

Art Work Guidelines

To provide our customers with the best possible products & services, Heat Transfer Warehouse recommends the following guidelines when submitting your artwork.

ACCEPTABLE FILE FORMATS

Corel Draw®: Convert all the text to curves and save as a CorelDraw® 14(x4) version or lower.

Adobe Illustrator®: Convert all the text to outlines and save as Adobe Illustrator® 15 (CS5) versions or lower.

Bitmaps: Most files with the extensions .jpg, .tif, .gif, and .psd can be used. This art will only be used as guides for My Graphic Artist™ services,

Recommended resolution for bitmaps is 150 to 300 dpi/ppi or larger than 800 x 600 px (1024 x 768 px preferably).

Other Formats: HTW accepts other formats and art other than those listed above, such as faxes, cd's (and other storage devices), T-shirts, mail, and e-mails. Generally art submitted in formats other than .eps are considered unfinished art and will have to be recreated.

PLEASE CHECK ALL FILES FOR VIRUSES

STROKE THICKNESS

Checking Stroke Thickness

1 Point Stroke

All strokes in artwork must be at least 1-point to ensure the design prints properly for our standard transfers. Our specialty transfers need a thicker stroke.

KNOCKOUT SPACE

Checking Knockout Space

2 Point Stroke

Knockout space is a term used to describe the areas of a design that do not have any ink. This is the area where the garment will show through on the design. Having a 2-point knockout for our standard transfer type throughout the artwork ensures that all detail in the design will be maintained once it is pressed on the garment. Our Specialty Transfers need a thicker knockout space.

1. Make a line in your document and change the color so that it stands out against your artwork.

2. Set the stroke to 2 Point.

3. Test the line throughout the document, making sure all knock-out areas of your artwork are at least as thick as your line.

4. Once you are finished checking your artwork, delete the line from your file.

5. Halftones and Gradients should be solid editable vector art. Halftones and gradients *should not* be broken into smaller parts or expanded. We do accept blurs and drop shadows but no blends please.

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