

Pre-Press Guidelines

Cat-i Glass is dedicated to providing our customers with the best possible screen printed products while meeting important deadlines. We appreciate your assistance in following the guidelines outlined below to ensure your receipt of an accurate and on-time screen printed glass product.

Applications:

Cat-i Glass Pre-Press Department is PC/Windows based using the following software packages:

- Adobe Illustrator - **.AI**
- Adobe InDesign - **.INDD**
- AutoCAD - **.DXF or .DWG**
- CorelDraw - **.CDR**

Native files generated from the above software packages are associated with the file extensions noted above. If the artwork has been created in a program other than the listed products above, the file should be saved as a **.PDF** or **.EPS** file extension. It is always best to send files that need screen print in AI format. **Files created in CAD or other CAD like programs will cause artwork to look choppy especially if there are logos, icons, radii, or circles.**

Indexing/Datum Corner:

All files submitted should have an indexing and/or datum corner reference. When the file is drawn as a second surface image (ink is viewed through the glass) indexing and dimensioning should be drawn from the top right corner as shown in Figure A. When the file is drawn as a first surface image (ink is viewed on top of the glass) indexing and dimensioning should be drawn from the top left corner as shown in Figure B. This is required due to the printing process. Datum corners will be changed if needed to accommodate our print process.

Figure A

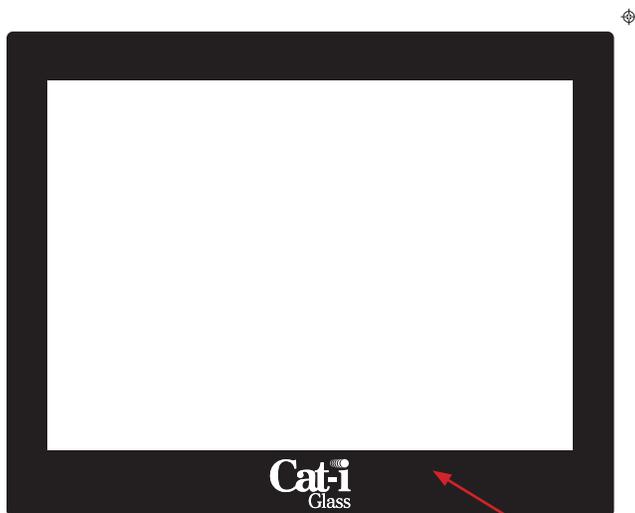
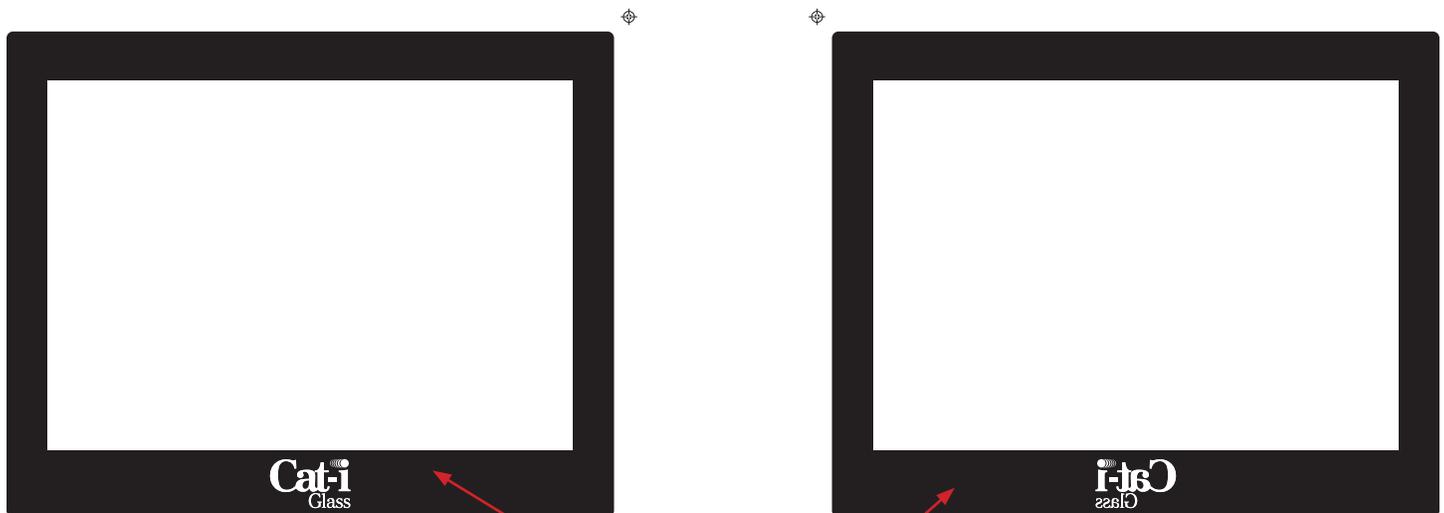


Figure B



Second Surface Ink on Back Side of Glass

First Surface Ink on Top Side of Glass

Printed Ink

Size:

It is recommended that all files be submitted in the exact size of the dimensional specifications. If the artwork is not made to size, notation of the scaling ratio must be included in the file.

