



Printing White and Varnish with Flexi

With **Flexi** you can easily print white ink or a finishing varnish. This documentation will explain the various possibilities of adding white ink and finish/varnish to the design as well as the necessary configurations in the RIP for under-printing or over-printing and/or printing white as a spot color.

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1 | White as an Underbase: Solid or Variable

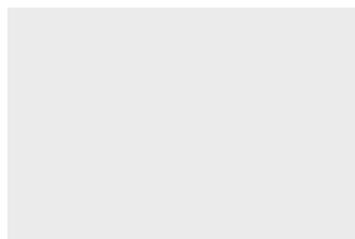
A **solid underbase** consists of a solid coat of a single spot color, typically white, that follows the contour of the objects above it. The ink is always at 100% coverage. A solid underbase can be the same size as the objects above it, choked down to fit inside the object margins, or bled to extend outside the margins. It is generally used with vector objects and text.

A **variable underbase** is used with bitmaps and gradients. The density of the underbase varies to match the image above. This allows the color of the media to show through behind a transparent area (a picture, for instance).

NOTE: After creating an underbase, the underbase and associated objects are joined together into a compound object.



Original Image



Solid Underbase

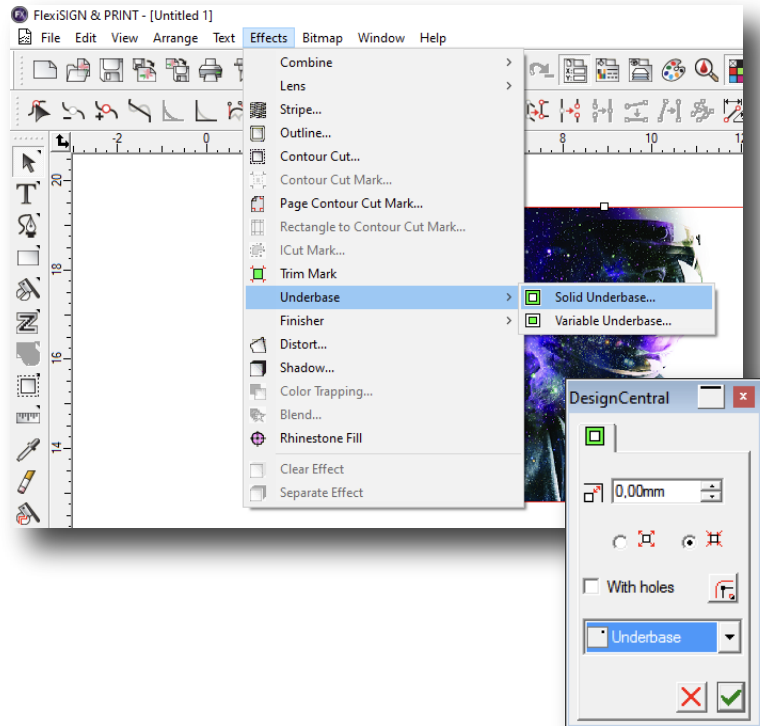


Variable Underbase



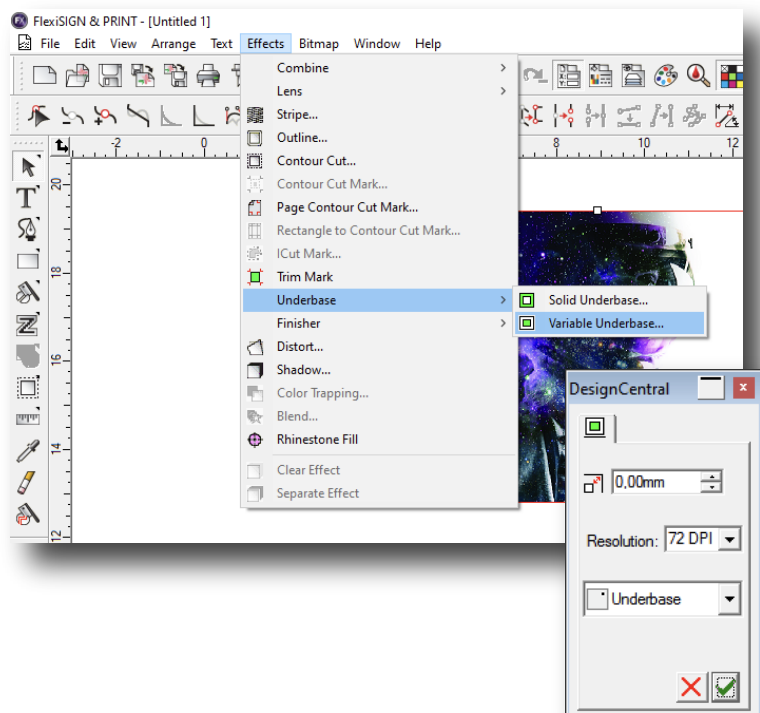
2 | Adding White Using Solid Underbase

