

DESIGN IT...

Color Mode: Submit your art in **CMYK**. Pantone Solid Coated specifications welcomed.

Bleed: Submit your art with 1/4 inch bleed all around if full bleed is required. (i.e. finish size is 24" x 24" file should be 24.5" x 24.5")

Routing & Contour Cut: If job requires contour cut or routing, file must be submitted with dieline (cutline). Cutline must be vector in separate layer.

If your Layout...

...has been completely drawn in a vector application:

(Adobe Illustrator, Macromedia Freehand, Corel Draw etc.) and uses no bitmapped image(s).

- Convert all text into outlines.
- Export or save your art as .ai or .eps.
- See Print Information below.



...is a Raster image:

(Adobe Photoshop, or any other application that creates an image composed of pixels.)

- Save and submit your images as a .tif or .psd.
- 30 ppi (large prints, viewed from far) to 150 ppi (POP signs, viewed up close).
- Call us for recommended ppi for your job.



...uses both Vector and Raster images:

(Adobe Illustrator, Macromedia Freehand, Corel Draw etc.) and uses bitmapped images.

Option A

- Convert all text into outlines.
- Place the raster image(s) into the vector application as a Linked file.
- Save art as an .ai file.
- Include the linked raster image(s) in separate folder then submit it with .ai file.



Option B

- Convert all text into outlines.
- Place and embed the raster image(s) into the vector application.
- Save and submit art as an .eps.

...is created using Quark Xpress or InDesign:

Quark Xpress

- Export as .eps or .pdf (pdf preferred)
- Include fonts that were used in separate folder then submit it with .eps or .pdf



InDesign

- Convert all text into outlines.
- Export and submit as .eps or .pdf (pdf preferred)

SUBMIT IT...

Media

There are many ways to submit your artwork to B3DigiGrafX.

- Email No bigger than 1mb TOTAL
- FTP No bigger than 200mb TOTAL
- ZIP Disc Support up to 150mb
- Flash Drive No limit
- CD/DVD No limit

Sending Proofs

Whenever possible please provide a proof that accurately represents the layout in .jpg or hard copy in color. Please note that colors in .jpg or hard copy that were printed with desktop printer or laser printer are for viewing purpose only. If color is critical and need to see output of your job please talk to your Account Executive to get proof printed and sent out.

Print Information

If submitting multiple files, please include either email, spreadsheet, or text file with the detail information containing:

- Name of the files to be used.
- Final print dimensions and quantity per file.
- Any other information to necessary to ensure proper printing production.

IMPORTANT NOTE/DISCLAIMER

We are unable to detect any/all corrupted or flawed files until the time of printing which can be the day before or the day of completion. Due to this fact, we ask that you prepare your files according to these specifications and examine files prior to submitting them to avoid any delays. If you feel you need additional information or want to verify proper setup, please call your Account Executive at (951) 351-0761. Please keep in mind that most jobs are done within 3 to 4 days (weekends not included). Some projects may require more time. When scheduling your jobs please allow enough time for production and unforeseen problems that may arise. Lead times do not begin until B3DigiGrafX receives a signed invoice and an approved digital file(s).

IF YOU HAVE ANY QUESTIONS, PLEASE CONTACT YOUR ACCOUNT EXECUTIVE AT 951 351-0761



PRINT DEPARTMENT INFORMATION

P: 800 624-1691 F: 951 351-0618

FILE FORMATS

Photoshop
Illustrator
AI, EPS, TIF, PDF, PSD
Some jpegs welcome

ACCEPTED MEDIA

CD
DVD
ZIP Disc (Up to 150MB)

Mailing Address:
Attn: (Account Exec. NAME)
7400 Jurupa Avenue, Riverside, CA 92504

EMAIL: (1 MEG Total)

prepress@b3digigrafx.com
Please also CC your Account Executive

FTP SITE: (200 MEGS Total)

Host - ftp.b3dg.com
User ID - (Ask your Account Exec. to create your ID)
Password - (Provided by your Account Exec.)

Create folder, name, drop file in folder
Email to notify of transmission