

JFX200-2513 EX / JFX200-1213EX

2.5D Texture Maker Guide

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Introduction

Thank you for purchasing the JFX200-2513EX/JFX200-1213EX inkjet printer.

This manual describes how to use the printer with the "2.5D Texture Maker" function in the included RIP software (RasterLink6Plus) for smooth, semi-stereoscopic 2.5D printing.

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Chapter 1 Overview of Functions



This chapter

This chapter describes an overview of 2.5D Texture Maker.

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1.1 2.5D Texture Maker

2.5D Texture Maker uses many stepped layers of UV ink to create bumpiness for a smooth, semi-stereoscopic finish.

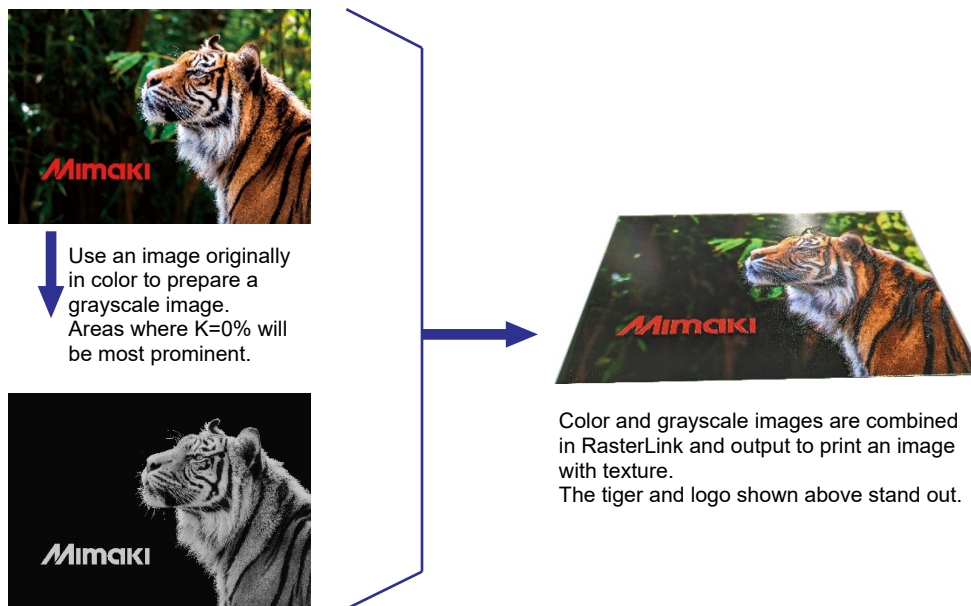
This function allows the following types of printing.

Effect of 2.5D Texture Maker

● Textural printing, with layers at various heights

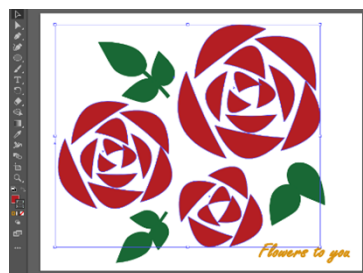
Tonal values of grayscale images are used to create a sense of texture.

For example, parts of photographic images can be printed at different heights to convey depth or texture.



● Printing with uniform thickness applied to text or shapes

Adding thickness to certain text or vector objects in an image can create a sense of texture, as in embossing.



In Illustrator, select objects to make thicker. After exporting the data with RasterLink Tools, use RasterLink to composite and output the image. When you print the image, thickness is applied to your selected areas.

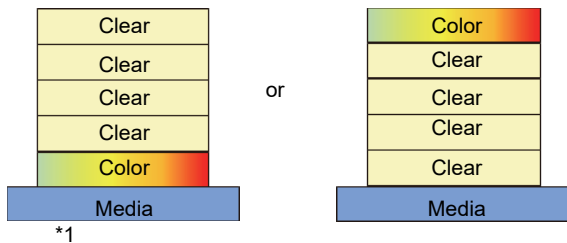
Different Types of Printing

Differences Between Modes

Three modes are available, as follows.

● Standard mode

Clear ink is used to create height.

**Advantages**

- Expression of subtle differences in texture is possible.
- Clear ink creates a three-dimensional effect with transparency.

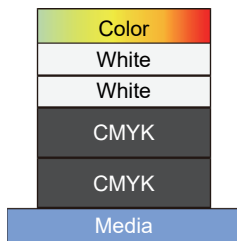
Disadvantages

- Printing takes longer.
- Clear ink must be loaded.

*1 For UCJV330, Color + Clear 4-layer mode can be only used.

● High speed mode

Mixed CMYK colors are used to create height. Over this, two layers of white ink are printed, followed by a color image.

**Advantages**

- Prints faster than the standard mode.
- Colors are printed after white ink, which makes them clearer.

Disadvantages

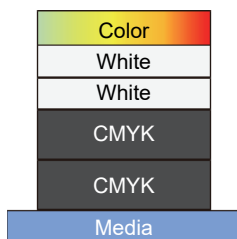
- The layer of mixed CMYK colors is thicker than the clear layer applied in standard mode. Not suitable for expressing subtle differences in texture.
- Not available for vertical models.

● Emboss Mode (UJF-7151plusII e only)

Mixed CMYK colors are used to create height. Over this, two layers of white ink and then a color image are printed to create a 2.5D printing with a maximum height of 5 mm.

Important!

- To use emboss mode, print following "Output Conditions for Emboss Mode". Output Conditions for Emboss Mode

**Advantages**

- Expression of subtle differences in texture is possible.
- It can produce heights up to 10 times higher compared to standard mode and high speed mode, allowing for more three-dimensional appearance.

(Standard mode and High speed mode: 0.1/ 0.3mm to 0.5mm)

Disadvantages

- Printing takes longer.

Software Used

The following software is used to create and export data to 2.5D Texture Maker.

Preparing Data

● Photoshop or other image editing software

Used to create a grayscale image. Tonal values of grayscale images are used to create prints with texture.

● Illustrator or CorelDRAW, and RasterLinkTools

If you want to add thickness to some of the text or vector objects in an image created in Illustrator or CorelDRAW, use RasterLinkTools, a plug-in for Illustrator or CorelDRAW.

Output

The image for color and the image for 2.5D texture are composited and output to the printer.

Chapter 2 Usage Environment and Limitations



This chapter

This chapter describes the usage environment and limitations for 2.5D Texture Maker.

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2.1 Usage Environment and Limitations

Usage Environment

The following environment is required to use 2.5D Texture Maker .

● Printer

Printer	Ink
JFX200-2513EX/JFX200-1213EX	Product specification ink

When using the standard mode, refer to the table of  "Special Colorset"(P. 10) below.

● Software

JFX200-2513EX

Ink type	Version			
	RasterLink7	Mimaki Driver	RasterLink6Plus	RasterLinkTools
LH-100, LUS-120, LUS-150 , LUS-211	v.3.0.0~	v.5.7.0~	v.2.13~	v.1.11.0~
ELH-100	v.3.3.0~	v.5.9.17~	v.2.21~	v.1.11.0~
ELS-120	v.4.1.0~	v.5.11.0~	v.2.23~	v.1.11.0~

JFX200-1213EX

Ink type	Version		
	RasterLink7	Mimaki Driver	RasterLinkTools
LH-100, LUS-120, LUS-150 , LUS-211	v.3.3.0~	v.5.9.7~	v.1.11.0~
ELH-100	v.3.3.0~	v.5.9.17~	v.1.11.0~
ELS-120	v.4.1.0~	v.5.11.0~	v.1.11.0~

The various conditions are as follows.

● Special Colorset

When you use standard mode, we recommend that you use a color set containing clear ink (CI), as shown below.

Refer to Standard Mode and High Speed Mode for more information about modes.

Color	Special Colorset
4 Color+SP	CICIWW
6 Color+SP	WCI

- When you use high speed mode, any special color set may be used.
- 2.5D Texture (standard mode) output using CIPWW is half the height of output using CICIWW.

