

ACCEPTABLE FILE FORMATS

Bay State Apparel accepts both Macintosh and PC files. When possible, please format for Macintosh.

ALL ARTWORK MUST BE SUBMITTED AT 100% PRINT SIZE AND AT 300 DPI.

We work out of Adobe Illustrator CS2 a vector art program.

Preferred file formats include: .AI .EPS .PDF

If VECTORED artwork, outline all fonts. DO NOT send fonts with artwork. Please save as Illustrator CS2 (.ai) file.

IF QUARK / IN-DESIGN, outline all text - export as EPS - package all inserted images and low-res JPEG with the file.

MS Word, Quark, In Design, Power Point, etc, are office and layout programs. They are NOT art programs and are not considered acceptable artwork by Bay State Apparel

A TIP ABOUT JPEGs AND RESOLUTION

300 DPI is the bottom line when doing anything professionally in regards to artwork in the screen-printing industry. This allows for greater detail in any and all areas of the image and provides for a better finished product.

JPEG's are meant for soft copy output - meaning they are meant to be viewed on a screen and that's it, nothing more.

This allows for the resolution (dots per inch or DPI) to be much lower due to the nature of its use, generally 72 DPI.

Since we need an image that's 300 DPI and at 100% the print size, JPEG's simply taken from the internet will never ever make for acceptable artwork.

By way of resolution, an image that started out at 72 DPI cannot be blown up to 300 DPI and keep its clarity. It's

impossible. In order to get clean and clear artwork, you have to start out with a high resolution image.

VECTORED ARTWORK SET-UP

- Set your artwork up in spot colors using the Pantone Solid Coated palette.
- Delete ALL colors from your swatches that aren't used in the image. Only spot colors should remain.
- If a background is necessary to see the artwork, place it on a layer named "background" and use a CMYK color for it.
- If white is necessary, choose a clearly visible color and name it "white" in your swatch.
- Make all strokes at least 1pt. Anything under may not print.
- Do not trap / choke any strokes. We have our own methods of doing this and it varies per job.
- Outline all fonts. Do not send fonts with vectored artwork.
- Outline all paths.
- Gradients should start at 90% and end at 3% if going from solid to white.
- Gradients should start at 90% and go to 90% if going from one solid color to another. For example, if going from red to blue to purple for a sunset, the gradient values would be 90% red to 90% blue to 90% purple. This helps the transitions once on screen.

VECTORED ARTWORK FINAL PREP

- Package all placed images with your file.
- Provide all artwork at 100% print size in separate files, one for the front, one for the back. Name

the files clearly. Example: BlueDevils_FRONT.ai

- Provide a low-res jpeg comp in separate files, one for the front, one for the back.