



Faculty of Art & Design

Textile Digital Print Code of Practice

What is available

Based in room 6 ground floor Cavendish Building the Textile Digital Print facility has.....

- Two 160cm wide Mimaki Digital fabric printers. Printing with Reactive dyes they can print onto Pre-prepared Cotton, Wool, Silk and Viscose Rayon;
- Two print servers with RIP (print manager software) capable of working in repeat;
- A range of fabrics prepared for digital print;
- Two design work stations for final preparation of images;
- An A3 scanner for design input;
- A 20GB USB/Firewire portable hard drive (to sign out if you need to transfer large files from remote systems).

The systems are not connected to the University network so you will need to bring your work on CD, DVD, USB pen drives, Zip Discs (100 & 250mb) XD, SD, MMC, Memory stick, Smart Media memory cards or Firewire or USB portable hard drives.

Costs

The stocked pre-prepared fabrics are charged per linear metre (see chart in digital print room)

Printing is charged per image size base on £10.00 per sq metre.

Payment is via the GPAS system with your student card or by cheque if over ten pounds in value. (Make cheques out to Manchester Metropolitan University (in full) with your course, term time address and bank card number printed on the back).

Turn around time

Generally to set up, print, steam and wash a print will take up to two days, However occasions may arise where delays are possible (machine breakdown, volume of work or the logical ordering of print jobs to maximise efficient use of the machines and fabric).

Information required from you

- The image that you want to print;

- The final size you want your image to be, (take into account fabric shrinkage);
- For a repeat design one unit of that repeat correctly prepared to work in the required drop;
- For placement prints a clear plan of the layout.

Bring your images in the following format

- RGB TIFF
- IBM pc byte order
- No layers or alpha channels
- Saved with a logical and distinct name i.e. Design name ### .tif
- At a resolution of 150pdi or above
- Groups of images should be at the same resolution
- Images should be at the final size or at the least a quarter of the size that you require.

Information for you

Digital textile printing is a wet process that requires the fabrics to be steamed and washed to fix and remove excess dyestuff. As a result the fabric can shrink, distorting your image.

To enable you to compensate for this a shrink test will need to be carried out on the fabric you intend to print.

Shrink test method

1. On a sample mark with a laundry pen 10cm lines divided into 1cm sections along both the length and the width. Boil in a solution of water and mild detergent, dry and then re-measure the marked lines. (N.B. if the line is 6mm shorter then the difference is 6%).
2. With this information you then increase the size of your image to counteract the shrinkage.
3. In Adobe Photoshop select Image menu, Image size, un-tick the constrain proportions box, change the unit of measurement to Percentage and alter the height and width as appropriate.

The fabrics kept in stock have had this test carried out; consult the

wall chart in the digital print room.

Colour

Even though the printers are calibrated using industrial standard software you need to be aware that without a great deal of time and effort on your part it is impossible to match colours accurately across the different devices and processes involved.

To minimise the colour variation you can do the following:

1. Carry out test prints: make a small file say A5 or A6 size that contains a sample of all the colours in your image. Adjust the colour values in Adobe Photoshop to give a number of variations to choose from.
2. Colour reduce your design so that you can select discreet areas of colour and input the RGB value you have chosen from the printed colour atlas available in the digital print room. N.B. This extremely difficult with photographic images.

Even then because of the nature of the process the final print can vary from the test piece.

Discounts or reprints can not be given in the following cases

1. Creased or crumpled fabric will cause the print heads to mark off on the crease line. Make sure you supply un-creased fabric.
2. Large areas of deep saturated colour in a design may occasional cause the print heads to become overloaded and splash colour in unwanted areas. This occurrence is unpredictable and although every effort is made, it is to a large extent unavoidable.
3. Fine sheer fabrics can allow the dyes to strike through and saturate the under plate of the printer and may smudge back onto the fabric.
4. Colour variation (see above)