

INSTRUCTIONS

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Digital Art



Instructions for Preparing Digital Artwork
for Submission to CPC using
CorelDRAW 9.0 for Windows

PLEASE NOTE

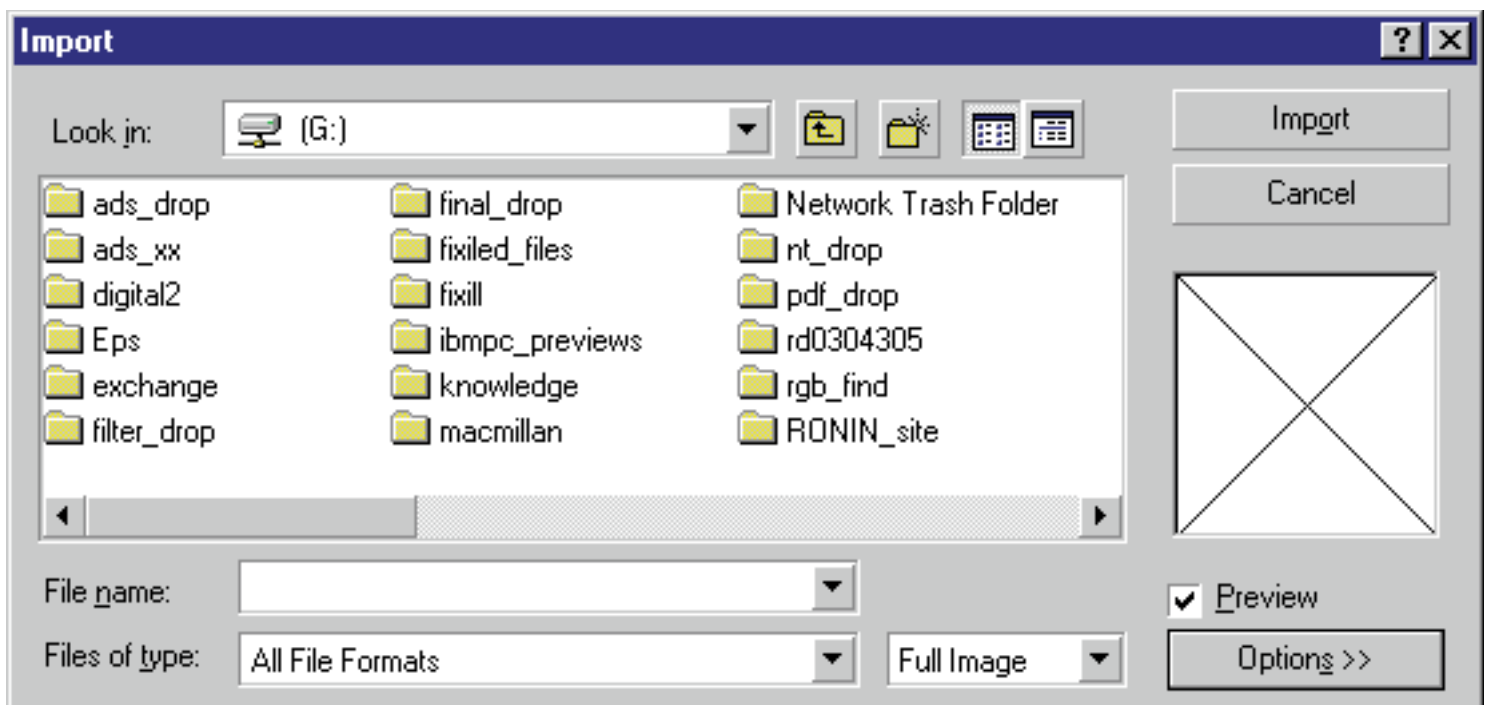
When creating graphics in illustration programs such as *CorelDRAW* with the intention of outputting to an imagesetter or platesetter, it is extremely important that the person creating the illustration have a thorough understanding of the details of imaging in a prepress environment. There are an abundance of complex problems that can occur at output if paths are set up improperly, colors are indicated incorrectly, or other elements are constructed improperly. Trapping issues can also present problems if not addressed. The more complicated your illustration becomes, the greater the probability of problems at output, and therefore the need for more expertise and experience in creating the files.

