

## SILVER INK SIMULATION



### Simulating silver ink using all ink channels in Print Pro WIGA edition

Although to date there is not a silver ink available for the DX5 heads, we have found a way emulate silver printing using the Print Pro RIP software.

It may just meet expectations for certain jobs.

The following instructions explain how to achieve this result.

Firstly, the graphic layer should be generated as spot channel, either by importing the graphic file with the separate channel already generated or by using the “spot channel generation tool” in Print PRO-WIGA. For example, this could be any graphic file generated with a tactile layer for 3D printing effects.

Once the file is imported into the RIP, ensure that you select “braille” as channel based and apply 100% ink settings to all 8 channels as per figure 1.

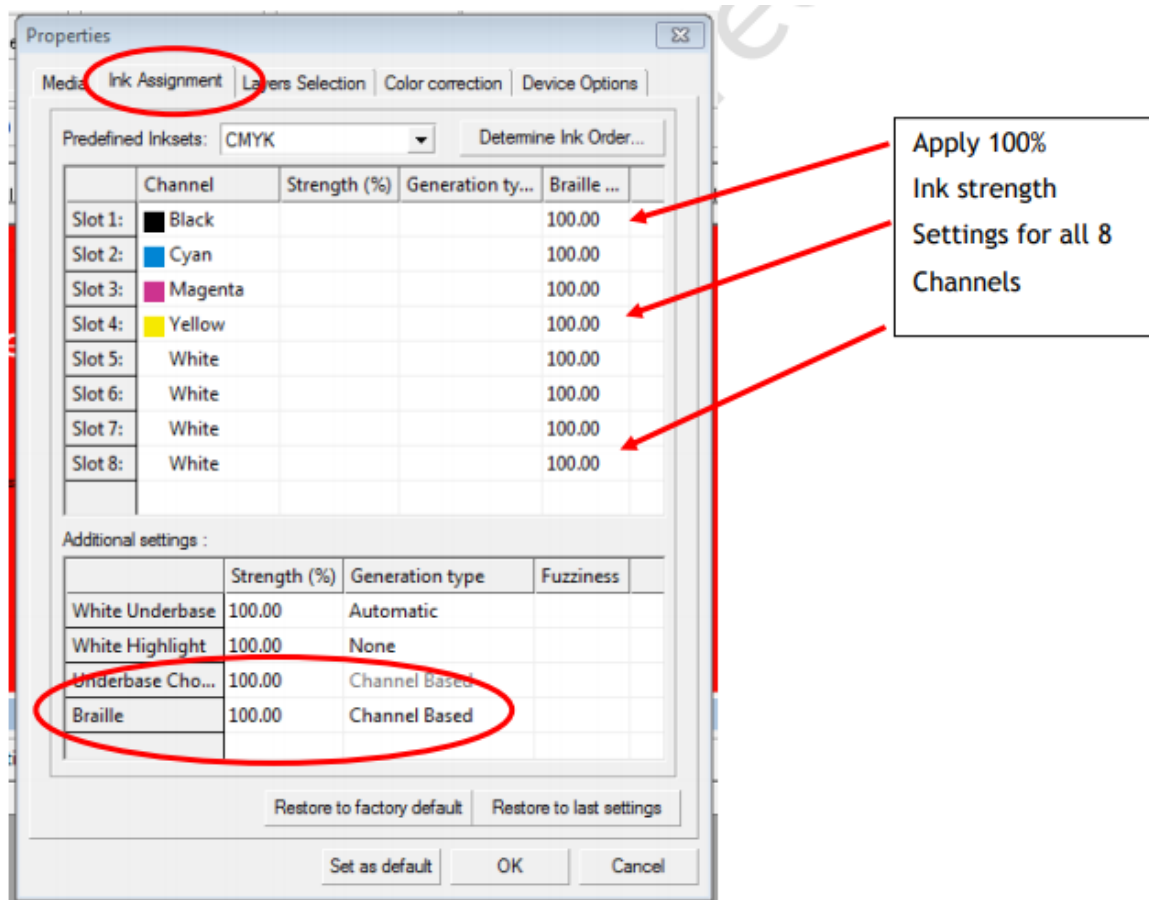


Figure 1

**NOTES:** Use the “colour media” templates for best results.

Under “layer selection” activate layer 1 as Braille only as per figure 2

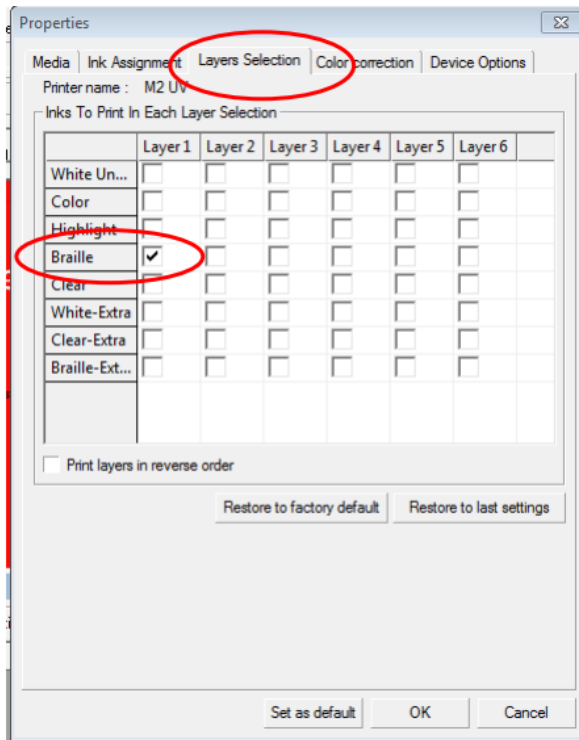


Figure 2

You are now able to send the print data to the printer and simulate silver ink printing. You may now wish to experiment with different ink drop sizes to achieve different

**Examples are shown below in figure 3 and 4**

**Figure 3** was printed using the native variable and medium ink drop sizes. The result was a reasonably smooth finish to the printed colour



Figure 3

**Figure 4** was printed using a large and heavy drop size. This resulted in a more sparkling finish to the print and appears to emulate silver a little closer



Figure 4

**NOTES:** Please also consider that by printing all 8 channels of ink using the large/heavy ink drop configuration, you are essentially printing the maximum possible ink volume in a single print layer. This can greatly enhance the tactile feel to “texture printing” or even dramatically reduce the number of layers that need to be printed to build up ink deposits to meet braille compliant standards.