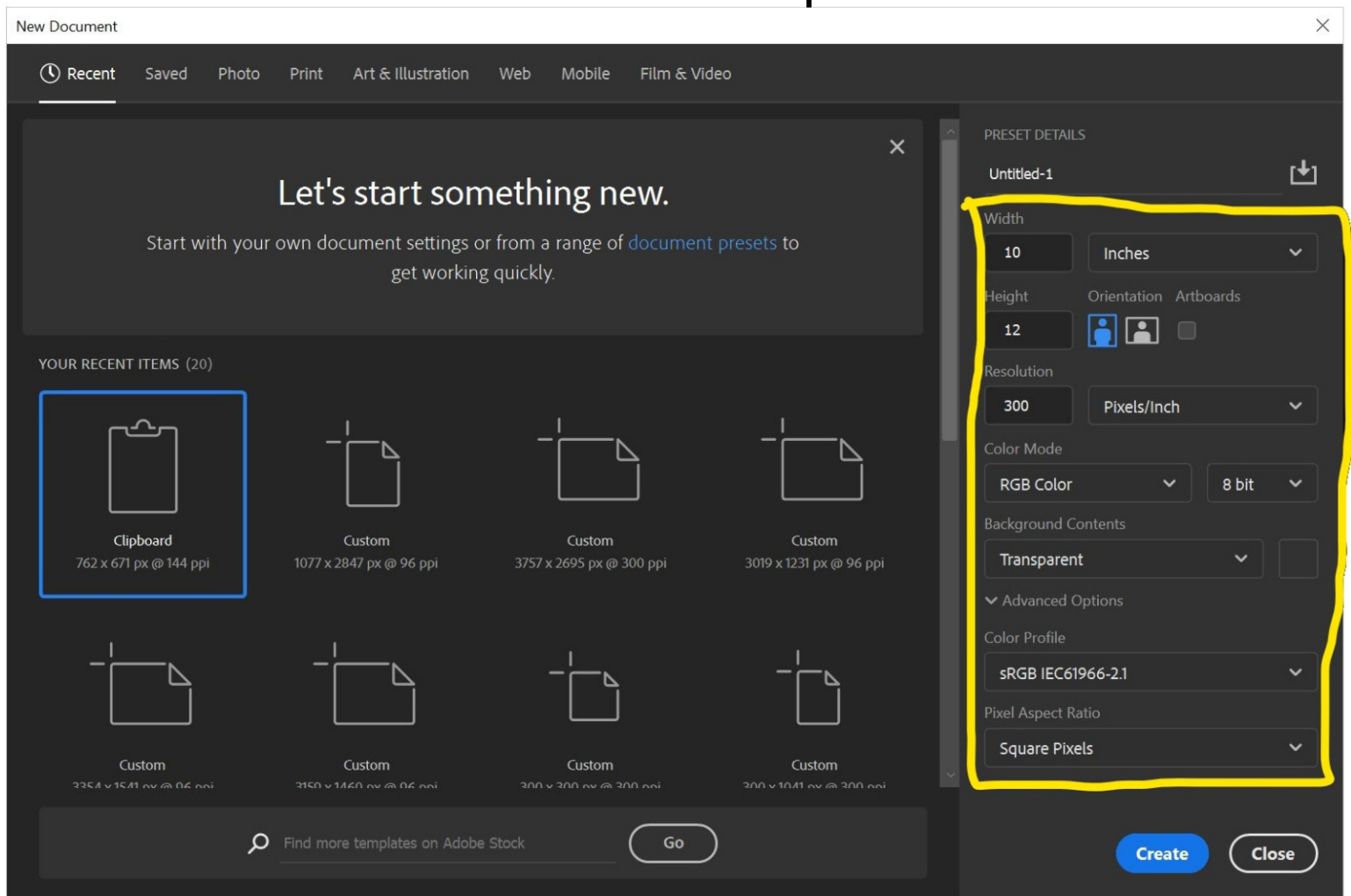
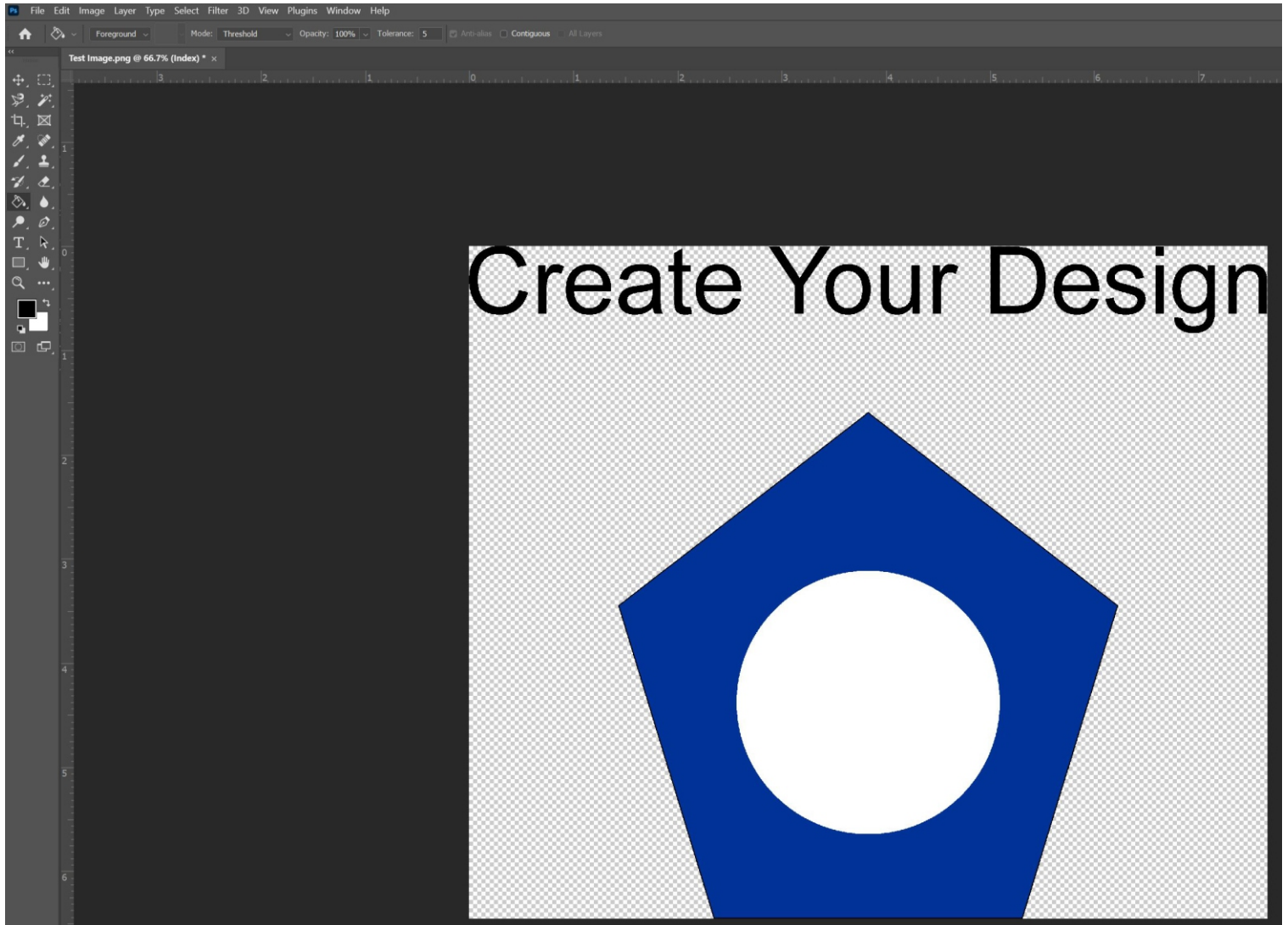


