

JFX600-2513/JFX600-2531/UJF-7151plusII/UCJV330

2.5D Texture Maker Guide

Table of Contents

| | |
|--------------------|---|
| Introduction | 3 |
| Note | 3 |

Chapter 1 Overview of Functions

| | |
|------------------------------------|---|
| 1.1 2.5D Texture Maker | 6 |
| Effect of 2.5D Texture Maker | 6 |
| Different Types of Printing | 6 |
| Software Used | 7 |

Chapter 2 Usage Environment and Limitations

| | |
|---|----|
| 2.1 Usage Environment and Limitations | 10 |
| Printer Environment | 10 |
| Limitations | 14 |

Chapter 3 Printing with 2.5D Texture Maker

| | |
|---|----|
| 3.1 Settings | 16 |
| 3.2 Printing in Standard Mode by Using a Grayscale Image | 17 |
| [Photoshop] Creating Print Data | 17 |
| [RasterLink] Setting Up the Job | 18 |
| RasterLink: Printing | 21 |
| 3.3 Printing in High Speed Mode by Using a Grayscale Image | 22 |
| [Photoshop] Creating Print Data | 22 |
| [RasterLink] Setting Up the Job | 23 |
| RasterLink: Printing | 26 |
| 3.4 Printing in Standard Mode by Using a Vector Image | 27 |
| [Illustrator] Creating Print Data | 27 |
| [RasterLink] Check and change settings | 29 |
| RasterLink: Printing | 31 |
| 3.5 Printing in High Speed Mode by Using a Vector Image | 32 |
| [Illustrator] Creating Print Data | 32 |
| [RasterLink] Check and change settings | 34 |
| RasterLink: Printing | 36 |

Chapter 4 Error Messages

| | |
|---|----|
| 4.1 Displayed Messages and the Conditions Under Which They Are Displayed | 38 |
|---|----|

Introduction

Thank you for purchasing the JFX600-2513 / JFX600-2531 / UJF-7151plusII / UCJV330 inkjet printer.

This manual describes how to use the printer with the "2.5D Texture Maker" function in the included RIP software (RasterLink7) for smooth, semi-stereoscopic 2.5D printing.

Note

- Any unauthorized use or reproduction, in part or whole, of this manual is strictly prohibited.
- The information in this manual may be subject to change without notice in the future.
- Note that some of the descriptions in this manual may differ from the actual specifications due to improvements and revisions to this software.
- Copying Mimaki Engineering Co. Ltd. software described in this manual to other disks (except for the purpose of backup) or loading it to memory other than for the purpose of running it, is strictly prohibited.
- With the exception of what is provided in the warranty provisions, Mimaki Engineering Co. Ltd. does not assume any liability for any damage (including, but not limited to, the loss of profit, indirect damage, special damage, or other monetary damages) resulting from the use or inability to use this product. The same shall also apply to cases where Mimaki Engineering Co. Ltd. has been advised of the possibility of damage in advance. For example, we shall not be liable for any loss of media (work) caused by use of this product or indirect losses caused by products created using the media.

RasterLink is a trademark or a registered trademark of Mimaki Engineering Co. Ltd. in Japan and other countries.

Adobe, the Adobe logo, Acrobat, Illustrator, Photoshop, and PostScript are the trademarks or registered trademarks of Adobe Inc. in the United States and other countries.

Apple, Macintosh, and macOS are registered trademarks of Apple Inc.

Microsoft, Windows, Windows 10, and Windows 11 are registered trademarks or trademarks of Microsoft Corporation in the United States and other countries.

Other company names and product names described in this manual are trademarks or registered trademarks of their respective companies.

CorelDRAW is a trademark or registered trademark of Corel Corporation in Canada, the United States and other countries, and its affiliates.

Chapter 1 Overview of Functions



This chapter

This chapter provides an overview of 2.5D Texture Maker.

| | | | |
|------------------------------------|---|-----------------------------------|---|
| 2.5D Texture Maker..... | 6 | Different Types of Printing | 6 |
| Effect of 2.5D Texture Maker | 6 | Software Used | 7 |

1.1 2.5D Texture Maker

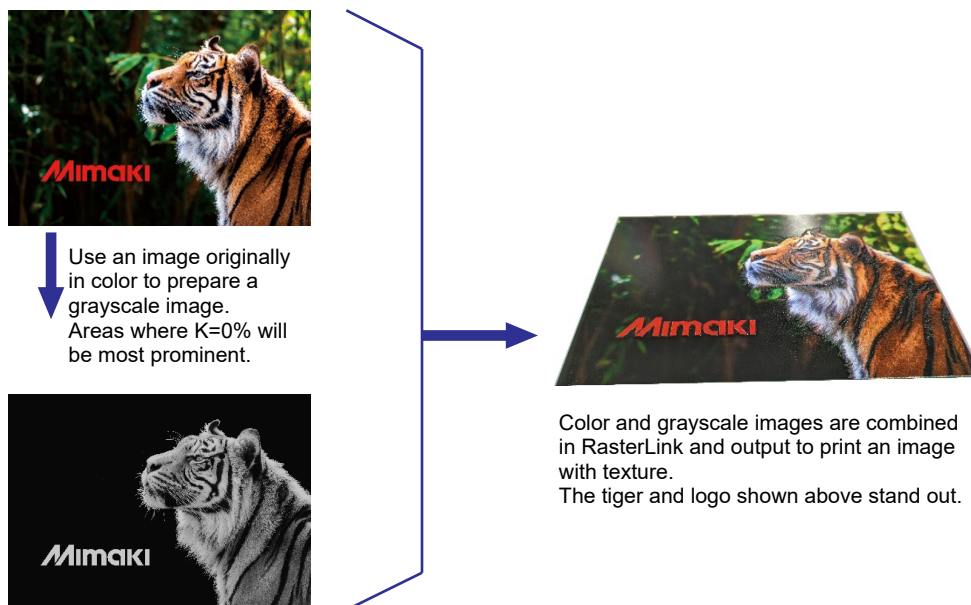
2.5D Texture Maker takes advantage of UV ink characteristics to print in layers and make images look three-dimensional.

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.

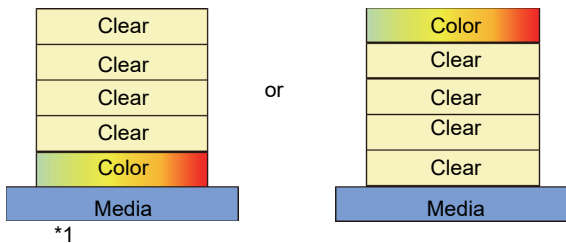
Different Types of Printing

Differences Between Modes

Two 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.

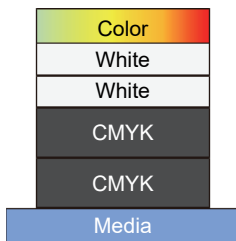
Disadvantages

- 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.

Printer Differences**● Flatbed models**

One layer at a time is printed, as feeding is changed. Thickness can be changed by altering the number of layers.

● Vertical models

Multilayer printing is used to print layers on top of each other in a single printing process. The number of layers is fixed and depends on the model.

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**● RasterLink7**

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.

Usage Environment and Limitations..... 10 Limitations14
Printer Environment 10

2.1 Usage Environment and Limitations

Printer Environment

Use of 2.5D Texture Maker requires one of the following environments, depending on your printer.



