

INSTRUCTIONS

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Digital Art



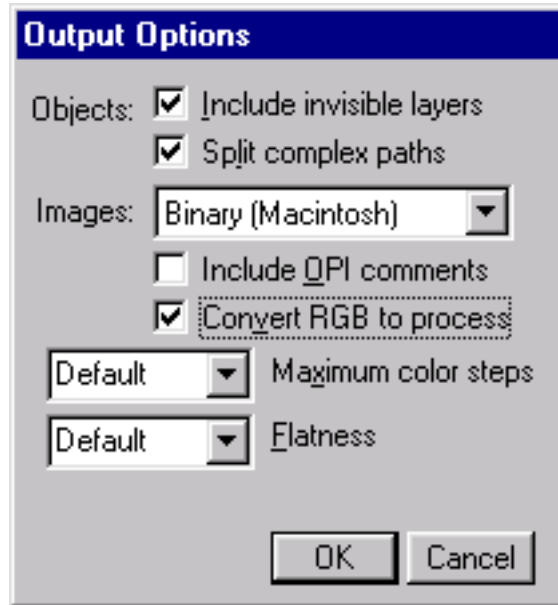
Instructions for Preparing Digital Artwork
for Submission to CPC using
Macromedia FreeHand 7.0 for Windows 9x/NT

PLEASE NOTE

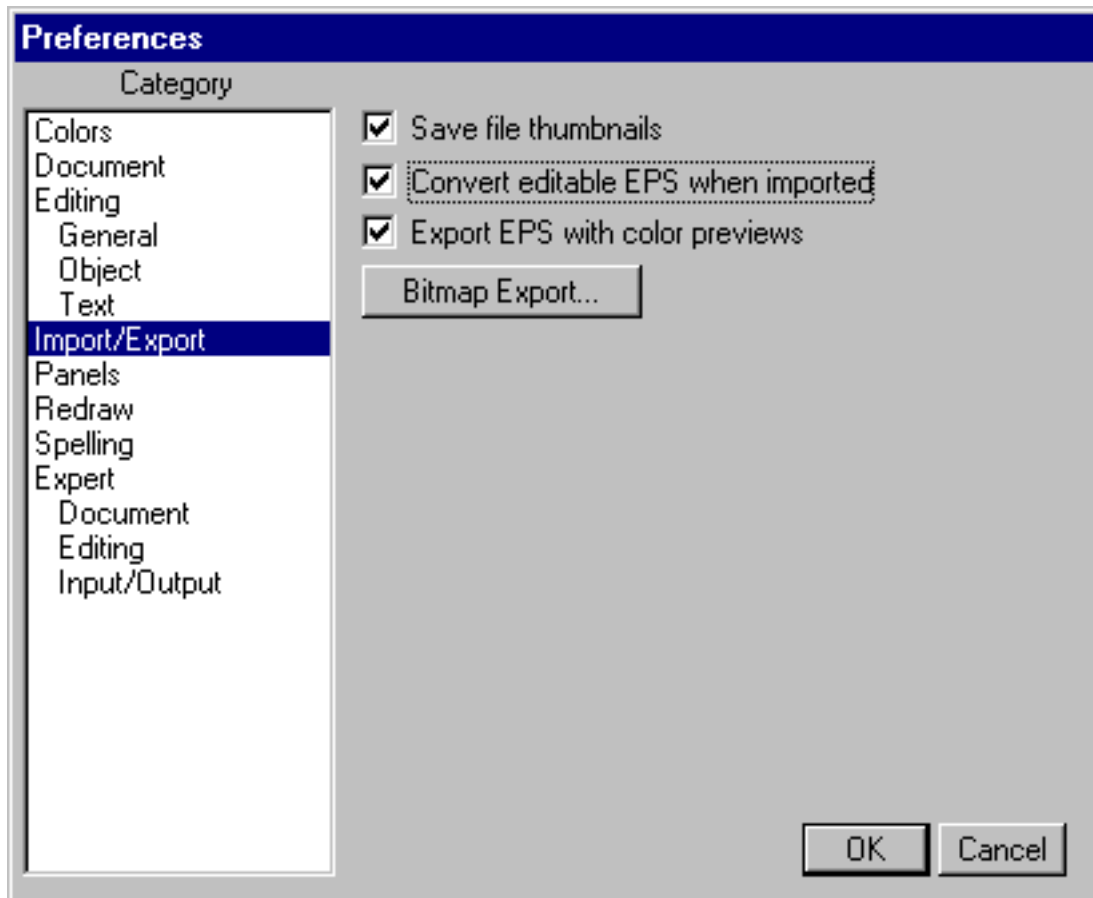
When creating graphics in illustration programs such as *Macromedia FreeHand* with the intention of outputting to an imagesetter or platesetter, it is extremely important that the person creating the illustration have a thorough understanding of the details of imaging in a prepress environment. There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