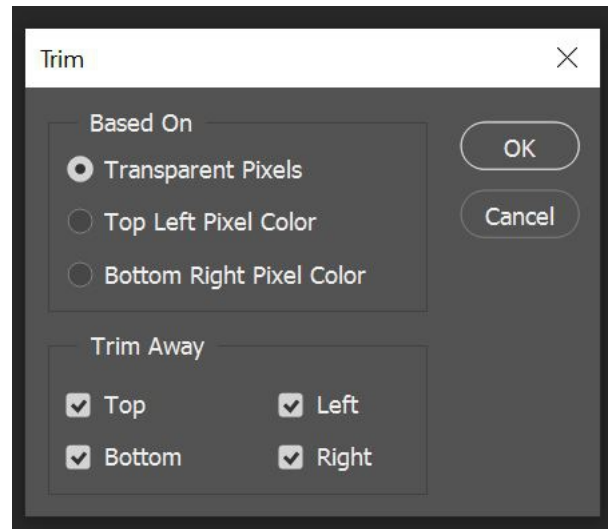
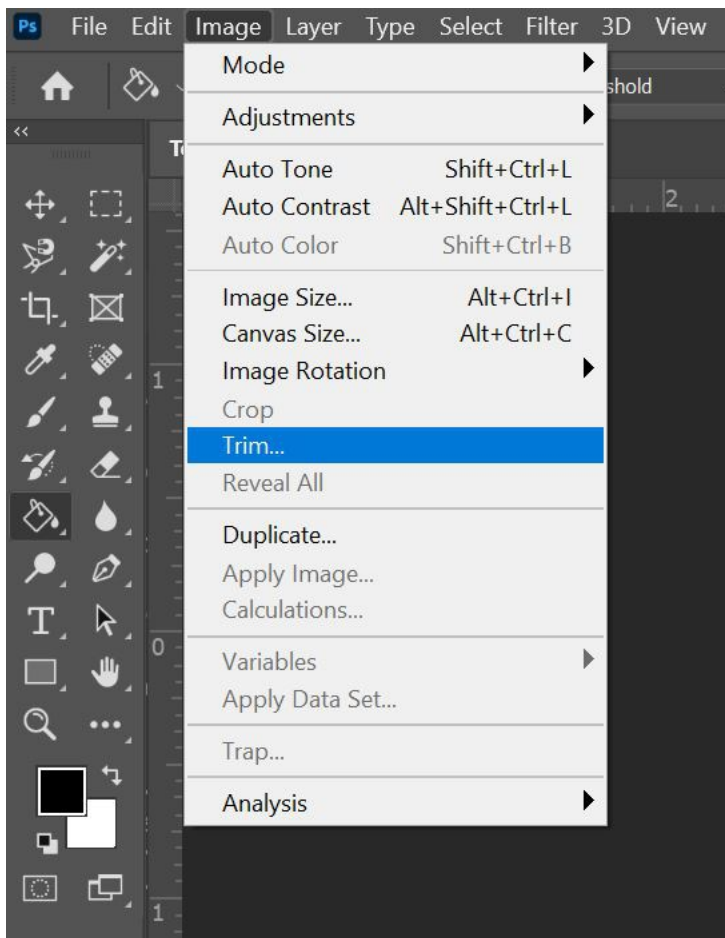
How to setup a file for Epson F3070 DTG printers in Photoshop.