- Printing with 2.5D Texture Maker requires a dedicated device profile. Please download using the profile download feature of the profile management tool "Profile Manager" in RasterLink7. You can also download it from the "Download" - "Profile" page in the printer product page on our official website.

Flatbed models

JFX600-2513

● Ink type and corresponding software version

| JFX600-2513 | | | Version | | |
|-------------|-----------|---------------------------------|-----------------|-----------------|------------------|
| Ink type | Ink set | Printer F.W. Ver. | RasterLink7 | Mimaki Driver | RasterLink Tools |
| LH-100 | 4C+CIPWW | System Pack Ver.2.05.0 or later | v2.7.0 or later | v5.6.6 or later | v1.11.0 or later |
| | 6C+WW | System Pack Ver.2.05.0 or later | v2.7.0 or later | v5.6.6 or later | v1.11.0 or later |
| LUS-120 | 4C+CIPWW | System Pack Ver.2.04.0 or later | v2.5.0 or later | v5.6.0 or later | v1.11.0 or later |
| | 4C+CICIWW | System Pack Ver.3.05.0 or later | v3.0.2 or later | v5.7.3 or later | v1.11.0 or later |
| | 6C+WW | System Pack Ver.3.04.1 or later | v2.5.0 or later | v5.6.5 or later | v1.11.0 or later |
| | 6C+WCI | System Pack Ver.4.01.0 or later | v3.2.3 or later | v5.9.5 or later | v1.11.0 or later |
| LUS-150 | 4C+CIPWW | System Pack Ver.2.00.0 or later | v2.2.0 or later | v5.6.0 or later | v1.11.0 or later |
| | 4C+CICIWW | System Pack Ver.3.05.0 or later | v3.0.2 or later | v5.7.3 or later | v1.11.0 or later |
| | 6C+WW | System Pack Ver.3.04.1 or later | v2.3.0 or later | v5.6.2 or later | v1.11.0 or later |
| | 6C+WCI | System Pack Ver.4.01.0 or later | v3.2.3 or later | v5.9.5 or later | v1.11.0 or later |
| LUS-211 | 4C+CICIWW | System Pack Ver.4.01.0 or later | v3.2.1 or later | v5.9.3 or later | v1.11.0 or later |

● Special colorsets and available modes

| Color | Special Colorset | Standard mode | High speed mode |
|-------|------------------|---------------|-----------------|
| 4C+SP | CIPWW, CICIWW | OK | OK |
| 6C+SP | WW | N/A | OK |
| | WCI | OK | OK |

● Printing conditions

In RasterLink7, select a device profile with the following conditions.

| Settings | | Standard mode | High speed mode |
|------------------|-------|-------------------------|---------------------------|
| Media | | [2.5D Texture] Standard | [2.5D Texture] High Speed |
| Resolution | | 600 x 1200 VD | 600 x 600 VD |
| Number of passes | 4C+SP | 8 | 4 |
| | 6C+SP | 16 | 8 |

JFX600-2531

● Ink type and corresponding software version

| JFX600-2531 | | | Version | | |
|-------------|-----------|------------------------------------|-----------------|-----------------|------------------------------------|
| Ink type | Ink set | Printer F.W. Ver. | RasterLink7 | Mimaki Driver | RasterLink Tools |
| LH-100 | 4C+CIPWW | System Pack Ver.4.00.0 or later | v3.2.1 or later | v5.9.3 or later | v1.11.0 or later |
| | 6C+WW | | | | v1.11.0 or later |
| LUS-120 | 4C+CIPWW | | | | v1.11.0 or later |
| | 4C+CICIWW | | | | v1.11.0 or later |
| | 6C+WW | | | | v1.11.0 or later |
| LUS-150 | 6C+WCI | | | | System Pack Ver.4.01.0 or later |
| | 4C+CIPWW | System Pack Ver.4.00.0 or later | v3.2.1 or later | v5.9.3 or later | v1.11.0 or later |
| | 4C+CICIWW | | | | v1.11.0 or later |
| | 6C+WW | | | | v1.11.0 or later |
| LUS-211 | 4C+CICIWW | System Pack Ver.4.01.0 or later | v3.2.3 or later | v5.9.5 or later | v1.11.0 or later |

● Special colorsets and available modes

| Color | Special Colorset | Standard mode | High speed mode |
|-------|------------------|---------------|-----------------|
| 4C+SP | CIPWW, CICIWW | OK | OK |
| 6C+SP | WW | N/A | OK |
| | WCI | OK | OK |

● Printing conditions

In RasterLink7, select a device profile with the following conditions.

| Settings | | Standard mode | High speed mode |
|------------------|-------|-------------------------|---------------------------|
| Media | | [2.5D Texture] Standard | [2.5D Texture] High Speed |
| Resolution | | 600 x 1200 VD | 600 x 600 VD |
| Number of passes | 4C+SP | 8 | 4 |
| | 6C+SP | 16 | 8 |

UJF-7151plusII

● Printer system

UJF-7151 plusII Ver. 1.80 or later

● Ink type and corresponding software version

| UJF7151plusII | | | Version | | |
|---------------|----------|------------------|-----------------|-----------------|------------------|
| Ink type | Ink set | Special Colorset | RasterLink7 | Mimaki Driver | RasterLink Tools |
| LH-100 | CMYK | CIPWW | v3.0.0 or later | v5.7.0 or later | v1.11.0 or later |
| | CMYKLcLm | WCI | v3.0.0 or later | v5.7.0 or later | |
| | | WW | v3.0.1 or later | v5.7.1 or later | |
| LUS-120 | CMYK | CIPWW | v3.0.0 or later | v5.7.0 or later | v1.11.0 or later |
| | CMYKLcLm | WCI | v3.0.0 or later | v5.7.0 or later | |
| | | WW | v3.0.1 or later | v5.7.1 or later | |

● Special colorsets and available modes

| Color | Special Colorset | Standard mode | High speed mode |
|------------|------------------|---------------|-----------------|
| 4 Color+SP | CIPWW | OK | OK |
| 6 Color+SP | WCI | OK | OK |
| 6 Color+SP | WW | N/A | OK |

● Printing conditions

In RasterLink7, select a device profile with the following 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 | 4 Color+SP | 16 | 12 |
| | 6 Color+SP | 16 | 12 |

Recommended Media for Each Ink

| Substrate | LH-100 | LUS-120 | LUS-150 | LUS-350 |
|--------------------------------|--------|---------|---------|---------|
| Polycarbonate | OK | OK | N/A | OK |
| Polystyrene | OK | OK | OK | OK |
| ABS | OK | OK | OK | OK |
| PET w/ Adhesive Coating HK31WF | OK | OK | OK | OK |
| PET w/ Adhesive Coating U292W | N/A | OK | OK | OK |

Using media other than the recommended above may cause issues such as these.

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

Always confirm that no problems are occurring if you use media other than the recommended one.

Vertical Models

Use of an ionizer is recommended. For details on ionizers, refer to your printer operation manual.