● **Recommended printing conditions**

Settings	Standard mode	High speed mode
Media	[2.5D Texture] Standard	[2.5D Texture] High Speed
Resolution	600 x 900 VD	600 x 900 VD
Number of passes	24	<ul style="list-style-type: none"> • 12 (four-color printer) • 24 (six-color printer)

● **Recommended media conditions**

Substrate	LH-100 ELH-100	LUS-120 ELS-120	LUS-150
Polycarbonate	OK	OK	N/A
Polystyrene	OK	OK	OK
ABS	OK	OK	OK
PET w/ Adhesive Coating HK31WF	OK	OK	OK
PET w/ Adhesive Coating U292W	N/A	OK	OK

If manufacturers, types, or environments differ even for media of the same kind, the following issues may occur:

- Media becomes warped and rubs against the heads.
- Ink eventually peels off the media.

Be sure to check beforehand that there are no issues before using it.

Limitations

- 2.5D Texture Maker cannot execute the printing operations described below in the same job.
 - Printing in Standard Mode by Using a Grayscale Image (☞ P. 16)
 - Printing in High Speed Mode by Using a Grayscale Image (☞ P. 23)
 - Printing in Standard Mode by Using a Vector Image (☞ P. 30)
 - Printing in High Speed Mode by Using a Vector Image (☞ P. 35)
- 2.5D Texture Maker cannot be used in combination with the following functions.
 - (1) Arrangement (Only jobs that are set to the same mode and layers can be imposition.)
 - (2) Crop
 - (3) Tiling
 - (4) Step & Repeat
 - (5) Special Plate (cannot be used for composite jobs)
 - (6) Color Replacement
 - (7) FOTOBA
 - (8) Immediate Print
- When you specify a profile other than the one designed specifically for 2.5D Texture Maker, cannot be printed.
- If you specify WWWW as the special color set, [Standard mode] of 2.5D Texture Maker becomes hidden from view.
- When you change the attribute of a job created with a grayscale image to [2.5D Texture Maker], you cannot select [Slant].
- If auto execution is [Start], you can create a 2.5D Texture Maker job, but it will not be printed.
- You cannot save or apply the various settings saved in [Favorite].
- There are some combinations of RasterLinkTools and RasterLink6Plus that cannot be used depending on the version.

RasterLink6Plus	RasterLinkTools	
	~Ver.1.10.0	Ver.1.11.0~
~Ver.2.12	OK	N/A
Ver.2.13~	OK	OK

- RasterLink7 version 3.0.0 is RasterLinkTools version 1.11.0 or later.

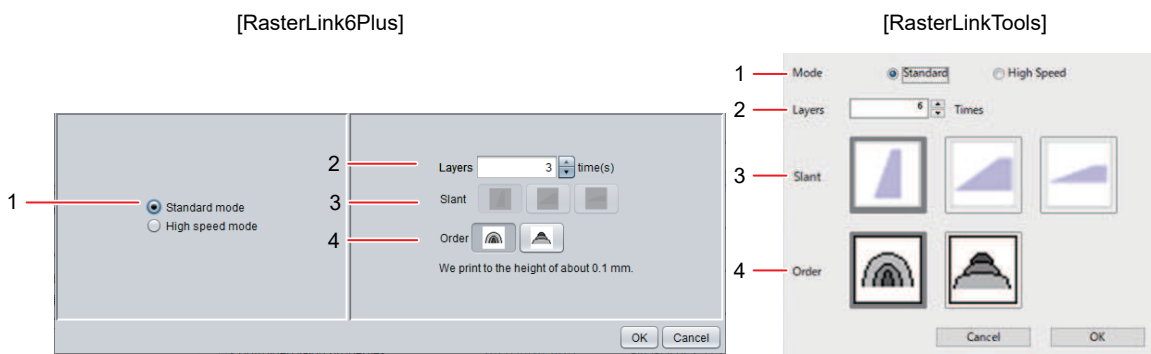
Limitations in RasterLinkTools

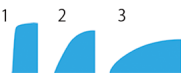


● Restrictions when using CorelDRAW

- When using special color such as metallic color, use the palette file provided by RasterLinkTools.
 - If the special color provided by RasterLink was used, errors can occur during 2.5D printing.
 - Refer to the separate "Metallic Color Printing Guide" for how to select a pallet.

Settings

This section describes the settings for 2.5D Texture Maker.



1	[Mode]	RasterLink6Plus: Select [Standard mode] or [High speed mode]. RasterLinkTools: Select [Standard] or [High speed].		
2	[Layers]	Printing is performed for the number of layers selected. Increasing the number of layers increases thickness.		
		Possible number of layers	Standard mode:	3 to 17 (approximately 0.1 mm to 0.5 mm)
			High speed mode:	3 to 6 (approximately 0.3mm to 0.5 mm)
3	[Slant]	Select the curve to be applied to edges for thick printing. Select from the following 3 settings. Edges become smoother with each selection to the right. <ul style="list-style-type: none"> This setting is not available when printing from grayscale images. 		
4	[Order]	Select one of the following 2 settings. Each has a different level of bumpiness.		
			Printing is performed from the smallest special color region. The edges of the bump have a roundness.	
			Printing is performed from the largest special color region.	

The following settings are displayed in RasterLink7.

5	[Enable Histogram equalization]	Select this option to equalize the contrast of grayscale images, which enhances contrast and makes the texture clearer. Normally, select this option. However, for images that already have a clear sense of contrast, it may reduce the contrast. If so, clear this option. <ul style="list-style-type: none"> Not displayed for print jobs with vector images.
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Important!

- From RLTools Ver.1.11.0, the setting item 2 is changed from [layers] to [Level]. However, in RasterLink6Plus, it will remain as [layers]. The level set by RasterLinkTools becomes the following number of layers in RasterLink6Plus.

- Standard Mode

RasterLinkTools	Level	1	2	3	4	5
RasterLink6Plus	Layers	4	7	10	13	17

- High Speed Mode

RasterLinkTools	Level	3	4	5
RasterLink6Plus	Layers	4	5	6

Chapter 3 Printing with 2.5D Texture Maker



This chapter

This chapter describes 4 ways to perform printing.

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Printing in High Speed Mode by Using a Grayscale Image	23	Printing in High Speed Mode by Using a Vector Image	35
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[RasterLink] Setting Up the Job	25	[RasterLink] Check and change settings	37
[RasterLink] Printing.....	29	[RasterLink] Printing.....	39

3.1 Printing in Standard Mode by Using a Grayscale Image

By printing in standard mode, you can express fine bumps.
Standard mode is suitable for printing images that gradually change colors.

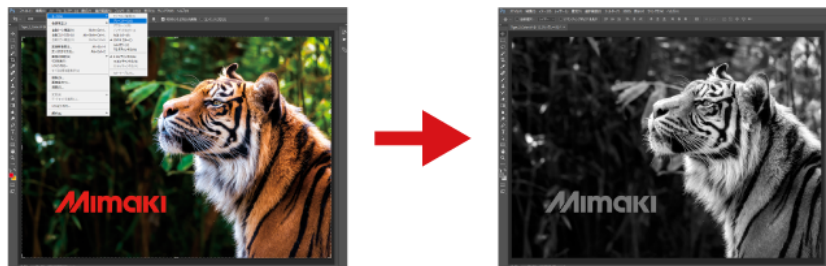
[Photoshop] Creating Print Data

1 Import an image into Photoshop.



2 From the menu, select [Image] - [Mode] - [Grayscale].

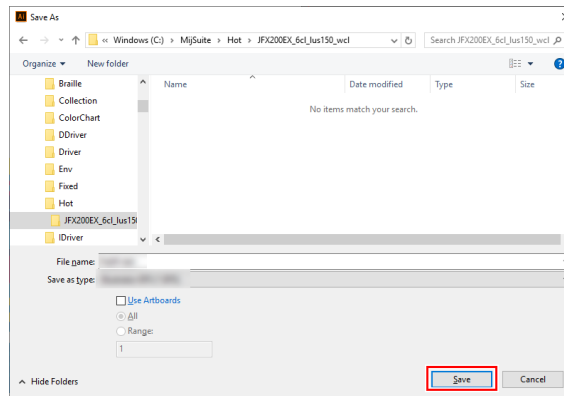
- The image is converted to grayscale.