1. Select the desired objects
2. From the Effects menu, select Underbase > Solid Underbase
3. In DesignCentral, select either Choke or Bleed
4. Set the size of the Choke or Bleed in the Choke Distance field
5. Check With holes to make holes in the underbase beneath any holes in the selected objects above
6. Select the color of the underbase from the dropdown list
7. Click apply



3 | Adding White Using Variable Underbase

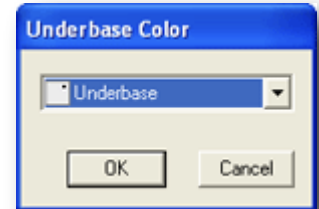
1. Select the desired objects
2. From the Effects menu, select Underbase > Variable Underbase
3. Set the size of the Choke in the Choke Distance field
4. Select a resolution from the dropdown list that the underbase will be applied at. This should match the resolution supported by your output device
5. Select the color of the underbase from the dropdown list
6. Click apply



4 | Adding White by turning a Vector into Underbase

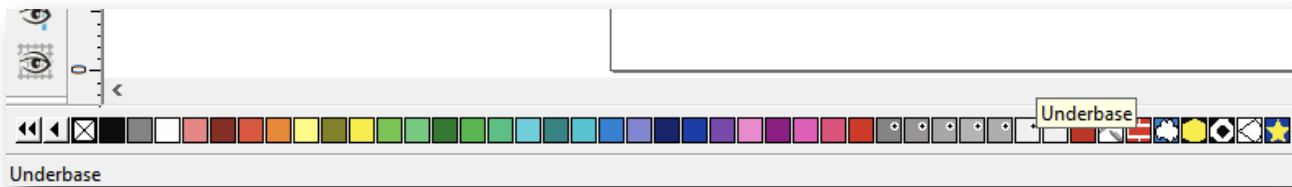
NOTE: turning a vector into Underbase replaces the object's original color with varnish. The original color will not be printed!

1. Select the desired vector object
2. From the Arrange menu, select Underbase > Make Underbase
3. Select the color of the underbase from the dropdown list and click OK



OR:

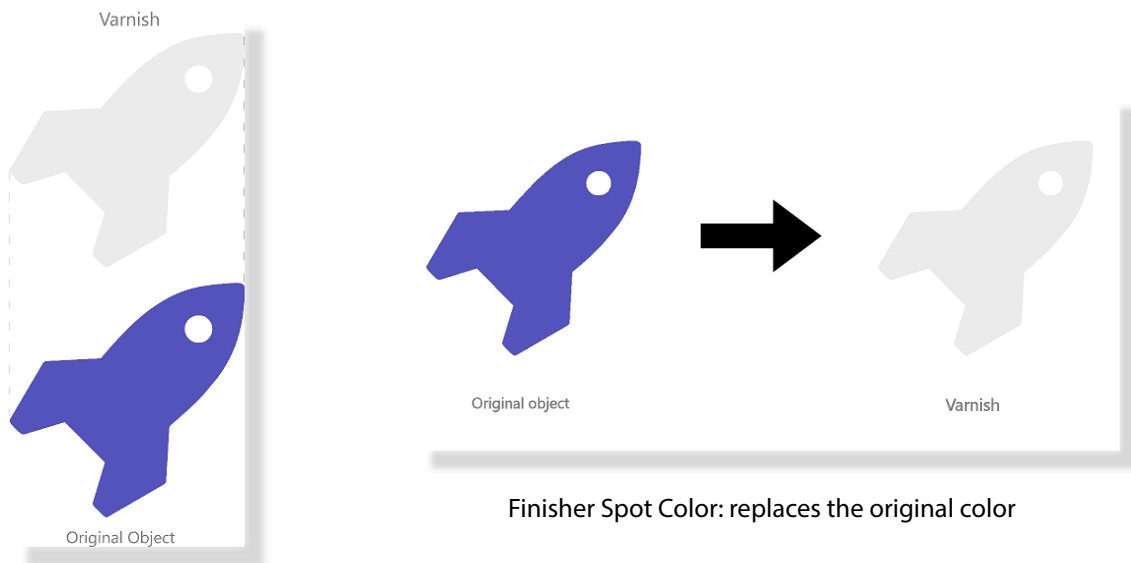
1. Select the desired vector object
2. From the Swatch table, select the spot color 'Underbase'



