

HOW THE FILES BECOME BEST FOR DOING HOT STAMPING DIES

Working with view representation and construction representation

Generally:

Initially, we would like to respond to the question of the „optimal data file“:

The best files for the production of stamping dies are those, which contain only the vectorized contour of the stamping image.

We often receive files that contain multiple elements that have nothing to do with the stamping job; for example printing files/layers, invisible objects, font information and much more. We must remove these elements/layers in order to have a clean artwork for the production of the hot stamping die. There are cases, where it is very difficult to distinguish between data that shall be used for the production of the die and data that shall not be used for the stamping. Files with multiple elements contain a high risk for error, as we might eventually misinterpret your files.

For safety reasons and to best serve our mutual interests, we prefer „optimal artwork for stamping“.

The below charts provide guidelines to optimize your artwork.

Not every view in illustrator shows all the graphic elements contained in the file. This is why we would like to draw your attention to 2 main forms of display hereafter: the preview representation and the outline (design) representation.

The **preview representation** shows the **visible** elements, the **construction** representation shows **all** the elements, the invisible as well.

The following pictorials show an image in preview and outline modes :

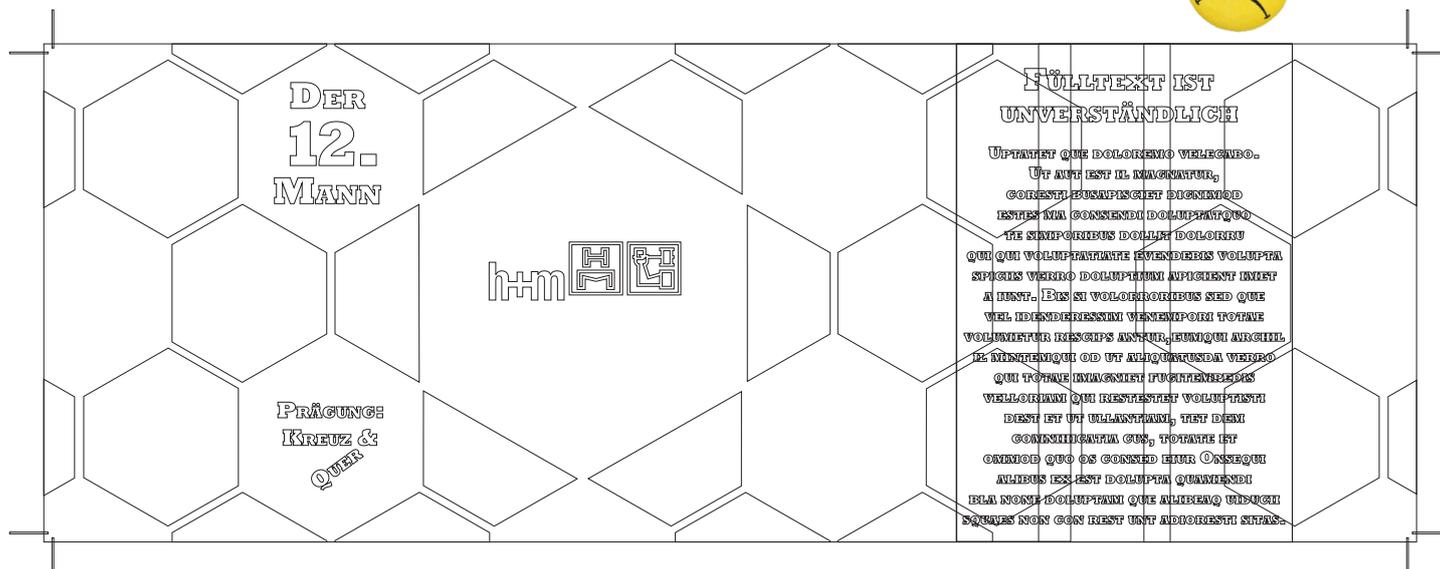
Preview mode:



In **preview mode** , the file looks quiet fine.

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Outline mode:



In **outline mode**; however, you now see many elements that were invisible – now suddenly become visible !

The reason is that this text has been coloured with its back ground colour, in order to make it invisible.