Vertical models

UCJV330

● Ink type and corresponding software version

| UCJV330 | | | Version | | |
|----------|---------|------------------|-----------------|-----------------|------------------|
| Ink type | Ink set | Special Colorset | RasterLink7 | Mimaki Driver | RasterLink Tools |
| LUS-170 | CMYK | CICIWW | v3.1.0 or later | v5.8.0 or later | v1.11.0 or later |
| LUS-175 | CMYK | CICIWW | v3.1.0 or later | v5.8.0 or later | v1.11.0 or later |

● Special colorsets and available modes

| Color | Special Colorset | Standard mode | High speed mode |
|------------|------------------|---------------|-----------------|
| 4 Color+SP | CICIWW | OK | N/A |

● Recommended printing conditions

In RasterLink7, select a device profile with the following conditions.

| Media | Mode | Output setting | Number of passes |
|-------------------------|---------------|----------------|------------------|
| [2.5D Texture] Standard | Standard mode | 1200 x 1200 VD | 16 passes |
| | | 1200 x 1800 VD | 24 passes |

● Precautions

Print head height

When executing the 2.5D printing, to prevent printed material from striking the print heads, printing is not possible with the head height set to Low.

Change the head height to Middle or High.

For instructions on adjusting print head height, see "Adjusting Print Head Height" in the UCJV330 Operation Manual.

Media winding

Meandering is more likely to occur with longer media taken up after 2.5D printing.

In RasterLink7, a warning message can be displayed at the start of printing if a job that includes 2.5D printing exceeds the specified length. Refer to [Options] in the RasterLink7 Reference Guide for details on the setting.

Limitations

● Functions not available in jobs that include 2.5D Texture Maker printing

(1) The following functions cannot be used in combination with this kind of printing.

Function

- Arrange with other than 2.5D Texture Maker jobs with the same conditions
- Crop
- Tiling
- Step & Repeat
- Special Plate
- Color Replacement
- Variable Print

Settings within functions

- [General Print] - [FOTOBA].

(2) Cutting cannot be set at the same time.

- Any cut data (passes, ID cut) in images used for 2.5D Texture Maker is disregarded.

(3) Images for 2.5D Texture Maker should not consist of multiple pages.

(4) RIP and Print is not available.

(5) Always specify the device profile designed specifically for 2.5D Texture Maker jobs. If it is not set, an error will occur at the start of printing. Errors also occur at the start of printing if a device profile for 2.5D Texture Maker is set for a color job.

(6) With Auto Execution set to [Start], jobs can be created when an image for 2.5D Texture Maker is loaded, but they cannot be printed.

(7) [Favorite] does not include a 2.5D Texture Maker setting.

Limitations in RasterLinkTools

● Restrictions when using CorelDRAW

(1) 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.

Chapter 3 Printing with 2.5D Texture Maker



This chapter

This chapter describes 4 ways to perform printing.

| | | | |
|--|----|---|----|
| Settings | 16 | Printing in Standard Mode by Using a Vector Image | 27 |
| Printing in Standard Mode by Using a Grayscale Image | 17 | [Illustrator] Creating Print Data..... | 27 |
| [Photoshop] Creating Print Data | 17 | [RasterLink] Check and change settings | 29 |
| [RasterLink] Setting Up the Job | 18 | RasterLink: Printing..... | 31 |
| RasterLink: Printing..... | 21 | Printing in High Speed Mode by Using a Vector Image | 32 |
| Printing in High Speed Mode by Using a Grayscale Image | 22 | [Illustrator] Creating Print Data..... | 32 |
| [Photoshop] Creating Print Data | 22 | [RasterLink] Check and change settings | 34 |
| [RasterLink] Setting Up the Job | 23 | RasterLink: Printing..... | 36 |
| RasterLink: Printing..... | 26 | | |

3.1 Settings

This section describes the settings for 2.5D Texture Maker.



| | | | | | | |
|---|--|---|--|---|--|--|
| 1 | [Mode] | Select [Standard] or [High speed]. For details, see "Differences Between Modes" (P. 6). *1 | | | | |
| 2 | [Level] | Printing is performed for the number of layers selected. Increasing the level will increase the thickness. These options are available, depending on the model and mode. <ul style="list-style-type: none"> Flatbed models <ul style="list-style-type: none"> Standard mode: Level 1 to 5 (approx. 0.1 mm to 0.5 mm) High speed mode mode: Level 3 to 5 (approx. 0.3 mm to 0.5 mm) UCJV330 <ul style="list-style-type: none"> Standard mode: Level 3 only (approx. 0.3 mm) | | | | |
| 3 | [Slant] | Select the slant of 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 for grayscale print jobs. | | | | |
| 4 | [Order] | Select the method of layering to add texture. <table border="1" style="width: 100%;"> <tr> <td></td> <td>Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates fine textures.</td> </tr> <tr> <td></td> <td>Print by gradually narrowing the print area of each layer that conveys a sense of texture. Creates rough textures.</td> </tr> </table> | | Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates fine textures. | | Print by gradually narrowing the print area of each layer that conveys a sense of texture. Creates rough textures. |
| | Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates fine textures. | | | | | |
| | Print by gradually narrowing the print area of each layer that conveys a sense of texture. Creates rough textures. | | | | | |
| 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. | | | | |

- UCJV330: Only standard mode is supported. Do not select high speed mode.
With WW special colorset: Only high speed mode is supported. Do not select standard mode.

3.2 Printing in Standard Mode by Using a Grayscale Image

Standard mode can express subtle differences in texture. It is suitable for images with gradual color transitions.

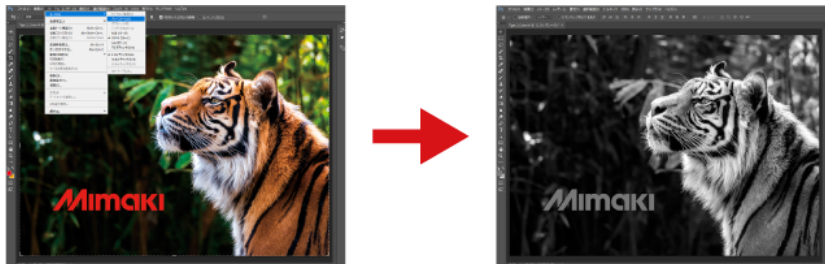
[Photoshop] Creating Print Data

1 Open an image in Photoshop.



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

- The image is converted to grayscale.



- The lighter the colors, the thicker the print will be. After grayscale conversion, change the contrast as needed to adjust the texture.

3 Save the image.

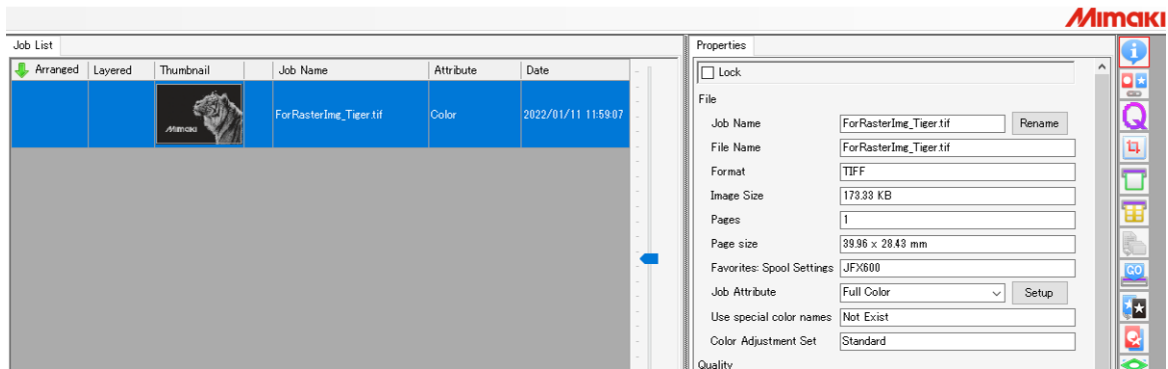
- Save the image in either TIFF or JPEG format.



