



Digital Art

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Instructions for Preparing Digital Artwork
for Submission to CJS using
Deneba Canvas 6.0 for Macintosh

PLEASE NOTE

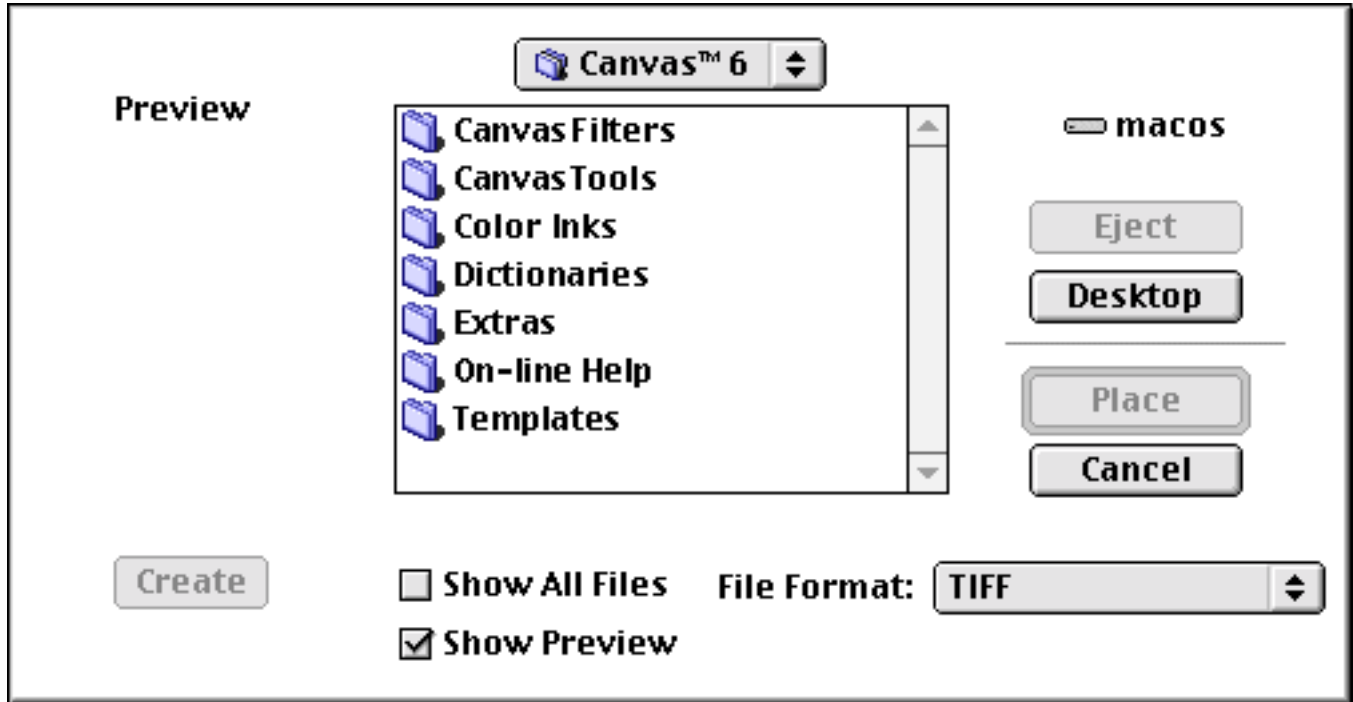
When creating graphics in illustration programs such as *Deneba Canvas* with the intention of outputting to an imagesetter or platesetter, it is extremely important that the person creating the illustration have a thorough understanding of the details of imaging in a prepress environment. There are an 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.

Exporting CMYK

1. Place any graphics you need to import. Before placing images in **Canvas**, the images should be checked for the following:

- All placed 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. Make absolutely sure that you **do not import any RGB graphics**, as they will not print correctly.
- Crop and size images properly before importing so that masking, scaling or rotating is not necessary while in **Canvas**.