5 | Varnish as Finisher "Effect" or "Spot Color"?

There are two ways to apply varnish to your design:

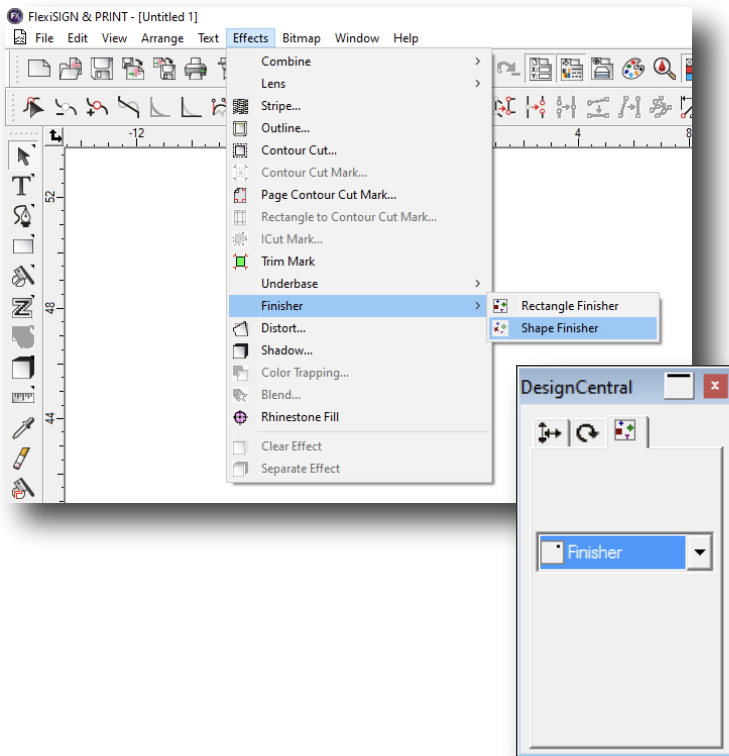
- the **Finisher "effect"** adds varnish on top of the selected object: it creates an extra design element and the original color of the object underneath will be printed first to be finished off with varnish.
- the **Finisher "spot color"** which converts the selected object (a vector shape) to varnish. The original color of the object is lost.



Finisher Effect: adds varnish on top



6 | Adding Varnish using the "Finisher" Effect



Select the object and choose the "Effect" varnish: Effects menu > Finisher

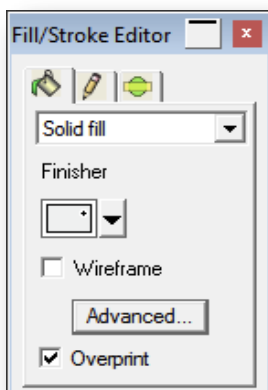
- "Shape Finisher" follows the shape outline of the selected object
- "Rectangle Finisher" creates a rectangle around the outer limits of the selected object

This will add an extra design element on top of the selected object - the color of original object will be printed as well, and then finished off with a varnish.

7 | Varnish as Finisher "Effect" or "Spot Color"?