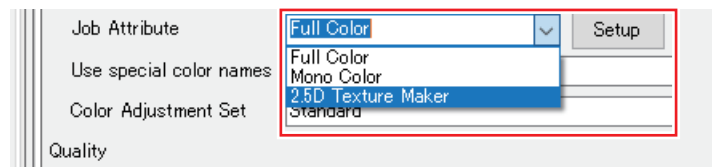
- If you save the image in the Hot Folder, it will be automatically imported into RasterLink7.

[RasterLink] Setting Up the Job

- 1 Open your grayscale image in RasterLink7.

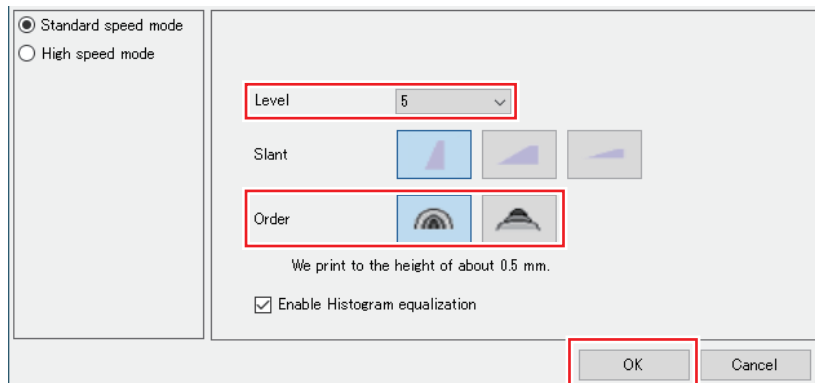


- 2 Click the [Properties] icon.
- 3 Change [Job Attribute] to [2.5D Texture Maker].

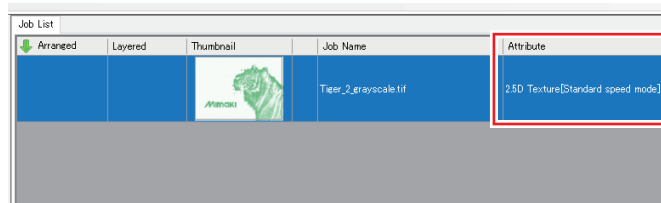


- 4 Select [Standard mode]. Select [Level] and [Order], and then click [OK].

- For setting details, see "Settings"(P. 16).

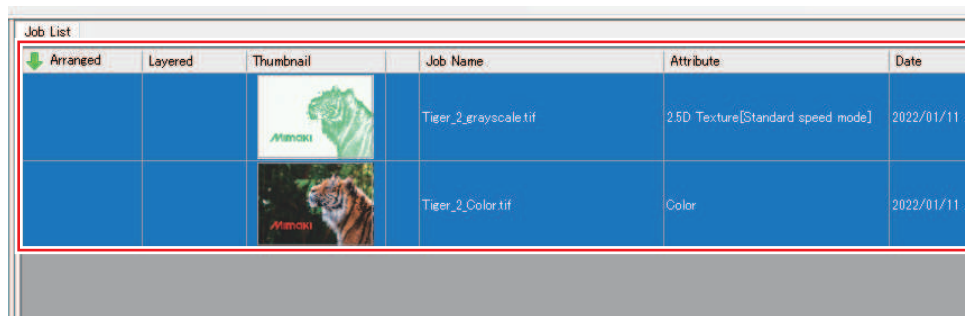


- [Attribute] changes to 2.5D Texture (Standard mode). The thumbnail is updated accordingly. Areas with enhanced texture are shown in green.



- 5 Import the original color image.

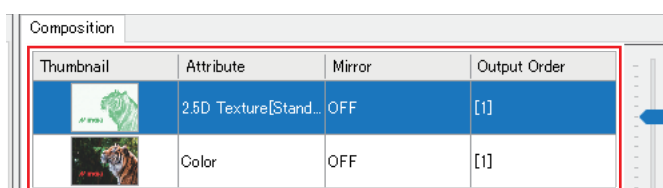
6 Select the two jobs.



7 Select the [Composite]

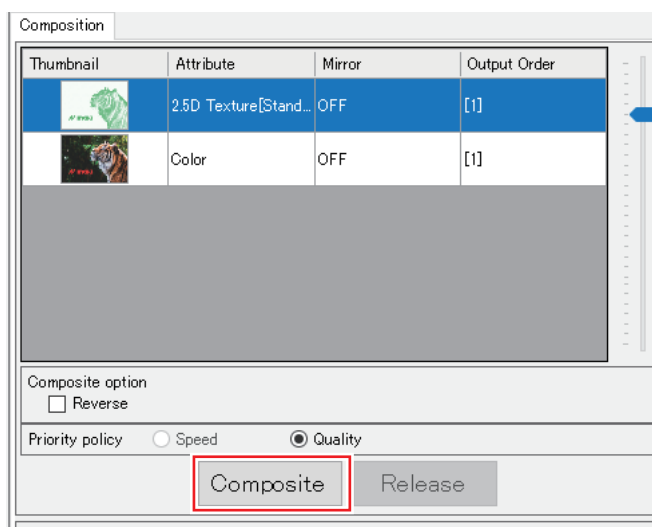
8 Set the output order of composite jobs to Color -> 2.5D Texture (standard mode).

- The jobs are output, starting with the bottom one.



- The following print order is recommended: Color job -> 2.5D Texture job. 2.5D Texture job -> Color job printing is also available. The appearance differs slightly, so check before using this setting.

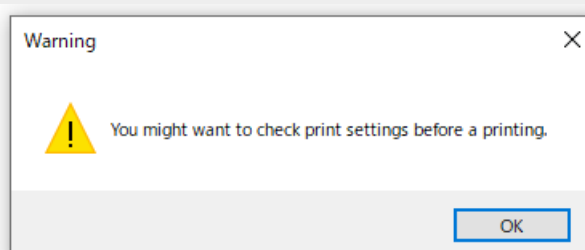
9 Click [Composite].



- The jobs are composited.



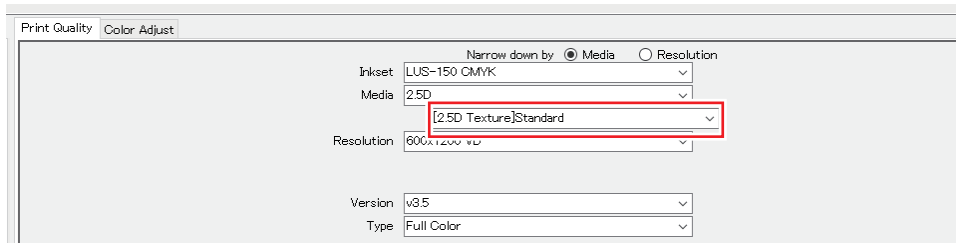
- When the following pop-up appears during the image composition process
 - Refer to steps 10 and 11 and set the printing conditions.