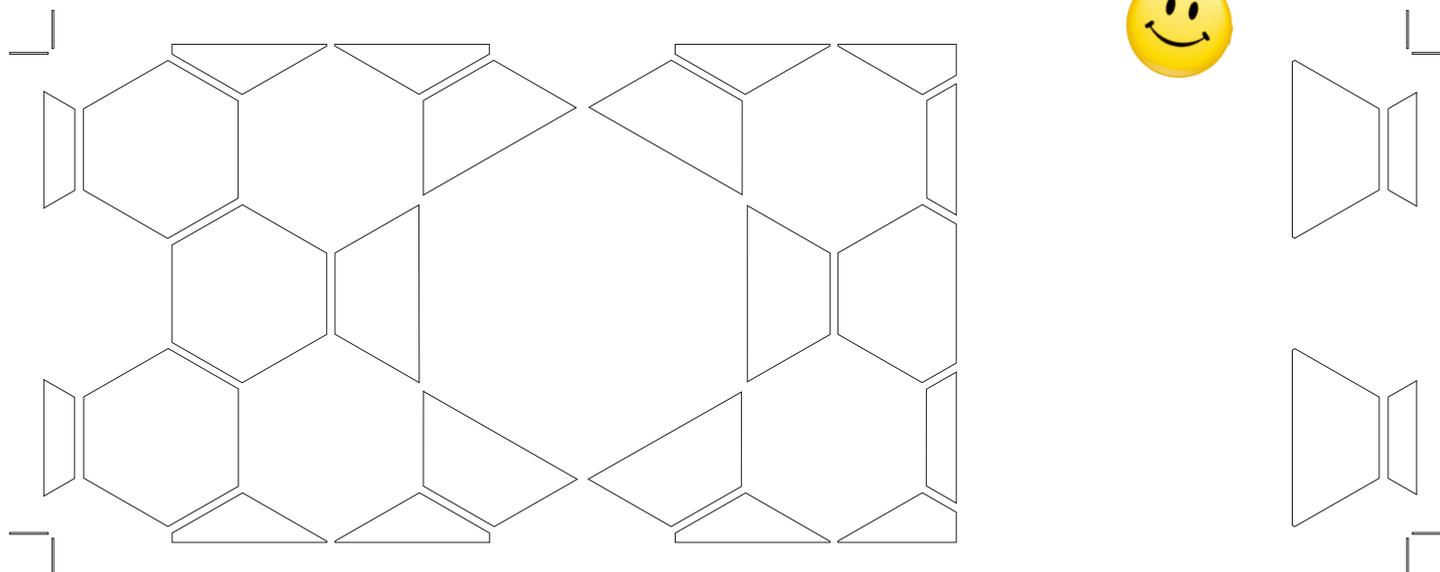
It is not visible in preview mode anymore, however, it is still there. Even if working with cutting masks, the area that is cut is still there in outline mode.

Hence, the file should be optimized in such a way, that preview matches outline view 1:1. This minimizes potential errors, avoids misunderstandings, accelerates the processing of the data and reduces the overall risks of processing your informations.

Adjusted outline view image:

Here, you can now see very clearly, that outline view corresponds exactly to preview mode.

Elements no longer exist that are invisible in the background.

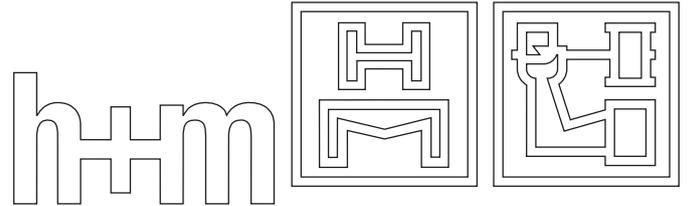
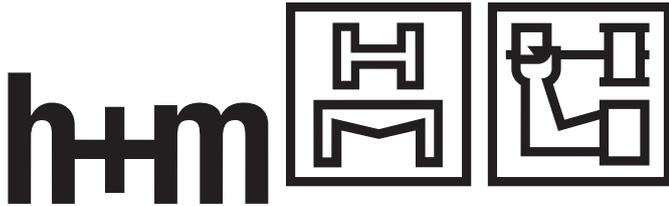


HOW THE FILES BECOME BEST FOR DOING HOT STAMPING DIES

Working with Illustrator

Preview mode (standard):

Outline mode (Ctrl-Y):