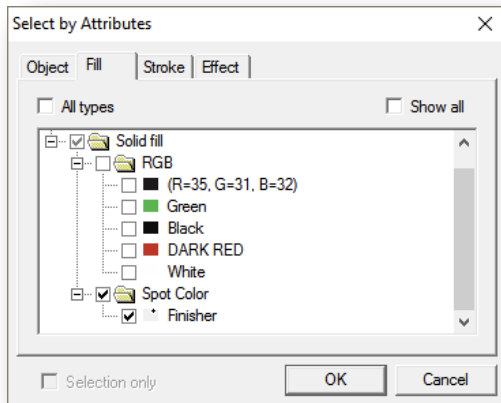
Select the object and choose the "Finisher" spot color from Flexi's swatch table.

This will turn the shape into a varnish - the color of the original object is lost and will not be printed - only the varnish will be printed.



Important! Make sure to enable "Overprint" for each object with the "Finisher" spot color. Otherwise other design elements below the varnish will not be printed!

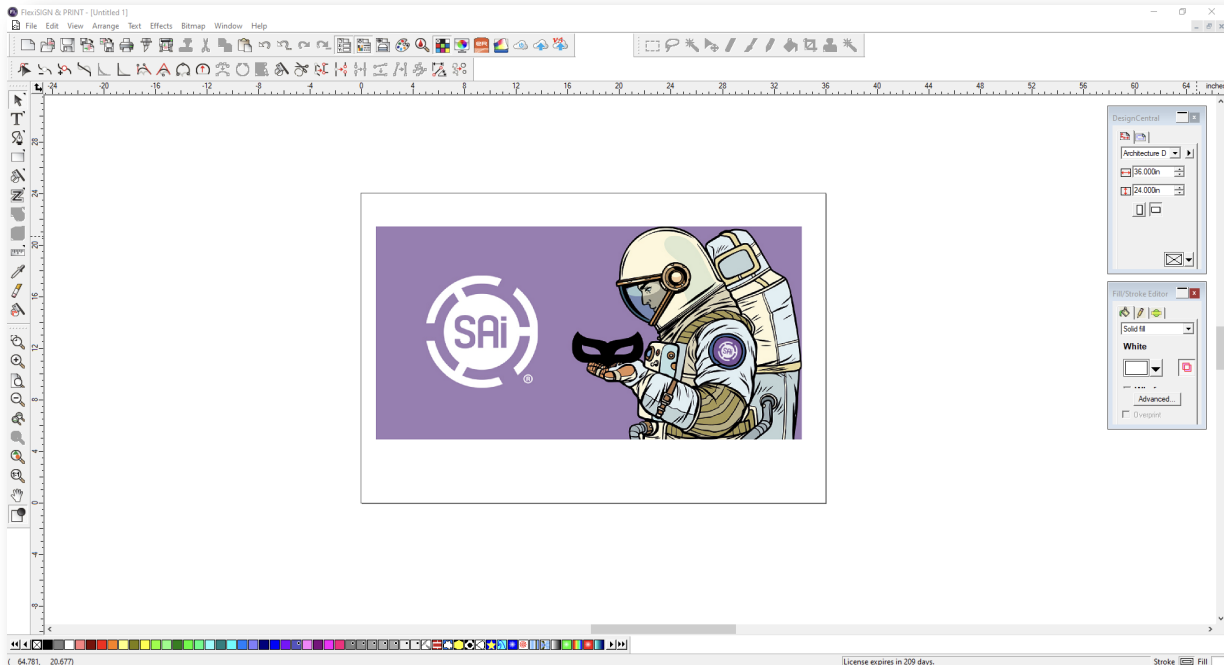
To enable "Fill/Stroke Editor", hit 'i' on the keyboard.



TIP! To quickly select objects of the same color, simply hit 'd' on the keyboard to bring up the "Select by Attributes" window. Choose the "Fill" tab and check the box in front of "Finisher". This will select all objects in the design that have this color. This way you can easily tick the "Overprint" option in the "Fill/Stroke Editor" for all these objects at the same time.

