

# Embellish Specifications

## 2D SUPER GLOSS - CREATING YOUR ARTWORK

### Creating 2D 'uv' colour:

Elements to be in UV:

1. Create Swatch colour Pantone 102 into the Swatches palette
2. Double click open the Swatches palette and update:
  - Swatch Name to 'uv'
  - Colour Type to 'Spot'
  - Colour Mode to 'CMYK'
3. Select UV items and set to 'Overprint Fill / Stroke' as appropriate using Attributes
4. Ensure all UV elements are put onto its own layer named 'uv'

## FOR BEST RESULTS – YOUR ART MUST CONFORM TO THE FOLLOWING:

### Large UV areas:

- Avoid UV coverage exceeding 5cm x 5cm as this will require a non-standard process and will need to be quoted accordingly – please consult your Whirlwind Account Manager to assist you
- Rather than filling solid areas, use Super Gloss for line and pattern designs all over

### UV text:

- Make all fine text 50% strength UV

**PIXEL RULE:** Ensure there is a minimum of 3 pixels clear between UV areas to avoid fill-in. Test your artwork beforehand: place artwork into Photoshop, set image to 360dpi and zoom in to the maximum, ensure areas are 3 pixels solid (100% filled pixels). Spacing between gaps also has to be 3 solid pixels.

### UV over trims, scores and folds:

- All trims, scores and folds need a minimum clearance of 2mm from any UV. Please consult your Whirlwind Account Manager if you require UV to bleed to trims or to run over scores and folds as this will require a non-standard process and will need to be quoted accordingly

NOTE: 2D Super Gloss unless specified will be printed on matt laminate

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