DATA SHEET



How to create partial UV varnish

General information

The UV varnish is colourless and can be used as a high-gloss finish on individual objects in the design. Thanks to the varnish, the colours appear more brilliant and a little more intense. Visually, this can result in a colour difference between varnished and non-varnished areas of up to 10%. The colours will appear darker than set in the colour values.

Our UV varnish is 100% opaque, therefore gradients cannot be reproduced with this varnish. The design must allow for small registration tolerances (up to 0.5 mm) that unfortunately cannot be avoided in the production process.

For line weights of less than 1 pt (0.38 mm), continuous varnish application can no longer be ensured. Unfortunately, lines or fonts can break away.

Knockouts in the varnish areas should not be smaller than 1.5 pt (0.56 mm).

Finer elements may fill up, making them barely visible or no longer visible at all.

When processing the print data, the varnish is **automatically set to overprinting!**If there are supposed to be objects underneath the varnish surfaces, these must be additionally created underneath the varnish and should be filled with colour accordingly.
In case of e.g. white objects on a coloured background, the varnish must not be set to knockout. An object must actually be created underneath the varnish and it must be assigned the colour "weiss".

When creating print data with partial UV varnish, please only use programs that support spot colours or special colours (e.g. Adobe InDesign, Illustrator, Photoshop).

Please note!

Minimum size: 0,38 mm (1 pt) Knockouts: 0,56 mm (1,5 pt)

Swatch name: lack

Special features: Always transparent and high-gloss

Minimum 1.5 mm knockout with fold and crease

Please note that when ordering on uncoated paper, no elements with UV varnish should be placed in the bleed area. The varnish must have a minimum distance of 2 mm to the cut edge, otherwise it may break or peel off during cutting.



How to create partial UV varnish in Adobe Illustrator

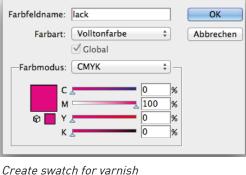
- 1. Design your file the way you want it to look.
- 2. Create a new swatch for the partial UV varnish.

Swatch name: lack Colour type: Spot colour Colour mode: CMYK Colour: 100% magenta

3. Assign the colour "lack" to all elements to be varnished. Do not use effects, transparencies or gradients on the varnish objects!

The varnish must be set to 100% coverage.

4. All objects assigned the spot colour "lack" must be set to overprint. In InDesign and Illustrator, this option can be found via Menu \rightarrow Window \rightarrow Attributes.

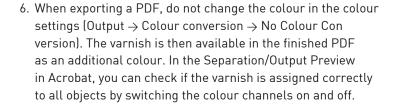


Neues Farbfeld

Please note!

The varnish is automatically set to overprint during production. Areas created only by setting varnish objects to knockout will not be printed!









Set to overprint





Activate Overprint Preview

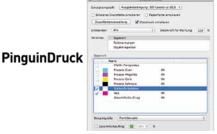
Check in finished PDF:



CMYK and varnish with Overprint Preview



Only CMYK view, varnish is hidden



Only varnish, CMYK is hidden



How to create partial UV varnish using Adobe Photoshop

 Via Menu → Window → Channels create a new spot colour/special colour channel.

Swatch name: lack Magenta: 100% Solidity: 0%

- Select the elements and areas to be varnished.
 Then click the varnish channel. Make sure that only the varnish channel is selected.
- 3. Via Menu \rightarrow Edit \rightarrow Fill, the selected areas are filled with 100% black.

The areas now appear magenta-coloured in the design. This colour serves exclusively for visualization in the file. On the finished product, the varnish is colourless!

4. For further use in layout or graphics programs, you can now save an EPS image as Photoshop DCS 2.0. You can then place the image anywhere on your layout.



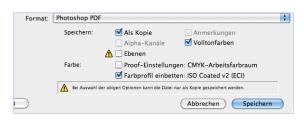
Or directly create a printable PDF.

Make sure that Spot Colours are checked.

Layers must not be saved.

In the PDF settings, under Menu \rightarrow Output, select "No Colour Conversion"!

Check your PDF in Acrobat!

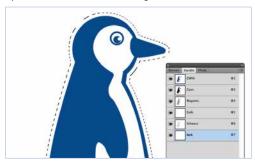




New spot colour channel



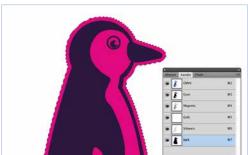
Spot colour channel settings



Create selection



Fill areas



Coloured areas