The Preferred Graphic File Format for BarTender

Overview:

Graphic files used in the BarTender software must be black and white line art. Continuous tone files are not possible unless they have been converted to a halftones. Color files will be interpreted as an unknown gray by the system and yield unpredictable results. While jpgs, tiffs and ping files will work, they are also subject to interpretation by the system. In order to achieve the best results with graphic images and the Iconotech Case Printing System, graphic files need to constructed with a specific set of features. Files are most successful when constructed in Adobe Illustrator and exported to the preferred settings. This tutorial on how to construct those files.

1. Create your graphic file in Adobe Illustrator making sure you are using a true black and true white. Keep the art board closely cropped to the artwork to avoid excess white space.

2. When the file is finished, save it first as an AI file so if you need to make corrections to the graphics, you will have that option.

3. Next, export the file as a bitmap (bmp), saving it in the same place as the AI file, (Fig. 1). A Raster Options menu will appear. (Fig. 2).

4. Set the Raster Options as shown, selecting Grayscale and 300 DPI. Check the Anti-Alias and click OK. (Fig. 2). This will auto generate a BMP Options menu. (Fig. 3).
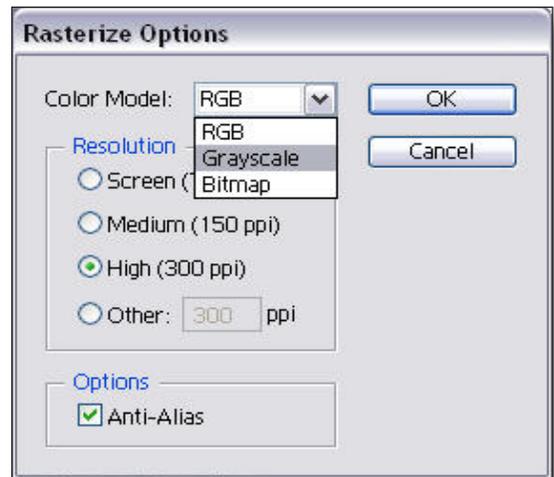
Fig. 1

5. Set the BMP Options as shown, (Fig. 3) selecting the Windows Format and the 4 bit depth. This last setting is critical to keeping the file size small and functional in Bartender. Select OK, you are finished.

Fig. 2

Fig. 3

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6. Your bmp file is now constructed to give you the optimum qualities needed to reproduce with the highest quality in the Iconotech system. If you are not creating your own files and your customer is supplying them, you can forward this tutorial, asking them to do the same configuration process.

7. As mentioned, it is possible to use halftones with the Iconotech Case Printing System. To construct halftones, the work needs to be imported into Photoshop and follow standard procedures for creating halftones, using the recommended screen settings of 120 pixels/inch with the frequency set at 20 lines/inch, the angle set to 90 and the shape set to round.