

:ANAPURNA Mw

Creative with White ink





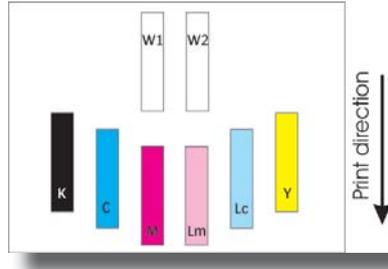
A. INTRODUCTION

This document is intended to get started with white ink applications on the :Anapurna Mw. (other then the defaults you can select in Wasatch SoftRip)

B. GENERAL INFORMATION

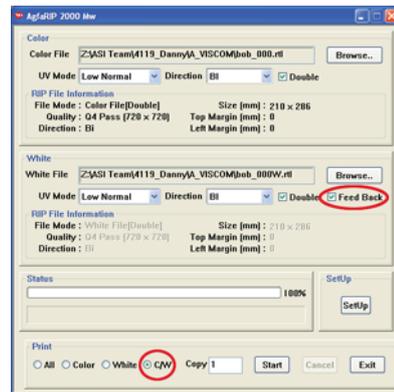
► - Printheads: Color order and positioning

This schematic overview shows us that we immediately can print white followed by a color in one print run. This is called “Pre-white” printing.

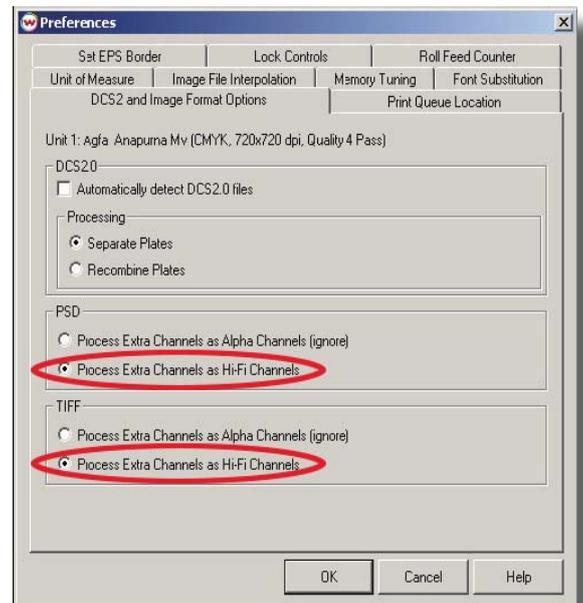


the 2 white printing heads are alternately jetting to achieve the optimum printing speed...

If we want to print color first, and white on top, we need to do it in two separate print runs, using the “C/W” and “feedback” option in the AgfaRip. This is called “Post-white” printing.



When working with a spot white, the Wasatch SoftRIP will need to receive some extra information from you to determine the position where the white has to be printed. You can define a spot white either by defining a spot color in Wasatch (spot color replacement) or by using a spot channel in Photoshop. If you want to use a spot channel, make sure that the preferences (file menu) of the Wasatch SoftRIP are set to support this extra channel and that your image is in a CMYK color space. The option ‘process extra channels as Hi-Fi Channels’ has to be enabled for psd (photoshop) or tiff file formats.





C. White applications:

Pre-White:

Print on frontside of a media, normal printing.
To be used on all Frontlit applications, on Transparent as well as on Opaque substrates.

Post-White:

Print on the backside of a media, mirror/wrong reading printing.
To be used on all Backlit applications on Transparent substrates.
The White is printed in the 2nd printrun!

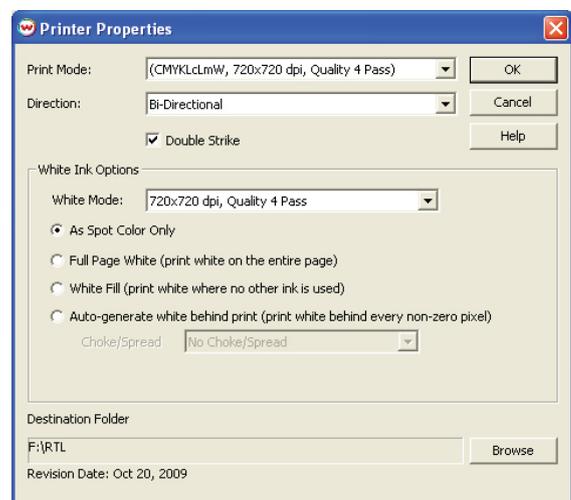
Profiles:

Available in:

- Q 720 DS (Double Strike) Bidir @ 6 m²/h - 65 ft²/h
- Q 1440 SS (Single Strike) Uni-dir @ 4m²/h - 43 ft²/h

Overview of standard White Image Configurations:

- Mw_1440_SS_Uni_FWP
- Mw_720_FWP
- Mw_720_NZP
- Mw_720_Spot White
- Mw_720_White Fill





The Day&Night application:

1st printrun



Only color + text
mirror image

2nd printrun



pre-white + color
no text, mirror image

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The purpose of this application, is to reach the same visual effect with and without light emitted through the back of the image. Most backlight applications look as they should, when light is emitted through the back, but look too dark when the light is turned off.

We use a clear plexi, or a glass surface for this application.

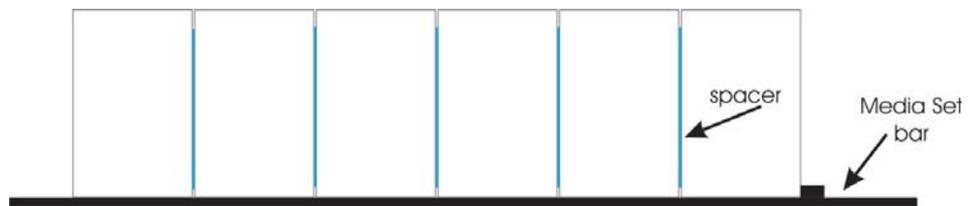
The images are printed in mirror, as we will look through the back of the media, which will also give an extra glossy punch to the image.

First, only the image(color) is printed, and in the second print run we print the white background, and the image again.

Notice that the text is only printed in the first print run and not in the second.

This is due to the fact that there is no feedback option for the color print in the AgfaRip at this stage, it will be in the future. Therefore, as we need to manually re-align the media after the first print run, which can cause a slight misalignment, and that might be visual when small text needs to be printed twice in register.

When printing on multiple small media sizes, it's best to use a spacer between the media when you place them on the table, as the heat from the lamps can expand the media, which will visually show on the far most media. The space between media only needs to be 2mm. (the spacers are only used to position correctly, should not be there when printing!)



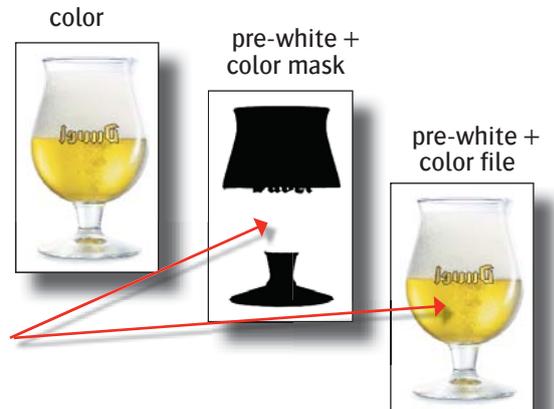


The Opaque white application:

This application is printed on the back side of substrate, mirror/wrong reading printing.

Used on Transparent media, such as clear plexi or glass.

It's a combination of a color print (1st printrun)...
followed by a "PreWhite" colored mask (2nd printrun)...
and Pre-White color print (3th printrun)



Which results in an opaque image with a transparent part

Post white:

This application is printed on the back side of substrate, mirror/wrong reading printing.

Used on all BackLit applications on Transparent media

White is only applied in the 2nd printrun



AGFA
Day&night application printed on:ANAPURNA Mw
Combination of color print run and prewhite print run
Resolution 720x720 dpi double strike



D. Preparing an image:

We will show you how-to, by going step-by-step through the next photoshop example....

We want to create some colored and white text onto a black KapaColor plate, the printed end result should look like this:



We start by making the following file in Photoshop:



- ▶ The text color which represents the white ink/text is not important in this stage, as you can see in the preview above.

