



Step-by-Step Guide for Textures by Domino/Color-Logic

This document outlines how to utilize White ink on the Domino N610i to create various special effects.

Textures by Domino

Textures by Domino offers the potential to create unique specialized effects using White ink on the Domino N610i. The potential combinations of textures and colors make the number of unique designs virtually unlimited. White ink patterns are set up in your layout program (Illustrator, etc.) and processed the same way you would process any file containing White ink data. There are no additional press settings required, but no ink limitations on White tends to give the best results.

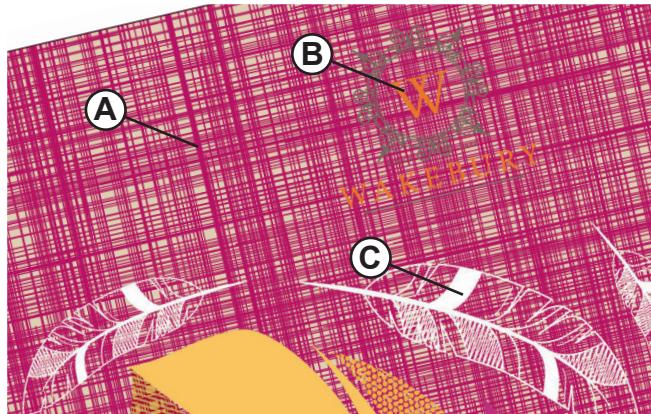


Figure 1



Figure 2

Figure 1 shows a typical wine label pattern represented in Magenta (A). In this example, the non-White elements (including the background color) are on top of the White data but set to overprint (B). Areas in white (C) represent elements with no ink at all. In this design this is the only place where the material would show through. Figure 2 shows the resulting print.

Color-Logic Output

Color-Logic software provides metallic color simulation and special effects using CMYK and White ink. More information is available here: www.color-logic.com. Generally, the Domino N610i utilizes Color-Logic produced files for printing on metalized paper and film. This document covers workflow settings specific to processing Color-Logic produced files for the Domino N610i.

Files developed using Color-Logic may have color swatches that need special treatment in the DFE (Figure 3). The swatch CL 4713 Silver should be mapped to the White output plate in your Color Strategy (Figure 4).



Figure 3

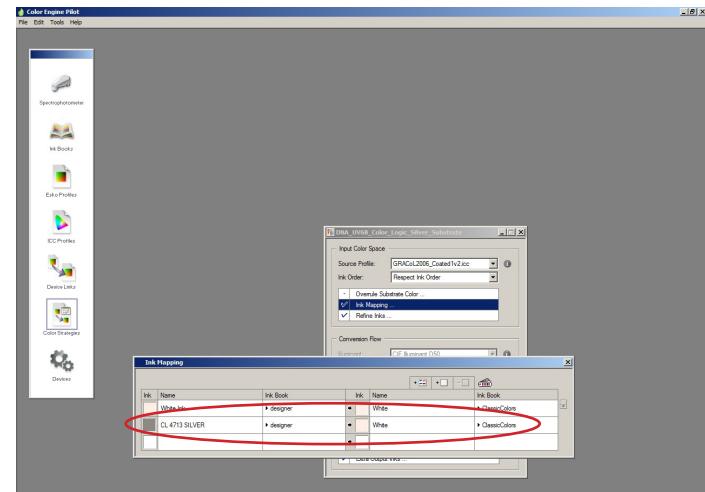


Figure 4

continued on next page



You will also need to make a new Print Environment in Posterprint. Open an existing Print Environment that uses White and resave with a new name. Next, navigate to White Ink settings in Printing Ink Assignment. Change Generate Pixels selection to Where Nothing Else is Printed as in **Figure 5**.

Create a new Image Preset and select Extra Channels. Enter the settings in **Figure 6** below. Use this Hot Folder when processing Color-Logic files.

