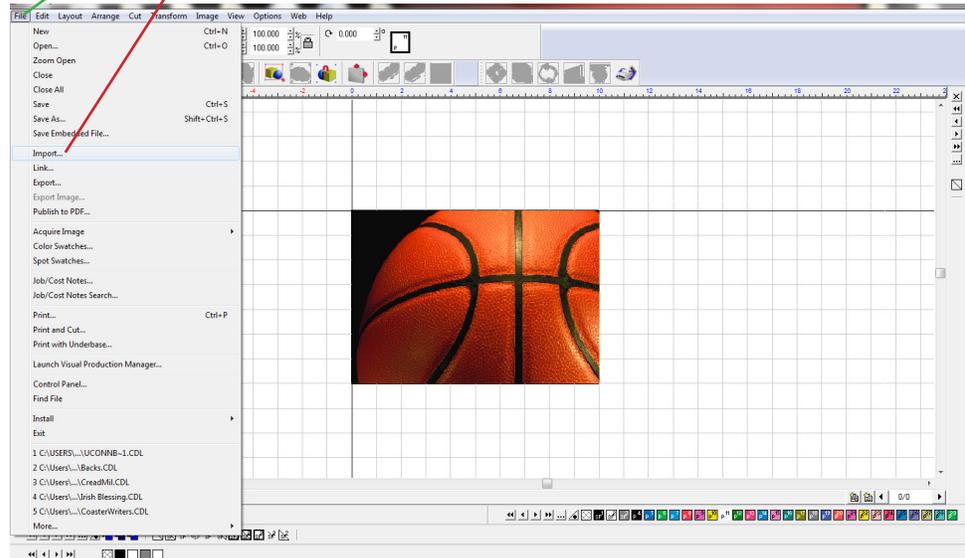
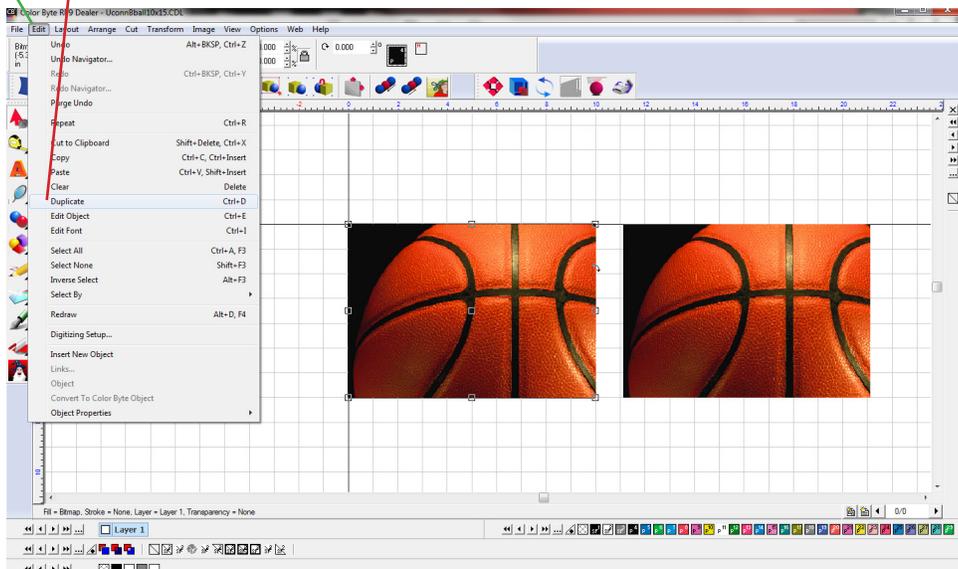