Go to the **Place...** menu (**File->Place...**) and navigate to the **TIFF** or **EPS** file that you wish to place.



If you select an EPSF graphic to place, you will be prompted with another dialog box for **EPSF Import Options**. Select **Create Canvas Objects** as shown:

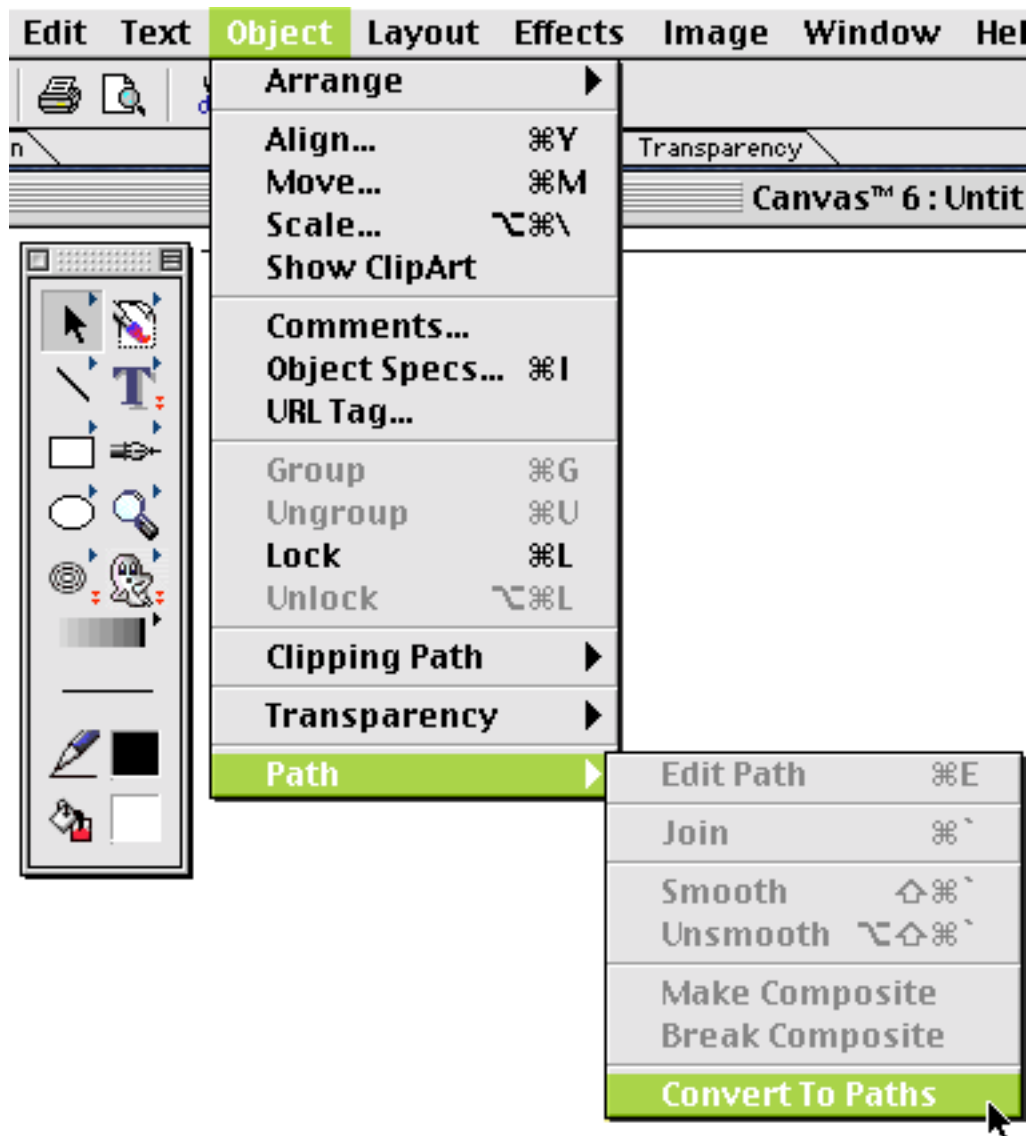


2. Do all editing and assembly.

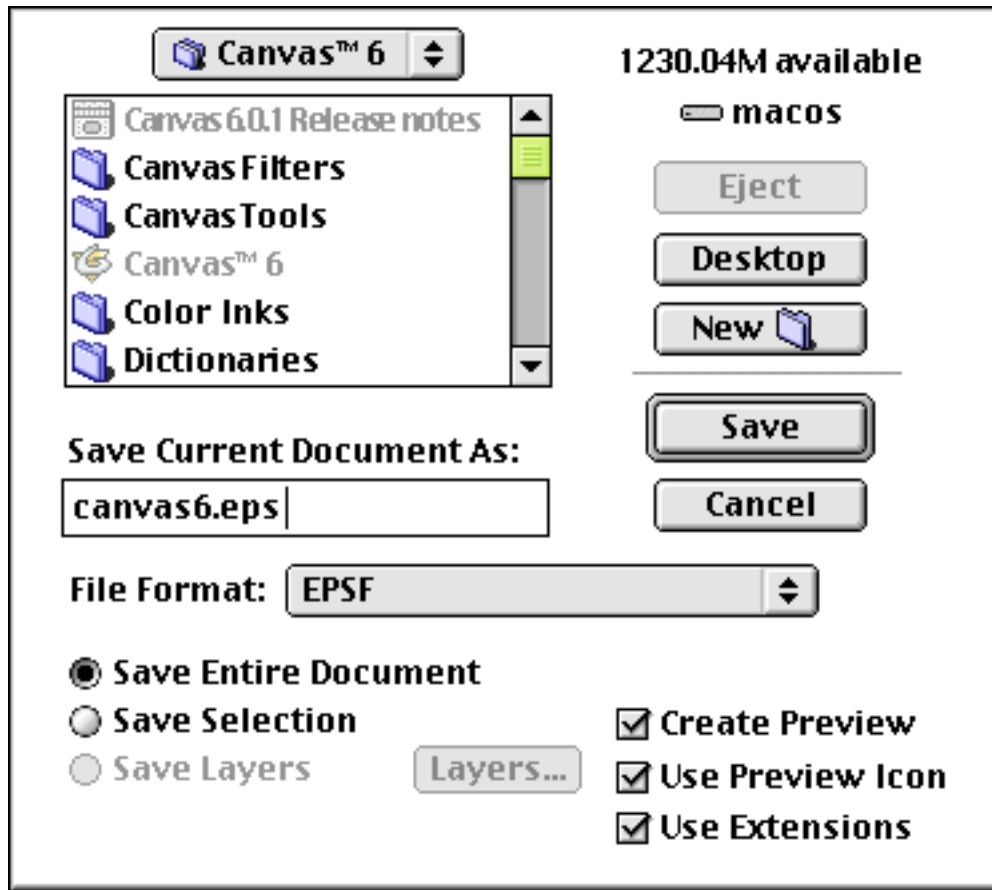
- Assemble any panels so that each figure consists of only one file.
- Create the figure at 100% of print size so that no scaling is necessary.
- Use Document Setup (**Layout -> Document Setup**) to resize the page so that any white space bordering the figure is removed (shown below).
- Make sure that any and **all imported four-color graphics** are in **CMYK format**. RGB files, which will not output correctly, may not be detected until output.



3. **Convert all text to paths.** With the text selected, select Convert To Paths (**Object->Path->Convert To Paths**). This eliminates the requirement of sending CJS fonts. There isn't a loss in quality when converting text to paths.