- When creating a grayscale image, note that areas of lighter color (high tonal values) will result in thicker printing.

3 Save the image.

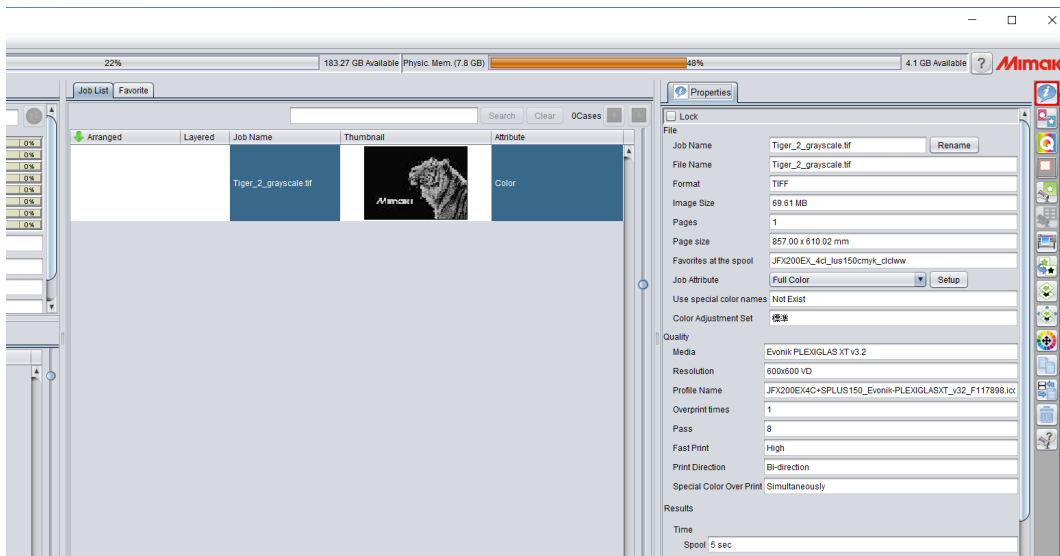
- Save the image in either TIFF or JPEG format.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink6Plus.

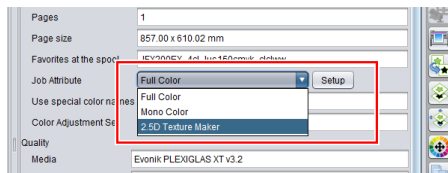
[RasterLink] Setting Up the Job

1 Load a grayscale image with RasterLink.



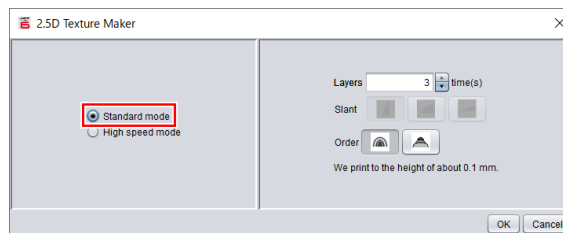
2 Click the [Properties] icon.

3 Change [Job Attribute] to [2.5D Texture Maker].



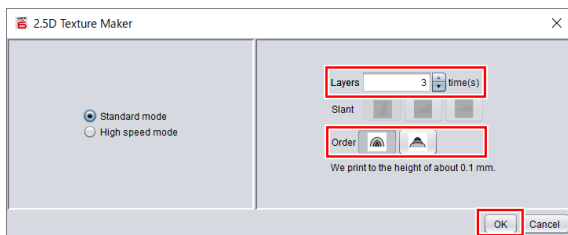
• If the image format is not TIFF or JPEG, you cannot select [2.5D Texture Maker].

4 Select [Standard mode].

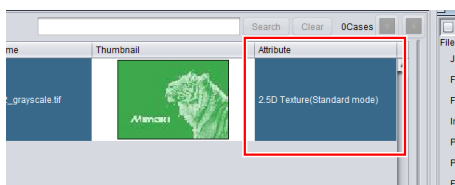


5 Select [Layers] and [Order], and then click [OK].

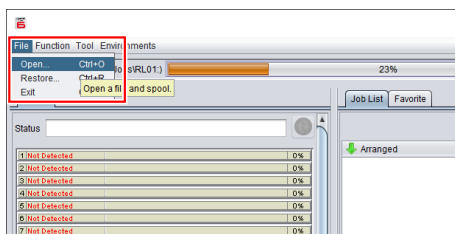
- For more information about settings, refer to "Settings"(P. 13).



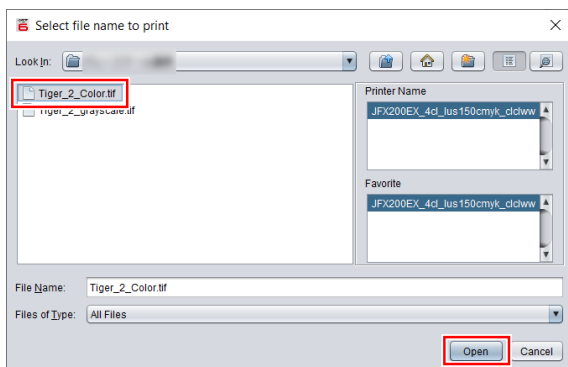
- [Attribute] changes to 2.5D Texture (Standard mode).



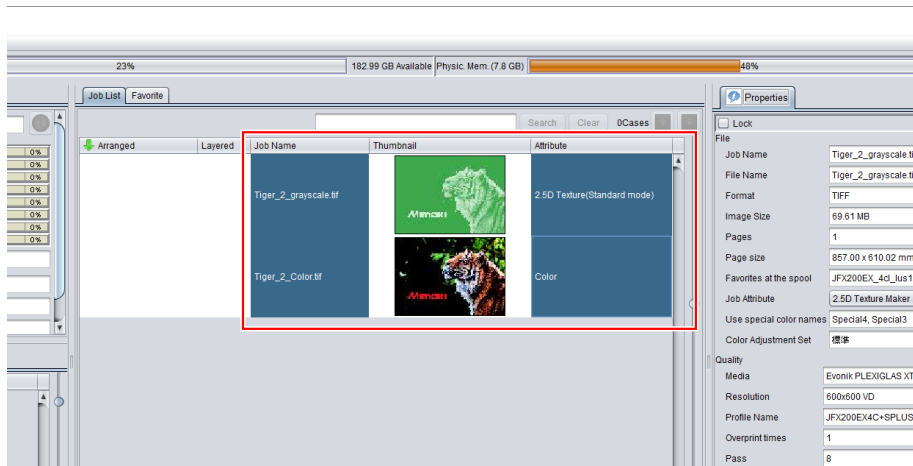
6 From the [File] menu, select [Open].



7 Import the original color image.



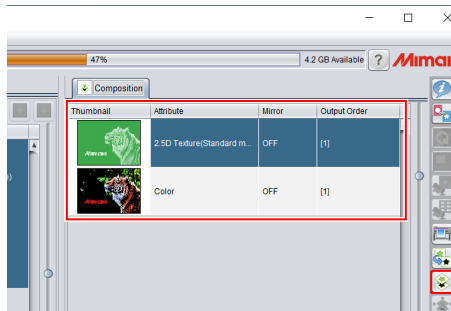
8 Select the two jobs.



