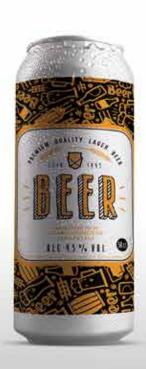


# **CRAFT BEVERAGE GUIDELINES**







TLF Graphics wants to help you get the most out of your art. A few steps will allow us to take your vision from screen to label.

We're here to help! We have sample files and can advise on the best course of action to take if you have questions.

**Preferred File Formats** 



Type & Links





Media Accepted





Adobe Illustrator is the industry standard software for labels and packaging. An Illustrator file, or a PDF created with Illustrator, is the best format for your artwork.

Outline all text. This prevents any need for you to locate and send the font files.

Embed the images in your art. Like fonts, you can avoid tracking them down and e-mailing them if they are embedded in your file.

If you're using white ink, place that on a separate layer. This ensures we know exactly what is backed with white.

We accept files on CD, DVD, USB Drive (Macintosh or Windows) or you can email them to your customer service representative.

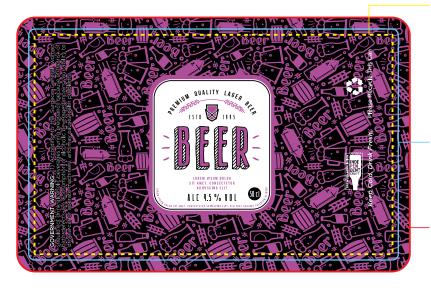
Large electronic files can also be uploaded to our server at:

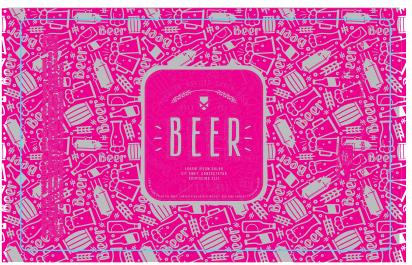
https://office.tlfg raphics.com:7001

Username: uploads Password: tlfuploads

To upload your file - Open the "General" folder. Click the upload button on the top left. Then choose upload - skip the options. Then pick your files and click Open

It is recommended that all files submitted electronically be compressed, this will maximize files transfer speeds and prevent corruption. Use Stuffit (macintosh) or any Windows Zip utility to save files as .sea, .sit, or.zip files.





# Safe Zone

Do not place important text or images within 1/16" of the dieline (called the "safe zone") to ensure elements will not get cut.

# Dieline

The dieline is the actual cut of the final design.

# Bleed

Extend the background of your artwork into the bleed area at least 1/8" around all sides.

# Silver Material

Area where material will show through color for a metallic effect

# White Ink Coverage

Area where white ink is applied, won't have metallic effect