

[How to] PRINT TRASITIONAL IMAGE USING 4 LAYER PRINTING

Mimaki®

APPLICATIONS

With the 4-layer printing capability of the Mimaki UCJV300 Series printer, you can produce dynamic graphics that change image or color depending on the light source. This video shows you how easy it is to create this eye-catching visual effect.



PRINTER: UCJV300-160

RASTERLINK VERSION: 2.1DF

MEDIA: Arlon 3200 Premium Overlamine

PROFILE: Avery SF-100-103 Clear v3.5

TYPE: Full Color

PASSES: 32

OVERPRINT: 1

RESOLUTION: 600x1200

INK: LUS 200

INK CONFIGURATION: CMYK + CM + WW



Preperation Tools: Microfiber Cloth and Glass Cleaner

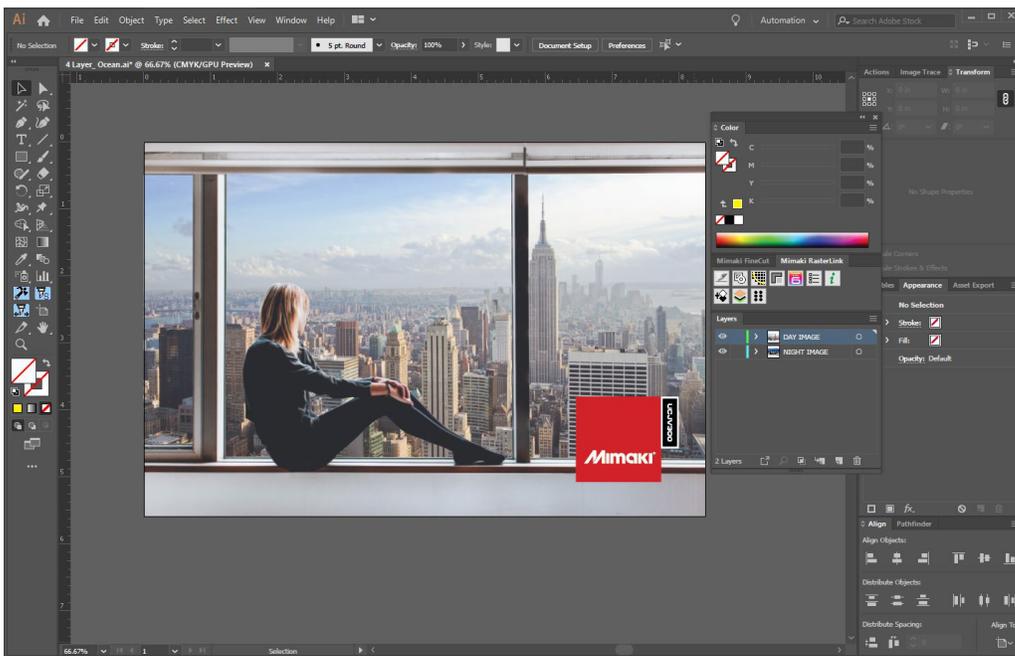
Profiles can be downloaded through the profile update tool in RasterLink or manually on the product pages found at www.mimaki.com



STEP 01: DATA CREATION

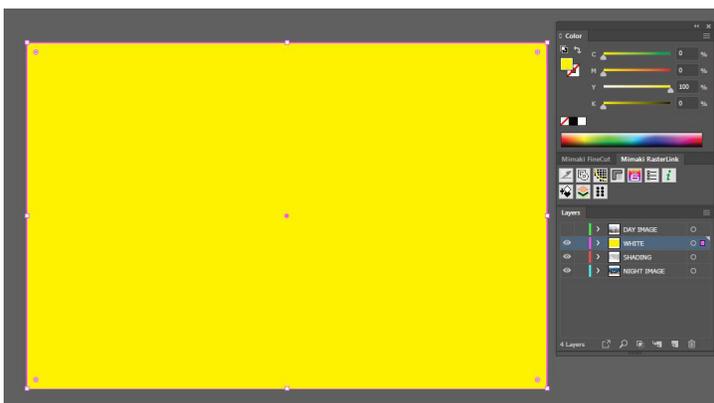
1.1 Create an Illustrator Document

- Create your document and artboard to your preferred size. For this particular design we've used 8x5 inches.
- Load a design into the file and arrange it inside the artboard