9 Select the [Composition]  icon.

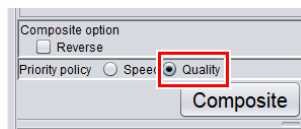
10 Set the output order of composite jobs to Color -> 2.5D Texture (standard mode).

- Jobs are output, starting from the bottommost one.

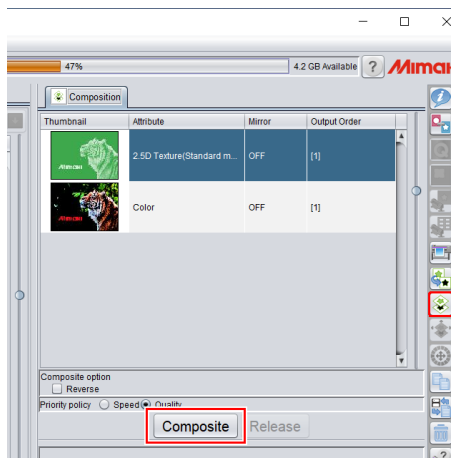


- When you use standard mode, Color -> 2.5D Texture (Standard mode) is recommended as the job output order. However, printing can be performed regardless of which job is output first.

11 Click the [Quality] icon.



12 Click [Composite].

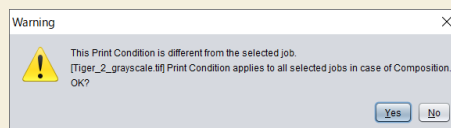


- Jobs are composited.



When the following pop-up appears during the image composition process

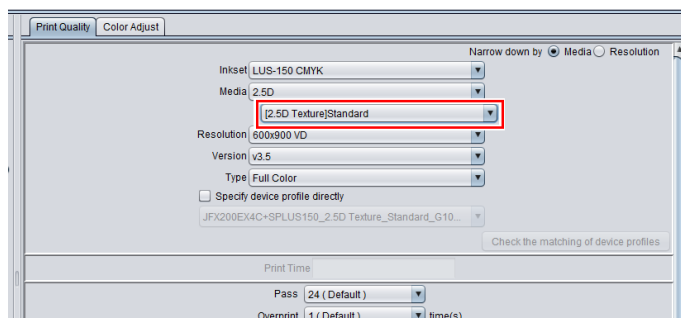
- This pop-up appears when two jobs to be synthesized have different print conditions. You need to determine which print condition you will apply before compositing the jobs.



13 Select the [Quality]  icon.

14 Make sure the appropriate profile is selected.

- For a job whose [Attribute] is [2.5D Texture] (Standard mode), check that the media is set to “[2.5D]-[2.5D Texture] standard mode”.

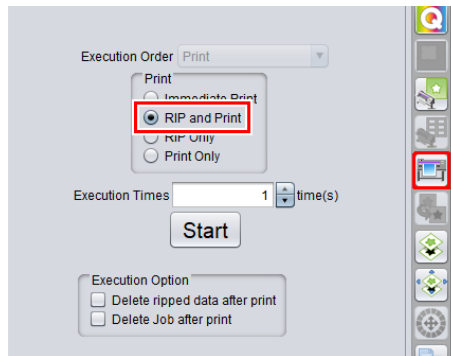


- For jobs whose [Attribute] is other than [2.5D Texture] (Standard mode), check that the media is not in “[2.5D]-[2.5D Texture]Standard”.

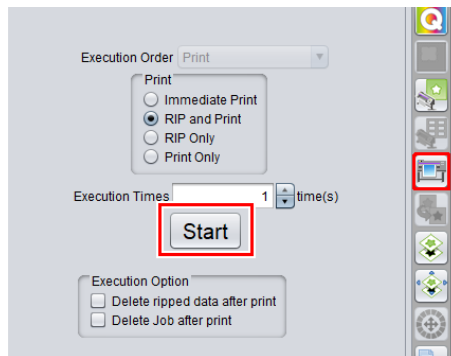
[RasterLink] Printing

1 Click the [Execution]  icon.

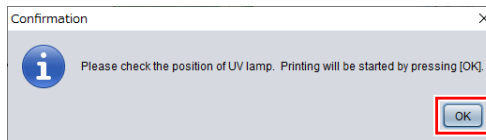
2 Select [RIP and Print].



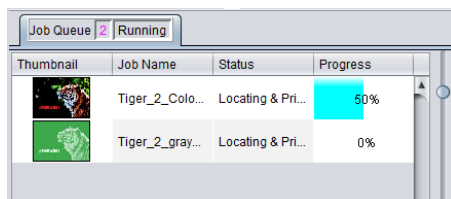
3 Click the [Start] icon.



- The [Confirmation] dialog appears. If there is no problem, click [OK].



- After RIP is performed for the set number of layers, printing starts.



3.2 Printing in High Speed Mode by Using a Grayscale Image

The high speed mode can print about 3.7 times faster on the 4-color machine and about 1.85 times faster on the 6-color machine compared to the standard mode.

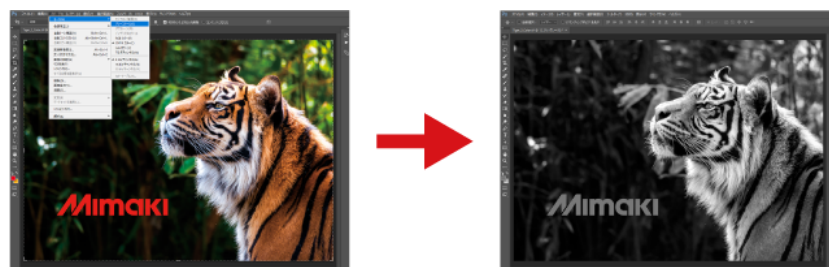
[Photoshop] Creating Print Data

1 Import an image into Photoshop.



2 From the menu, select [Image] - [Mode] - [Grayscale].

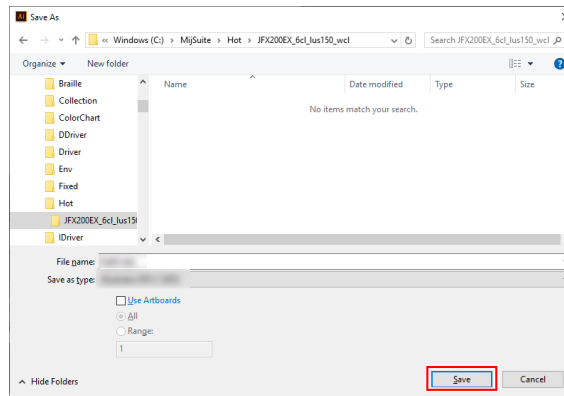
- The image is converted to grayscale.



- When creating a grayscale image, note that areas of lighter color (high tonal values) will result in thicker printing.

3 Save the image.

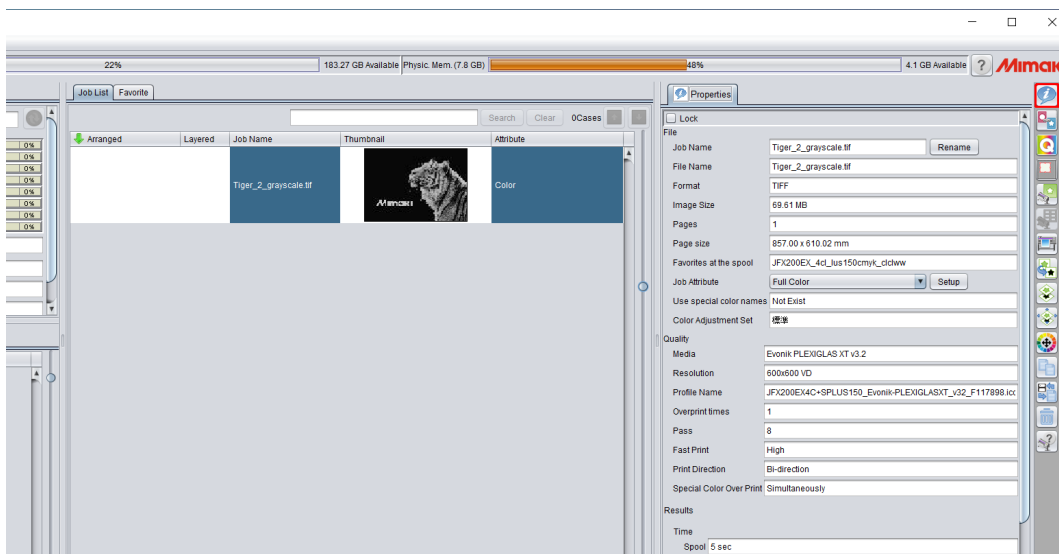
- Save the image in either TIFF or JPEG format.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink6Plus.

