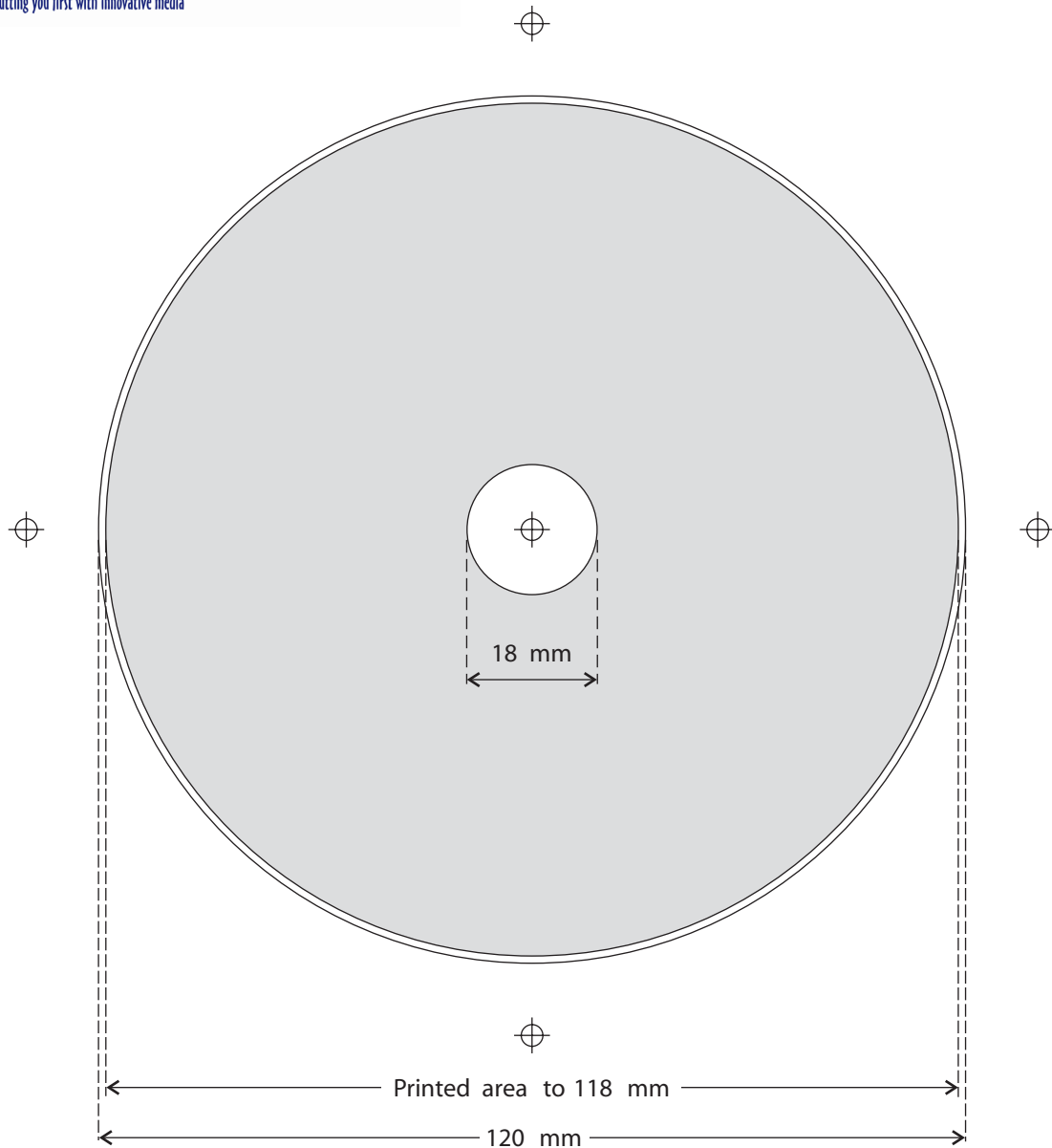


ARTWORK SPECIFICATIONS - 120 mm DISC (AUDIO CD & ROM)



 Shading denotes printable area
  Registration marks at 70 mm and at 90 degrees from centre of disc

Accepted artwork formats :

Quark Express up to v 4.11	PageMaker up to v 6.5
Illustrator up to v 9.02	Freehand up to v 8.0
Photoshop up to v 6.0	CorelDraw up to v 9.0.

Publisher and Word documents cannot be accepted.

All fonts, including both screen and printer fonts must be provided.

Keylines must be deleted and artwork must not have bleed.

All EPS and TIFF files must be supplied. Colour scans must be CMYK TIFF or EPS - no JPEG images.

Additional charges and delays in production may result if artwork is not prepared to specifications.

Film and proofs for Disc Label Printing

Films are output at the production plant for all disc label printing.

Please provide your artwork files on disc in one of the above approved formats.

A professional digital proof (e.g. EPSON9000, Sherpa) is essential for colour accurate CMYK printing. We can provide this for your approval once you supply your artwork files.

A colour printout showing the PMS colour numbers to be used is required for all Pantone colour printing.

Tips for successful disc label printing

Pantone colours are highly preferred for disc label art - both for colour accuracy and richness of colour when printed on your disc. Large blocks of solid colour (especially light or mid-range colours) should always have a Pantone colour number specified. Don't print less than 100% of a Pantone colour unless you also use a white base (or colours will fade).

CMYK designs are preferred for intricate full colour (e.g. photo) images. A white base is essential for CMYK printing, as colours will fade or have a metallic effect if printed without the white base.

Unprinted areas of the disc will be silver unless you have specified a white base to be used.

Don't mix Pantone and process (CMYK) colours. These are very expensive to proof.

Avoid tonal range fades (vignettes) of more than 40%. If we tried to print a design that went from 0% to 100% of a colour across the disc, the result would be unsuccessful.

If you intend to use half-tone images, the ideal tonal range is 15% to 85%. Less than 15% will disappear. More than 85% will fill-in.