



## CREATING ARTWORK FOR IMAGINK



### PHOTOGRAPHIC FILES (BITMAP)

Artwork created on a physical medium requires professional photography to ensure the most accurate colour reproduction when printing on glass.

We recommend Tony Nathan at Imagelab Studio in Perth, ImageLab have documented numerous artworks for printing with ImagInk and have an excellent understanding of what is required for our process.

Photographs should be supplied at the largest size possible, in RGB colour space. If working on a large scale project, please do not scale artwork to the finished size, as we will handle this in-house.

[VISIT IMAGELAB WEBSITE](#)

### SAVING FOR PRINT

TIFF, JPEG, or PSD Format

300 dpi Resolution

RGB Colour Space

All layers unlocked



### GRAPHIC IMAGES (VECTOR)

Vector graphics can require extensive work to set up. We recommend you discuss your project with us early in the creative process to check the feasibility of the reproduction and discuss the best methods to reproduce your artwork.

Try to limit your colour palette when using vector graphics as this makes conversion for printing more cost effective

Keep your artwork neatly organised into named layers for easy separation, as we often need to apply printer settings to these objects.

We can supply an Adobe Illustrator file with a set of standard colour swatches, if required. We have a corresponding swatch panel in our showroom to give you a clear idea of our colour gamut.

If you are working in AutoCAD please follow our PDF guide prior to supplying artwork for printing.

[DOWNLOAD CAD GUIDE](#)

### SAVING FOR PRINT

EPS, AI, PDF, or DWG Format

RGB Colour Space

All layers unlocked

Text converted to outlines

All spot colours converted to RGB or removed from artwork

**Please note** Artwork submitted incorrectly may result in delays to production and delivery dates.