with Blue, Green, Yellow, Red, and Black organic pigments that are mined from minerals naturally present in the earth. This differs from the traditional process of Cyan, Magenta, Yellow, and Black (CMYK) printing, where the inks are made with synthetic colors.

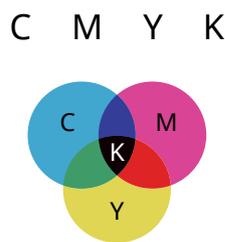


The absence of Magenta and Cyan inks will not allow the printer to reproduce bright pink, purple, and highly saturated light blues in the color spectrum. Artwork with these unattainable hues will be automatically adjusted by the RIP software to fall within the confines of the ceramic ink gamut and will tend to present with a gray/brown cast.

Scanners, Digital cameras & Computer monitors use RGB lights to make white.



Commercial printed media use CMYK inks combined to create black.



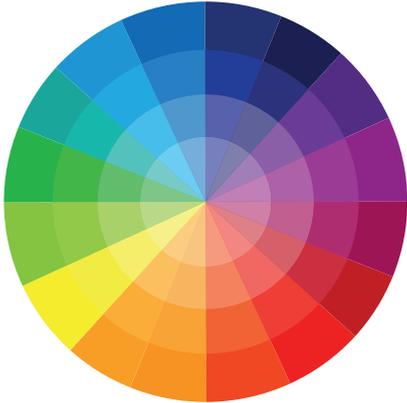
Polyvision BGYRK ceramic inks are spot on colors and last a lifetime.



While a smaller color gamut for CeramicSteel printing when compared to CMYK devices, the pigmentbased ceramic inks fuse into the surface of the CeramicSteel sheet to create a permanently colorfast and durable surface unlike any other architectural panel product.

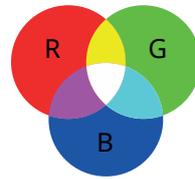
For the best results, it is ideal to avoid pink, purple, and intense light blue hues if at all possible. Please consult our "360 Recommended Pantone Values for Digital Printing on Polyvision CeramicSteel" chart on the last page.

## COLOR RANGES



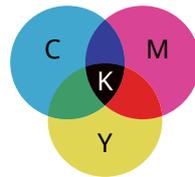
## COMPUTER MONITOR COLORS

R G B



## PAPER COLORS

C M Y K



## ENAMEL COLORS

B G Y R K



## GRAIN (DOT SIZE)

The print heads in Polyvision's digital printer produce a dot that is relatively large in size to allow for the natural pigment granules in the ink solution to be sprayed onto the surface while printing. This creates the appearance of "grain" in the finished print. The grain structure will vary depending on artwork.



ORIGINAL



PRINTED

Generally, lighter colors will appear grainier than darker colors, and vector art with solid colors or gradients will appear grainier than raster images. This is only a concern when the finished piece will be viewed up close. Always take a step back when looking at the artwork intended for wall cladding. You need distance to get a better picture of the artwork. Our finished product is used in Tunnels, corridors, subways, airports, interior and exterior cladding therefore always viewed from several feet away.

**Even very grainy artwork appears smooth from 4-6 feet away.**