8 | Adding Varnish to a Design

- Open or import your artwork

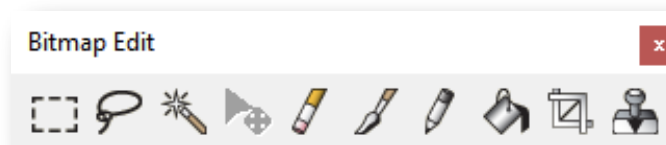


SAi Flexi

- The SAi logo can easily be covered by a vector



- Parts of the bitmap can easily be selected using the "Bitmap Edit" tools

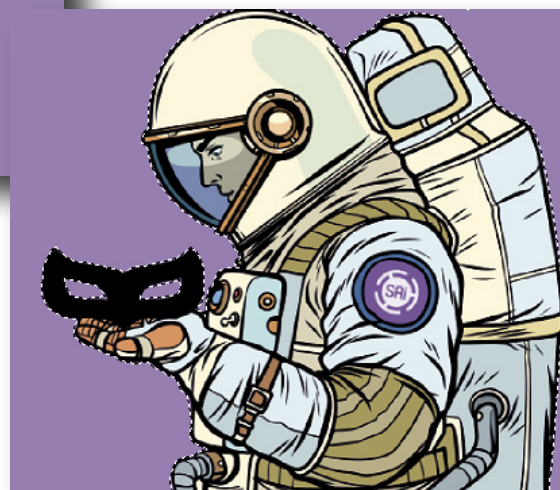


For instance, use the Magic Wand Tool to select an area of bitmap based on color. You can specify the

tolerance - a low value to select colors very similar to the pixel you clicked, or a higher value to select a broader range of colors.



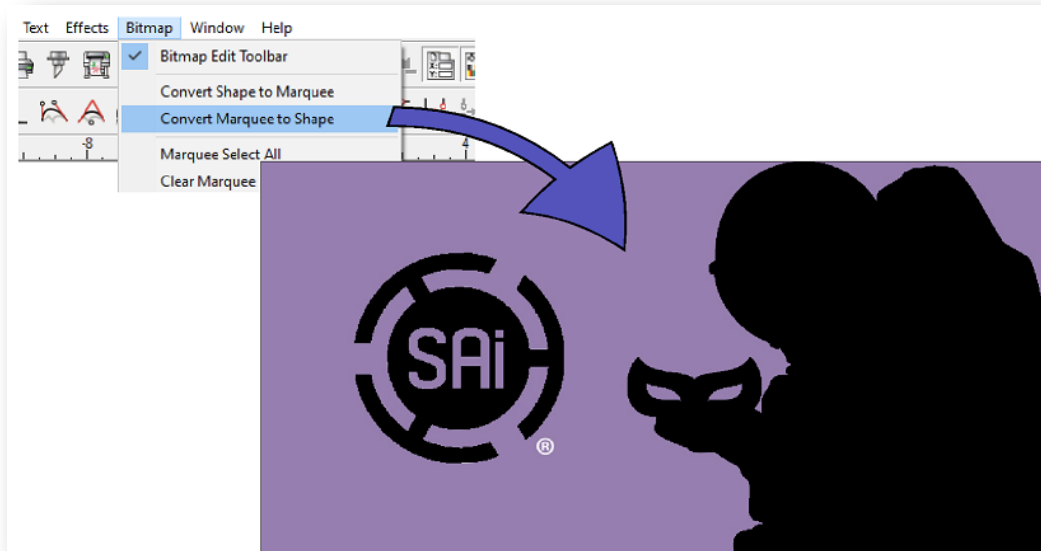
Use Shift and Ctrl to add or subtract areas from the existing marquees. A small + or - appears near the bottom of cursor to indicate add or subtract.