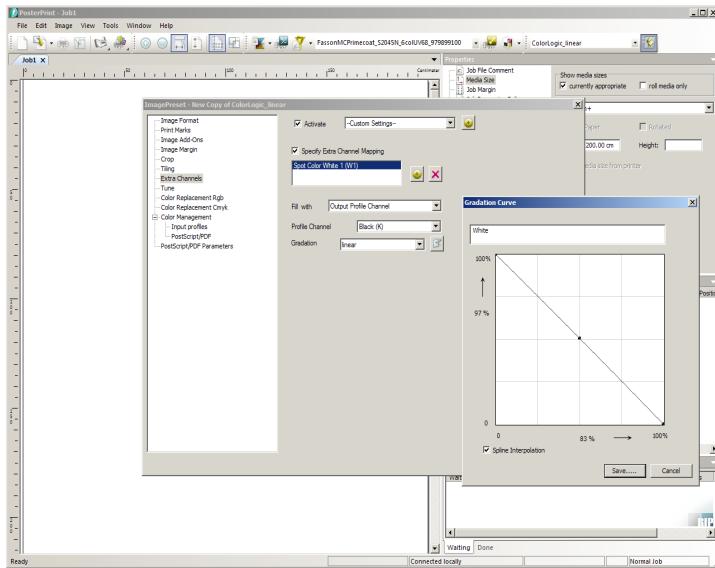


Figure 6

Using the Road Ace beer label as our example, the output as viewed in the Esko DFE Viewer should look like **Figure 8**. Viewing the GTJ in Streamview, however, shows that the White plate is inverted from the Esko output. (**Figure 9**)

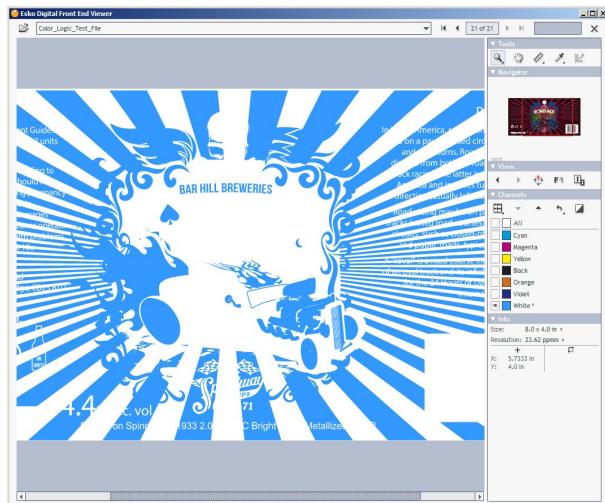


Figure 8

For sample files and other support files described in this document, please contact techsupport@domino-na.com.

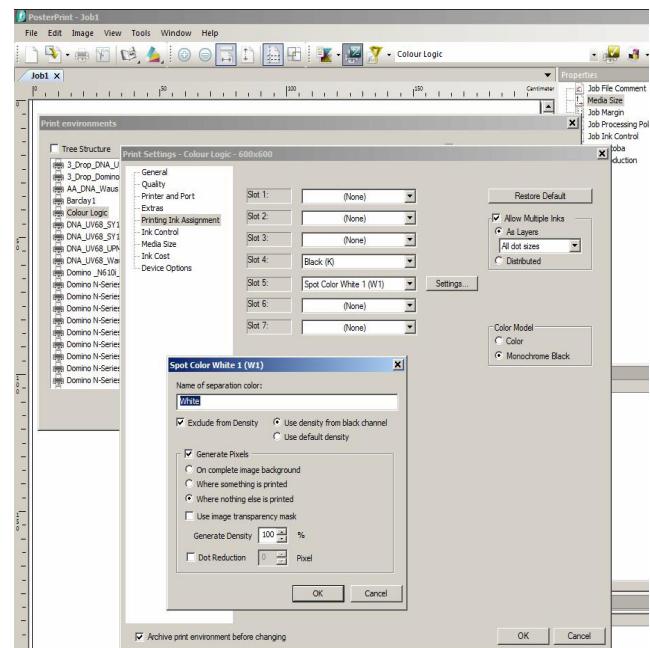


Figure 5

Lastly, with the GTJ Converter shut off, output your files with the new workflow. In the BMP Output folder, change the file extension from *_3.bmp to *_4.bmp and vice-versa as shown in **Figure 7**.

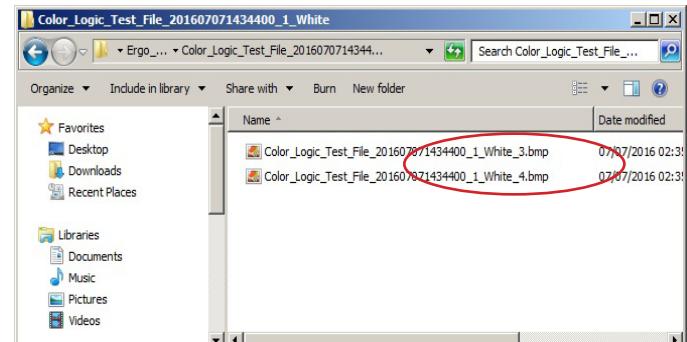


Figure 7



Figure 9