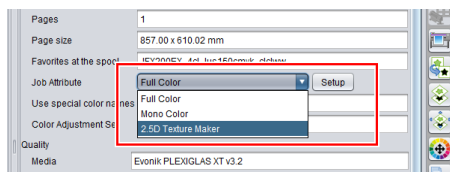
[RasterLink] Setting Up the Job

1 Load a grayscale image with RasterLink.



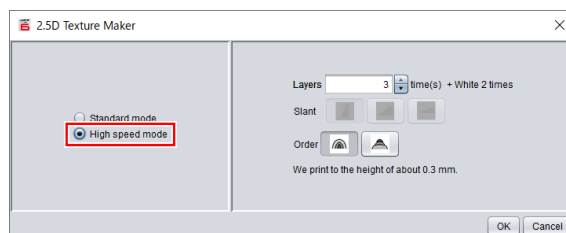
2 Click the [Properties] icon.

3 Change [Job Attribute] to [2.5D Texture Maker].



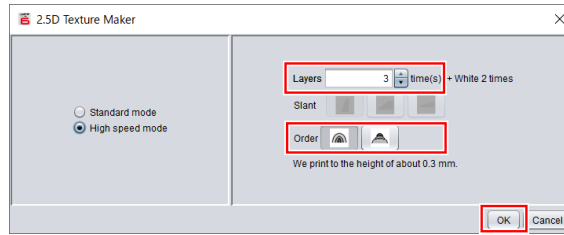
• If the image format is not TIFF or JPEG, you cannot select [2.5D Texture Maker].

4 Select [High speed mode].

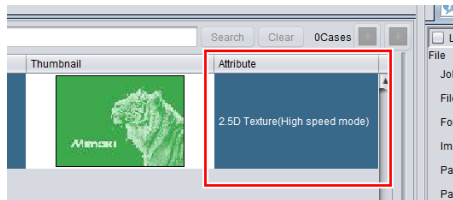


5 Select [Layers] and [Order], and then click [OK].

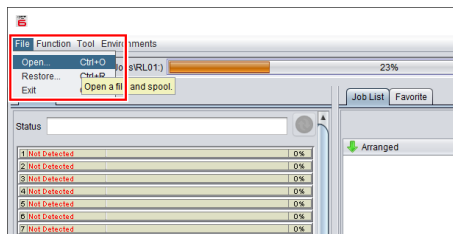
- For more information about settings, refer to "Settings"(P. 13).



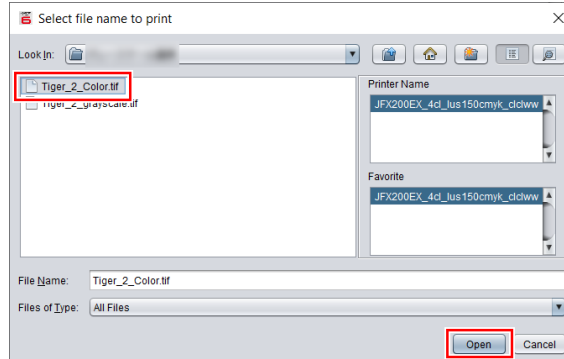
- [Attribute] changes to 2.5D Texture (High speed mode).



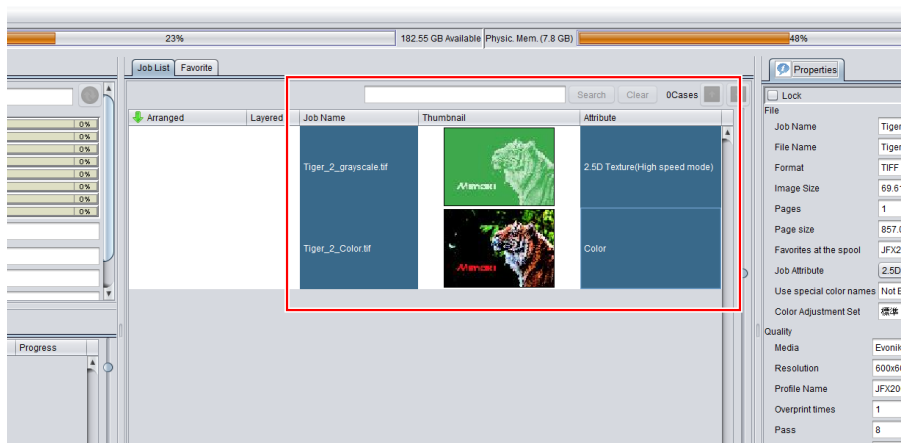
6 From the [File] menu, select [Open].



7 Import the original color image.



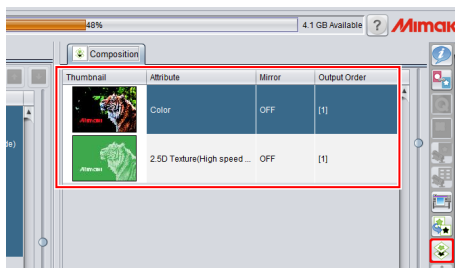
8 Select the two jobs.



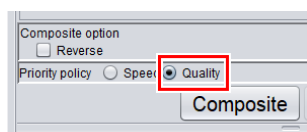
9 Select the [Composition]  icon.

10 Set the output order of composite jobs to 2.5D Texture (High speed mode) -> Color.

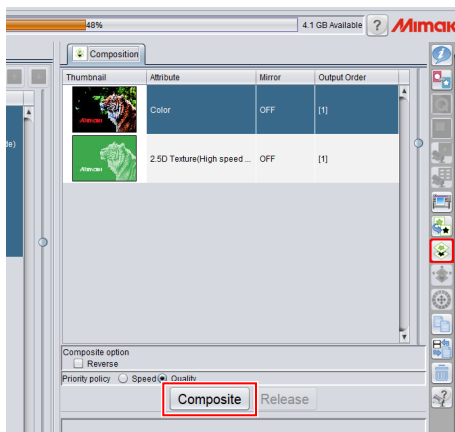
- Jobs are output, starting from the bottommost one.



11 Click the [Quality] icon.



12 Click [Composite].

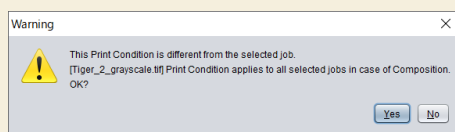


- Jobs are composited.



When the following pop-up appears during the image composition process

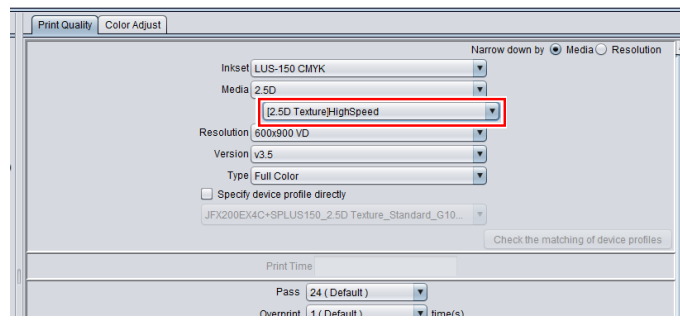
- This pop-up appears when two jobs to be synthesized have different print conditions. You need to determine which print condition you will apply before compositing the jobs.