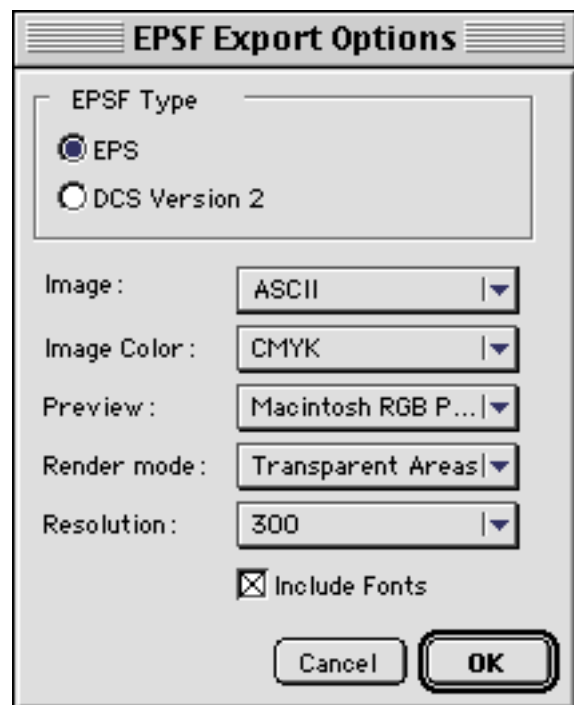
4. **Save the graphic.** Bring up the **Save As** dialog box (**File->Save As...**) and select the **File Format EPSF** and set all other settings as shown:



After you press **Save**, a dialog box will be presented that warns about saving files in formats other than **Canvas**, press **Save** again.

5. **Setup the EPSF Export Options.**

- For **Image**: select **ASCII**
- For **Image Color**: select **CMYK**
- For **PICT Preview** select **Macintosh RGB**
- For **Resolution**: select **300**