Setting Preferences

- 1. Setup Output Options.** From the **FreeHand** menu bar, go to **File->Output Options**. Match the settings shown below.



- 2. Setup Preferences.** From the **FreeHand** menu bar, go to **File->Preferences**. Choose **Import/Export** and match the settings shown below.



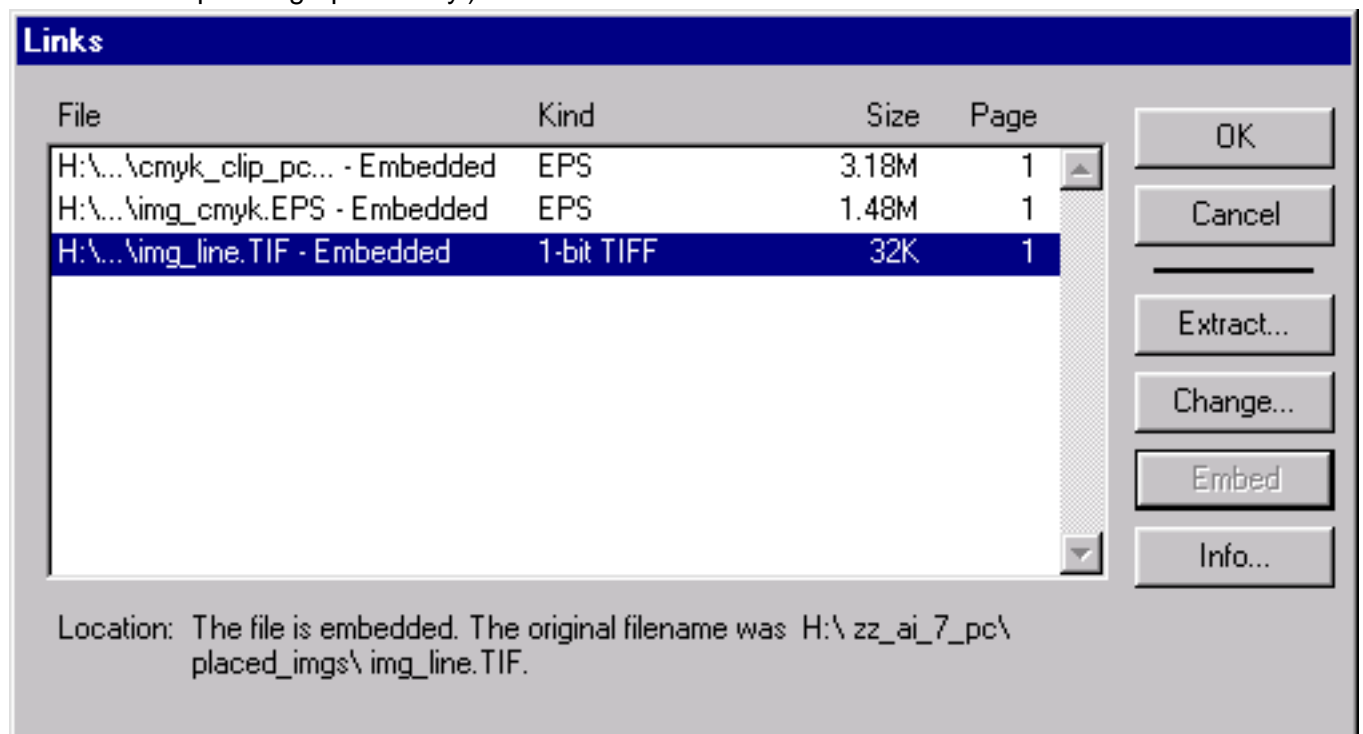
Saving and Exporting Graphics

1. Do all cropping, editing, and assembly.

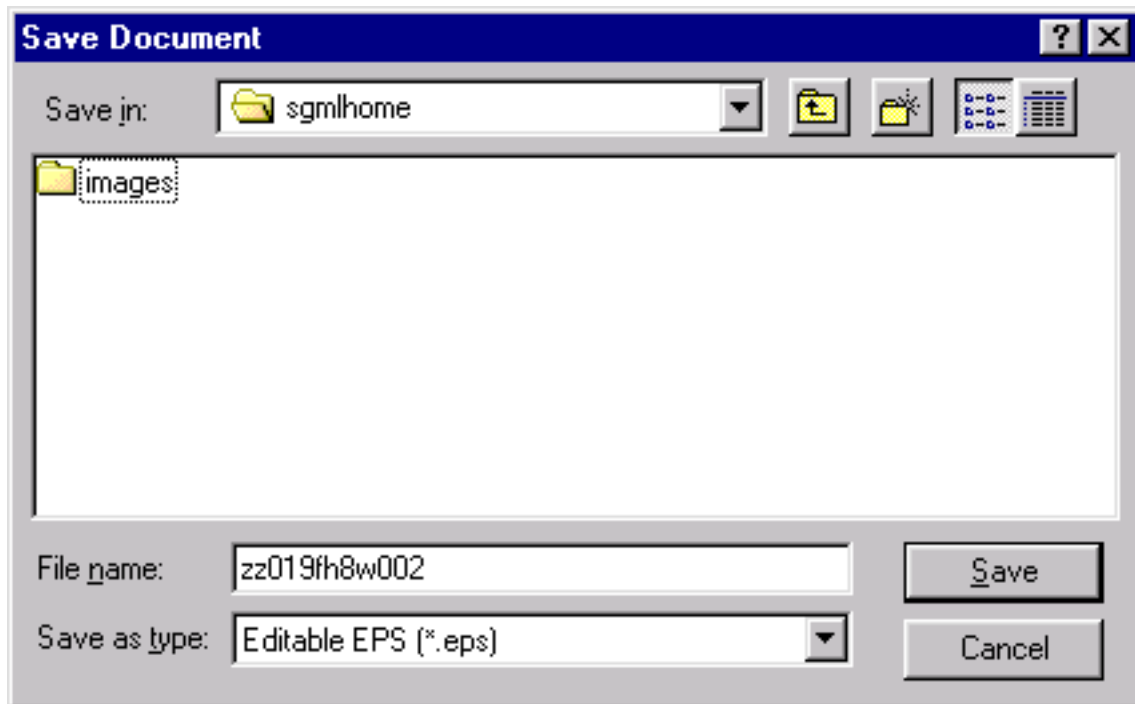
- Assemble any panels so that **each figure** consists of **only one file**.
- Create the figure at **100% of print size** so that no scaling is necessary.
- **Resize the page** so that there is no unnecessary white space bordering the figure.
- Make sure that any and **all imported four-color** graphics are in **CMYK** format. RGB files, which will not output correctly, may not be detected until output.
- **Only import graphics** that are saved in either **TIFF** or **EPS** formats.

2. Convert all text to paths (Text -> Convert To Paths). This eliminates the requirement of sending CJS fonts. There isn't a quality loss when converting text to paths.

3. Embed all imported graphics. Select an imported graphic then go to the **Info Palette -> Links** and make sure **all links are embedded**. (This step is for FreeHand files with imported graphics only.)



- 4. Save the File as Editable EPS.** From the **FreeHand** menu bar, go to (**File -> Save As...**). Select **Editable EPS** file as shown below. Be sure to recheck your preferences before saving (Page 2 of these instructions).



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/>