

**Questions?** Contact Tahirih Doniger {Ta•har•ra} | Art Director | [tdoniger@skylinesuncoast.com](mailto:tdoniger@skylinesuncoast.com) | 813.287.0002 ext.108

<b>Software Accepted</b>	Adobe Illustrator CS6 and Adobe Photoshop Note: If you use a different program, save or export an EPS, JPEG or PDF file to submit. Include a low res screenshot of the artwork to compare against once we open the file. Artwork submitted in programs other than AI or Photoshop will print as is.
<b>File Setup</b>	Open the template provided in AI and create the artwork on a separate layer. If working in PSD, copy template to Photoshop and create artwork on a separate layer. Set up all files at 100% full print size. Use 50%, 25% or 10% size if needed.
<b>Resolution of Image</b>	100 DPI at final print size Note: Re-sampling up an image in Photoshop to a higher DPI will only soften the image, not add detail. If purchasing a stock image, it is recommended to purchase the highest quality available
<b>Color mode</b>	RGB color mode
<b>Color matching</b>	Use PMS (Pantone Matching System) Solid Coated numbers for critical matching. <ul style="list-style-type: none"><li>• % of PMS colors will print as is.</li><li>• RGB or CMYK color mixes will print as is</li></ul>
<b>Placing Raster Images</b>	Place and Link into Illustrator, flatten and save images as Photoshop EPS's. Set Preview setting to TIFF 8 bits/pixel and Encoding to JPEG (Maximum Quality). Make sure to Uncheck any of the check boxes in the Photoshop EPS save dialog window. DO NOT embed images. Send ALL supporting images.
<b>Fonts</b>	Outline ALL fonts before submission.
<b>Raster Only Art</b>	If no vector art is used, raster only artwork can be sent in as a JPEG (max quality), TIFF (LZW compression) or .EPS (Encoding JPEG maximum quality)
<b>Art Restrictions</b>	<ul style="list-style-type: none"><li>• Colors produced using different output processes or fabric types will not match exactly.</li><li>• All custom profile cuts, including rounded corners, must include a vector based template for computerized cutting. Vector art that has been “auto-generated” around raster artwork using vector path creation tools are not acceptable since they always come out jaggy.</li><li>• If creating Pantone colors in your raster artwork, then submit a Photoshop PSD layered file.</li><li>• If you submit a color as a “tint” or percentage of a PMS color, it will be printed “as is.” We cannot guarantee the “tint” as the PMS guidebooks and color charts do not show us exactly what that tint should look like. You may want to choose a lighter shade PMS color instead.</li><li>• If designing for printing on dye-sub fabric, do not design with borders around the edge, as they may become uneven due to the stretching of the fabric during production. If you must, thicker borders are more forgiving, than thinner borders. We cannot guarantee the even thickness of borders on fabric if you use them.</li></ul>
<b>Artwork Upload</b>	FTP Upload located at <a href="http://www.skylinesuncoast.com">www.skylinesuncoast.com</a> After selecting FTP Upload, where it says “friends email”, type in: <a href="mailto:graphics@skylinesuncoast.com">graphics@skylinesuncoast.com</a> this ensures the artwork is sent to the graphics department. Please email low res .PDF proof of each file to your sales executive and graphics dept. Include all PMS colors used as well as the file name uploaded.