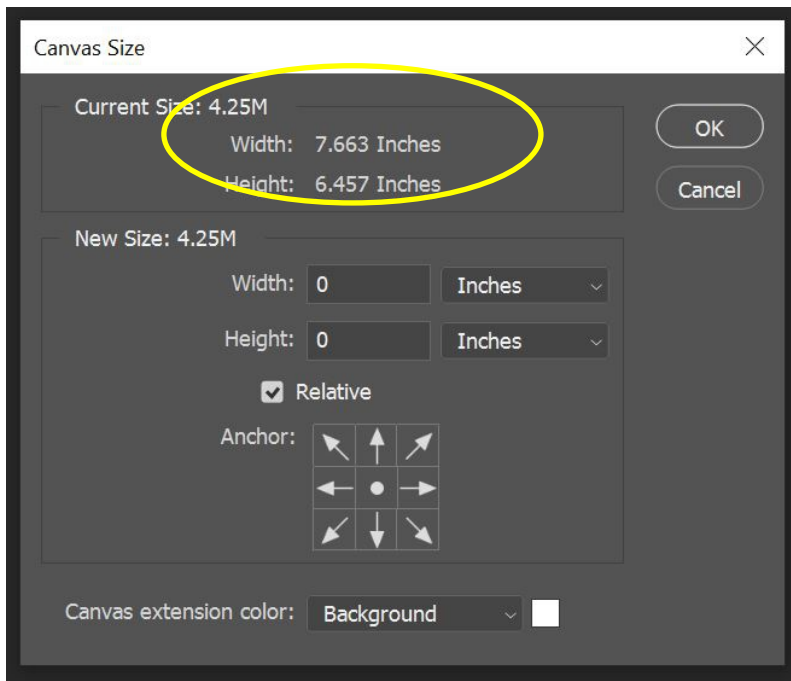
1. Make a new file with the following settings
 - a. **Set your width and height (in inches) for the size you want your design to be.**
 - b. Set your orientation (landscape or portrait)
 - c. Set your resolution to 300 Pixels/Inch
 - d. Set color mode to RGB Color 8 bit
 - e. Set your background to transparent
 - f. Set your color profile to sRGB IEC61966-2.1
 - g. Set your pixel aspect ratio to Square Pixels



2. Create your design using only RGB color values. Do not put anything in the design that you do not want printed. This includes notes, backgrounds, mockups, measurements, etc. If you made your canvas the correct size in step 1, the widest and tallest points of your design should touch the edges.
- Save a master copy in .psd format for editing later.



