# **BOTTLE OPENER CARD GUIDELINES**

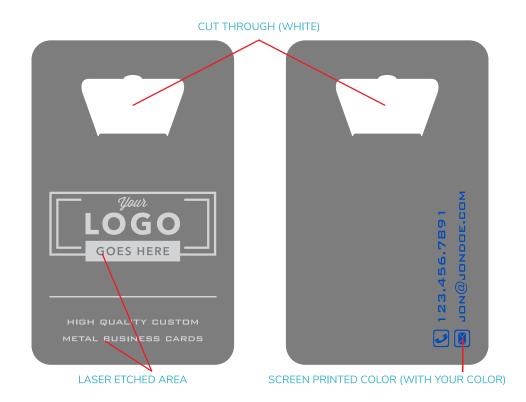
## **ACCEPTED FILE FORMATS**

Adobe Illustrator (Ai) | Adobe PDF (PDF) | Corel Draw (CDR) | Encapsulated PostScript (EPS)

NOTE: All submitted art files must be created in full vector format and all live fonts must be outlined (made into objects).

#### **DESIGN IN COLOR SWATCHES** Stainless Steel Surface 10% Etched Area Cut-Through Area (White) Your Color (If applicable) Your Color (If applicable) Black Metal Surface Laser Etched Area Cut-Through Area (White) Copper Finish Surface 10% Etched Area Cut-Through Area (White) Your Color (If applicable) 10% Etched Area Your Color (If applicable) Brass Finish Surface Cut-Through Area (White) Rose Gold Finish Surface 10% Etched Area Cut-Through Area (White) Your Color (If applicable) White Metal Surface White Etched Area Cut-Through Area Your Color (If applicable)

NOTE: If you are using a white spot color and cutouts, please make all cutout areas magenta and note the process with our team.



### **CARD SHAPE**

- Standard Bottle Opener dimensions are 2.11 X 3.38" with 1.5mm thickness.
- Custom shapes acceptable within product dimensions.
- Please keep corner radius .1" or greater.







## SILVER LASER ETCHING

- $\bullet$  A laser will be used to etch onto the surface of your card.
- When utilizing the laser etching process, designs may go to the edge of the card.
- Convert all fonts, strokes and outlines into vector objects.
- Please remove all clipping masks and hidden objects.





#### **CUT THROUGH**

- Chemicals will be used to etch through your card where specified.
- Cut-through areas must be minim .06" in diameter.
- Add tie-bars (minimum .06") to any 'floating' material.
- Convert all fonts, strokes and outlines into vector objects.
- Please remove all clipping masks and hidden objects.



#### **COLOR**

- Design with actual colors Pantone preferred, though we will accept CMYK.
- Please label color values within your artwork.
- Colors screen printed onto surface can touch/overlap.
- Please remove all gradients, drop shadows and transparencies.



## **DESIGN RESOURCES**