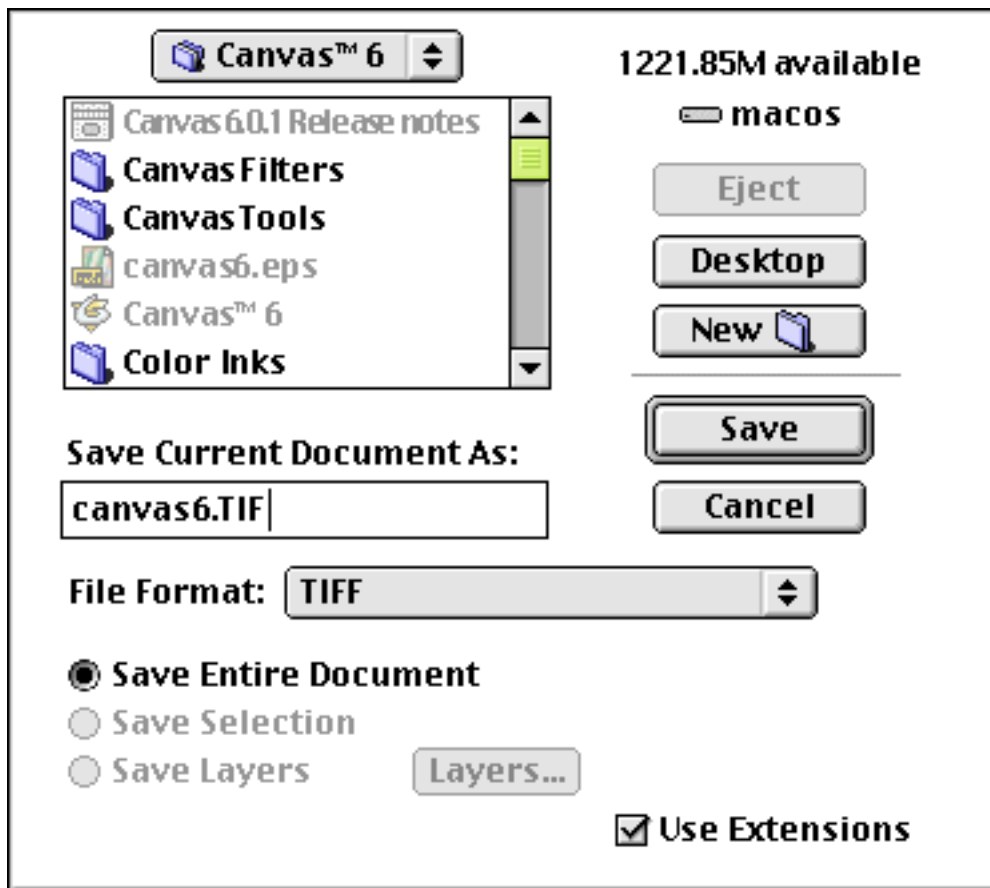
Exporting Grayscale

1. Assemble the graphic.

- Do all editing and assembly
- Size the graphic properly before saving

2. Save the graphic.

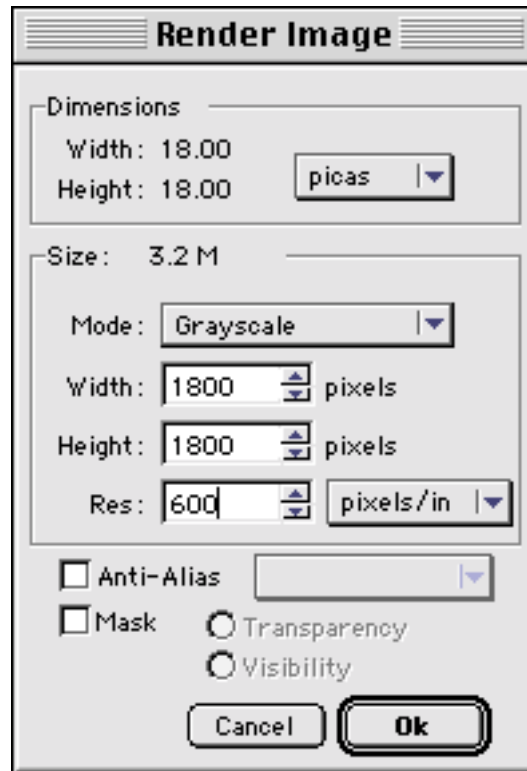
Bring up the **Save As** dialog box (**File->Save As...**) and select the **File Format: TIFF** and set all other settings as shown:



After you press **Save**, a dialog box will be presented that warns about saving files in formats other than Canvas, press **Save** again.

3. Setup the Render Image Dialog.

- For **Mode**: select **Grayscale**
- Canvas will fill in the **Width** and **Height**
- For **Res**: type in **300** pixels/in for grayscale figures without type.
- For grayscale figures with images and type (combination halftone), select **600** pixels/in.
- Leave all other options unchecked, press OK.