# TEXTUR3D™ Inline Printing

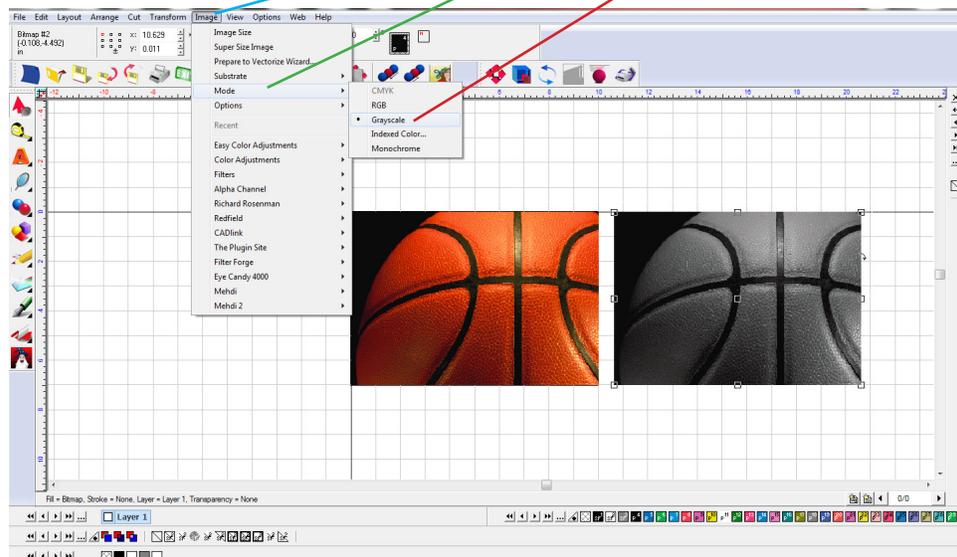
Import an image by going to **File>Import**.



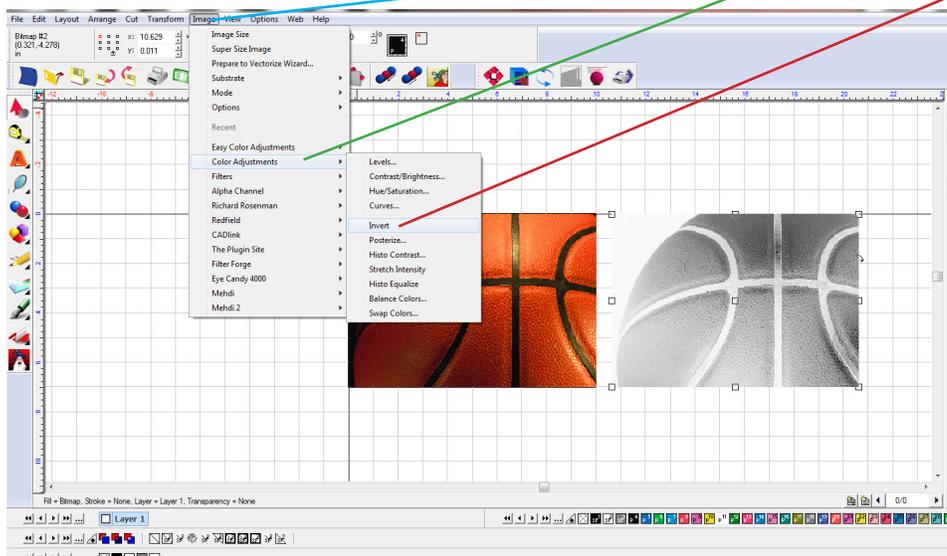
Make a duplicate of the image by selecting the image and going to **Edit>Duplicate** or press *Ctrl D* on the keyboard.



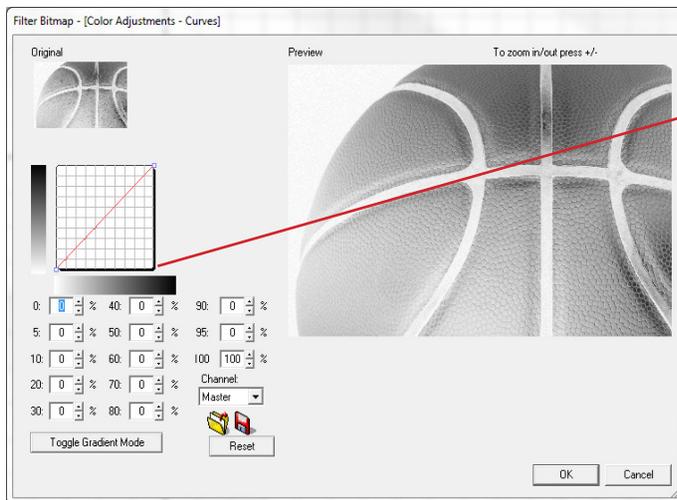
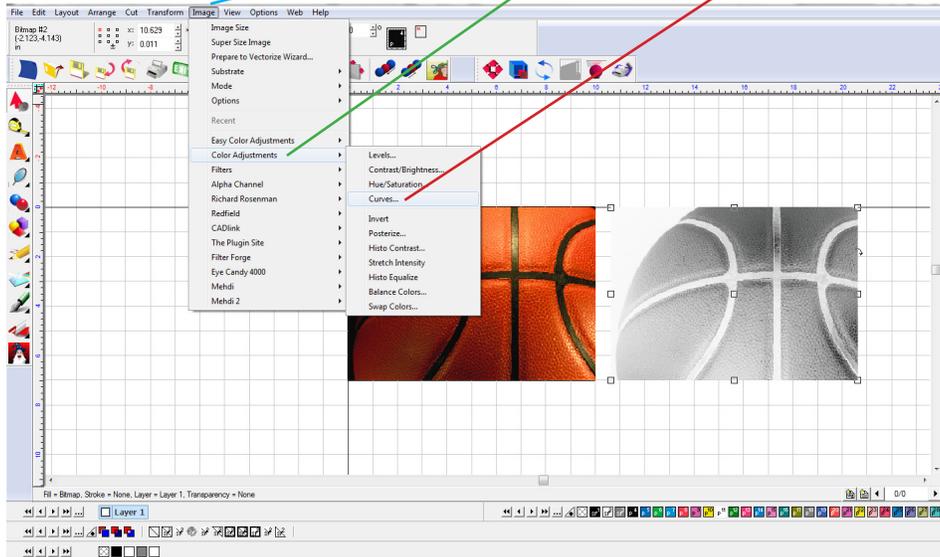
Convert the duplicate image to Grayscale by going to **Image>Mode>Grayscale**.



