

# Quick Start Guide for Using the Mimaki Vinyl Printer/Cutter

Start your project by consulting with a 3D Output Lab Assistant for advice about the best way to plan your project.

## Materials

The Mimaki has the capability of both printing and cutting a variety of materials. Certain materials, like canvas or banner material, may be printed, but not cut. Please see the lab assistant for a complete list of available materials, sizing and pricing.

## Adobe Illustrator Mimaki Vinyl Cutter/Printer template file

Use the Adobe Illustrator Mimaki Vinyl Cutter/Printer template file ( "MimakiTemplate-CS6.ait" ) that is available on the School's website. This template file has the correct color swatches and is formatted to the maximum width of the print bed. Please note that not all materials are the width of the print bed. Plan for 1/2 inch margins of unused material for all vinyl printer/cutter projects. This space is necessary for the rollers, and cannot be printed or cut.

## Print Layer / Cut Layer:

Objects placed on the print layer will be printed. Objects that are on the cut layer will be cut, but not printed. When creating cut paths, it is best to create a shape with a fill, but no outline. (The software sometimes has a difficult time interpreting the boundaries of outlines, because they have a line weight.)

If you wish to create a contour cut around your graphics, please let the lab assistant know, and they can create the cut path for you.

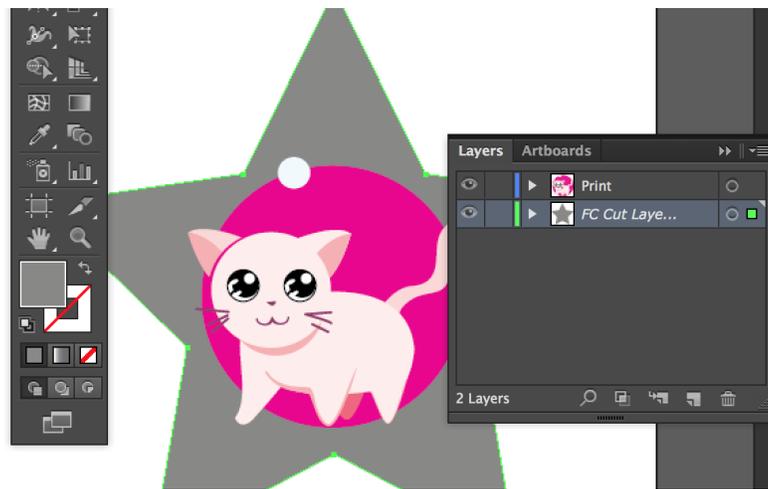


fig. 1

Place objects to be printed on the print layer, and cut paths on "FC Cut Layer"

## Silver / White Ink:

You can use silver and white ink in as an overlay/underlay (to make a graphic opaque on clear or colored media) and/or as a color substitution in your design.

**White underlay/overlay:** if you would like to print white behind the image area of your print (to make it opaque on clear or colored media) let the lab assistant know, and they can apply those settings. Please note, it will only print white where there is some color - at least 1% of any color - and not print anything where it is 100% white (C 0% M 0%. Y 0% K 0%). If you want to have white ink underlay in white areas of your design, change it to be 1% (or more) of any color (yellow is recommended).



fig. 2

Top: image printed with white underlay on colored media

Bottom: image printed without white underlay on colored media

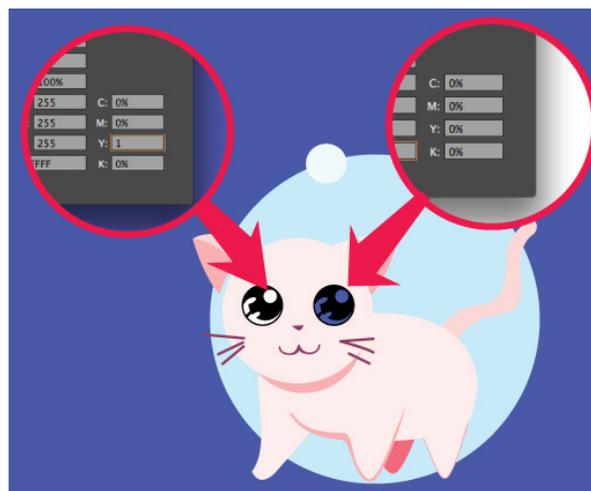


fig. 3

Areas in your design with no color - 0% of cyan, magenta, yellow and black will not print with white underlay. Adding 1% of yellow will appear white when printed, and trigger the Mimaki to print a white underlay in that area of the design

