# **METAL VIP PASS 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 3 COLORS**

| Stainless Steel Surface | 10% Etched Area Cut-Through Area (White)   | Your Color (If applicable) |
|-------------------------|--|----------------------------|
| Black Metal Surface     | Laser Etched Area Cut-Through Area (White) | Your Color (If applicable) |
| Copper Finish Surface   | 10% Etched Area Cut-Through Area (White)   | Your Color (If applicable) |
| Brass Finish Surface    | 10% Etched Area Cut-Through Area (White)   | 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.

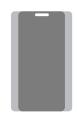
#### **CUT THROUGH (WHITE)**



#### **CARD SHAPE**

- Standard Metal VIP dimensions are 2.75 X 4.5".
- Custom shapes acceptable within product dimensions.
- Please keep corner radius 1" or greater.







#### **10% SURFACE ETCHING**

- A laser will be used to etch onto the surface of your card.
  Any 10% etched areas must be .05" or more from the card edge.
  Any 10% etched areas must be .02" from any cut-through areas.
- 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.





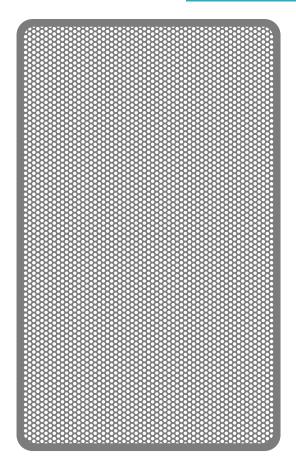
#### **COLOR**

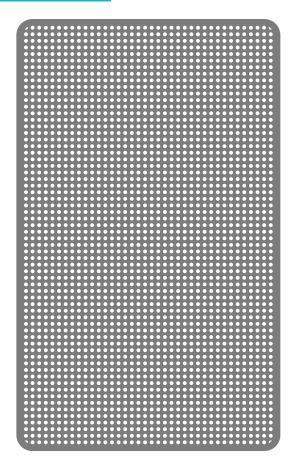
- Design with actual colors Pantone preferred, though we will accept CMYK.
- Please label color values within your artwork.
- Colors screen printed onto surface can touch/overlap.
- Please remove all gradients, drop shadows and transparencies.





## **DESIGN RESOURCES**





# **DESIGN RESOURCES CONT.**

