

# File Requirements and Printing Tips

## Color

Printing on a disc is different from printing on paper and the results can vary slightly from your proof, be it paper proof or a PDF. A disc has several different types of surfaces and the printing results vary on each:

- ★ *Clear Plastic:* Ink becomes transparent and tends to have a flat finish. Color of ink loses its intensity.
- ★ *Metallized Data:* When printing halftones, the reflection of the metal produces a shiny, metallic look. When printing with a solid ink, a color change may occur.
- ★ *Metallized Mirror Band:* Some color change may occur.

Printing a white base will eliminate some of the differences of printing on the variable disc surfaces. A white base gives the ink a more opaque look and keeps the colors closer to what is specified. Printing a halftone without the white solid base will alter the ink color. Colors may also not reproduce accurately when they are overprinted.

Gradual fades or “vignettes” should be avoided. Gradual fading of halftones is not recommended because dot gain and tonal jump can occur. Dot gain is when ink dots print larger than they should and begin to blend together causing darker tones and stronger colors. Tonal jump is the appearance of very pronounced rows of dots when trying to fade from light to heavy.

- ★ All colors should be CMYK and/or Pantone Coated and all raster images should be 300 dpi.

## Printing Tips

**Font size:** Minimum of 4 pt. bold.

**Reversed Font Size:** Size of text knocked out to metal of disc or background should be a minimum of 7 pt. bold. Fonts smaller than this have a tendency to fill in as the ink spreads during printing.

**Reversed Font on Halftone Size:** Size of text knocked out on halftone in background should be a minimum of 7 pt. bold.

**Tonal Range on Font:** Halftones on text can create visible dots. All text colors should be 100%.

**Line Width:** Minimum of 0.5 pt. This includes lines in fonts, logos and place images.

**Reversed Line Width:** Width of line knocked out to metal of disc or background should be a minimum of 0.75 pt.