1.2 Create Your Layers

- Use Rasterlink tools to create your white and shading layers
- Change the objects in your shading layer from 70% to 30% black.



1.3 Creating a Cut line

- In a separate layer, create any paths that will be used as a cut line
- In this example we created a box around the graphic for a square cut.
- Using Mimaki RasterLink Tools for Illustrator convert the paths with the cut assign tool



This tool converts paths to a cut line



1.4 Save Your Layers

- You should now have a graphic with image layers in the following order:
 - Daytime Image (TOP LAYER)
 - A white Layer (SECOND LAYER)
 - A Shade Layer (THIRD LAYER)
 - Nighttime Image (BOTTOM LAYER)
 - Cut Layer
- Save all the layers as an EPS file.

NOTE: Save your cut layer with your Daytime image. The Cut layer can be placed before or after image layers.

STEP 02: RASTERLINK SETTINGS

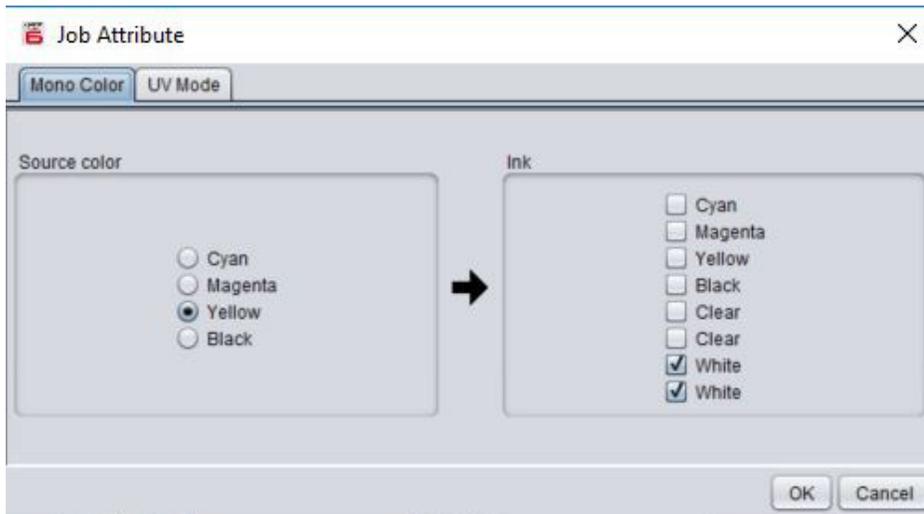
2.1 Upload Files to Rasterlink

- Load your files into Rasterlink

2.2 White Layer

- Select your white layer. In the Properties section in Job Attribute select Mono Color then use the settings to convert your Source Color to White.

NOTE: You can adjust these settings as desired. For this example we used the settings in the image below.



