
Shirt Monkey

Artwork Guide For Direct To Garment Printing

Say no to transparencies!

Transparencies

And why to avoid them

Transparencies..

Direct to garment is a digital printing method and unfortunately we are unable to print 'transparencies' onto dark garments.

What could be considered a transparency? Some of the common problems we face could include;

- Any aspect of the design that has reduced opacity
 - Any aspect of the design that has a faded edge
 - Drop Shadows
 - Glows
 - 'See through' inks
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Let's look at an example

How the print process works;

1. Our Kornit machines will process your artwork file
2. A white underbase layer will be printed
3. A colour layer is printed on top of the white base layer

Let's take the artwork on the right. This artwork contains both a **drop shadow** and a **fade**.

Onto a white garment this would print fine.

Onto a colour garment this would not print correctly.



Two Step Printing

The print machine will evaluate the artwork similarly to that of the magic wand tool in photoshop.

We can see that around the text and across the full width of the faded bar - photoshop is picking up that there are pixels of colour in this area and the area is not blank.

In these areas, the machine will print a white 'underbase' layer.



The Generated White Later

How would this look?

The end result is therefore a large amount of white will be visible through the transparent elements of the design.



How you might think the design will print



Actual Print Result

If you would like any assistance ensuring your designs do not contain transparencies we can have a look at your artwork for you.