10 Select the [Print Condition]  icon.

11 Make sure the appropriate profile is selected.

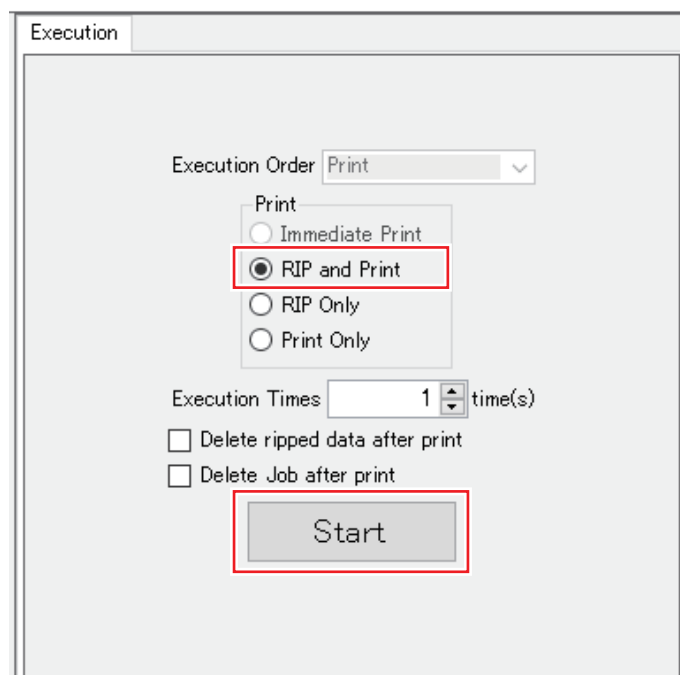
- [2.5D Texture Standard Speed] jobs: Confirm that [Media] is set to a [2.5D Texture Standard Speed] device profile.



- Jobs other than [2.5D Texture Standard Speed]
Flatbeds: Select a device profile for color printing.
UCJV330: Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.3 Printing in High Speed Mode by Using a Grayscale Image

High speed mode prints faster than standard mode.

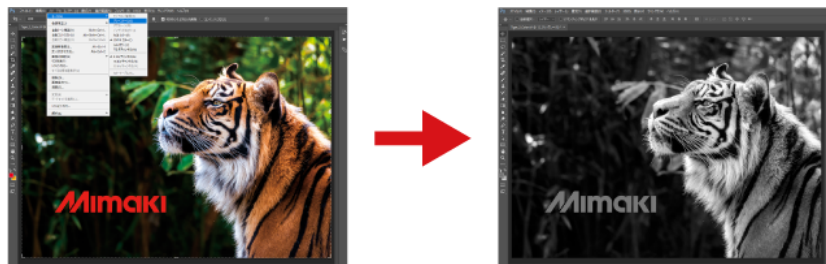
[Photoshop] Creating Print Data

1 Open an image in Photoshop.



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

- The image is converted to grayscale.



- The lighter the colors, the thicker the print will be. After grayscale conversion, change the contrast as needed to adjust the texture.

3 Save the image.

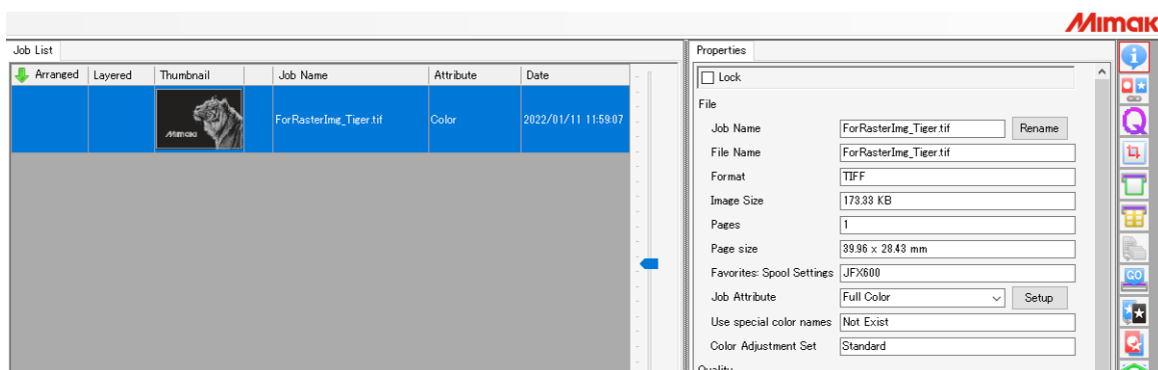
- Save the image in either TIFF or JPEG format.



- If you save the image in the Hot Folder, it will be automatically imported into RasterLink7.

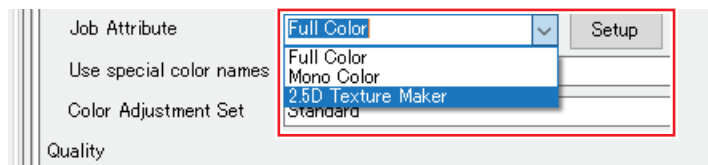
[RasterLink] Setting Up the Job

1 Open the grayscale image in RasterLink7.



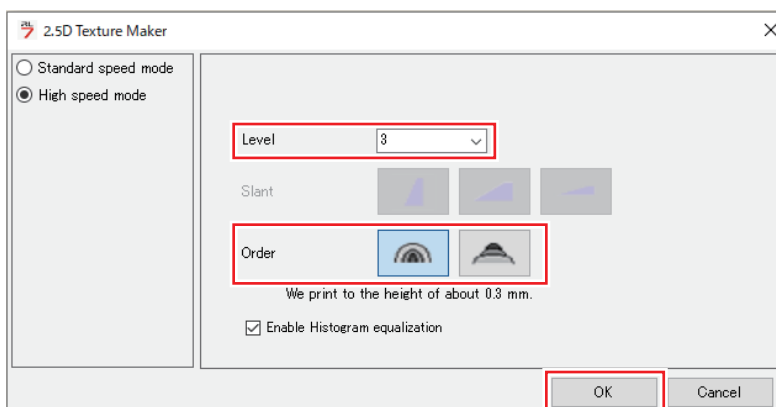
2 Click the [Properties] icon.

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

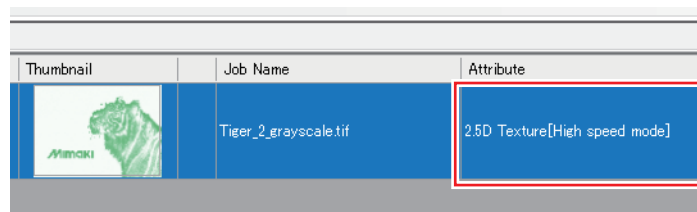


4 Select [High speed mode]. Select [Level] and [Order], and then click [OK].

- For setting details, see "Settings"(P. 16).





- [Attribute] changes to 2.5D Texture (High speed mode). The thumbnail is updated accordingly. Areas with enhanced texture are shown in green.