Preparing Figure for Export

1. Import any external graphics needed. Before importing images in CorelDRAW, the images should be checked for the following:

- All imported art should be in **TIFF** or **EPS** format
- The **resolution** should be at least **250 dpi**
- The **color mode** of the TIFF/EPS should be either **Monochrome** (Bitmap mode), **Grayscale** or **CMYK**. The CMYK mode is used for color figures and Grayscale/ Monochrome for black & white
- **Crop and size images properly** before importing so that masking, scaling or rotating is not necessary while in CorelDRAW
- Make absolutely sure that you **do not import any RGB graphics**, as they will not print correctly. They are very difficult to recognize before output.

Go to the Import... menu (**File->Place...**) and navigate to the **TIFF** or **EPS** file that you wish to import. Use the following options for importing TIFF or EPS files.



2. Do all editing and assembly.

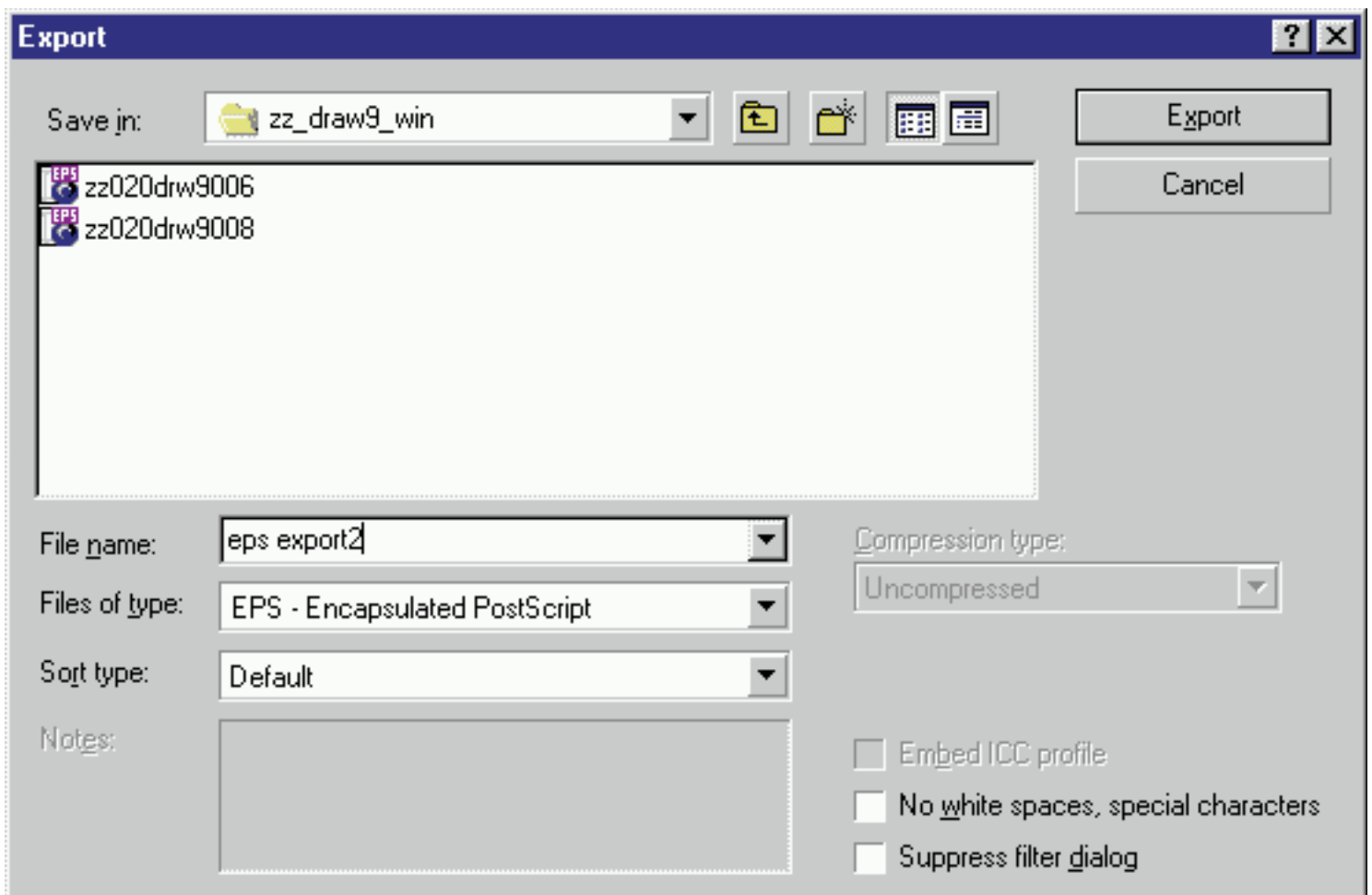
- Assemble any panels so that **each figure** consists of **only one file**.
- Create the figure at **100% of print size** so that no scaling is necessary.
- Make sure that any and **all imported four-color graphics** are in **CMYK format**. RGB files, which will not output correctly, may not be detected until output.

