

DIGITAL ARTWORK FILE REQUIREMENTS

All production ready artwork should be built to the final size or scaled down proportionately to either 50%, 25% or 10% of final size. Please include all linked images (flattened) and outline text (or include necessary font files). Files should be built in CMYK or with Pantone Matching System (PMS) colors. Please do not use RGB or Hexadecimal colors.

LOGOS AND COLORS

All logo and text elements should be vector artwork (line art) so it can scale properly. Colors should be spec'd in CMYK or PMS where applicable. If color match is needed, please send layered, native artwork and note the PMS value in the file or send a physical sample. Color test proofs are available if needed (additional fee applies).

FILE STRUCTURE

Please supply files with at least .5" of bleed all around to account for application and trimming. We accept files from:

- Adobe Illustrator (ver. CC or lower) (avoid transparencies, drop shadows and raster based effects)
- Adobe Photoshop (ver. CC or lower) (avoid creating text in Photoshop if possible)
- Adobe InDesign (ver. CC or lower) (include all fonts and images)
- High Resolution PDFs (Acrobat CC or lower) (please include bleed and crop marks)
- Quark Xpress (ver. 9.5 or lower) (Mac Based only) (include all fonts and images)

RESOLUTION

Most tradeshow and exhibit graphics are produced in large format and have different resolution requirements than printed collateral such as magazines and postcards. Resolution should be:

- Raster files in the final output size should be 100 dpi
- Raster files at half scale should be 200 dpi, quarter scale should be 400 dpi, etc.
- Raster files for fabric printing should be 75-100 dpi at full scale

FABRIC LIGHTBOXES

Fabric lightbox graphics are very popular in exhibits today and due to the dye-sublimation process, there are some limitations:

- Avoid large floods of the same color as the imperfections in fabric can cause non-uniform color density
- Black and darker colors can wash out slightly when lit
- Depending on the location of the lights in the lightbox frame, some hotspots may be visible

ARTWORK SUBMISSION

We accept artwork transferred using the following options:

- Elevation3D's "File Transfer" - On the bottom of our homepage (elevation3d.com - click the File Transfer link)
- Email (up to 10MBs)
- Elevation3D's Drop Box Access (we will create a folder and invite you to it via your email address).

FOR MORE INFORMATION PLEASE CONTACT YOUR ACCOUNT MANAGER