**Silver/White substitutions:** If you would like to use silver or white ink as part of your design, use the provided color swatches (Mimaki Silver and Mimaki White) to designate the vector shapes to be printed in Silver and White respectively (99% magenta is designated as Mimaki Silver and 99% cyan as Mimaki White).

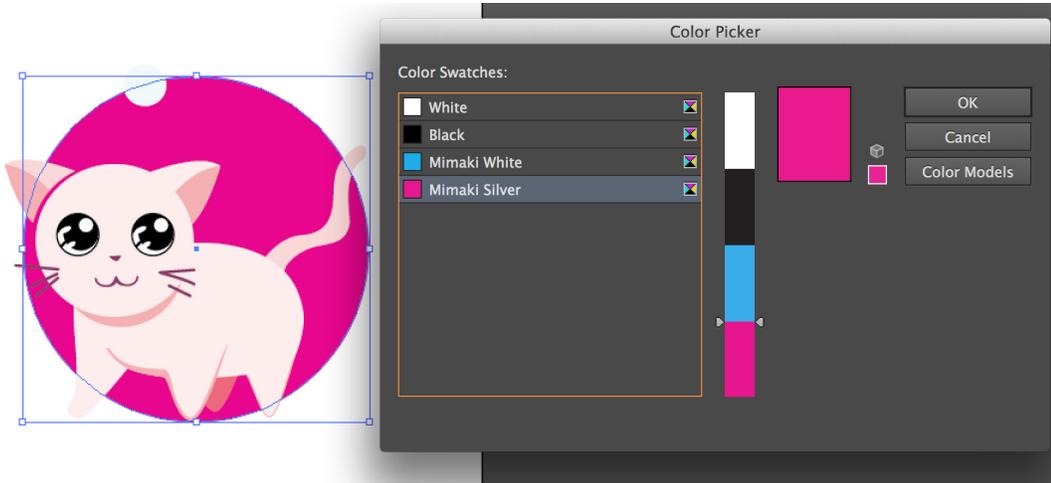


fig. 4

Use provided swatch colors to indicate parts of the design that you would like to print in silver or white

If you are using raster graphics in combination with vector graphics, place the raster graphics on a separate layer from the vector graphics. (Note - the Mimaki cannot substitute silver or white within a raster graphic.)

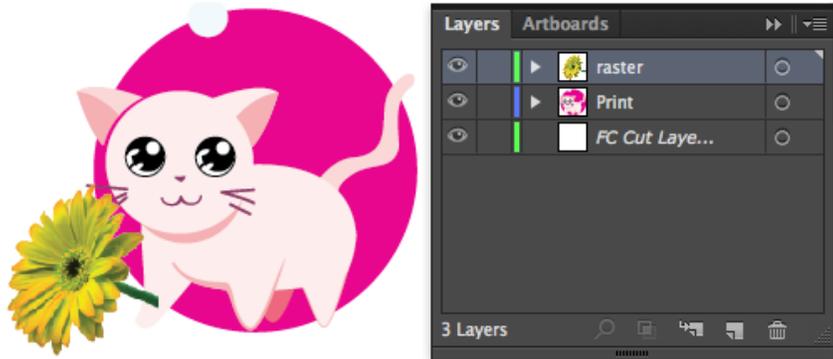


fig. 5

When using special colors, (silver and white) in addition to raster graphics, place raster graphic on a separate layer.