Stock Tube Screen Print Guidelines

The Dieline - Your Key to Success

The first step to a successful silk screen project is to request a dieline from Quadpack. The stock tube die lines are custom-sized to your product and will serve as the design template for your project.

How to Use the Dieline

The dieline is provided as a PDF that you can import into your design software and use as a template. This dieline should be placed on a separate layer from your artwork. The Quadpack Stock Tube dieline is always provided at 100% of actual size and should not be reduced or enlarged.
The dieline contains the following information:

A — **Width:** This is the total width of printable area. If your artwork includes a solid wrap-around background, make sure to include a bleed area of 1.5mm on each side

B — **Height:** This is the height of the tube and includes the 9mm area of unvarnished, non-printable area

C — **Front Center and Back Center Panels:** The eyemark (filler specific) will always be in the center of the back panel

D — **Eye Mark:** This is the printed rectangular mark that can be identified by an electric light beam sensor, typically to identify where the tube needs to be crimped & sealed. These are filler specific, and as such, not everyone will need one. However, for most jobs, eye marks are necessary and must be assigned a PMS color (to avoid additional color charges)

E — **Front and Back Panel Max Visible Area:** This indicates the max visible area, after the tube is sealed, of the front and back panels. Your artwork can cover the entire tube, these measurements are more of a suggestion

F — **Unvarnished Area:** These are non printable areas along the bottom and top of the tube

G — **Ink Swatches:** All ink colors must be indicated with a swatch and Pantone Coated Color (PMS) number, including all spot colors, metallic inks, and varnishes
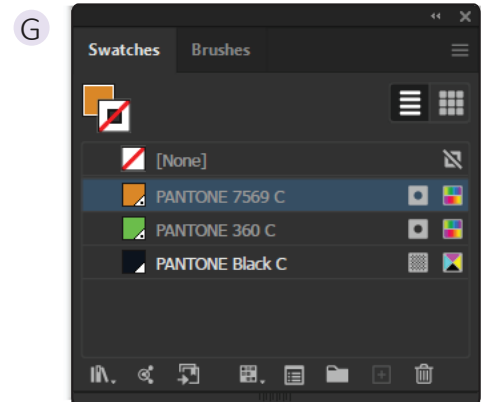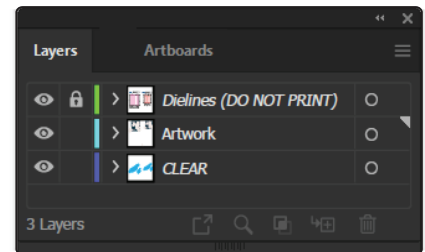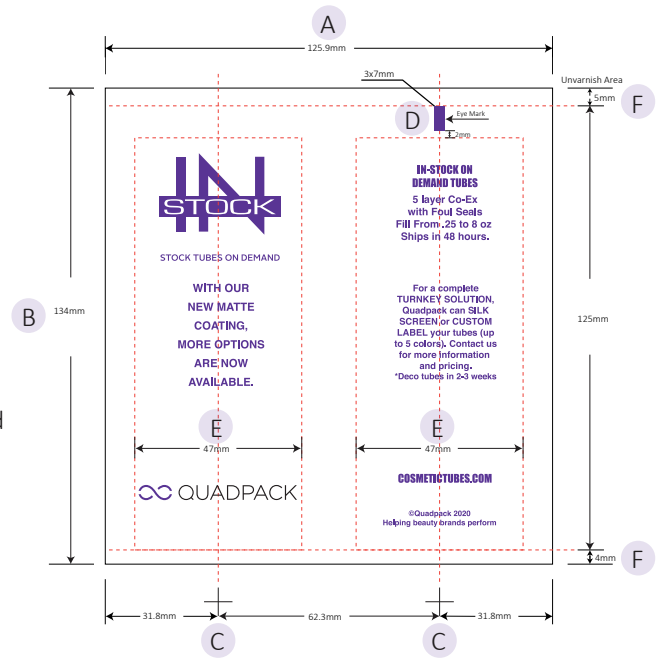
DESIGN/LAYOUT APPLICATION SOFTWARE

Adobe Illustrator (.ai) is the preferred application for designing your screen print artwork. We can also accept EPS files and hi-res PDF files. These files are made up of lines (vectors), not pixels. They can be scaled up or down without losing image quality. Adobe Photoshop is NOT an acceptable format.

Submit files as Illustrator AI files whenever possible.
Submit a PDF proof of your artwork also.

Ai
AI
Adobe
Illustrator

PDF
Adobe
Acrobat

SPOT COLORS

We recommend no more than 4 colors for printed tubes. This includes Pantone Spot Colors, Metallic Inks, and Varnishes. Show all colors used as swatches on the die line. If reversed white (no ink) is used as a flood for a print area, no white layer is needed. If white is NOT being used as a reversed type, use a contrasting color to show white ink coverage on a separate layer. (For example, blue ink flood print background, reversed white type)

Do not use CMYK colors. Do not use RGB colors.

SHADING

If your image has any shading, it will be screen printed using halftone dots.
Halftones are images created by printing an image through a screen.
For screen printing, we can only print down to a 30% screen value
of a spot color. The image to the right demonstrates what an image might look
like screen printed.

Halftone Screen
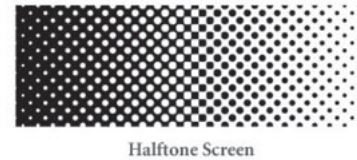
EMBEDDED IMAGES

Embed images as 300dpi, layered PhotoShop PSD when possible. Include embedded images with the art files. Try to avoid embedded images such as a JPEG, GIF, or any other pixel-based file from the web. These low-quality files are not suitable for printing.

TYPE

Convert ALL type to paths (outline). We only accept final artwork with uneditable text. This allows us to open your file without any font issues. Please do not send us your fonts.
To convert text to paths using Adobe Illustrator, select all of your text and convert it to paths by selecting "Type/Create Outlines"
The keyboard shortcut is "Ctrl+Shift+O"

Avoid using small script fonts (< 6pt) or fonts that have fine serifs and swashes. The ink has trouble holding using these type faces.

PRINT REGISTER AND TOLERANCE

Print registration tolerance is subject to production capabilities and will require approval. In most cases, side-to-side alignment tolerance is 1.5mm (1/16")
As a general rule, wherever two colors meet, 1.5mm is needed to trap the colors. Where two colors are adjacent and the designer does not want them to touch, there should be 2.5mm (1/10") of space between the two colors.

BARCODES

In most cases, UPC codes and barcodes should be rotated so that the bars of the code are horizontal on the tube. This will help eliminate scanning errors due to size or distortion when the tube is sealed. Barcodes must be backed by opaque white and the bars must be 100% screen value of a spot color. Barcodes must be vector artwork (lines and curves) and not bitmap images.
Barcodes can be reduced up to 80% and the bar height can be reduced as needed.

0 1234 5 6789 0 5   0 1234 5 6789 0 5

100%   80%