

WHITE INK AUTO-GENERATION IN WASATCH SOFTRIP

GETTING STARTED

If you're using Wasatch SoftRIP to generate your underlays, overlays, or spot color replacements, it is important to set up your printer properties correctly. This document will teach you how to apply an Auto-Generation feature that works best for your workflow and how to create a spot color replacement in SoftRIP.

WHITE INK WORKFLOWS IN WASATCH

Whether you are printing a file that has a transparent background or using Wasatch's tools to designate where to print white ink, Wasatch SoftRIP's white ink workflow is straightforward and simple!

STEP 1

In Wasatch SoftRIP select **File > Preferences**.

STEP 2

Click on the **DCS2 and Image Format Options** tab.

STEP 3

If your file has a transparent background, select **Enable Alpha Transparency**. If your file has an alpha channel for white ink, select **Process Extra Channels as Hi-Fi Channels** for either PSD or TIFF.

STEP 4

Click **OK**.

STEP 5

Next, select the auto-generation rule that best fits your workflow. Select **Print Setup > Edit > Properties**.

STEP 6

Select the **Auto-Generation** tab.

STEP 7

Wasatch has a number of auto-generation rules to fit your white ink workflow. Select **No Auto-Generation** if your file contains a transparent background, an alpha channel, or if you intend to create a spot color replacement in Wasatch.

No Auto-Generation: White channel is not printed unless specified through spot color replacement or as an alpha channel.

Auto-Generate ink from traced areas: White ink will be printed only to the traced areas that have been set using the Trace tab in the main SoftRIP interface.

Auto-Generate the entire page: White ink will be printed over the entire image.

Auto-Generate where other inks are used: White ink will be printed on all non-zero pixels (marked areas). In addition, a "choke" or "spread" may be selected.

Auto-Generate where other inks are used and where K is not 100%: White ink will be printed on all pixels that are non-zero and where K is not 100%.

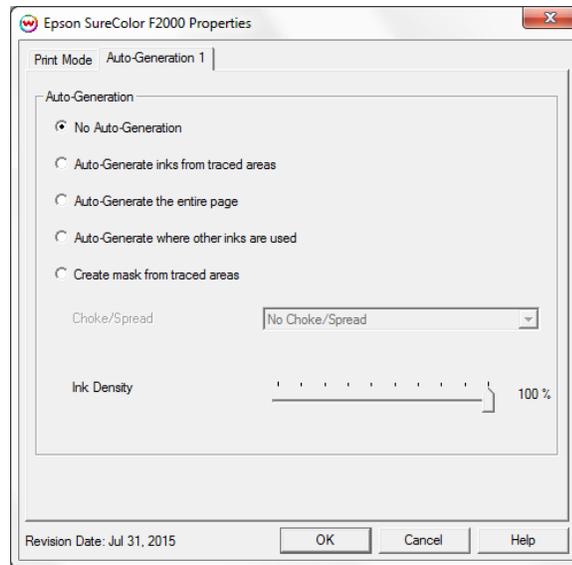
Create mask from traced areas: Using the Trace tab a user can create a mask to determine what image data

on the Job tab that will be printed. Any image data outside of the mask will not be printed. This control is useful for printing on dark shirts when printing raster image files or vector files with background colors that are not a solid fill.

Note: A choke shrinks the White ink channel in relation to the printed area.

Note: A spread expands the White ink channel in relation to the printed area.

Ink Density: Set percentage of White ink that will be used. Can be set from 10% to 100%.



STEP 8

Before closing out of the printer properties menu, select the **Print Mode** tab.

STEP 9

In this window select the print mode or inkset that is needed to print a white ink channel. If you need to create a custom inkset please refer to our *Creating Custom Inksets* document.

NOTE: Every printer driver is different and, therefore, your steps may differ. Select **Help** in the printer Properties menu for more information.

STEP 10

Click **OK**. When prompted, save your imaging configuration.

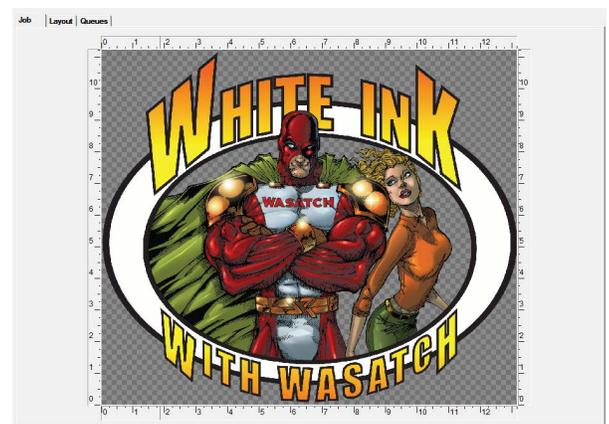
STEP 9

Open your image in SoftRIP. If your file contains a transparent background and **Enable Alpha Transparency** has been selected in Wasatch Preferences, your image will appear with a gray checkerboard pattern. This indicates that no ink will be printed down in this area.

If **Auto-Generate ink from traced areas** or **Create mask from traced areas** was selected then you will need to use Wasatch's Tracer tool to select the area of your image you would like white ink to be printed. Use the Tracer options from the Trace tab to make your selection.

STEP 9

Select **RIP & Print**.



SPOT COLOR REPLACEMENT

Wasatch SoftRIP makes it easy for you to perform a spot color replacement straight to white. Spot color replacement is also useful if you do not want ink printed in a portion of your image, for example, a background of your image. This works well if you would like to “remove” a background of an image when printing for direct-to-garment. To utilize Spot Color Replacement, follow the steps below.

STEP 1

Open your image in SoftRIP.

STEP 2

Select **Color > Special Colors**.

STEP 3

Under Spot Color Replacement, select **Vector and Raster Graphics** by clicking the radio button. Click **OK**. Save your changes as a new imaging configuration.

STEP 4

Select **Color > Special Colors**.

STEP 5

In the Color Preview window, click on the color that you wish to change and select **Replace Spot Color**.

STEP 6

Choose **Device** as the Replacement Color Space in the Spot Color Replacement window (Illustration 9).

STEP 7

White should be listed as one of your options under Replacement Color. Enter **0** in every box except White. In the box next to White, enter **255**.

If you are creating a spot color to indicate where you do not want ink to lay down (i.e. the background of an image) set the spot color replacement to Device 0,0,0,0. The display of your image will change to red and white striping, indicating where no ink will be laid down.

Note: Using a spot color replacement relies on the background color being a consistent fill.

STEP 8

Click **OK** until you are prompted to save your changes as a new imaging configuration. Once you have saved your new imaging configuration, click **OK** all the way back to the Job screen.

STEP 9

Select **RIP & Print**.