13 Select the [Quality]  icon.

14 Make sure the appropriate profile is selected.

- For a job whose [Attribute] is [2.5D Texture] (High speed mode), check that the media is set to “[2.5D] - [2.5D Texture] High speed mode”.




- For jobs whose [Attribute] is other than [2.5D Texture] (High speed mode), check that the media is not in “[2.5D]-[2.5D Texture]HighSpeed”.

[RasterLink] Printing



The output of white ink can be thickened.

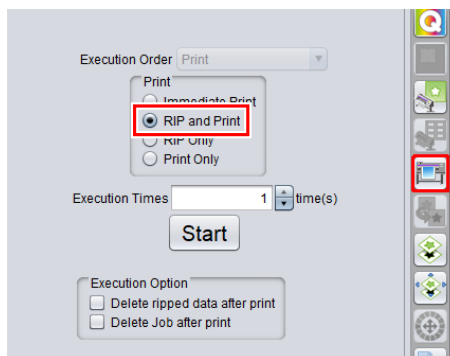
- When white ink is output on the quaternary color in high-speed mode, the edge of the quaternary color below the white ink may be visible.

In that case, use the size correction function of [Special plate]  to make the setting to thicken the output of white ink. For details, refer to "RasterLink6Plus".

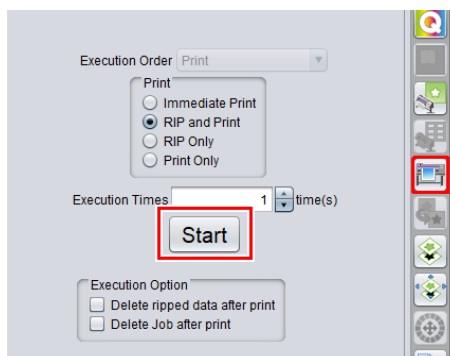
- This setting applies only to the two layers of white ink, not to the quaternary color area.

1 Click the [Execution]  icon.

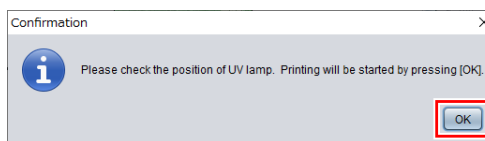
2 Select [RIP and Print].



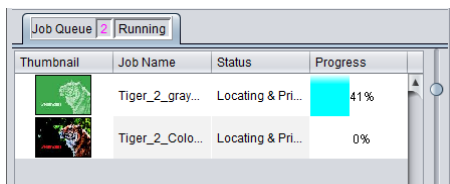
3 Click the [Start] icon.



- The [Confirmation] dialog appears. If there is no problem, click [OK].



- After RIP is performed for the set number of layers (+ white 2 layers), printing starts.



3.3 Printing in Standard Mode by Using a Vector Image

Printing in standard mode allows you to print slanted sides smoothly.

[Illustrator] Creating Print Data

1 Create data to print with Illustrator.



Important!

- When printing thin lines, the image might not be printed at the set thickness. Adjust the thickness setting so that ruled lines are at least 3 mm thick when printed.

2 Select objects you want to print.



3 Click the [2.5D RLOutput] icon of RasterLinkTools.

- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].



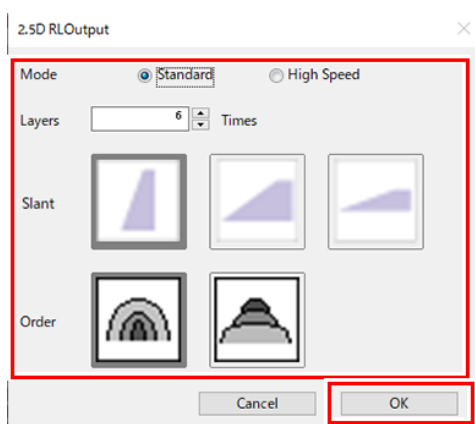
In the case of CorelDRAW

- When using special color such as metallic color together, use the palette provided by RasterLinkTools.
- Refer to the separate "Metallic Color Printing Guide" for how to select a pallet.

- The [2.5D RLOutput] dialog appears.

4 Set [Mode], [Layers], [Slant], and [Order], and then click [OK].

- To use standard mode, select [Standard Mode].

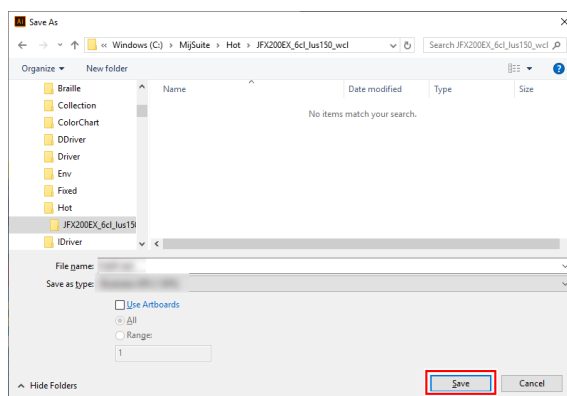


- For more information about settings, refer to  "Settings"(P. 13).



- In case of RasterLinkTools Ver.1.11.0 or later, set [Mode], [Level], [Slant] and [Order].

5 Select the Hot Folder, and then click [Save].



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink6Plus.

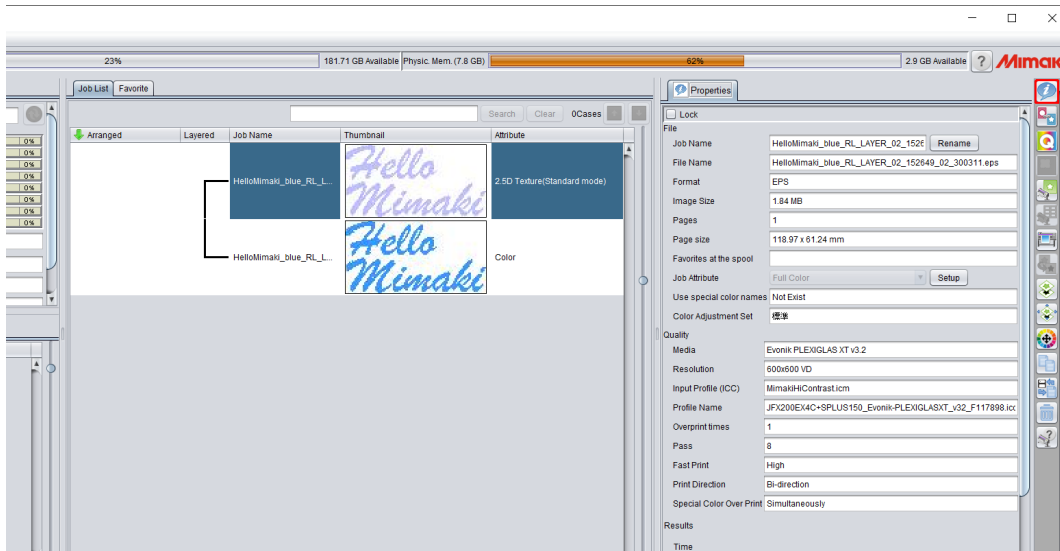
[RasterLink] Check and change settings



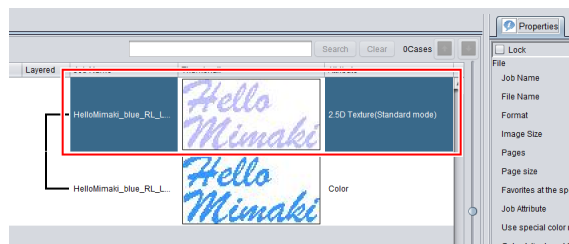
- If you do not check or change the settings of 2.5D Texture Maker, the following operations are not required.