2.3 Shading Plate

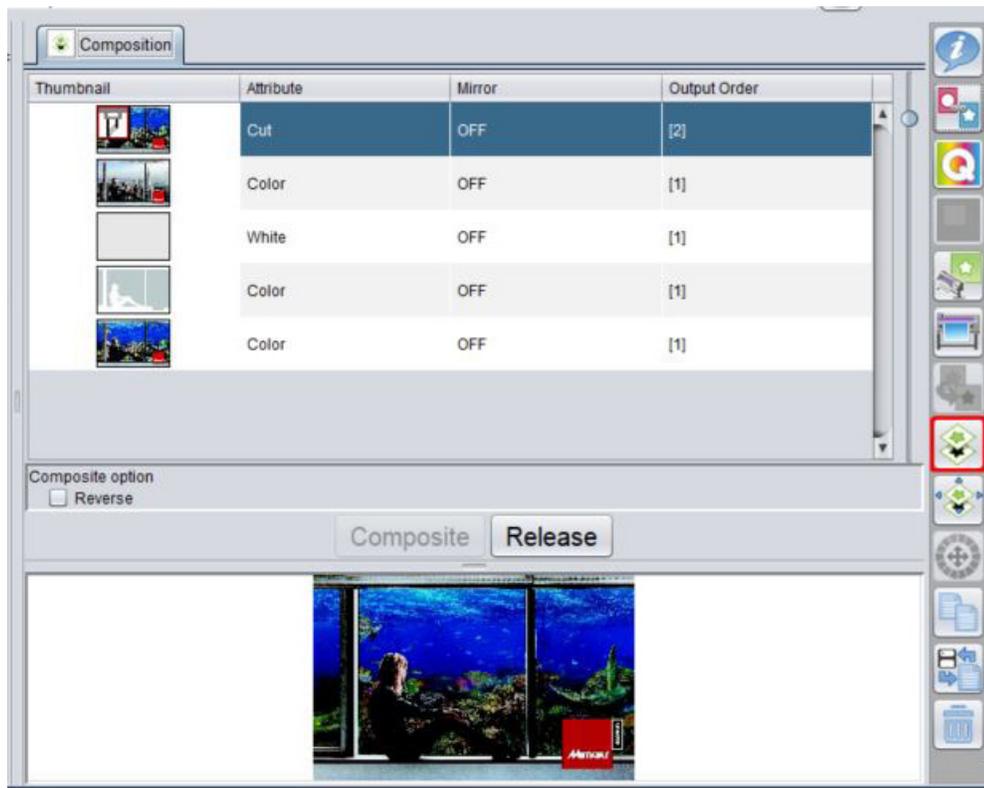
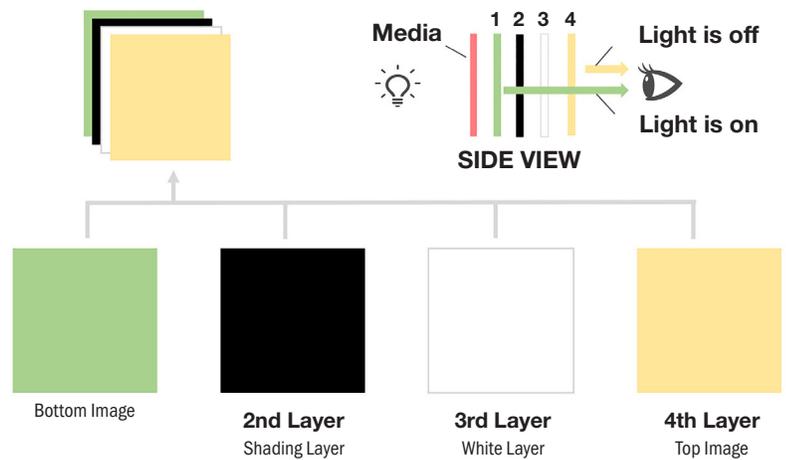
- Select your shading layer. In the Properties section under Job Attribute, select shading Plate

2.4 Composite The Layers Together

- In the Composition section combine your layers

- They should be combined in this order:

- Top Image
- White Layer
- Shading Layer
- Bottom image





STEP 03: PRINT AND CUT

3.1 Quality and Profile Change

- In the Quality section select the profile and resolution to fit the material you are printing on.

3.2

- Click the General Print tool on the Rasterlink toolbar. Here you can align your object to the material and create any copies.

3.3 Print

- Choose the execution tool in the RasterLink toolbar.
- Select print and cut from the dropdown, and click start to send the file to the printer.

