



Rajesh Dora App Sales Manager Sales ESKO

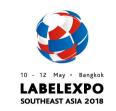
Artwork Origination



- Design
- Technical Drawing
- Shrink Distortion
- Design Ambiguities
- Approvals and Contract Proofs
- Special Finishing
- Questions

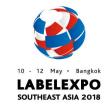
Shrink Labels

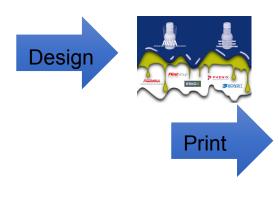


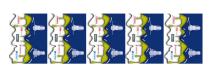


- Large branding real-estate
- 360° design freedom
- Freedom of shape
- Cost-effective
- Durable
- Easy to separate
- Anti-Tampering
- Fits most containers and special shapes
- Combination Packaging

Shrink Label Process















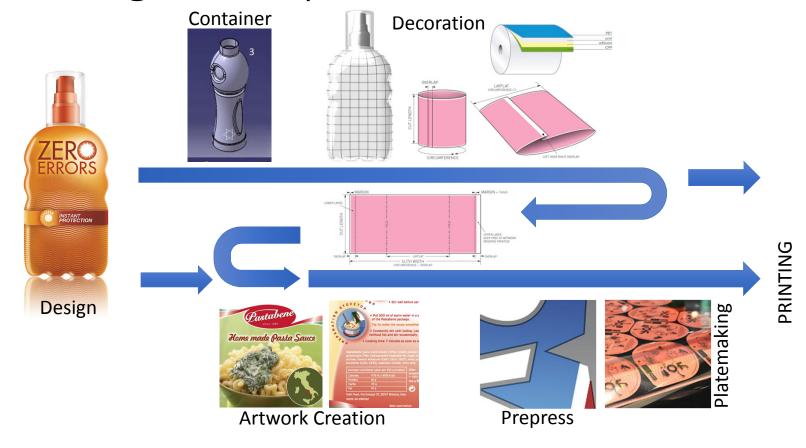






Design & Preproduction

















Design: Focus on Shape, color and front graphics (Primary Design Panel)

Ignorant of technical challenges







"Concurrent Design"

Always consider shape and artwork together



Decorating a Curved Surface

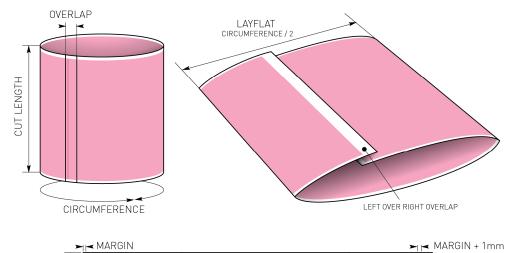


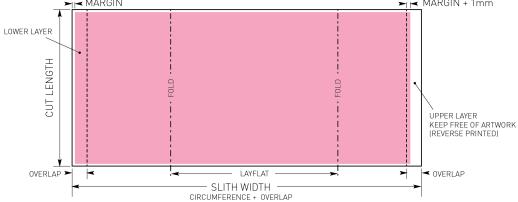


Artwork on a curved surface behaves fundamentally different

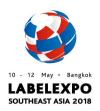
Anatomy of a Shrink Sleeve





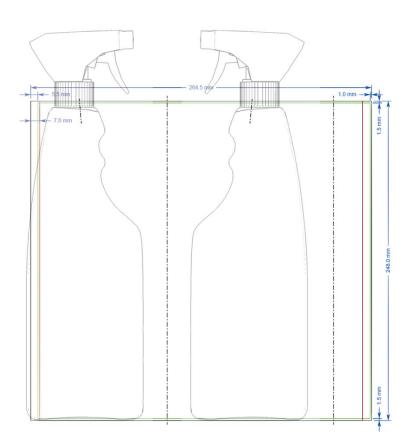


Technical Drawing



Structural Features

- Sleeve dimensions
- Overlap
- MD/TD and winding
- Perforations
- ...

