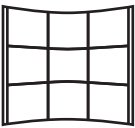
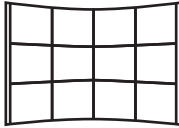


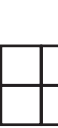


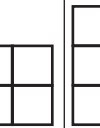
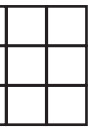



Curved Frames

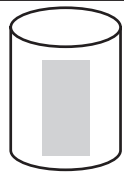
Dimensions include end caps, but do not include lights.

91.5"	114"	W	31"	60.5"	60.5"	89.5"	89.5"	118"	119"	147"
88.5"	88.5"	H	88.5"	60.5"	88.5"	60.5"	88.5"	88.5"	118"	88.5"
28"	38"	D	13"	13"	13"	13"	13"	13"	13"	13"

									
3x3	4x3	1x3	2x2	2x3	3x2	3x3	4x3	4x4	5x3

Flat Frames

Dimensions include end caps, but do not include lights.

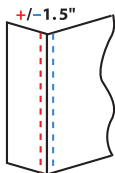


OneFabric Case Wrap

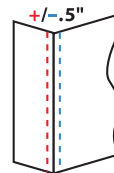
- Art layout: 67.5" W x 31.5" H
- Safe viewable area: 17" W x 24" H centered
- No critical image or text within 2" of top or bottom

FRAME	ART LAYOUT SIZE				BOXED HARDWARE DIMENSIONS			lb/Unit
	NO END CAPS		WITH END CAPS		W	H	D	
	W	H	W	H				
1 X 3 Flat	30"	87"	52.75"	87"	12"	12"	34"	17
2 X 2 Flat	59"	59.25"	81.5"	59.25"	12"	12"	34"	18
2 X 3 Flat	59"	87"	81.5"	87"	15"	11"	34"	19
3 X 2 Flat	87.75"	58.5"	110.25"	58.5"	15"	11"	34"	18
3 X 3 Flat	87.75"	87"	110.25"	87"	13"	13"	34"	26
3 X 3 Curved	80"	85.75"	103"	85.75"	13"	13"	34"	26
4 X 3 Flat	116.5"	87"	139"	87"	16"	13"	34"	30
4 X 3 Curved	106"	85.75"	128.5"	85.75"	16"	13"	34"	30
4 X 4 Flat	116.5"	115.75"	139"	115.75"	16"	16"	34"	40
5 X 3 Flat	145.5"	87"	168"	87"	16"	16"	34"	40
OneFabric Case	N/A	N/A	N/A	N/A	26"	13"	34"	27
OneFabric Light	N/A	N/A	N/A	N/A	7"	3"	24"	4

NOTES:



- Fabric stretch and shrink requires that a design with a graphic, image or text that continues onto the end caps have a tolerance of +/- 1.5" from the corner. This means the design may move +/- 1.5" from the corner, rather than stopping right at the corner.



- If the end cap design is different from the front panel design (graphic, image or text on the front does not continue onto the end caps), the tolerance is +/- .5" from the corner.
- **Only applies when using sewn on end caps.**

- For finishing requirements, critical image & text should not be within 2% of all edges of the art layout size. To avoid stitch lines, critical image or text should not be within 2% + 2" of all edges of the art layout size

- See "Preparing Digital Files" for specific details on submitting art.

FILE PREP GUIDE FOR DIGITAL OUTPUT

FOR COYOTE DISPLAYS, DYE-SUB FABRIC PRINTS AND WALLPAPER

FOR BEST QUALITY: MAKE FILE 100 DPI OR HIGHER (AT OUTPUT SIZE)

Please Send Line Work, Logos, Etc. in format created.

Place Photoshop images in Adobe Illustrator document and do all Vector Logos and Type in Illustrator. Change all fonts to paths.

FORMATS

Recommended: Adobe PhotoShop (layered file .psd format), Adobe Illustrator (.ai)

If you have issues with file formats, please call with questions about how to save your file.

Please, no Freehand, QuarkXpress, or Adobe InDesign for murals.

COLORS: Specify PMS colors for all spot/vector colors in the file.

SIZE

Files must be setup to size. File should be at least 100 dpi (150 is best if you don't have file size issues). Murals should be set up to have ½" bleed on total mural. It is not necessary for you to setup paneling. No bleed is necessary for dimensional or detachable graphics.

SCANNED IMAGES

Scan all images at sufficient resolution to provide least 100 dpi (150 is best if you don't have file size issues). Convert scanned images to cmyk.

FONTS

Change fonts to outlines in Illustrator. Rasterize PhotoShop Fonts.

SAVING FILE

Do not save Illustrator files as EPS. Save PhotoShop files as PhotoShop with all layers intact; this allows us to adjust colors if necessary.

SENDING ARTWORK

We can accept artwork on DVD, CD-ROM, Call for instructions to send via FTP

WHAT ELSE TO SEND

Printed hardcopy of the layout marked for final size along with your disk.

Note any PMS colors that need to be matched.

Please send a printout of the disk contents with the ones we will be using marked.

Send any fonts (screen and printer) which were not changed to outlines.

SPECIAL INSTRUCTIONS

Color Gradations for large areas such as backgrounds should be created in PhotoShop if possible. If created in Illustrator, use gradation tool, NOT blend tool