Depending on whether the image has a black background or not, the grayscaled image may need to be inverted. To invert go to **Image>Color Adjustments>Invert**.



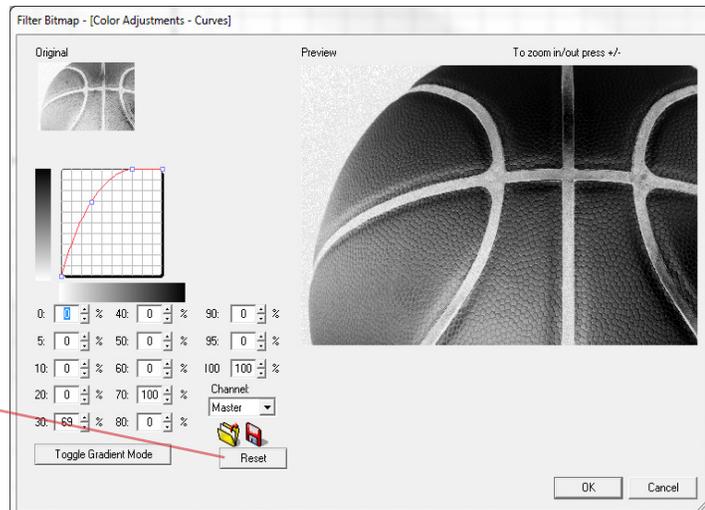
The greater the contrast between the black and white areas, the more texture the output will have. To adjust the contrast of the grayscale image go to **Image>Color Adjustments>Curves**.



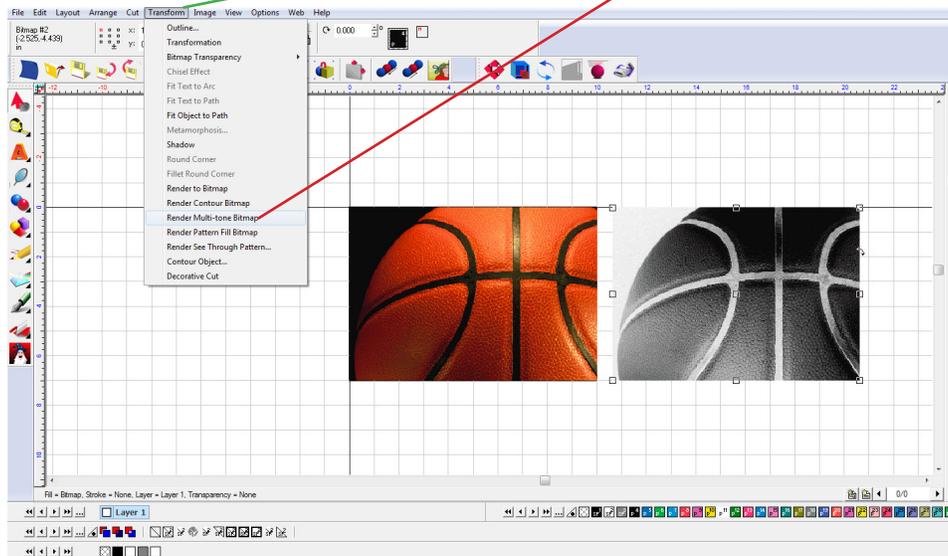
Adjust the curve to build greater contrast. The darker the color the more ink output.