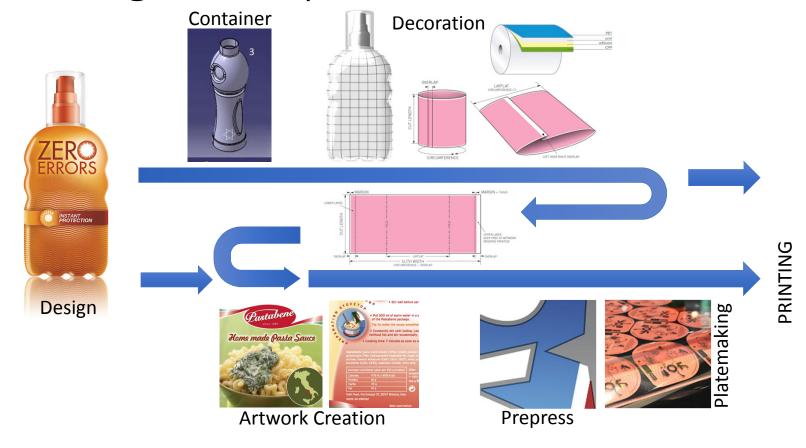


Design Guides

- Printing bounds
- No-copy areas
- Main container features
- Design panels
- Barcode placeholder
- ___

Design & Preproduction





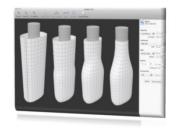
Prepress

- Finalize artwork (eg. Barcode)
- Separate for the different color stations
- Trapping: Reduce visual effect of press mis-registration
- Fine-tune the contone images for press colorants
- Deal with shrink distortion...
- Deal with other limitations of the plate/press/substrate
- Make a contract proof to match the press
- Check and fix the bleed and back-match
- Separate for opaque white or other effects
- Step & Repeat to fill the entire printing cylinder
- Make plates/cylinders



Deal with Shrink Distortion

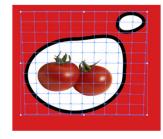




Know the Distortion



Know what you want (Design Intent)



Adapt the artwork

Know the Distortion

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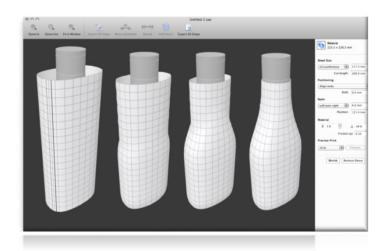
In the Past

- Print & shrink a grid
- Tape measure
- Repeat



Now

- Shrink Simulation
- 3D model of container
- Sleeve specs







Once you have the virtual 3D grid for a container, you can preview any artwork on it

- No more need for print- and shrink-tests
- Automatically pre-distort selected graphic
- Check the back-match
- Tweak the placement of design elements

Know What You Want: The Design Intent

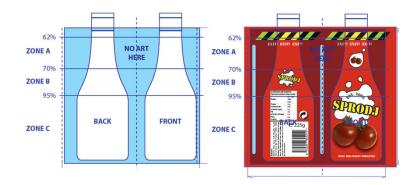
Design: The agency focuses only on the primary design panel (Photoshop'ed front view)





Artwork is laid out on a 2D template, undistorted.

Prepress: The artwork that is handed over to the converter is still dubious.



Design Intent: Examples















For narrow features, A constant width is desirable.



For wider features, a constant width can look unnatural.



Too close to the seam to preserve width



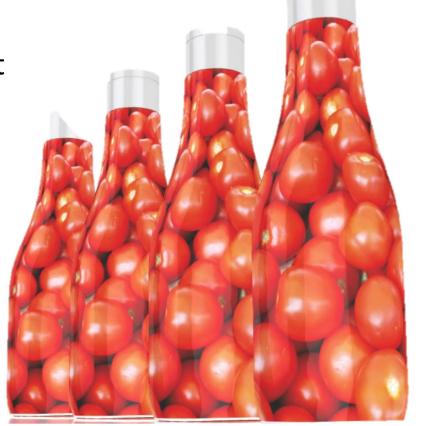


Full Backgrounds

Impossible to pre-distort as a single image.

- Leave it distorted
- Or split into separate images

Mind the back match.





Contract Proof Dilemma





Contract Proof + 3D





Opaque White



- Sleeves are transparent: Printed white base allow windows
- Tool exist to facilitate the creation of this separation
- Tools to visualize







Other effects



Other special effects that are common with Shrink Sleeves

- Gloss, Satin of Matt finish
- Spot varnish
- Interference pigments
- Metallic inks
- Tactile inks
- •

Can also be visualized







Questions?