Exporting Figures to EPS

Note:

- When exporting figures to be printed as pure black & white (line art), be sure all objects in your CorelDRAW file are black or white only.
- When exporting figures to be printed as color (CMYK), be sure that there isn't any RGB Objects in your CorelDRAW file. [Here is how you find out!](#)

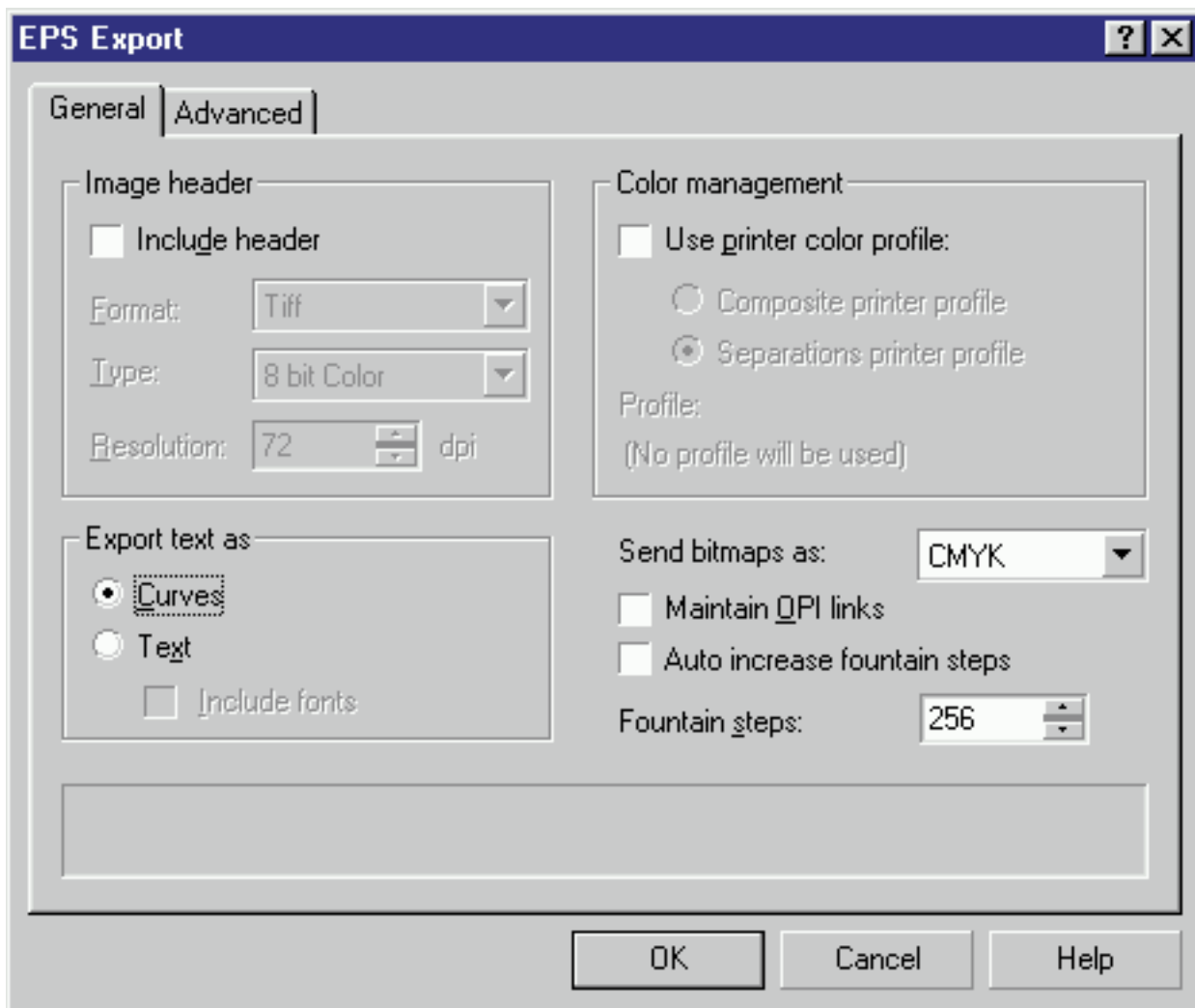
1. **Export the graphic.** Bring up the **Export** dialog box (**File->Export**) and select the Files of type: **Encapsulated PostScript (EPS)** as shown:



2. Choose EPS Export Options. After pressing **Export**, you will see the **EPS Export** dialog.

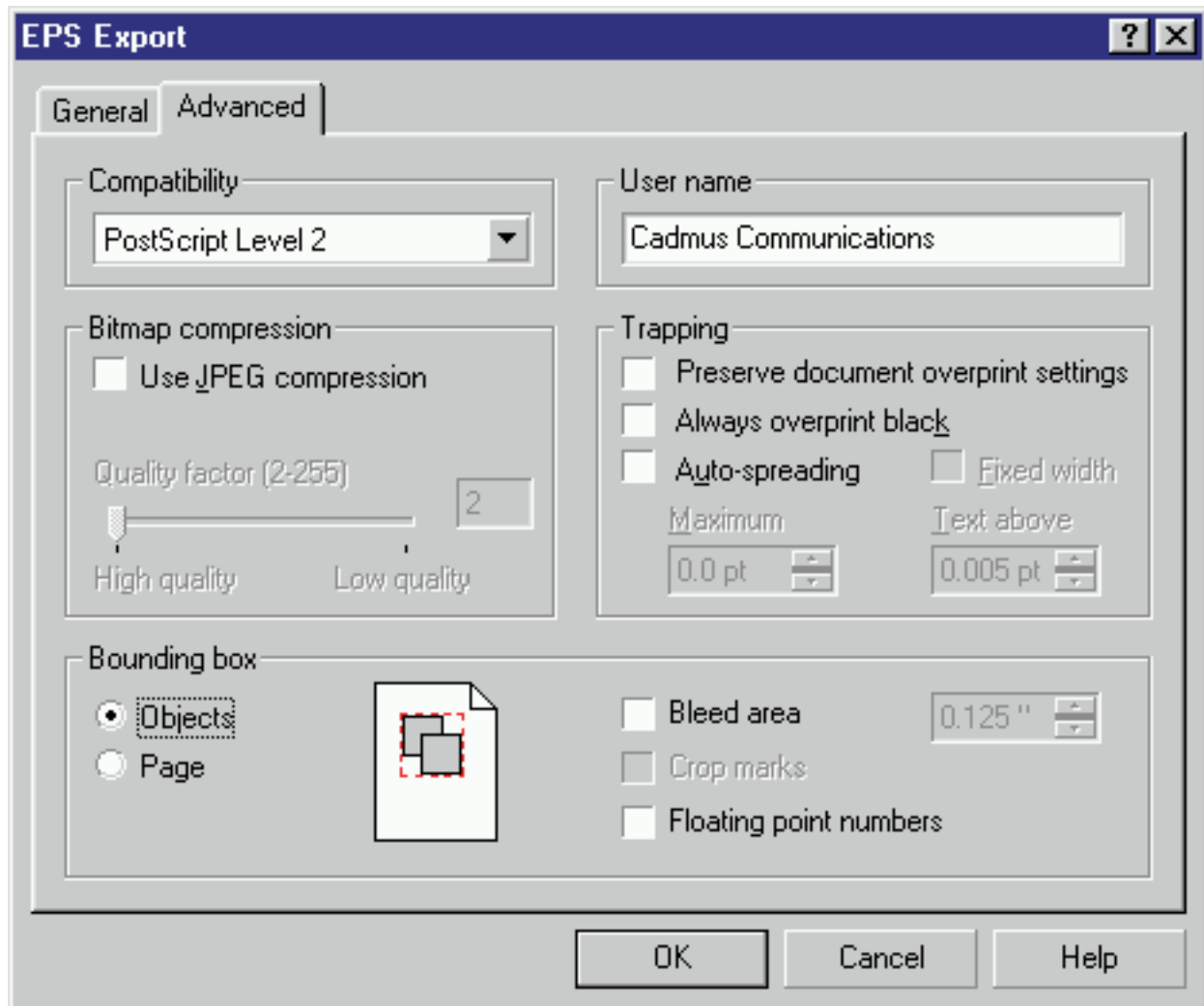
Under the **General Tab** use the options shown below.

- Unmark "Include header"
- Export text as "Curves"
- Unmark Color Management
- Send Bitmaps as CMYK
- Fountain steps 256



Under the **Advanced Tab** use the options shown below.