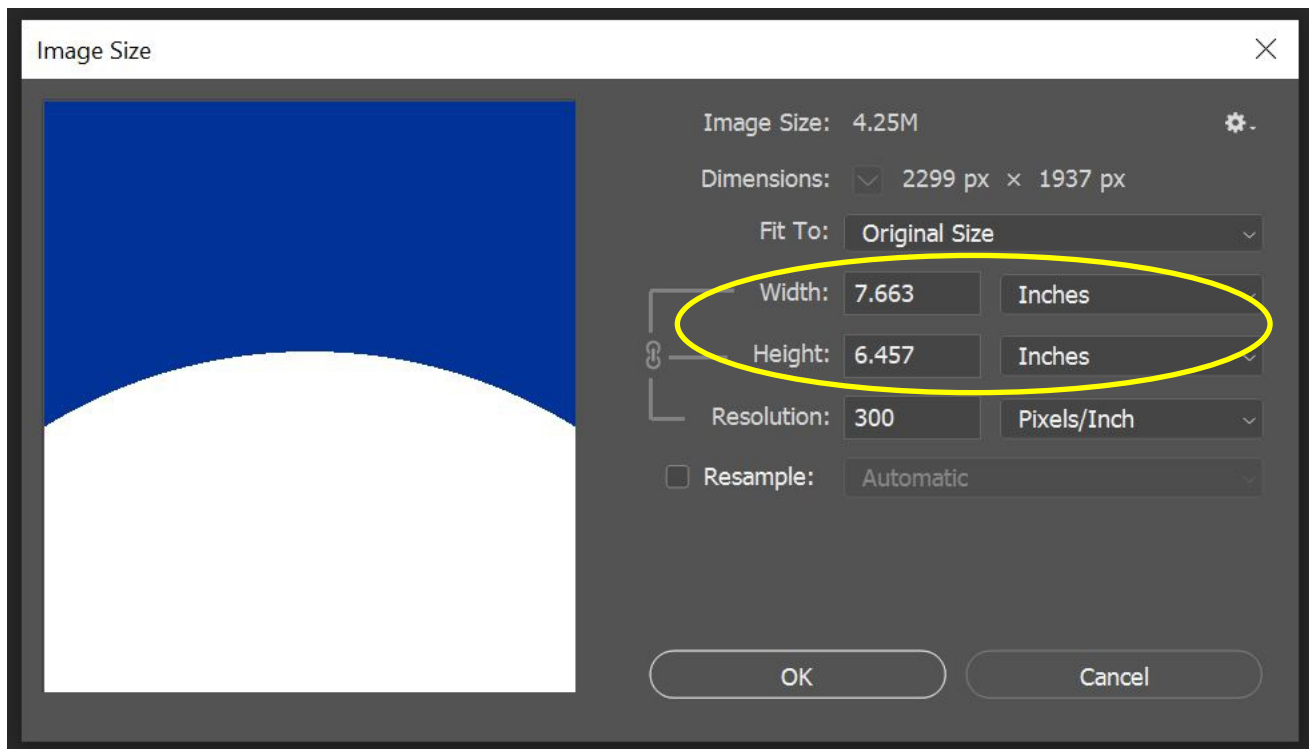
3. Trim your design. If you followed steps 1 & 2 correctly, this step isn't required. However, it is worth doing anyway to ensure your file is the correct size.
- Go to Image>Trim
 - A popup window appears. Select the following:
 - Based on: "Transparent Pixels"
 - Check the boxes for "top", "left", "bottom", and "right".
 - Click OK.



