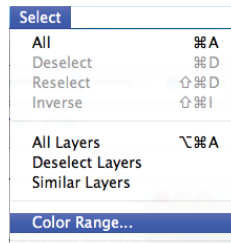


Creating Textured prints for the Acuity

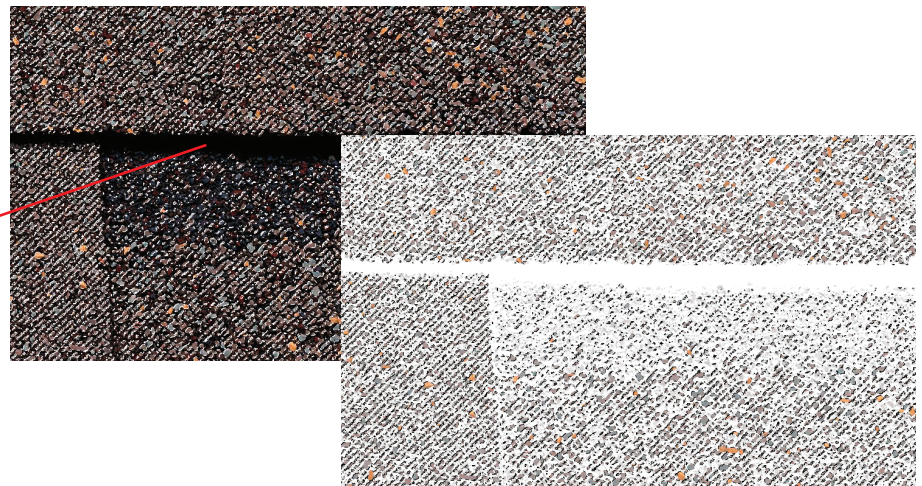
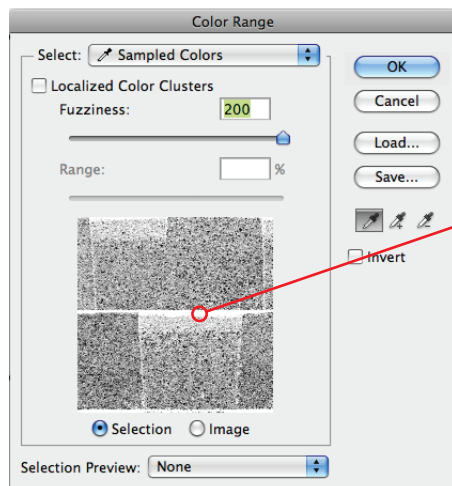
A textured effect can be created by manipulating any file through prepress, in this example Photoshop will be used. The basic premise is to create a heavy CMYK process build (100,100,100,100) where a textured effect is wanted, while leaving the immediate area around the texture with as light a CMYK process build as possible (preferably 0,0,0,0). There are potentially unlimited ways to achieve this effect, the following example will be by choosing and removing a color range.

Adobe Photoshop

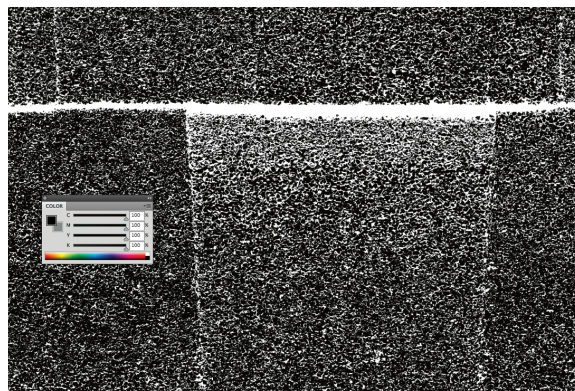
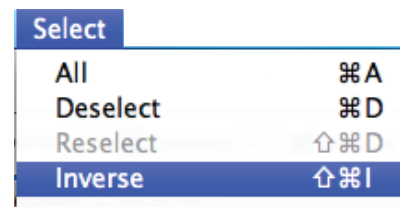
1. Open the file in Photoshop, click on **Select/Color Range**



2. Choose the color range that you wish to convert into a texture. In this example it will be easier to remove the black areas of the file, rather than selecting multiple colors that need to be textured. Once the color range is chosen, the selection will highlight those areas. **Delete** the selection, this will remove all black areas in the file



3. Click on **Select/Inverse**, the selection will now include all color left within the file. Once this is selected, use either the Paint Bucket Tool or Paintbrush Tool, and fill the selected area with a 100,100,100,100 cmky build....or 0,0,0 rgb if the file is still RGB



4. This will be the textured file, save the file (don't save over the original CMYK artwork) and open it with a Quality mode in Colorgate

Colorgate

5. Once the textured file is open in Colorgate, select the **Print Mode** tab. (**Settings/Color Management/Print Mode**)