5 Import the original color image.

3



6 Select the two jobs.

| Arranged | Layered | Thumbnail | Job Name | Attribute | Date |
|----------|---------|---|-----------------------|-------------------------------|---------------------|
| | |  | Tiger_2_grayscale.tif | 2.5D Texture[High speed mode] | 2022/01/18 10:53:20 |
| | |  | Tiger_2_Color.tif | Color | 2022/01/18 11:14:43 |



7 Select the [Composite]  icon.

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

- The jobs are output, starting with the bottom one.

| Thumbnail | Attribute | Mirror | Output Order |
|---|---------------------------|--------|--------------|
|  | Color | OFF | [1] |
|  | 2.5D Texture[High spee... | OFF | [1] |

9 Click [Composite].

| Thumbnail | Attribute | Mirror | Output Order |
|---|---------------------------|--------|--------------|
|  | Color | OFF | [1] |
|  | 2.5D Texture[High spee... | OFF | [1] |

Composite option
 Reverse

Priority policy Speed Quality

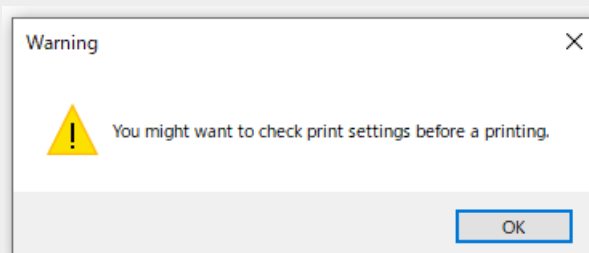
Composite Release

- The jobs are composited.



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

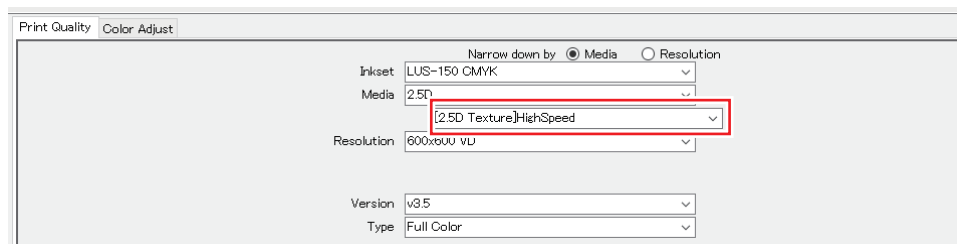
- Refer to steps 10 and 11 and set the printing conditions.



10 Select the [Print Condition]  icon.

11 Make sure the appropriate profile is selected.

- [2.5D Texture High Speed] jobs: Confirm that [Media] is set to a [2.5D Texture High Speed] device profile.



- Jobs other than [2.5D Texture High Speed]
Flatbeds: Select a device profile for color printing.
UCJV330: Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

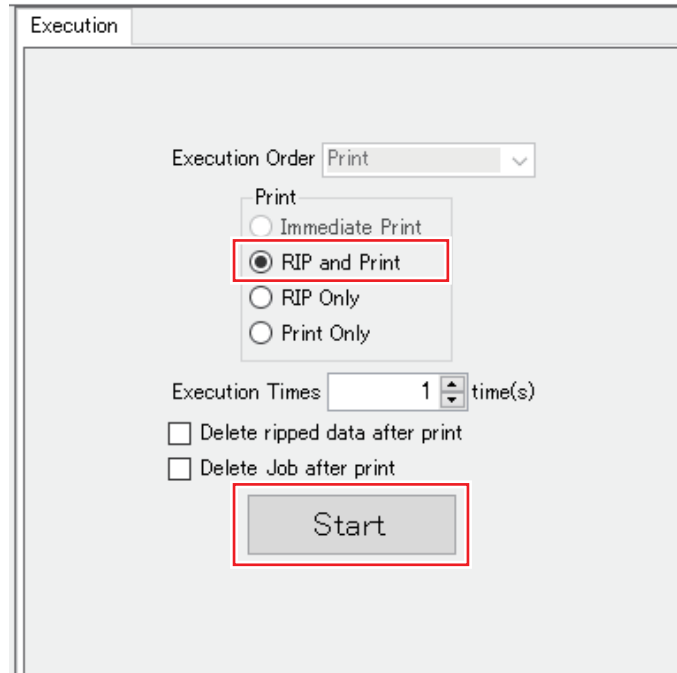


In high speed mode, the layer of mixed CMYK colors may be visible at image edges. If so, it can be covered by expanding the white ink area with size correction in [Layer].

- (1) Select the 2.5 Texture job and click [Layer].
- (2) In the [Special color size correction] - [White] settings, select [Correct the size], select [Thickening], and enter suitable values for [Scan] and [Feed].

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.4 Printing in Standard Mode by Using a Vector Image

In standard mode, you can print the slanted edges of ink more smoothly.

[Illustrator] Creating Print Data

1 Create data to print with Illustrator.



Important!

- For 2.5D printing, set line width so that lines are printed at least 3 mm wide.

2 Select objects for 2.5D printing.



3 Click the [2.5D RLOutput] icon of RasterLink Tools.

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




Important!

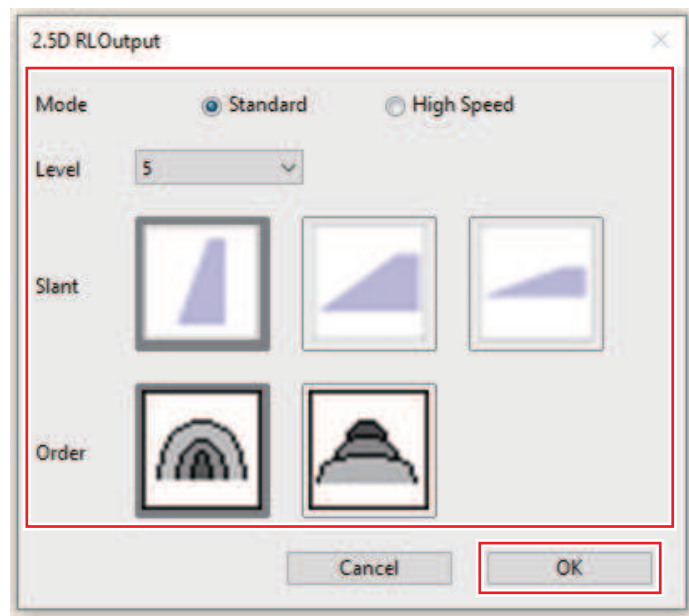
In the case of CorelDRAW

- 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], [Level], [Slant], and [Order], and then click [OK].

- To use standard mode, select [Standard Mode].
- For setting details, see  "Settings"(P. 16).



- A dialog box is displayed for saving the file. Saving will create two files.

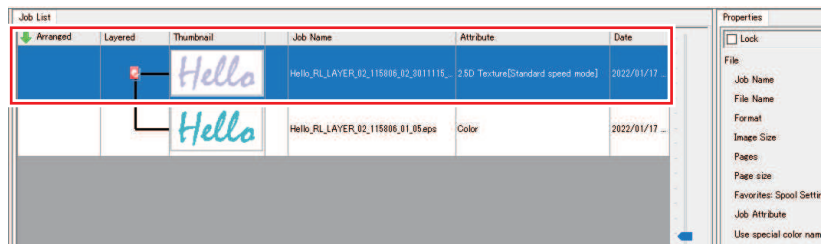


- If you save the image in the Hot Folder, it will be automatically imported into RasterLink7.