Fonts:

All fonts need to be outlined and turned into an object. If a specific font is not outlined, the proper font file must be supplied to Cat-i at the time of artwork submission. Please send only the font files that are in use.

Proofs:

After a file is received, Cat-i's Pre-Press Department will generate an electronic proof calling out all critical dimensions as well as the indexing/datum corner location. Upon written customer approval sent via signed electronic file or email, films will be created and double checked at Cat-i before a screen is made.

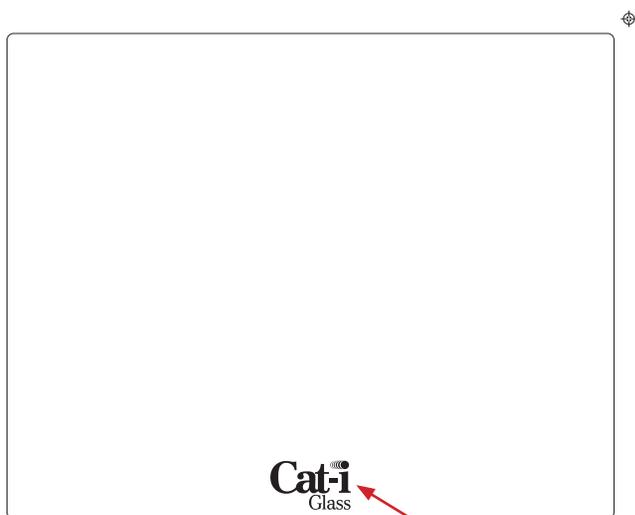
Important Notes:

All critical areas should be called out i.e. drill holes, thru holes, cut outs, dead fronts, and clear areas. Other important information needed on prints would be the type of ink to be used (Frit, UV, or Enamel) and desired PMS color of ink being screened. Files should be setup how they are going to look as a final part.

Line Weights:

Minimum line weights for images printed as a Positive Image (Figure A) are .005" for UV inks and .010 for Frits and Enamels.

For images printed as a Negative (Figure B) a minimum line weight of .015" is recommended for UV, Frits and Enamels inks.

Figure A

Positive Image

Figure B

Negative Image

Printed Ink

Printed Voids/Circles

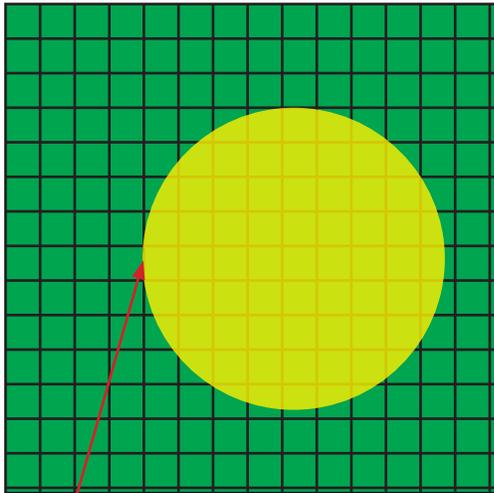
Although there are not normally problems with printing circles/voids, sometimes there can be what looks like incomplete printing or circles that look more jagged or deformed than other images. This is usually caused by the way the image was placed on the screen and the screen mesh hitting the image on a thread. There is not set size for how big or small a circle/void needs to be. Below is an example of how a circle can look more jagged.

A minimum diameter of 2.0mm (.079") is required for designs when using anti-skid inks.

Note: The image will have a more drastic look when using dead front inks. Running circle images with no bias is always preferred, but if the image has a square or rectangle window/CVA along with circle images the screen must be made on a bias to prevent stair stepping of the window/CVA image.

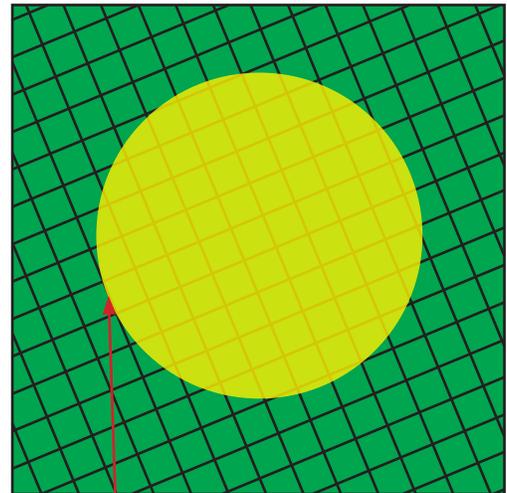
Stair stepping/saw tooth of an image is caused when the image is riding the edge of the thread on a screen. The image edge or line will look like stair steps due to the thread weaving back and forth on the image.

0 Bias



Edge of image falls on mesh thread. Will print flat and cause the printed image to look jagged/deformed

22.5 Bias



Edge of image falls on mesh thread. Will print flat and cause the printed image to look jagged/deformed