Convert contour in area:

preview mode



in outline mode:
incorrect



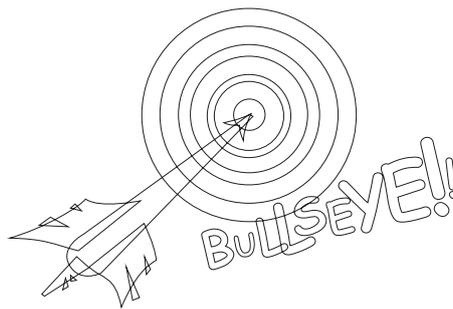
in outline mode:
correct



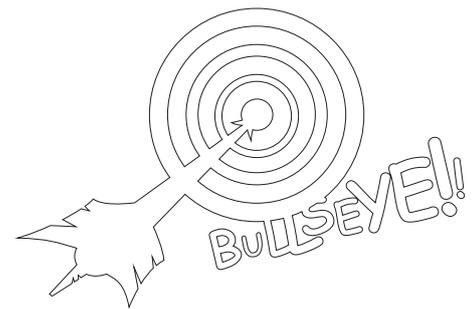
Combine areas correctly:



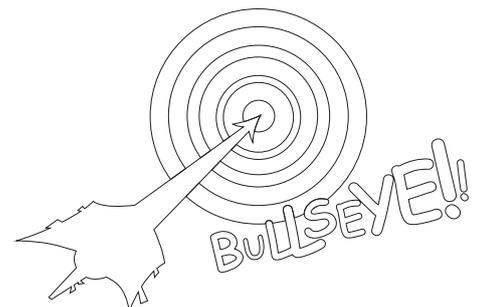
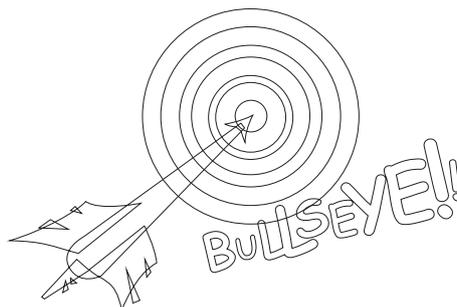
preview mode



in outline mode:
incorrect



in outline mode:
correct



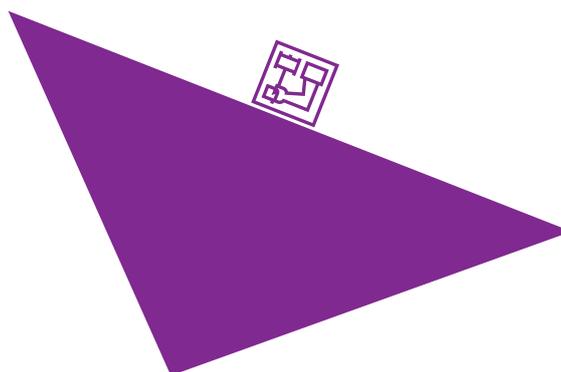
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Multilevel engravings:

Level 1



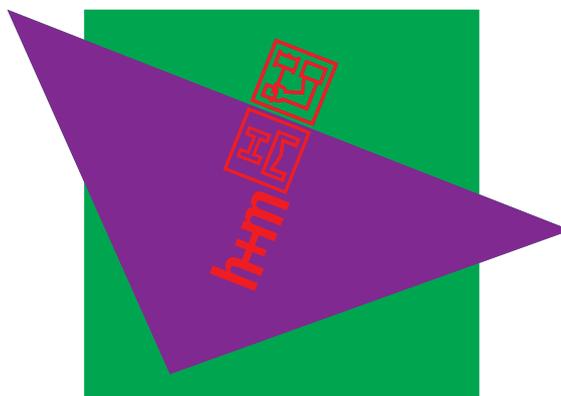
Level 2



Level 3



Combination



With multilevel engravings, it is essential that each level is saved in different layers. Please project raised flat elements in a separate layer, but also in the composite layer, as mentioned in the above example. Ideally, the dielines (cutting and creasing lines) should be in a separate layer.

Please refer to the corresponding example as template: "h+m_sample_file_1.pdf" in the download section of our website.

Others:

You will find additional information for "optimal files" at:

www.hinderer-muehlich.de/downloads.php

Should you have any further questions or require any support, please do not hesitate to contact us. It is a pleasure to be of assistance.