# Offset

File specification for pre-press

## Accepted file formats (latest versions):

ArtPro
Adobe Illustrator
Adobe Photoshop

### Fonts:

- If artwork contains editable texts, please attach used fonts.
- Please attach file in two versions:
- with editable texts
- with outlined texts
- Obligatory text size (small letter "x") must have a minimum height of 0.9 mm for small packages, and a minimum height of 1.2 mm for the rest.

**Chespa Repro Studio** 

#### Pictures and bitmaps:

- Please attach images for every element that is not a vector. For best outcome/effect please supply layered .psd file with channels and selections.
- If it's possible please attach description and parameters for used effects in images.
- Supplied images must be in original resolution (usually in 300 dpi).
- Please don't supply bitmaps that were scaled (they should be in 1:1 scale).
- Please provide 1 bit maps minimum 800 dpi.
- Please do not compose texts in Photoshop or other related bitmap programs.

#### Ink coverage:

Ink coverage takes from 270% to 320%. In warm colours, please carefully consider usage of cyan (it causes livid tinges). In cold colours, please carefully consider usage of magenta (it causes redness).

#### Other elements:

- Please prepare all varnish and enriched free areas, on cutter layer.
- Minimum required positive key line is 0.1 mm, minimum required negative key line is 0.2 mm.
- Please avoid making text in negative in area with more than one separation. If its not possible, please ensure the characters are outlined with minimum 0.1 mm key line in one colour.
- Texts that are not overprinted are required to have character key line minimum 0.4 mm lighter characters on darker background, (more advanced printers have error tolerance of 0.1 0.2 mm); in case of characters in darker colors, please ensure that they're overprinted or trapped.
- Please define white underlay if base (foil) won't be white.
- Provided artwork should have 2 mm of bleed (artwork touching a profile edge should be extended by 2 mm outside the edge).
- Barcode should be compatible with SC2 specification (minim magnification of 100%).