1 Start RasterLink6Plus.

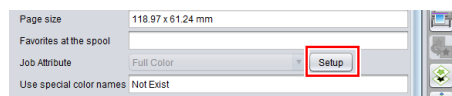
- If you saved the image in the Hot Folder in the previous step, it will be automatically imported.



2 Select a job whose [Attribute] is [2.5D Texture(Standard mode)], and then click the [Properties] icon.



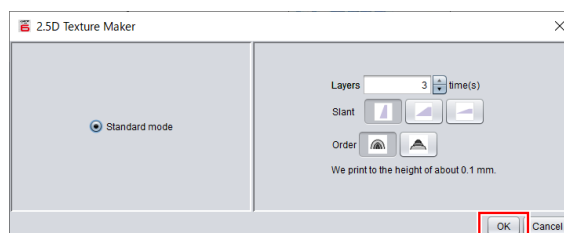
3 Click [Setup] for [Job Attribute].



- The [2.5D Texture Maker] dialog appears.

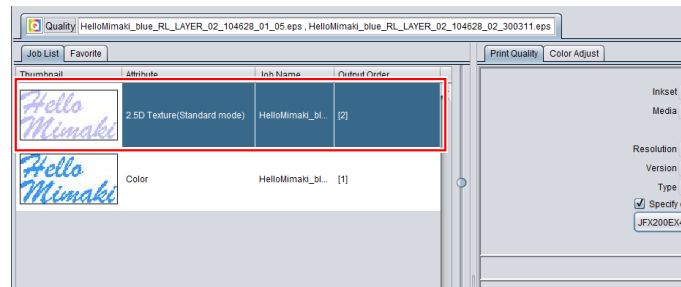
4 Check the 2.5D Texture Maker settings and click [OK].

- If you want to change the settings, change them here.
- For more information about settings, refer to "Settings"(P. 13).



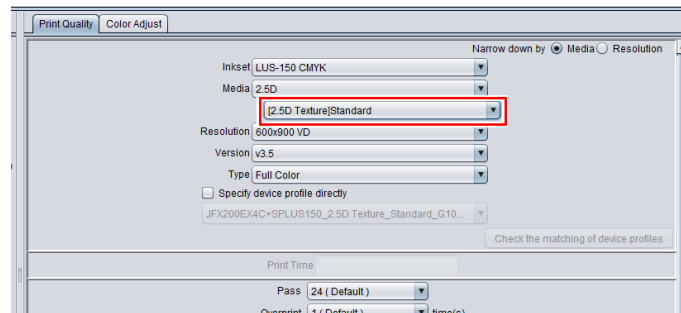
5 Select the [Quality] icon.

6 Select a job whose attribute is [2.5D Texture(Standard mode)].




7 Make sure the appropriate profile is selected.

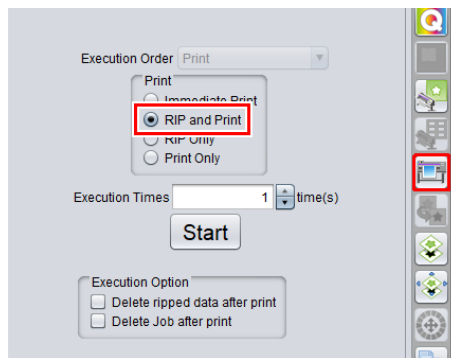
- For a job whose [Attribute] is [2.5D Texture] (Standard mode), check that the media is set to “[2.5D] - [2.5D Texture] standard mode”.



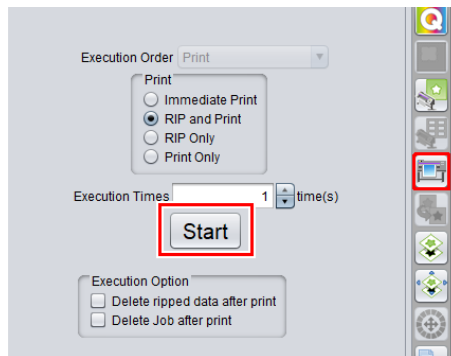
- For jobs whose [Attribute] is other than [2.5D Texture] (Standard mode), check that the media is not in “[2.5D]-[2.5D Texture]Standard”.

[RasterLink] Printing

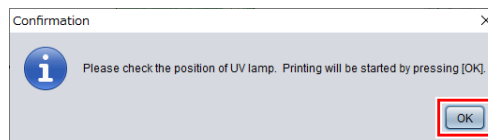
- 1 Click the [Execution]  icon.
- 2 Select [RIP and Print].



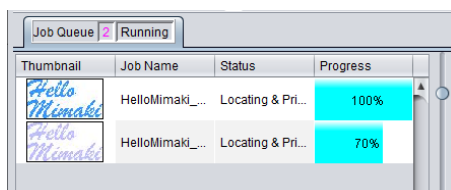
- 3 Click the [Start] icon.



- The [Confirmation] dialog appears. If there is no problem, click [OK].



- After RIP is performed for the set number of layers, printing starts.



3.4 Printing in High Speed Mode by Using a Vector Image

The high speed mode can print about 3.7 times faster on the 4-color machine and about 1.85 times faster on the 6-color machine compared to the standard mode.

[Illustrator] Creating Print Data

1 Create data to print with Illustrator.



Important!

- When printing thin lines, the image might not be printed at the set thickness. Adjust the thickness setting so that ruled lines are at least 3 mm thick when printed.

2 Select objects you want to print.



3 Click the [2.5D RLOutput] icon of RasterLinkTools.

- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].

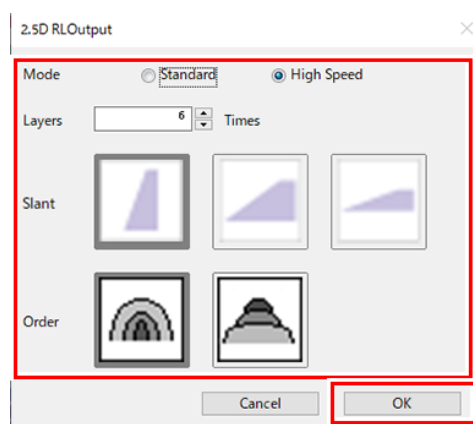


- Important!** In the case of CorelDRAW
- When using special color such as metallic color together, use the palette provided by RasterLinkTools.
 - Refer to the separate "Metallic Color Printing Guide" for how to select a pallet.

- The [2.5D RLOutput] dialog appears.

4 Set [Mode], [Layers], [Slant], and [Order], and then click [OK].

- To use high speed mode, select [High speed mode].

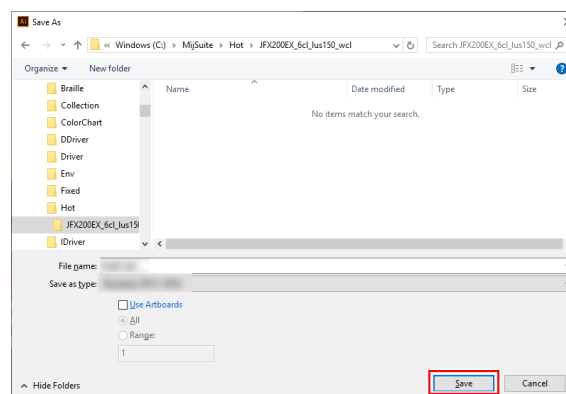


- For more information about settings, refer to  "Settings"(P. 13).



- In case of RasterLinkTools Ver.1.11.0 or later, set [Mode], [Level], [Slant] and [Order].

5 Select the Hot Folder, and then click [Save].



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink6Plus.