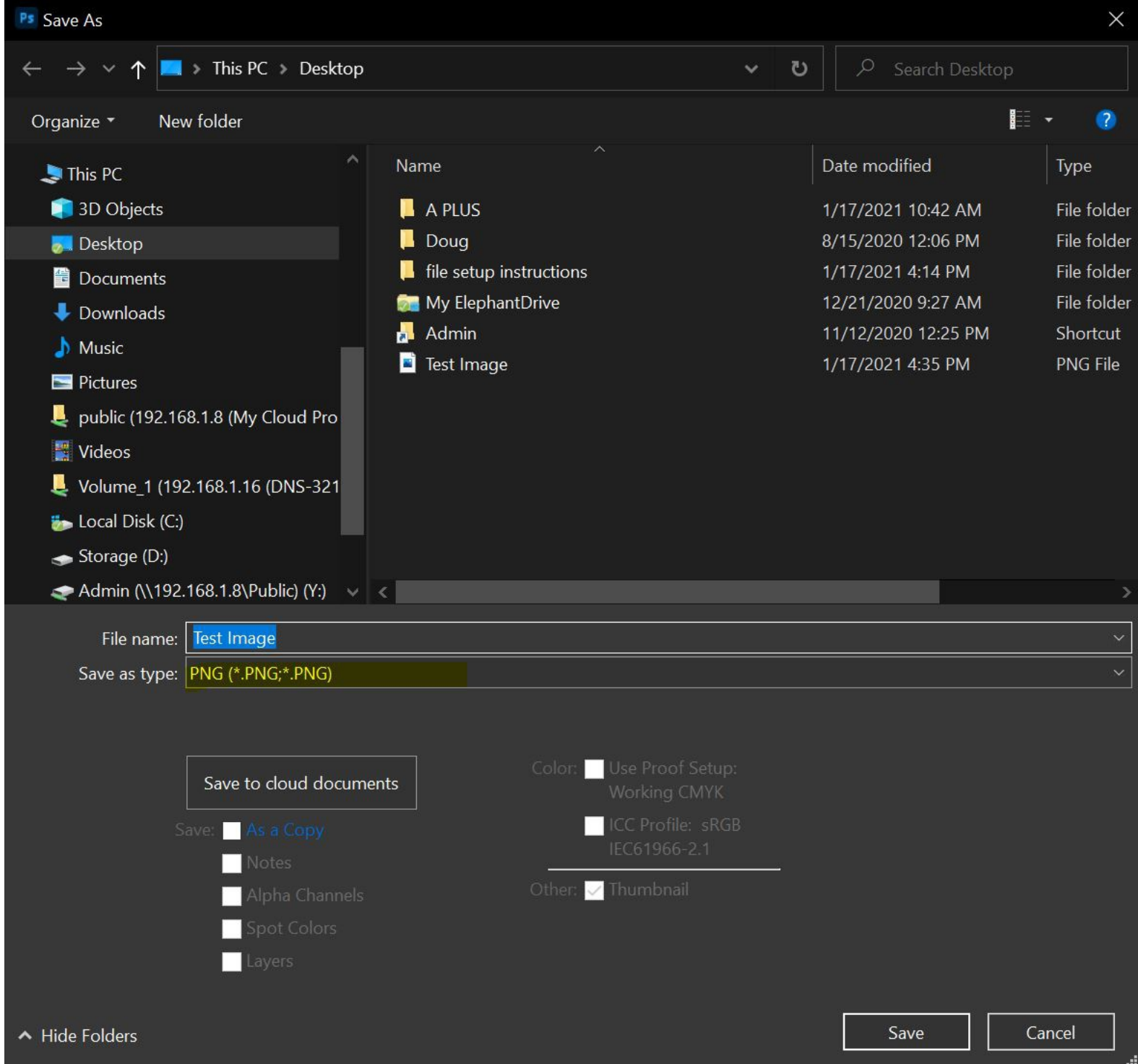
4. Verify your sizing is correct.

a. Go to Image>Canvas Size. The current size will be listed at the top. In this example, the canvas is 7.663" x 6.457". Click OK.

b. Go to Image>Image Size. The width and height should now be the exact same size as the canvas size. Click OK.



THIS IS THE SIZE YOUR IMAGE WILL BE PRINTED AND BILLED FOR!



5. ***When you are done, go to File > Save As. DO NOT use "Export As"***

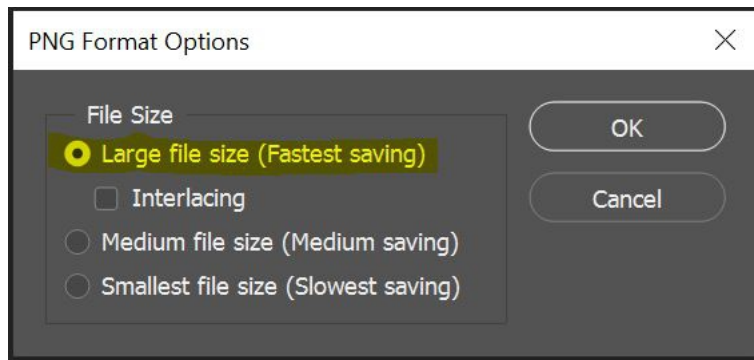
Make your settings for the first save screen

a. Name your file

b. Save as type: PNG (*.PNG; *.PNG)

c. Click Save

A popup will appear.



6. Make your settings for the second save screen
 - a. Click the radio button for “Large file size (fastest saving)”
 - b. Do not check “Interlacing”
 - c. Click OK