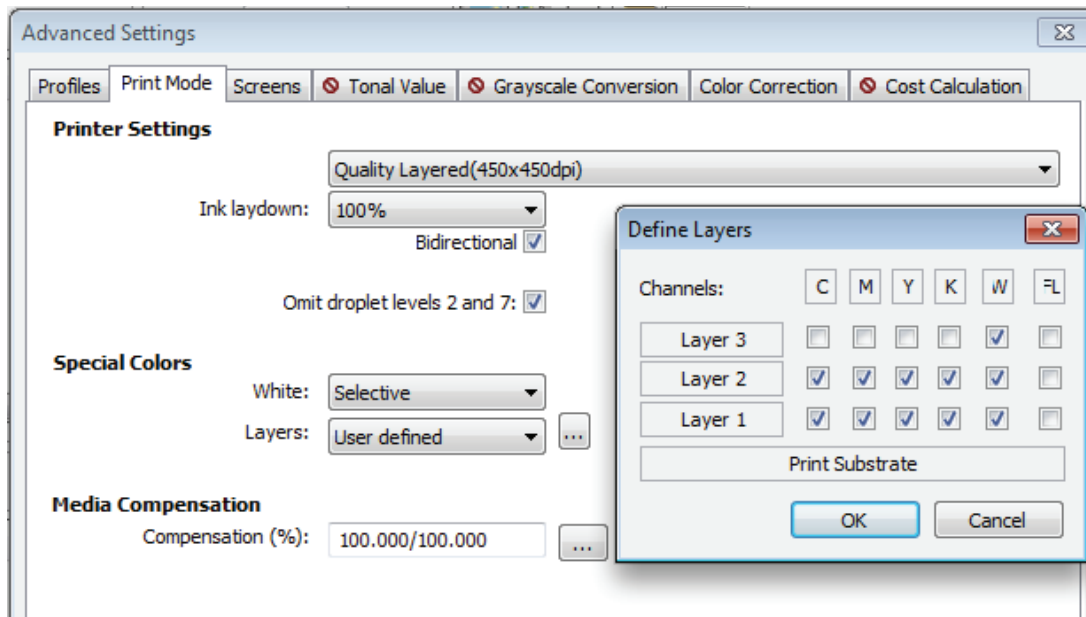
More ink will result in a thicker texture, the settings below will use the most amount of ink possible with one print. These settings can be changed to use only 2 layers for better production speeds if needed, but less layers will result in a thinner texture build

Use the **Quality Layered** mode, and change the *White* mode to **Selective**

Choose **User defined** in the *Layers* pull down.

Layer 1 and *Layer 2* should be set to use every channel, including White

Layer 3 needs to be set to White only, as the CMYK image will need to be printed over this file. Make sure not to use the White Flood option, as this will place white everywhere rather than just the textured areas

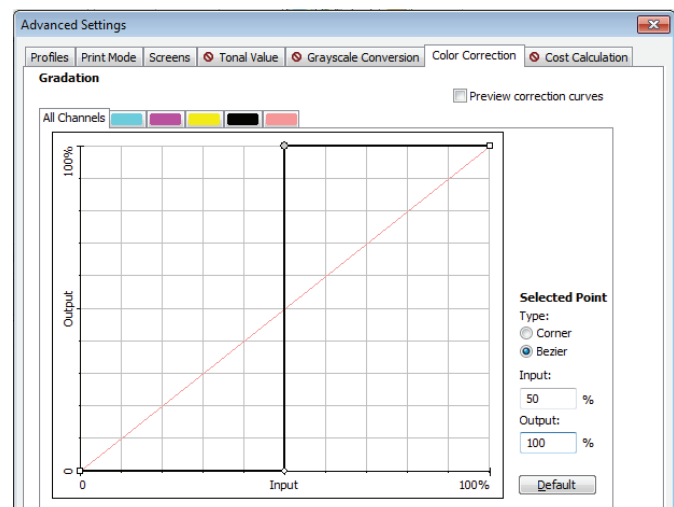
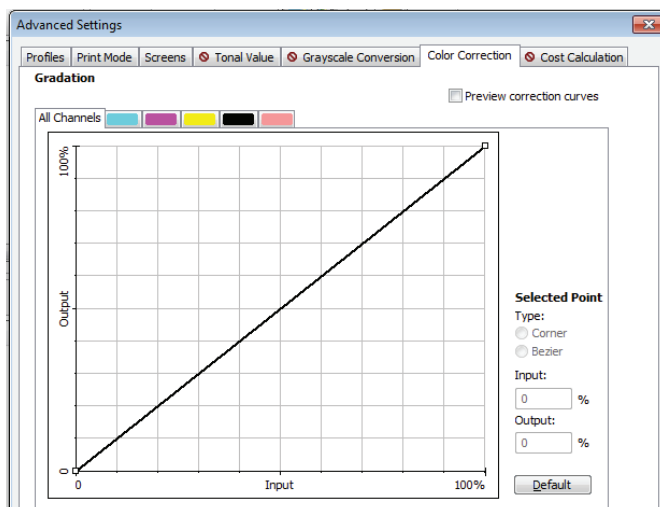


6. Select the **Color Correction** tab. (**Settings/Color Management/Color Correction**)

Raster images saved out of Photoshop can often have a few percent of CMY “satelliting” in manipulated areas. As we are using the Selective white mode, these dots can create unneeded noise within the file

Click on the **All Channels** tab and click on the curve. Enter 50% as the Input value and 0% as the output value

Click again on the curve above the 50% range and enter 50% as the Input value and 100% as the output value. This will result with the curve below, ensuring that all CMYK in the image will either print as a 0% output, or 100% output



With these settings you can now print the textured file first, and print the CMYK image directly on top