Metallic Silver Ink Texture Printing Guide

This document describes the texture printing using metallic silver ink. For information on how to install and use the main unit of the printer, how to use the Roland VersaWorks, how to carry out printings other than the texture printing, what to be concerned regarding features of ink, and how to perform maintenance, please refer to the respective instruction manuals accompanying your printer.

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Contents

Contents ........................................................................................................1
Printing method .............................................................................................2
  1. What is Texture Printing? ..............................................................................2
  2. Creating Data for Printing............................................................................2
  3. Performing Texture Printing.........................................................................7
  4. Printing a Texture Chart.............................................................................8

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1. What is Texture Printing?

Texture printing is a printing method to produce texture patterns. This uses the texture patterns of the exclusive library to create and output the printing data. This document describes the texture printing using metallic silver ink.

* Create the printing data using the Adobe Illustrator version of CS or later if using Adobe Illustrator. If you use the earlier version before Adobe Illustrator 10 to create the printing data, the texture patterns may result in poor condition.

2. Creating Data for Printing

To create the data for the texture printing, please follow the instructions below.
The program used to create the printing data is Adobe Illustrator CS4. For detailed information on drawing methods and how to work with palettes, refer to the documentation or online help for Adobe Illustrator CS4. If you're using another version of Adobe Illustrator, operations may be somewhat different from those explained here.

1. Open the exclusive library.

   At the swatch palette menu, select [Open Swatch Library], then [Other Libraries].
   The "Select Library" window appears.
   * The swatch palette is displayed by going to the menu and selecting [Window], then [Swatch].
2 ① Open folder in the order of [Computer] (or [My Computer]) → [Local Disk (C:)] → [Program Files] → [Roland VersaWorks] → [Swatch] → [Illustrator], and then select “Roland Metallic Texture System Library.ai.”

Depending on the settings of your computer, the extension “.ai” might not be shown.

② Click [Open].

The exclusive swatch libraries “Roland Metallic Texture System Library.ai” is displayed.

By saving the “.ai” file selected in step ② into the folder below, you can register the exclusive library to the Adobe Illustrator’s library.

C:\Program Files\Adobe\Adobe Illustrator CS4\Preset\Swatch

("C" is the name of your computer’s local disk.)

Once the registration is performed, you can open the library directly from the swatch palette menu, eliminating the need to search the file every time you start Adobe Illustrator.
2. Create Illustrations and Specify Texture Patterns You Wish to Use

1. Create the illustration.
   Be sure to draw the illustration in the CMYK mode.

2. Assign the desired texture patterns to the areas for the texture printing.
   The areas where the texture patterns are assigned shall be printed with metallic silver ink. When the metallic silver ink is to be used for the printings other than the texture printing, other special spot colors shall be used. For the detailed usage, please refer to the Special Color Ink Guide (Chapter 2, Preparation) accompanying your printer.

* The name of the texture pattern is displayed on the data of Illustrator. The texture of the displayed image appears rougher than that of the actual print.
3. Create the PS (PostScript) file.

① Click [Print] from the [File] menu.
② Select [Roland VW].
③ Click [Setup].
④ Click [Continue].
1. Turn on the [Print to file] option.

2. Click [Preferences].

3. Click [Advanced] in the [Layout] tab. For Windows 2000: In the "Print" dialog box (the window at the very top of this page), go to the "Layout" tab and click [Advanced].

4. Click the down arrow to the right of the [Paper Size] box, and then click [PostScript Custom Page Size] from the list that appears.

5. For "Custom Page Size Definition," enter the values in the "Width" and "Height" fields. Enter values for the same size as the illustration you created in step 2.


The "Print" dialog box returns.
3. Performing Texture Printing

Procedure

1. Prepare the printing data having been created in the previous process which is described in “2. Creating Data for Printing” on page 2.
2 Make the setting to output metallic silver ink with the VersaWorks, and execute the printing.

To use metallic silver ink, you need to select "CMYKMt" or "CMYKLcLMt" in the print mode of the VersaWorks. For detailed method, please refer to the Special Color Ink Guide (Chapter 3, Printing) for your printer.

4. Printing a Texture Chart

The texture chart is the printing sample of the texture pattern. By printing the texture chart, you can confirm the "complete texture chart" representing the texture itself that can be printed with “Your Printer” and “Your Media” (slight pattern differences is possible to occur depending on the conditions of the printer and media.) By selecting a pattern from this texture chart and creating the printing data using that selected pattern, you can print your intended pattern almost perfectly. (The procedure is explained using the windows of the VS-640.)

procedure

1. Double-click \(\square\).
   The [Queue A Properties] window appears.

2. Click \(\square\), configure the settings in [Quality Settings] and [Color Management].
   Click [OK].

   \(\text{Note: When printing a texture chart, the [Quality] settings from the [Queue Properties] window are always applied. Since you cannot change the quality settings for the job using the [Job Settings] window after it has been added, be sure to configure the settings in the [Queue Properties] window before performing the following operations.}\)
1. Click [Chart] under [Print Roland Texture System Library] from the [Media] menu. This message appears: The following job will be printed. Do you want to continue? Check that the media in the printer is large enough for the displayed page size.

2. Click [OK]. The texture chart is added to the job list.

3. Click . Rip’ing and printing the texture chart are performed.

   * In the texture chart, color is added to part of the background of the texture. This makes the design of the texture clear.