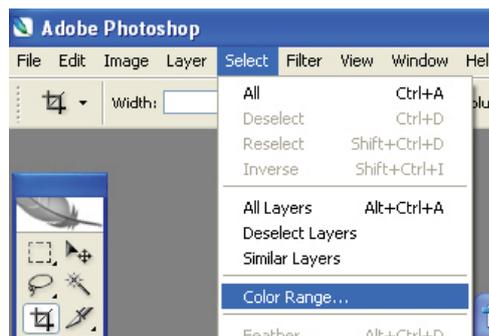
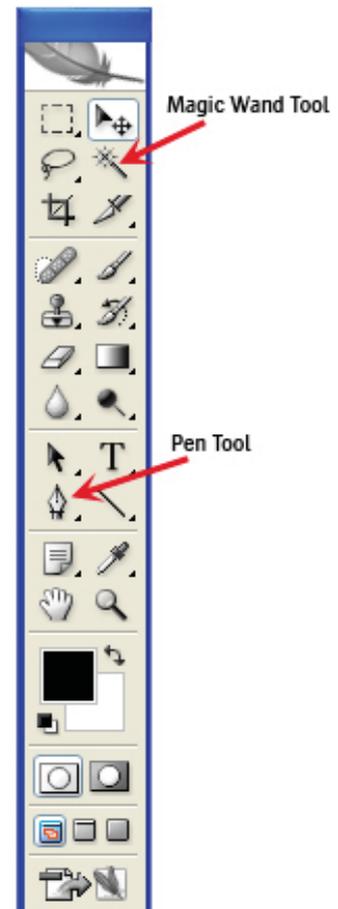
The next step is to define which parts should be printed in white, and create a spot channel for it.

We also want to have white under the colored text, so we have to select everything out of the white background. The image must be flattened first.

To do this, there are several ways in Photoshop. You can use the "Pen tool", to make a path around objects, and make a selection out of it...

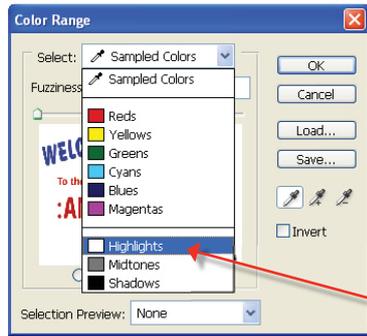
The "Magic Wand Tool" can also be used...

But in this case, we will work with the "Color Range" tool.

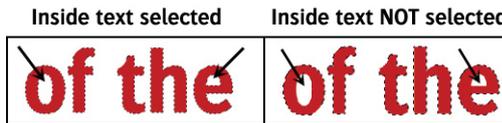




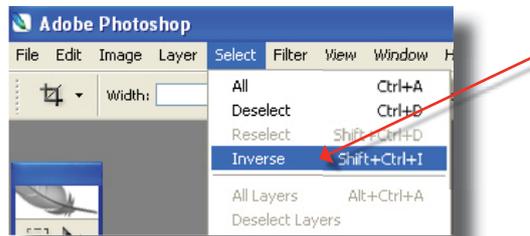
Following window will open...



We select the "Highlights"... All background white is now selected, and also very important, the inside areas of the letters are also selected, which is more difficult if you should use the Magic Wand Tool on this example...

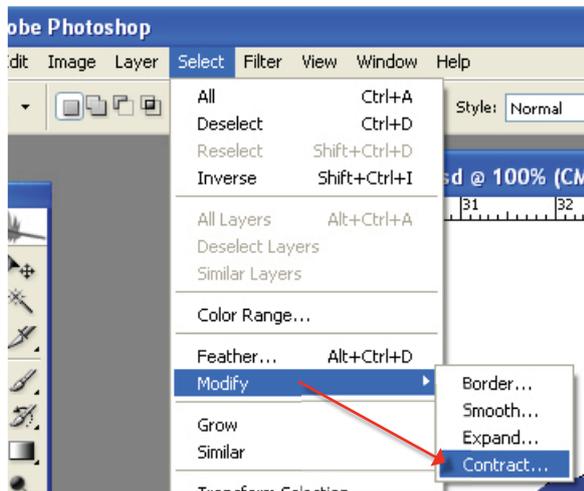


We now have to invert the selection, so the text parts will be selected... Go to:

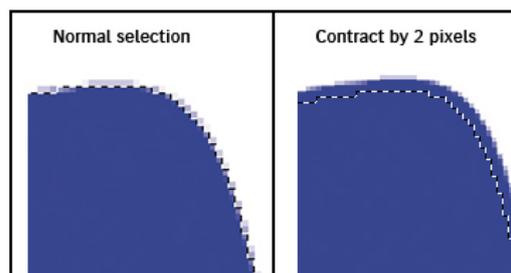


The text outline is now selected...

