

CYMK PROCESS PRINTING

1.OPEN

2.SIZE

3.CYMK

Image

Mode

CYMK Color

Ok

Window

Channels

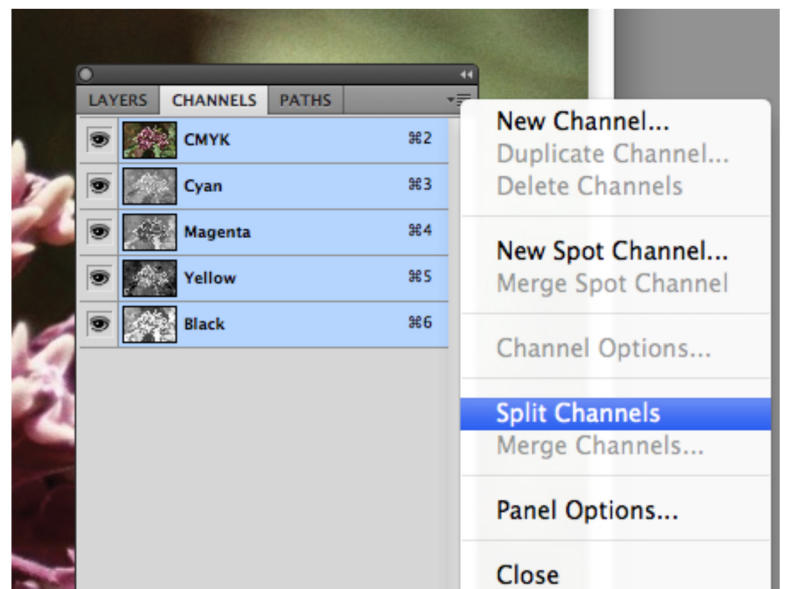
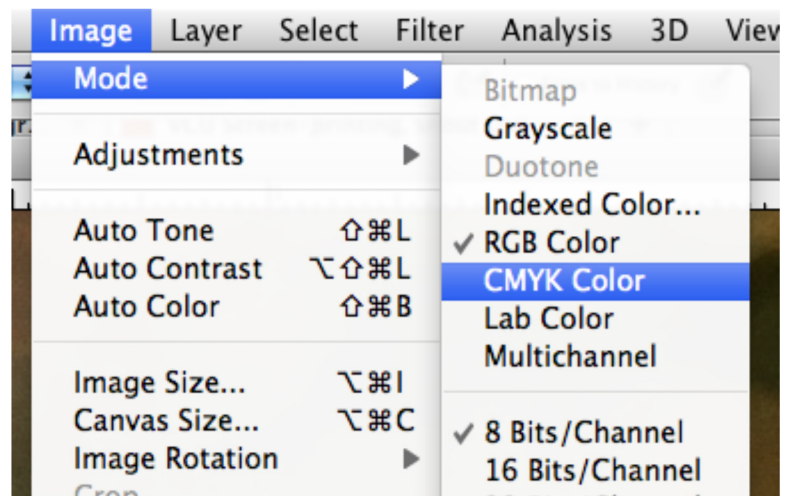
Split Channels

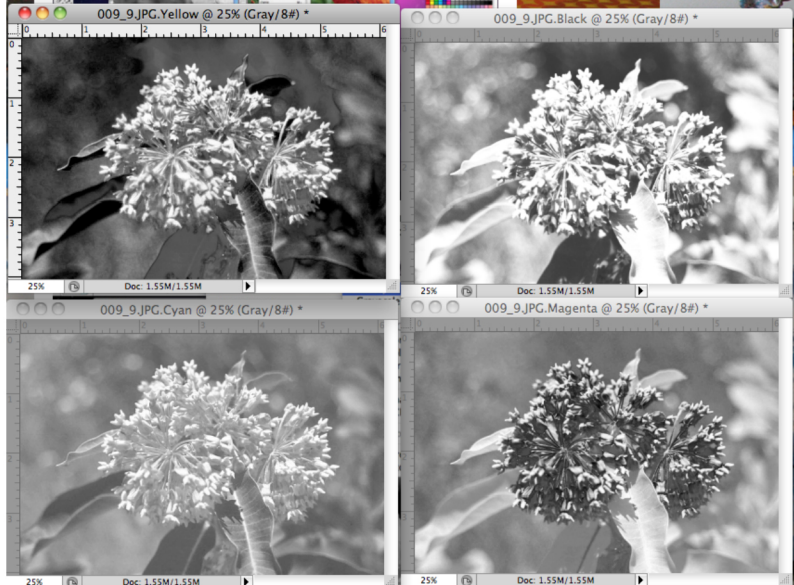
To reproduce **full-color** photographic images, typical printing presses use 4 colors of ink. The four inks are placed on the paper in layers of dots that combine to create the *illusion* of many more colors.

The inks used for printing are process inks and mixed with transparent or extender base. **The ink consistencies** are 1 part ink to 4 parts extender/transparent base.

During print runs, **print quickly** to prevent ink from drying in tiny pores of the stencil and use a **steep** angle when pulling to avoid **flooding** the half tones.

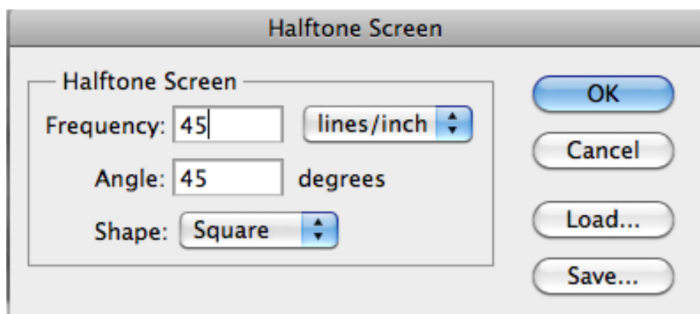
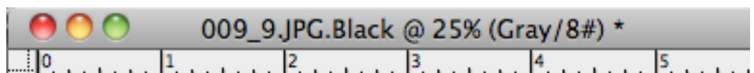
The color order you should print is optimally **YELLOW** first, yet since our screen is yellow it will make it hard to register on top of. Follow this order **MYCK**.





You now have separated each primary print color in four separate images that will eventually be recombined in printing to form a **full color image**. Now these continuous tone images must be turned into **bitmaps**. Start with the file the **black** layer

Select Black file
Image
Mode
Bitmap...
Halftone Screen
Ok



ANGLE IS IMPORTANT. If all your layers were placed at the same angle, all the dots would essentially fall in same place minimizing the tonal effect. The **angle** for the **BLACK LAYER** is 45°. Later when we test our layers, you will notice immediately when the angles are wrong. The **shape** of the dot is up to your own experimentation.

4.Repeat

Follow the same steps you did with the black layer starting with selecting the color file and ending deleting the white area. Don't forget to save them and name them appropriately.

The other color angles are:

C: CYAN: 105°

Y: YELLOW: 90°

M: MAGENTA: 75°

K: BLACK 45°