



# How to prep your art and logo files for printing the world's best labels

**Prynt** Group  
World-Class Label Printing Solutions



## Submitting Artwork

Supplying correctly-formatted, print-ready, quality artwork is required for the best printing results. Before being able to give you a precise print quote, we may need to see your final art files. Your Label Specialist will contact you if we need to review your files for printing.



Carefully review our print-ready file requirements. For details about critical color requirements for your label project, see the *Color Matching* section of our website at [www.PryntGroup.com/resources](http://www.PryntGroup.com/resources).

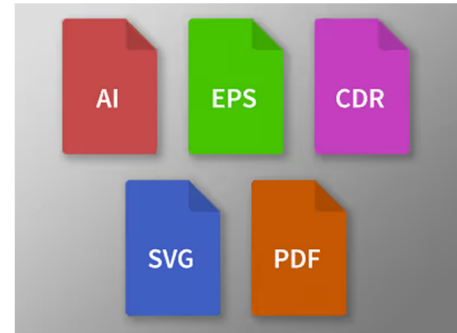
You can email your print-ready artwork files directly to your Prynt Group Label Specialist or use the form on our website at [www.PryntGroup.com](http://www.PryntGroup.com).

# Acceptable File Formats

We recommend vector-based artwork for optimal print quality. For details on the difference between vector and pixel based artwork, refer to our article, *Vector vs. Pixel* on the *Print Resources* page of our website at: [www.PryntGroup.com/resources](http://www.PryntGroup.com/resources).

## Acceptable vector-based art files include:

- Portable Document Format (.pdf)
- Adobe Illustrator (.ai)
- Encapsulated PostScript (.eps)
- CorelDRAW (.cdr)
- Scalable Vector Graphics (.SVG)



## Acceptable pixel-based art files include:

- Photoshop (.psd)
- Tagged Image File Format (.tif/.tiff)
- Joint Photographic Experts Group (created with minimal compression) (.jpg or .jpeg)
- Portable Network Graphic (.png)
- Graphics Interchange Format (.gif)
- Windows Bitmap (.bmp)



## Requirements for Pixel-based artwork:

- JPEG (.jpg) artwork files must be saved with minimum compression and maximum quality or your artwork could have compression artifacts or noise in your image that will reduce print quality. For details, refer to our *Print Resources* page on our website at [www.PryntGroup.com/resources](http://www.PryntGroup.com/resources).
- A minimum resolution of 300 dpi (dots per inch) at 1:1 size is required. More information is available on our *Print Resources* page on our website.

Artwork that is not print-ready will either not be usable by us, or will require an artist to make the artwork print-ready. Having our artists fix your files will likely incur an additional artwork fee.

## Fonts / Text

All text must be converted to outlines or all the fonts must be supplied.

## Bleeds

Artwork extending to the edge of the label should extend (bleed) beyond the edge of the label at least 0.05" (recommended) but not more than 0.1".

## Colors and Color Matching

CMYK artwork files are recommended. We recommend embedding the Color Input Profile into your artwork files for the best color accuracy. We also recommend setting Pantone® colors in the artwork where needed using the Pantone® Solid Coated swatches. This will get the closest Pantone® color matches.

Metallic colors can be produced by printing on a metallic substrate.

## White Ink

White ink can be printed on clear or metallic substrates. Use a 100% magenta fill spot color named "White" to specify areas white ink is to be printed. We recommend putting white ink on a separate layer of your file.

## Cut Line / Die Line

Specify the edge of your label with a path. We recommend setting the stroke of the cut line to 100% cyan.

## Corners

A minimum corner radius of 0.05" is required for **DomeLabels**. Radius corners are recommended for all labels for durability.

## Variable Data

For variable data, we recommend sending a single artwork file. Indicate the variable areas or text, and include the variable information in an Excel or CSV (Comma Separated Values) file. Format data with each record (label) as a row, and each variable field as a column.

We can generate your variable barcodes, QR codes, or 2D codes optimized for our printing processes. We do not recommend using pre-generated codes. Let us know the size or area for the code, the code type, your code data, and we'll take care of the rest.