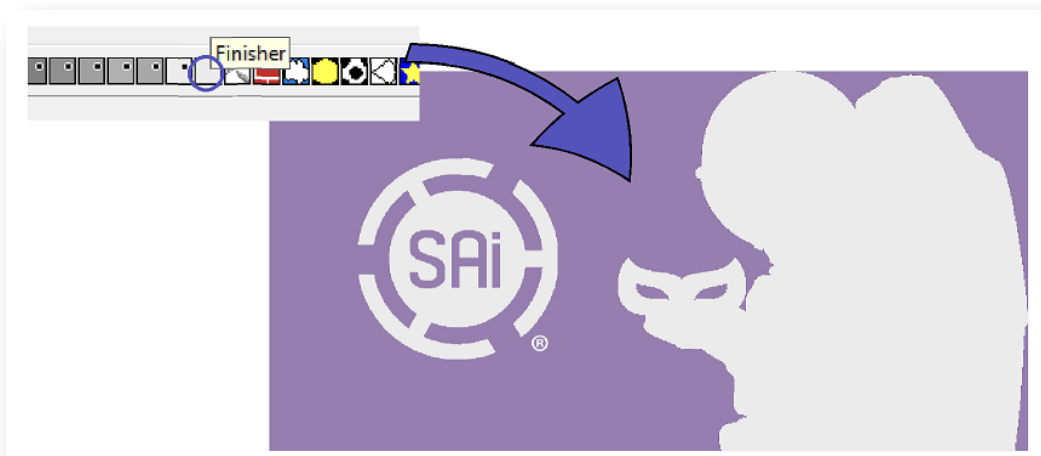


Flexi

- You can quickly convert the bitmap selection to a vector shape using the “Convert Marquee to Shape” command from the Bitmap menu

