

Sizes:

- LightVisions must accurately measure the vehicle prior to final art production
- contact your LightVisions Account Manager for a vehicle graphics template
 - supply the specific year and model of the vehicle
- do not modify the supplied template in any way (It is supplied at 1/20th scale)
- build your art on a new layer with 4" bleed on all sides @ final size (.2" bleed @ template size)
- do not build your art to the shape of the vehicle template. Art should be square.

File Type:

Illustrator with links

Resolution

- 75ppi @ final size (1500ppi @ 1/20th scale)

Fonts

- convert fonts to paths/outlines

Links

- supply all links, do not embed images
- CMYK 8 bit colour (never 16 bit)
- flatten photoshop links, save as tif with lzw compression unless using a psd for transparency
- delete unused channels and layers
- crop unused image area

Colour

- use pantones, not CMYK breakdowns of pantones
- colour sensitive elements must be vector objects with a solid fill
- do not use RGB
- never set any element to overprint

Design

- do not use a continuous graphic around a corner. The image will distort and will not align correctly
- avoid placing type/logos over gaps or seams as it will distort the graphic or be cut away during install
- all logos should be vector based in Illustrator, placed over any background images
- all type should be converted to outlines in Illustrator
 - do not place type in Photoshop or build it in a raster link
 - type/logos may have to be moved prior to print or during install to accommodate obstacles
- avoid vector based effects (dropshadows, blurs, gradients etc.) as they may not print accurately
- do not build crop marks in the file
- do not place multiple pieces of art on one page, do not place different pieces on individual layers
 - place multiple pieces on their own page or in individual files
- remove all unused colours and text boxes
- remove unused objects from the pasteboard
- do not use a text box in place of an object box or shape
- do not cover objects on the pasteboard with a white box to hide them
 - crop the image, paste inside a box, or use a clipping mask