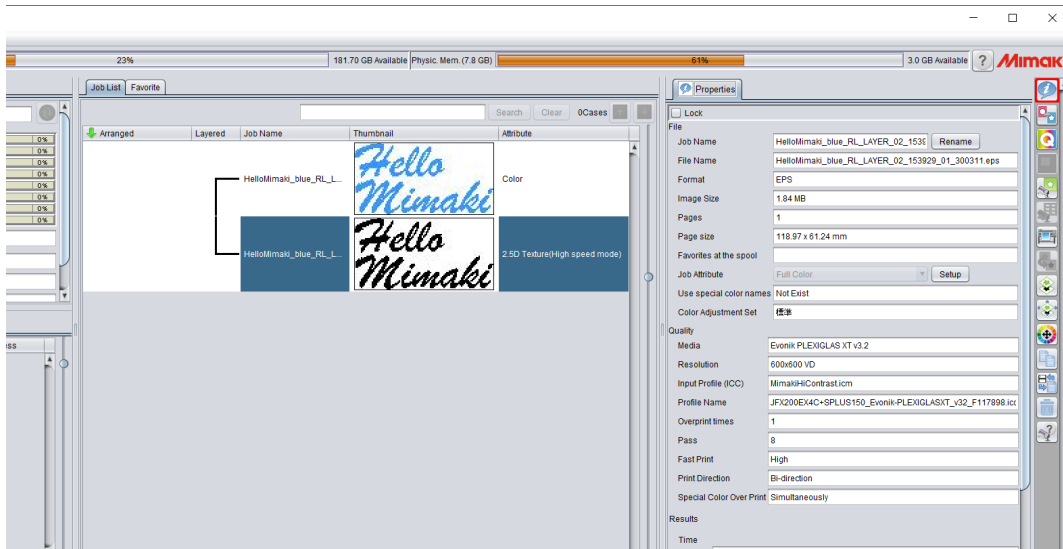
[RasterLink] Check and change settings



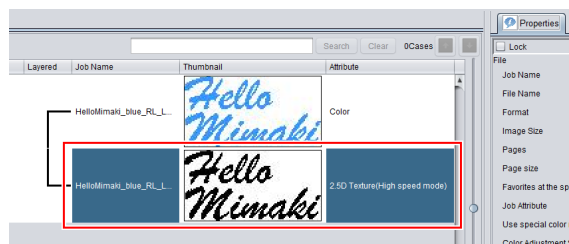
- If you do not check or change the settings of 2.5D Texture Maker, the following operations are not required.

1 Start RasterLink6Plus.

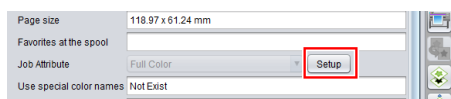
- If you saved the image in the Hot Folder in the previous step, it will be automatically imported.



2 Select a job whose [Attribute] is [2.5D Texture(High speed mode)], and then click the [Properties] icon.



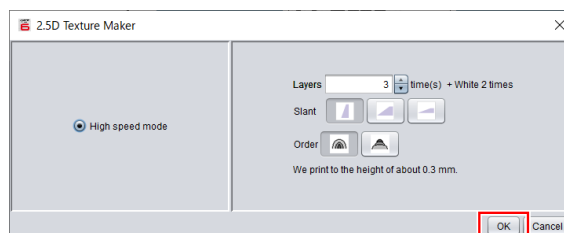
3 Click [Setup] for [Job Attribute].



- The [2.5D Texture Maker] dialog appears.

4 Check the 2.5D Texture Maker settings and click [OK].

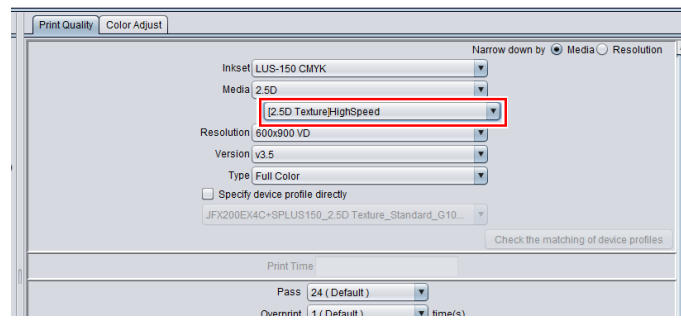
- If you want to change the settings, change them here.
- For more information about settings, refer to "Settings"(P. 13).



5 Select the [Quality] icon.

6 Make sure the appropriate profile is selected.

- For a job whose [Attribute] is [2.5D Texture] (High speed mode), check that the media is set to “[2.5D] - [2.5D Texture] High speed mode”.




- For jobs whose [Attribute] is other than [2.5D Texture] (High speed mode), check that the media is not in “[2.5D]-[2.5D Texture]HighSpeed”.

[RasterLink] Printing



The output of white ink can be thickened.

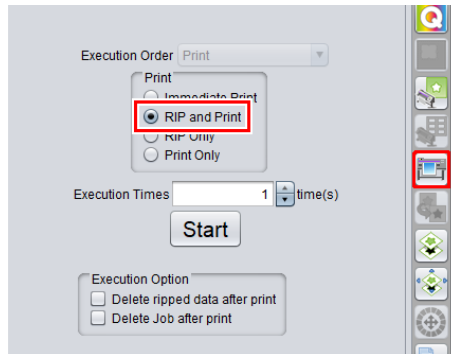
- When white ink is output on the quaternary color in high-speed mode, the edge of the quaternary color below the white ink may be visible.

In that case, use the size correction function of [Special plate]  to make the setting to thicken the output of white ink. For details, refer to "RasterLink6Plus".

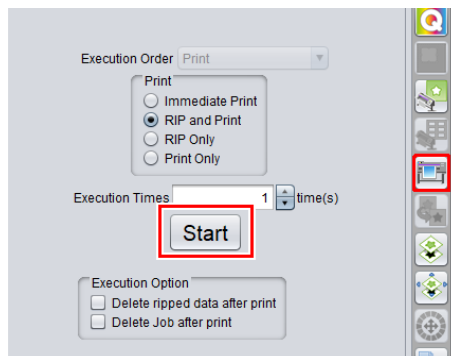
- This setting applies only to the two layers of white ink, not to the quaternary color area.

1 Click the [Execution]  icon.

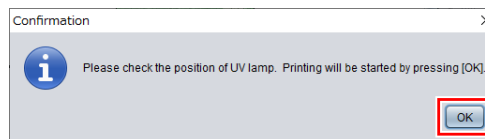
2 Select [RIP and Print].



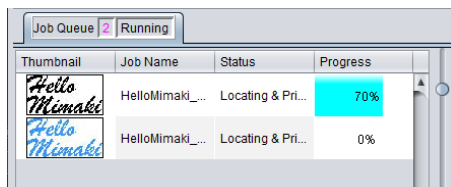
3 Click the [Start] icon.



- The [Confirmation] dialog appears. If there is no problem, click [OK].



- After RIP is performed for the set number of layers (+ white 2 layers), printing starts.



Chapter 4 Error message



This chapter

This chapter describes the error messages displayed by 2.5D Texture Maker.

4.1 Displayed Messages and the Conditions Under Which They Are Displayed

The following table describes the messages displayed by 2.5D Texture Maker and the conditions under which they are displayed.

Error Messages	Indicate condition
A 2.5D Texture (Standard mode) profile is not selected. Select a 2.5D Texture (Standard mode) profile.	A 2.5D Texture (Standard mode) profile is not selected although 2.5D Texture (Standard mode) is set as the job attribute.
A 2.5D Texture (High speed mode) profile is not selected. Select a 2.5D Texture (High speed mode) profile.	A 2.5D Texture (High speed mode) profile is not selected although 2.5D Texture (High speed mode) is set as the job attribute.
The selected profile does not match the ink set of the printer in use. Select another profile.	The ink set of the printer in use is different from the ink set of the selected 2.5D Texture profile.
A 2.5D Texture profile is selected. Select another profile.	A 2.5D Texture profile is selected although a job attribute other than 2.5D Texture is set.

JFX200-2513EX / JFX200-1213EX 2.5D Texture Maker Guide

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