In this case the curve has been raised at 30% and 70%.

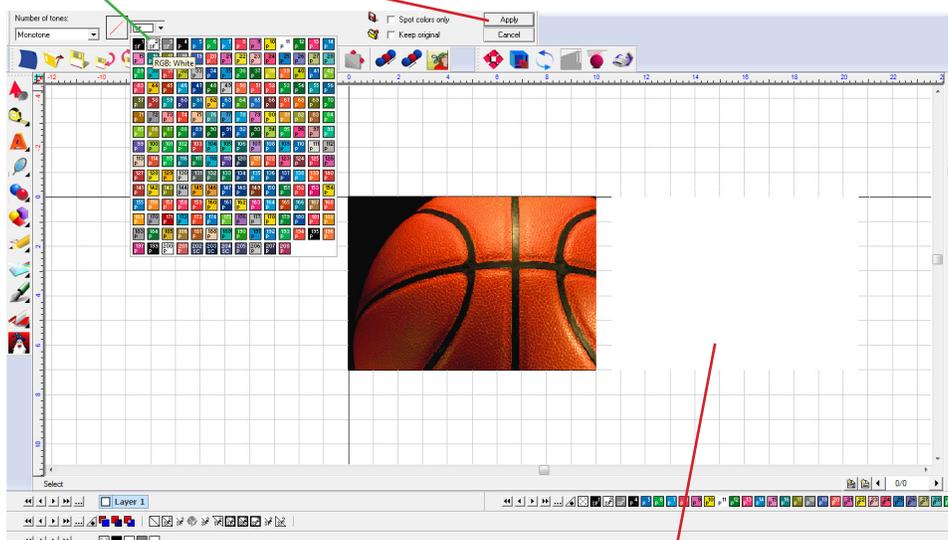
Select **Reset** to start over if the adjustments aren't to your liking, then click **OK**.



Render the adjusted grayscale image to a Multi-tone Bitmap by selecting the image and going to **Transform > Render Multi-tone Bitmap**.

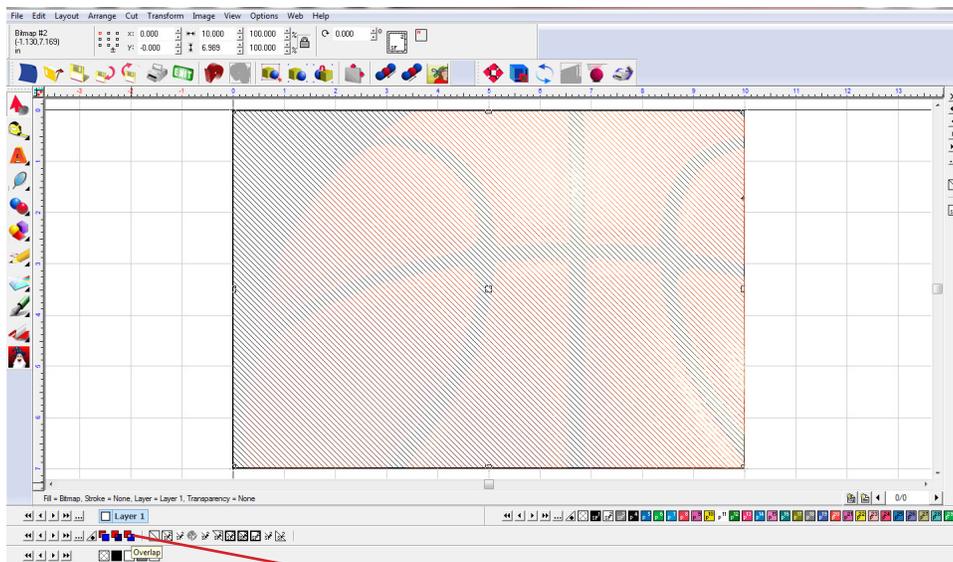
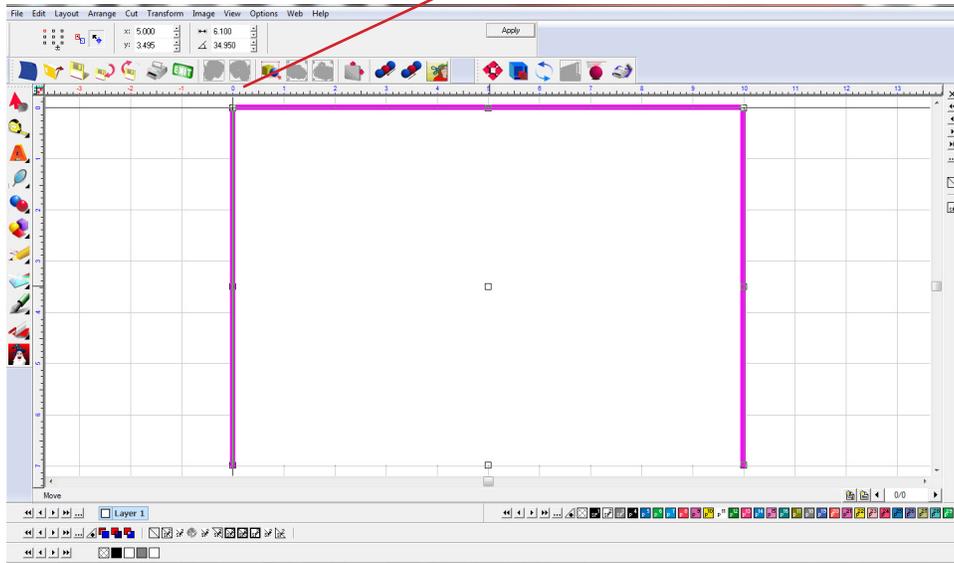