This is also the area where white is printed underneath a colored surface. We get the best result, if we shrink the "to-become-white layer" a bit... Go to:

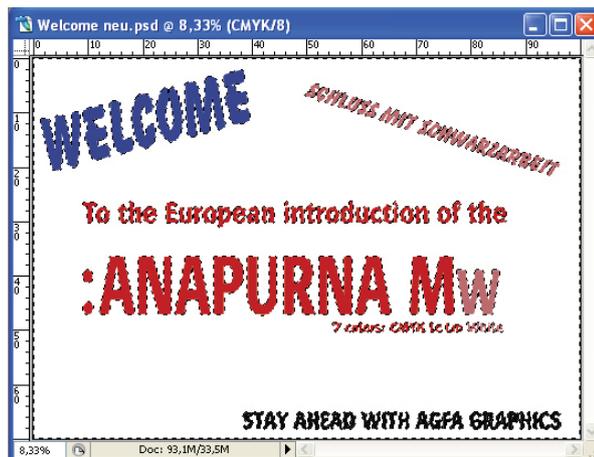


A contraction of 2 pixels will work perfect on an image which has a 150dpi on output format.



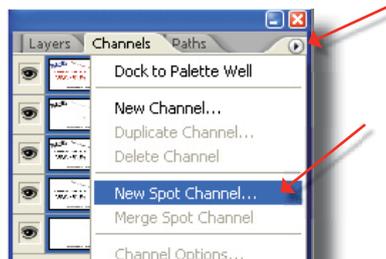


We now have the complete white layer as a selection...



The next step is to make a spot channel out of it...

Go to: The channels tab, and select "New Spot Channel" on the pull-down menu



The Solidity must be 100%, the name and color is not important...

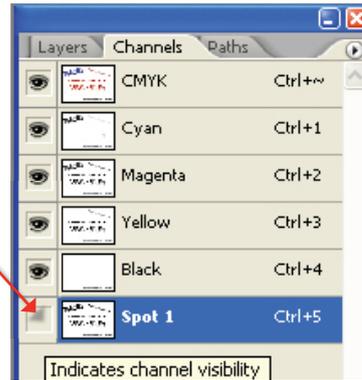


The complete selection is now added as a spot channel.

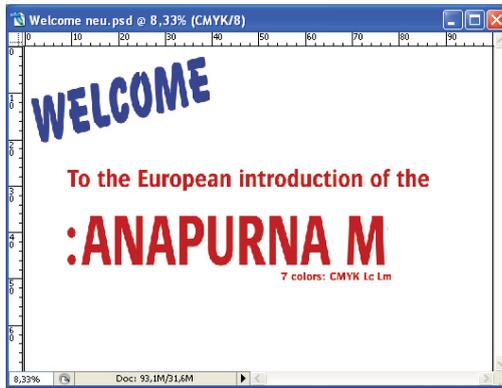


We now have to delete the parts which will be printed only with white ink, so the areas with no other color on top...

Make the spot channel invisible again, by toggling the channel visibility...



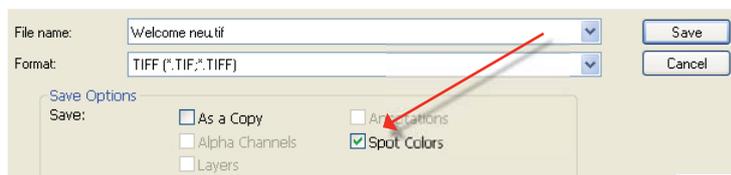
Delete the white in areas...



