

Disc Graphics:

You can design your own thermal print graphics for the disc.

Open a drawing application. Draw a 12" circle. Draw a 4" circle and center it inside the 12" circle. These circles represent the extreme inner and outer edges of the printable part of the disc.

Put all your graphics, text, and logos in the donut shaped area between these circles. Don't get close to the circles because they represent the extreme edges. Don't design a solid black disc graphic. It won't thermal print well. Don't use tiny text because it won't be legible. Use solid black text. There are very few shades of gray on single color thermal prints. This makes photographic images very difficult to thermal print. Use full color thermal print on white discs for photographic images.

After you get everything the way you want it, delete the two circles, disable anti-aliasing (font smoothing), save the file as a high resolution photograph, and send it to us as an e-mail attachment. Be sure the background is pure white, or transparent.

You should also e-mail each individual graphic, logo, and font you used to create your disc image so we can recreate it here. Again, be sure to save your graphics and logos very large, in high resolution, against a pure white, or transparent background, with anti-aliasing disabled. If the font you used is *italic*, **bold**, extended, condensed, or any other special variation, be sure to send the correct variation.

Jewel Case Insert Graphics:

Open up a drawing application and draw the largest possible perfect square. Put all your graphics, text, and logos into that square. Stay far away from the edges of the square. You have to leave plenty of room around the edges for us to cut the paper without cutting off any text, logos, or graphics. Don't use any template to design your insert graphics, just use a very large, perfect square. Don't put any cut lines on your graphic. When you get everything the way you want it, disable anti-aliasing, save it as a very large, high resolution, square photo, and e-mail it to us.

Tray Card Graphics:

Tray card graphics require experience to design. It can't be easily described here. The best way to figure it out is to take out a tray card from another CD and look at what you're doing. The points mentioned in the jewel case insert graphics above are true for tray card graphics also. A tray card is not a perfect square though, it's a rectangle. The spines are the toughest part to get right. You need to keep the spine text very small, and far enough away from the sides so it won't get cut off. Also, pay attention to which way your text is facing on the spines. Be sure you have both spines and that their text is facing opposite directions so it'll be right side up when the CD is sitting on a shelf or in a rack. Create the graphic as large as possible. Don't put cut lines on your graphic. When you get everything the way you want it, disable anti-aliasing, save it as a very large, high resolution, rectangular photo, and e-mail it to us.