[RasterLink] Check and change settings

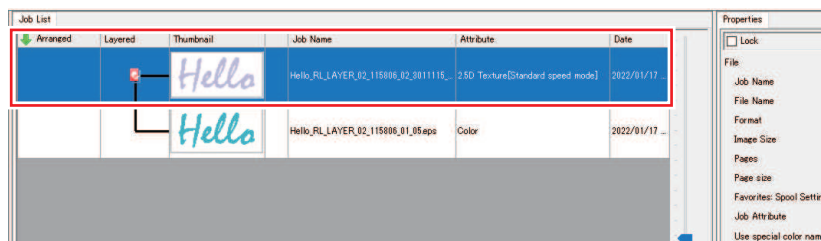
1 Start RasterLink7.

- Any files saved in the Hot Folder are automatically opened in RasterLink7 and prepared as a composite job.

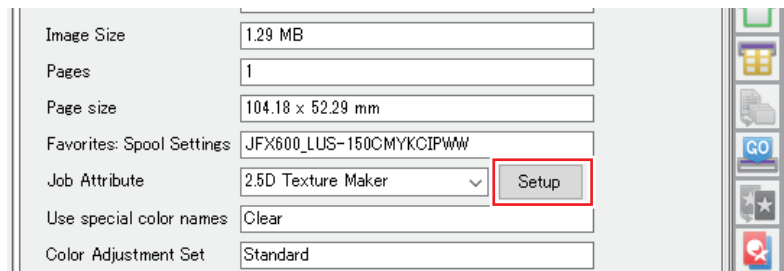


- The [2.5D Texture Maker] dialog appears.


2 Select a job with [Attribute] set to [2.5D Texture Standard Speed], and then click the [Properties] icon.

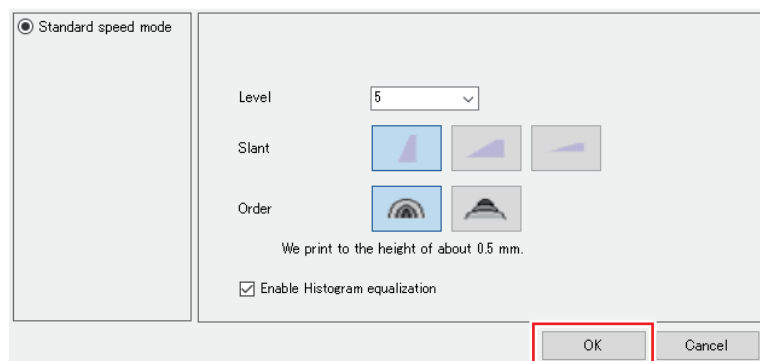


3 Click [Setup] for [Job Attribute].



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

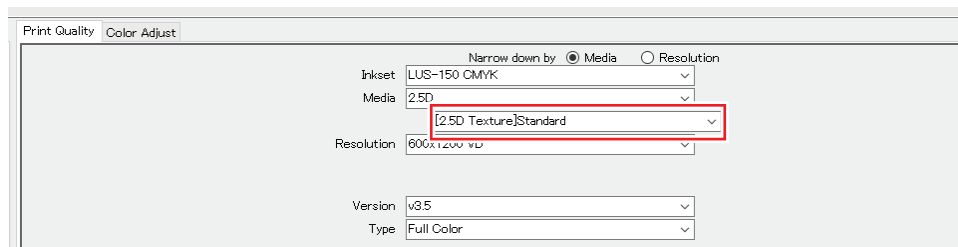
- Change any settings as needed here.
- For setting details, see  "Settings"(P. 16).



5 Select the [Print Condition] icon.

6 Make sure the appropriate profile is selected.

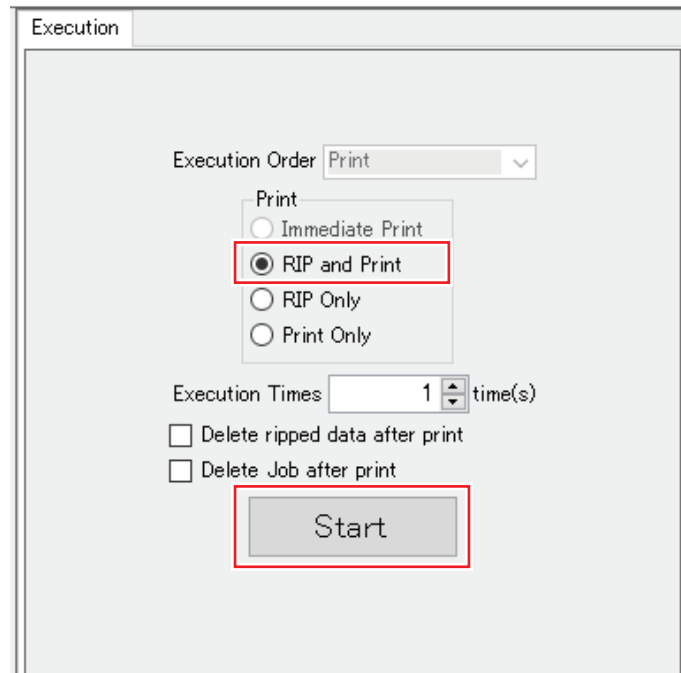
- [2.5D Texture Standard Speed] jobs: Confirm that [Media] is set to a [2.5D Texture Standard Speed] device profile.



- Jobs other than [2.5D Texture Standard Speed]
Flatbeds: Select a device profile for color printing.
UCJV330: Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.5 Printing in High Speed Mode by Using a Vector Image

High speed mode prints faster than standard mode.

[Illustrator] Creating Print Data

1 Create data to print with Illustrator.



Important! • For 2.5D printing, set line width so that lines are printed at least 3 mm wide.

2 Select objects for 2.5D printing.



3 Click the [2.5D RLOutput] icon of RasterLink Tools.

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




Important!

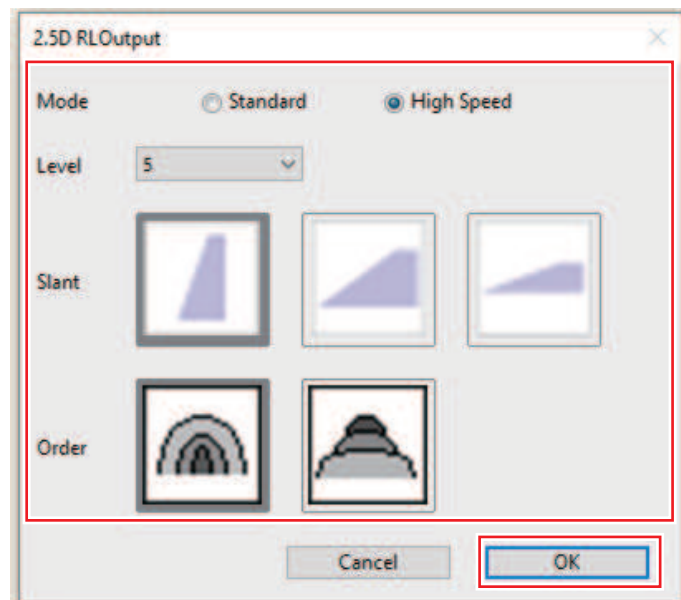
In the case of CorelDRAW

- 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], [Level], [Slant], and [Order], and then click [OK].

- To use high speed mode, select [High speed mode].
- For setting details, see  "Settings"(P. 16).



- A dialog box is displayed for saving the file. Saving will create two files.