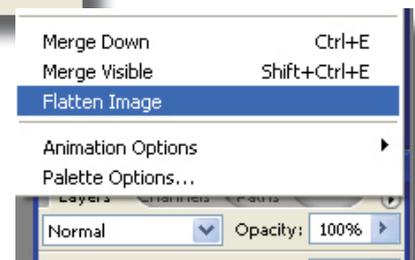
The white ink areas are now deleted from the CMYK layer, but are still present in the Spot channel layer. You can check this by toggling the CMYK color channel visibility...



Save your image as a .Tiff or a .Psd, but make sure the "Spot Colors" tab is active!



Always make sure you have flattened the image before saving!!

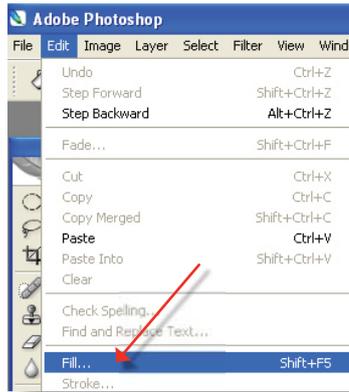
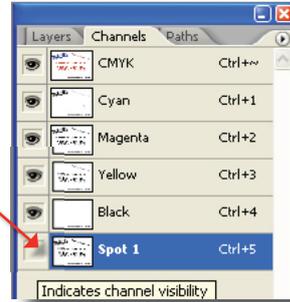




If you should need to add additional white areas and you have already created the Spot Channel, you can do this as follows:

Make the spot channel invisible again, by toggling the channel visibility...
And select the CMYK channels...

On the CMYK level, make a selection of the additional area...



Toggle back to the Spot Channel and use the Fill command...

The new selection will now be part of the Spot layer...



Opening the image in Wasatch SoftRip...

When following Warning pops up upon opening:



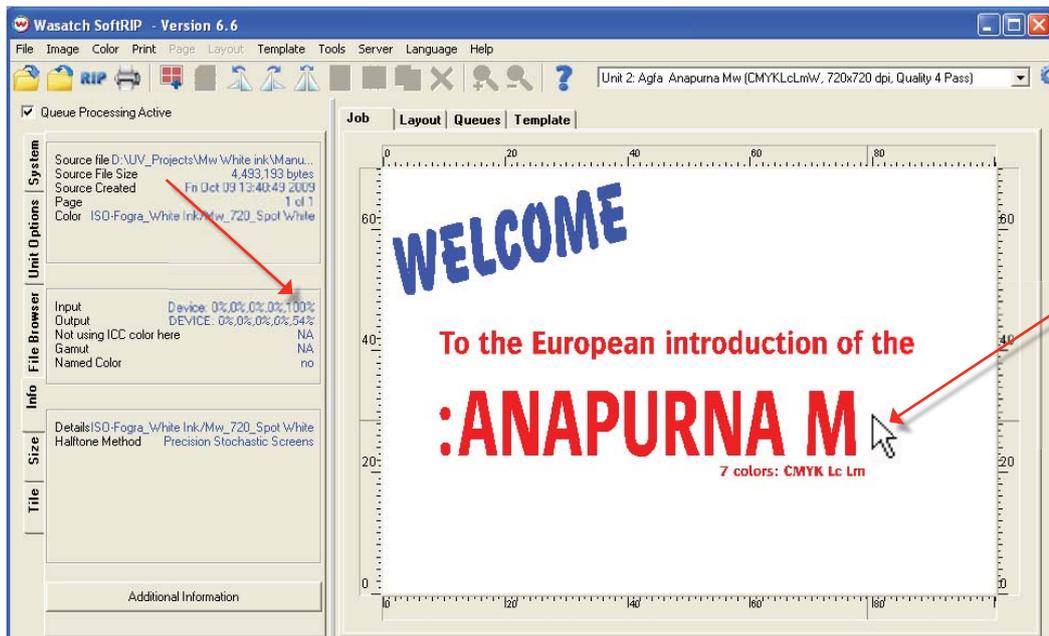
That means that your current Image Configuration, is a CMYKLcLm mode only, with no white.

You have to select the IC with "Spot White" first, and re-open the image file again to render it for accurate display.



Check the file in Wasatch SoftRip before printing...!!

Move the mouse button over the places where the white ink should be, in this screendump, the letter "W", and check the input values on the Info-tab.



All colored texts should show the color value + a 100% white value