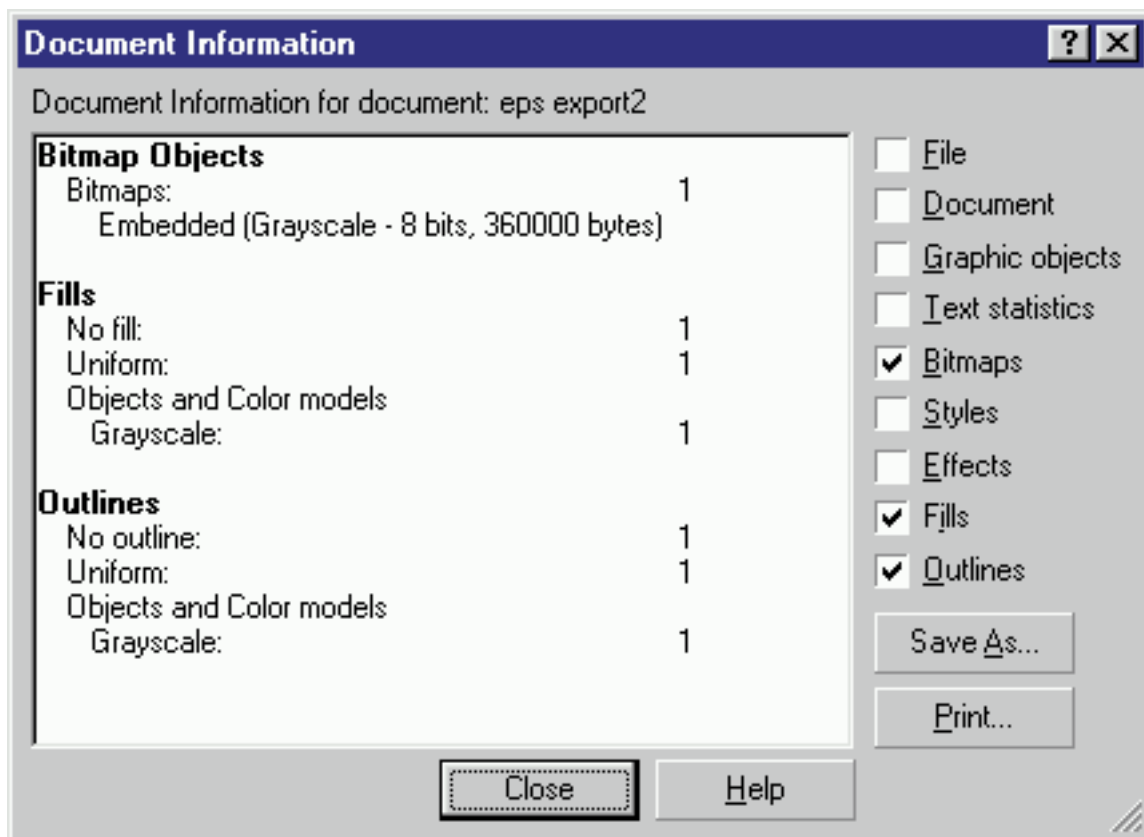
- For **Compatibility** choose **PostScript Level 2**
- **Unmark** Bitmap Compression
- For **Bounding Box** choose **Objects**
- **Do not** set Trapping or Bleed area unless absolutely necessary
- **Press OK** to export the EPS



Checking Document Info

In **CorelDRAW** choose (**File->Document Info**). Check the following sections for **improper color objects** and/or **Bitmap Objects**. Depending what color format your figure is (CMYK, Grayscale, Line art), you will want to check here to ensure your document contains only those types of objects. **Note: All Bitmap Objects** should read **Embedded**. This example shows a document with one embedded grayscale image, an object with a grayscale fill and an object with a grayscale outline.

- When preparing pure black & white (**line art figures**), you would want just black and white.
- Bitmap Objects, Fills, and Outlines and NOT CMYK or RGB objects. (Grayscale is OK, but no shading or tints.)
- When preparing **grayscale figures**, you would want just grayscale Bitmap Objects, Fills, and Outlines and NOT RGB objects.
- When preparing color (**CMYK figures**), you would want just CMYK Bitmap Objects, Fills, and Outlines and NOT RGB objects (grayscale is OK.)



Please refer any additional questions to this e-mail address: digitalart@cadmus.com
or visit our website to find instructions on another application.

Web address: <http://cjs.cadmus.com/da/>