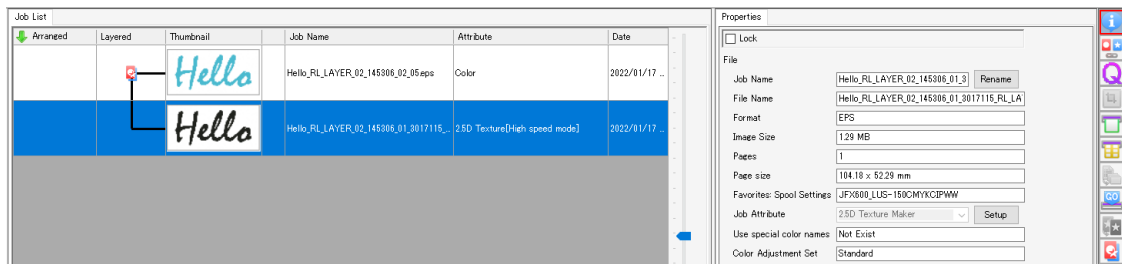


- If you save the image in the Hot Folder, it will be automatically imported into RasterLink7.

[RasterLink] Check and change settings

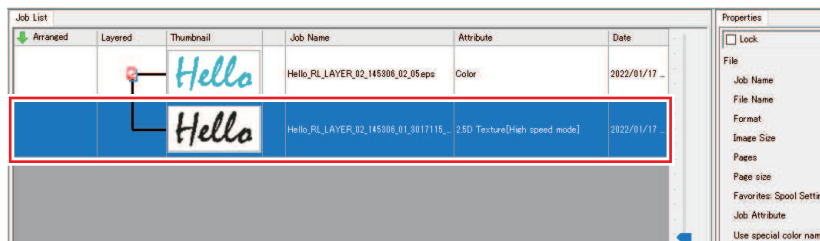
1 Start RasterLink7.

- Any files saved in the Hot Folder are automatically opened in RasterLink7 and prepared as a composite job.

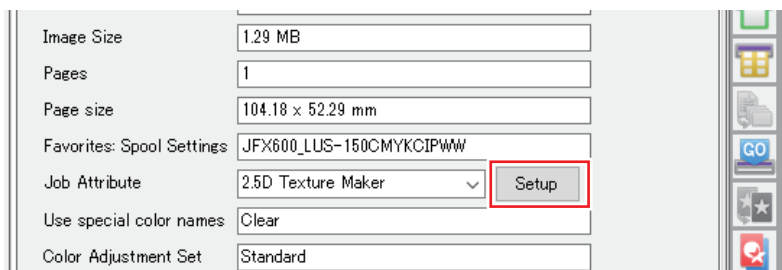


- The [2.5D Texture Maker] dialog appears.

2 Select a job whose [Attribute] set to [2.5D Texture High speed], and then click the [Properties] icon.

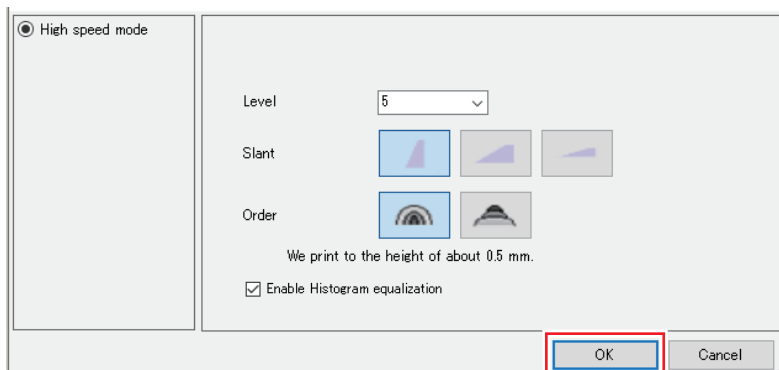


3 Click [Setup] for [Job Attribute].



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

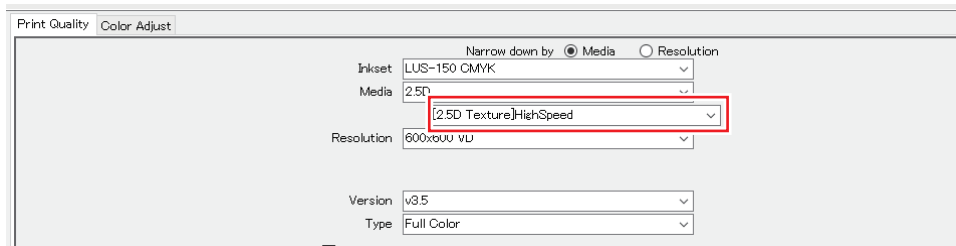
- Change any settings as needed here.
- For setting details, see "Settings"(P. 16).



5 Select the [Print Condition] icon.

6 Make sure the appropriate profile is selected.

- [2.5D Texture High Speed] jobs: Confirm that [Media] is set to a [2.5D Texture High Speed] device profile.



- Jobs other than [2.5D Texture High Speed]
 - Flatbeds: Select a device profile for color printing.
 - UCJV330: Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

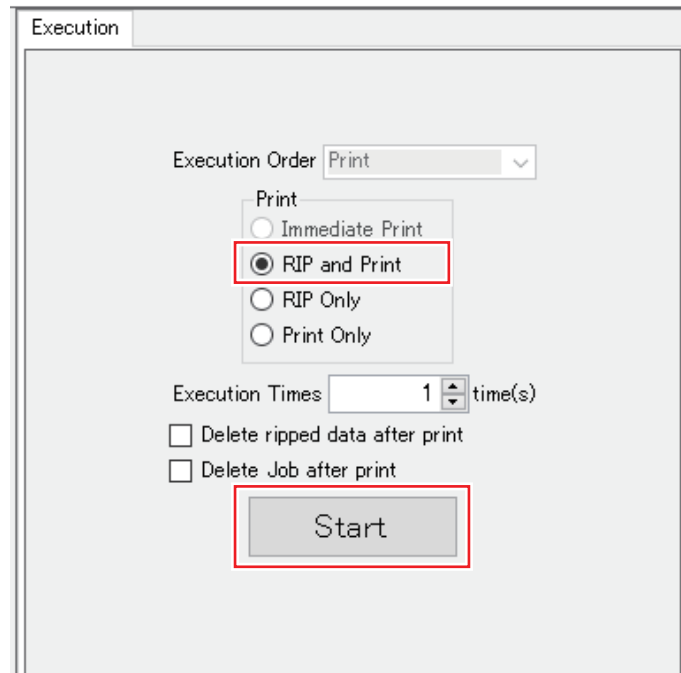


In high speed mode, the layer of mixed CMYK colors may be visible at image edges. If so, it can be covered by expanding the white ink area with size correction in [Layer].

- (1) Select the 2.5 Texture job and click [Layer].
- (2) In the [Special color size correction] - [White] settings, select [Correct the size], select [Thickening], and enter suitable values for [Scan] and [Feed].

RasterLink: Printing

- 1 Click the [Execute]  icon.
- 2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



Chapter 4 Error Messages



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. |

JFX600-2513,2531/UJF-7151plusII/UCJV330 2.5D Texture Maker Guide

September, 2024

MIMAKI ENGINEERING CO.,LTD.
2182-3 Shigeno-otsu, Tomi-shi, Nagano 389-0512 JAPAN

D203632-18-30092024

