

Silk Screen Printing Guidelines

DO'S	DON'T'S
<ul style="list-style-type: none"> • Create any text in vector based software (i.e. Adobe illustrator) <i>This will give text smooth edges as opposed to the bitmap (Blocked) effect produced by pixel based software such as adobe photoshop</i> 	<ul style="list-style-type: none"> • Use RGB <i>Rip software cannot calculate RGB files, these files have to be converted to CMYK and this can change the colour and the appearance.</i>
<ul style="list-style-type: none"> • Set any text to print 100% of chosen Colour <i>Percentage tints will appear as dots and look lighter than expected</i> 	<ul style="list-style-type: none"> • Create text below 6pt <i>Text below 6 pt Can become illegible as it is too small to hold the screen</i>
<ul style="list-style-type: none"> • Any placed images should be supplied with the artwork <i>Any placed images must be either supplied with the artwork or embedded within the artwork</i> 	<ul style="list-style-type: none"> • Use tints above 85% or Below 15% <i>Tints above 85% will become solid and tints below 15% will not hold on the screen</i>
<ul style="list-style-type: none"> • Any placed images should be at least 300dpi <i>This is the optimum resolution to ensure best achievable picture quality on final printed document</i> 	<ul style="list-style-type: none"> • Use Multiple colours <i>Ensure that you only have one swatch for each colour required in your colour pallete (i.e if you have PANTONE 485CV and PANTONE 485CVC in your colour pallete we cannot output 1 plate for PANTONE 485 without correcting the artwork).</i>
<ul style="list-style-type: none"> • Any fonts used should be supplied with the artwork <i>Must include Screen & Print fonts</i> 	<ul style="list-style-type: none"> • Name spot colours with non standard names <i>We can only match spot colours to the Pantone Matching System (PMS), spot colours which do not refer to a PMS number cannot be used (i.e. Man united Red Strip would not be able to be printed until we knew the PMS number to refer to).</i>
<ul style="list-style-type: none"> • Large blocks of solid colour should be set up as pantone (spot) colours rather than created using CMYK <i>This ensures a consistent colour across the entire area, CMYK can result in a variance across the area due to screen life etc.</i> 	<ul style="list-style-type: none"> • Create artwork using more than 5 colours <i>We can print a maximum 5 colours. When selecting colours you must allow for a white base if required this must be treated as a colour</i>
<ul style="list-style-type: none"> • Set artwork to correct specification <i>See Templates</i> 	<ul style="list-style-type: none"> • Create solids and halftones of the same colour on the same plate <i>To achieve the best result when printing a solid area and halftone area of the same colour the solid and halftone should be separated so that it can be printed on two plates. This is due to a heavy ink being required for the solid and a thinner ink being needed to hold the halftone, if solid and halftone are run on the same plate either the halftone fills (becomes solid) or the solid appears very washed out. This does have to be then treated as two colours although the only one pantone is required.</i>
<ul style="list-style-type: none"> • Check all colour digital images are correctly saved as CMYK files. 	<ul style="list-style-type: none"> • Do not rely on Laser prints or PDF files to be colour accurate <i>Laser print outs and PDF files are our guides only and can not be used for colour matching purposes.</i>