4. Setup the Export TIFF Compression Options.

- For TIFF Compression select LZW

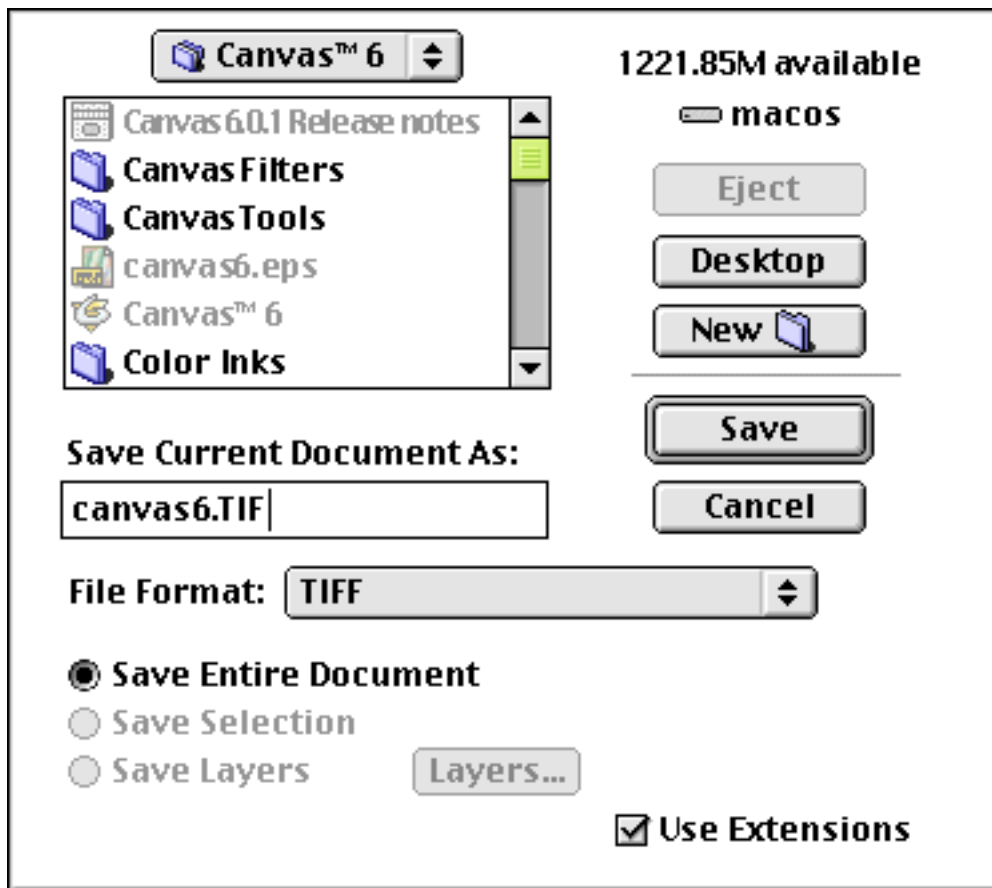


Exporting Line Art

1. Assemble the graphic.

- Do all editing and assembly
- Size the graphic properly before saving

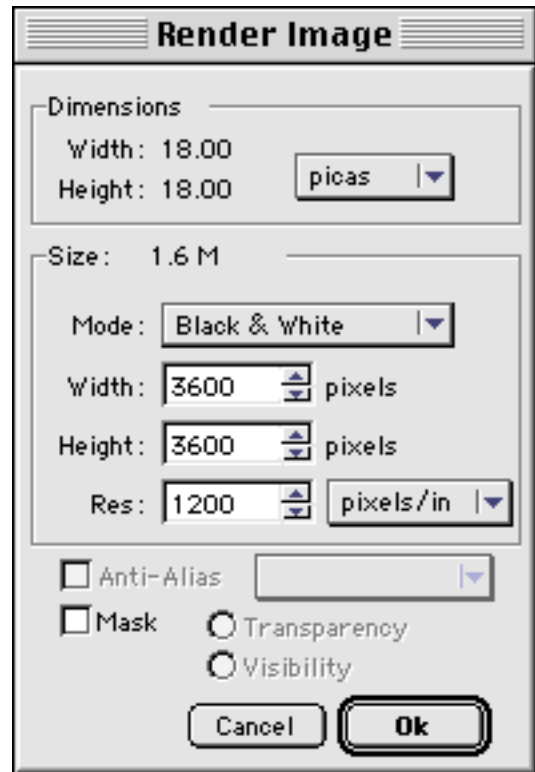
2. Save the graphic. Bring up the **Save As** dialog box (**File->Save As...**) and select the File Format **TIFF** and set all other settings as shown:



After you press **Save**, a dialog box will be presented that warns about saving files in formats other than **Canvas**, press **Save** again.

3. Setup the Render Image Dialog.

- For **Mode**: select **Black & White**
- Canvas will fill in the **Width** and **Height**
- For **Res**: select **1200**
- Leave all other options unchecked



4. Setup the Export TIFF Compression Options.

- For TIFF Compression select LZW



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/>