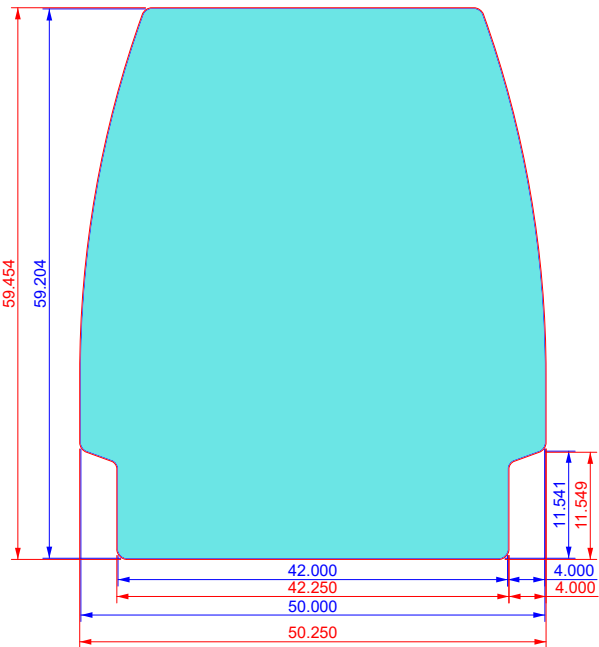
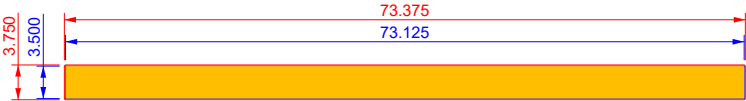
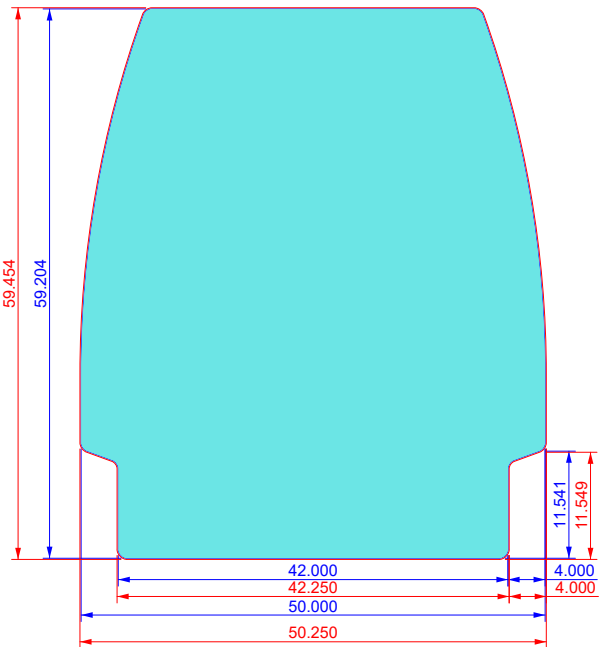
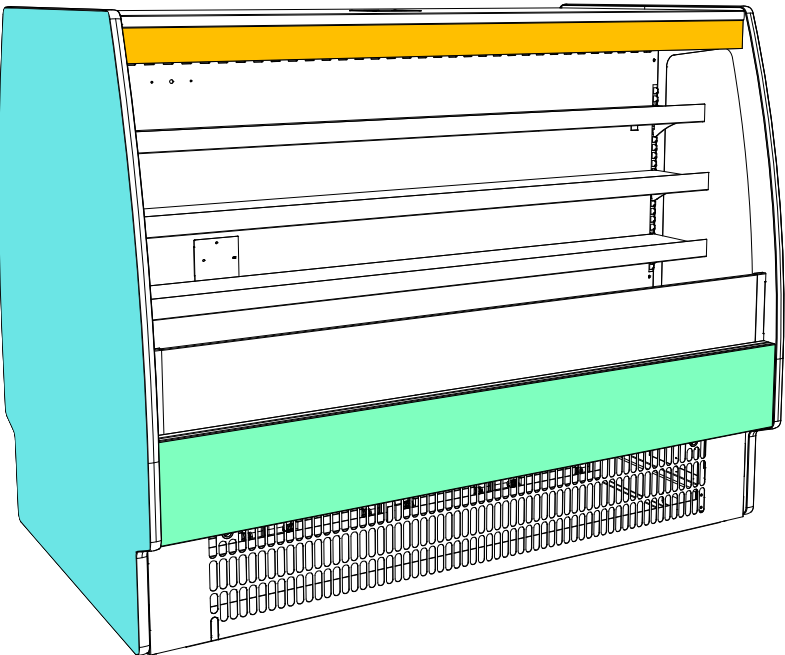


RED DIMS = BLEED SIZE  
BLUE DIMS = TRIM SIZE

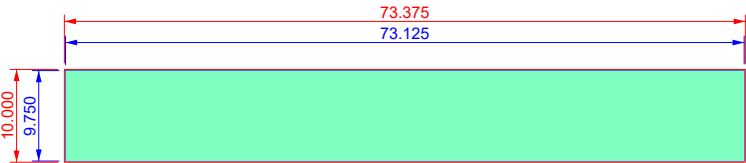
FRONT VIEW  
(2) HEADER PANELS  
PER CASE



LEFT SIDE VIEW



RIGHT SIDE VIEW



FRONT VIEW  
(2) UPPER FRONT PANELS  
PER CASE

# Vinyl Graphic Requirements

**Structural Concepts®**  
DELIVERING FRESH. ALWAYS.™

How to prepare print-ready files for a successful Vinyl Graphic Application

## Accepted Formats

ILLUSTRATOR VECTOR FILES (.ai)

Include ALL placed images or embed them in the file.

Include ALL fonts or convert them to outlines.

## Bleed

Minimum of 0.125" bleed is required on ALL sides of decal.

## File Scale

Setup document at 100% scale. For files that are too large, use 25% scale.

## Image Resolution

.jpg .bmp .gif are formats typically formatted for web graphics. All images and scans must be supplied or embedded in the file. The photo resolution MUST be a minimum of 175 dpi at 100% scale. Any art or images must be placed in at 70-100% scale.

## Color Matching & Color Mode

Color critical files MUST use Pantone Coated colors in the file and be specified at time of upload to achieve the closest match possible. The printers require the color mode to be set to CMYK. If the Pantone Connect Extension is not used, create spot colors and label them with Pantone numbers on a separate layer.

## Proofs

A .pdf or .jpg of the final artwork is required along with the exact size(s) noted to ensure that the final digital output matches the original file.

## Die-Line

Include a 1pt cut path in a SEPARATE LAYER of the file.

## Fonts

Convert fonts to outlines or paths.

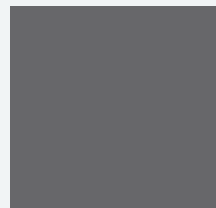
## Digital Photography

For digital photos, the setting must be set at the highest resolution. Photos under 5MB do not work for large format output. If using a small digital file, please do not open the photo in a photo editing program and change the resolution (dpi) to make the photo larger.

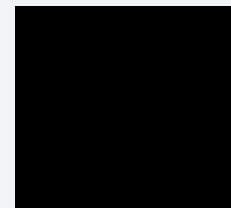
## Rich Black

To achieve the richest black, set the CMYK values to C=100/M=100/Y=100/K=100. 100% black will print as gray.

### How Black Prints



C=0 M=0  
Y=0 K=100



C=100 M=100  
Y=100 K=100