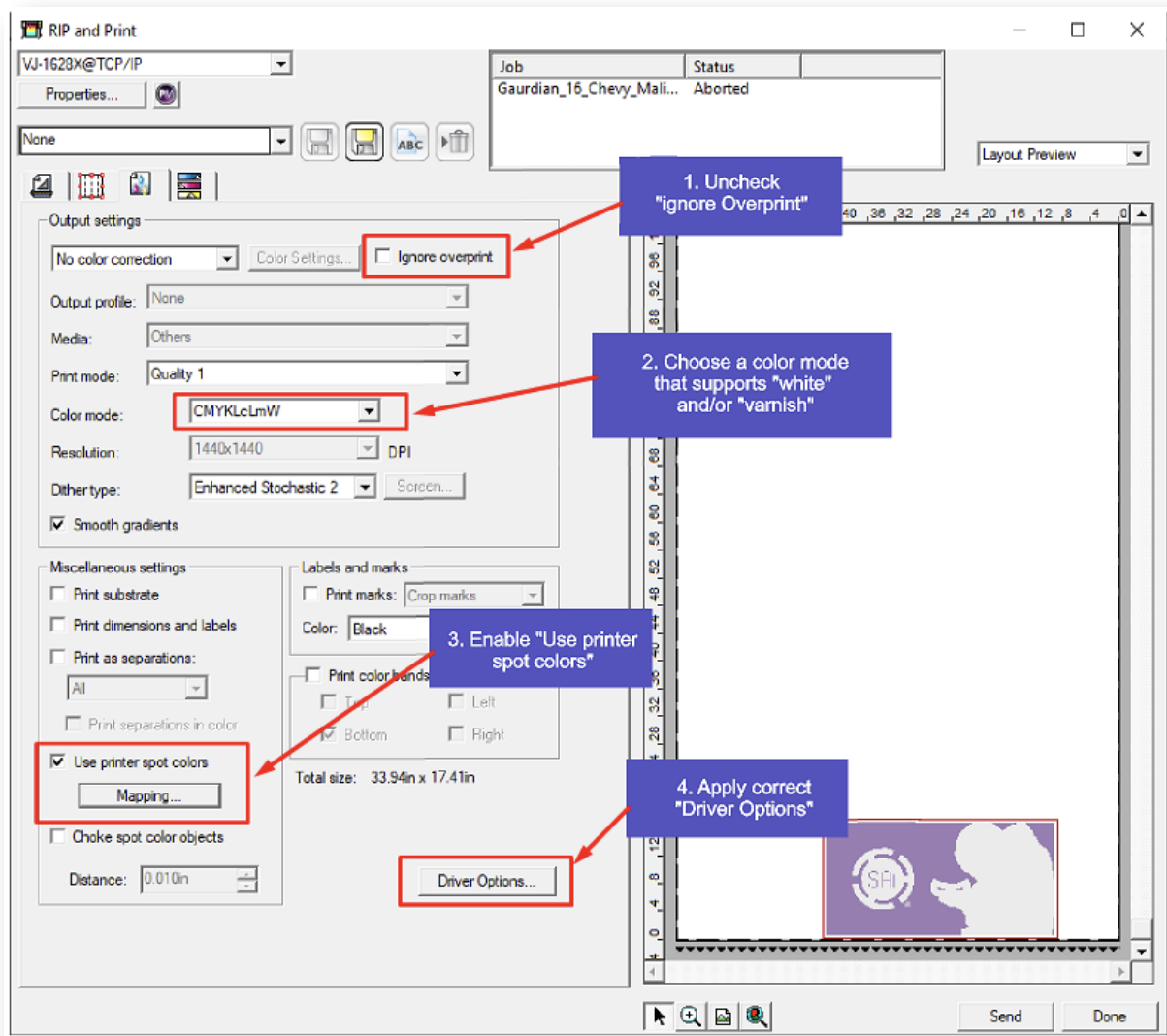


- Select all the vector shapes (hit 'd' to bring up “Select by Attributes”)
- Choose the “Finisher” spot color from Flexi’s swatch table



9 | Adding Varnish to a Design

Click the “RIP & Print” Icon to bring up the following window:



1. Uncheck “Ignore overprint”

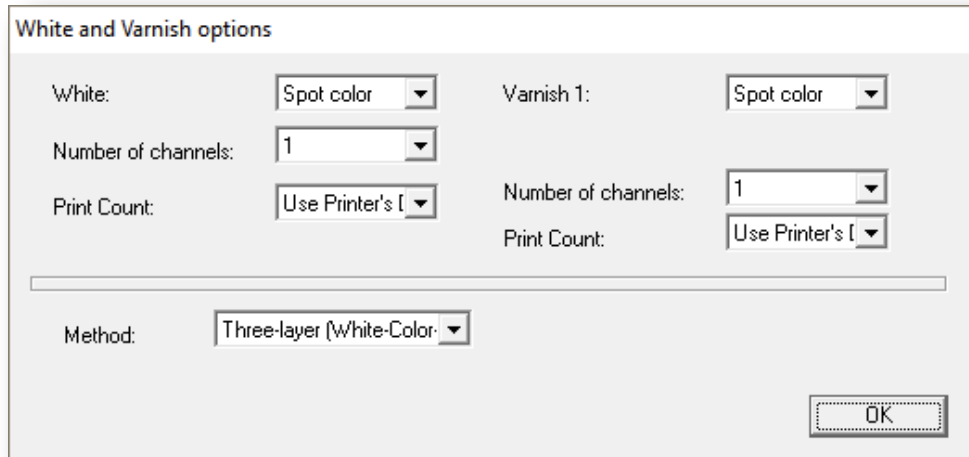
The Overprint setting is used to identify areas of your design that are covered by multiple layers of ink or vinyl. If you leave “Ignore Overprint” checked, your output will automatically be changed so that it will not use features that depend on overprinting.

2. Choose a color mode that supports “White” and/or “Varnish”

This varies from printer to printer, e.g. CMYKWV, CMYKV, CMYKW, etc...



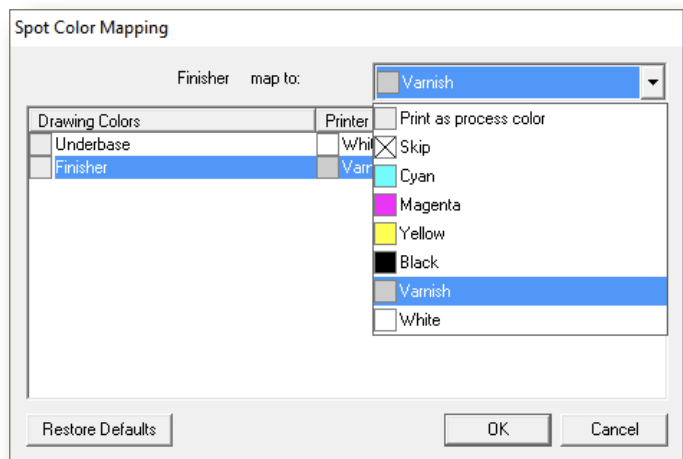
3. Apply the correct “Driver Options” (driver dependent)



4. Enable “Use Printer Spot Colors”

Allows you to map the spot color used in the design to specific ink in the printer.

- Select the drawing color for which you want to change the mapping and select the printer color from the map to list
- Click “OK”



Finally, set the appropriate options in the RIP and Print dialog and select “Send” to print the job!



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