Select **SF2** and click **Apply**.



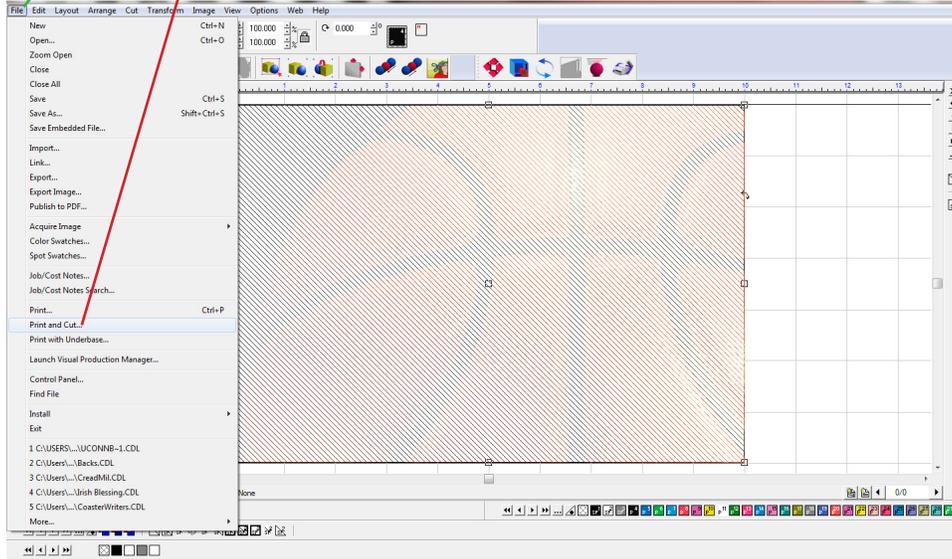
This will convert the image to a Spot white bitmap, which appears as a solid white rectangle.

Place the Spot White Multi-tone bitmap directly over the original image by snapping them both to the **top left side** of the sign blank area.

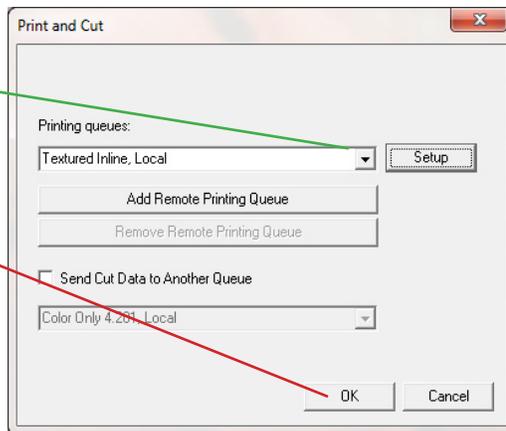


Select the Spot white Mutli-tone bitmap and click **Overlap**. The Spot white bitmap will appear somewhat transparent as seen above.

To print go to **File>Print and Cut**



Select the **Textured Inline** queue under Printing queues then click **OK**.



Select the **Textured Inline** Queue in the RIP and **Print**.

