

Quick start guide



Océ Touchstone Extensions



A CANON COMPANY

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Original instructions that are in American English.

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Contents

Chapter 1

Introduction.....	5
What Océ Touchstone can do for you.....	6
Notes for the reader.....	7

Chapter 2

Create your elevated design with the Océ Touchstone Extensions.....	9
The design workflow for an elevated artwork with an Alto effect.....	10
Step 1: Create the design of your elevated artwork with an Alto effect.....	11
Step 2: Define the settings for your elevated artwork with an Alto effect.....	15
Step 3: Check and adapt the design of your elevated artwork with an Alto effect.....	16
Step 4: Export the design of your elevated artwork with an Alto effect.....	26
The design workflow for an elevated artwork with a Brila effect.....	27
Step 1: Create the design of your elevated artwork with a Brila effect.....	27
Step 2: Define the settings for your elevated artwork with a Brila effect.....	32
Step 3: Check and adapt the design of your elevated artwork with a Brila effect.....	33
Step 4: Export the design of your elevated artwork with a Brila effect.....	43

Chapter 1

Introduction

What Océ Touchstone can do for you

Océ Touchstone consists of two main software components that assist you to **design** and **print** elevated artworks.

The **design** part of Océ Touchstone is called Océ Touchstone Extensions.

The **print** part of Océ Touchstone is called Océ Touchstone ALPS Engine.

This guide describes the Océ Touchstone Extensions.

For the Océ Touchstone ALPS Engine a separate guide is available.

About the users

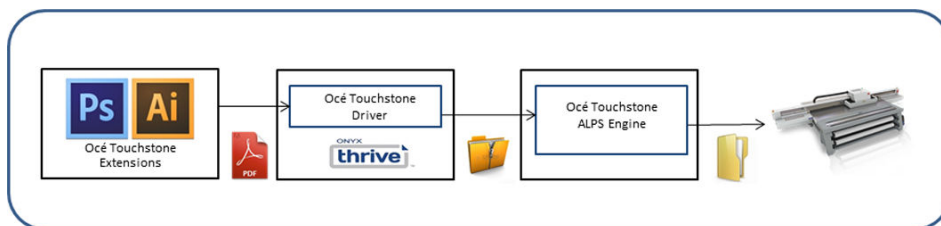
This information is written for **designers** that use Adobe Photoshop or Adobe Illustrator.

The Océ Touchstone Extensions support the designer in creating the design of elevated artworks.

The software allows the designer to do the following.

- Create a print-ready PDF of the design of the elevated artwork.
- Examine the design of the elevated artwork by creating a preview.
- Identify artefacts in the design of the elevated artwork.

The workflow



Notes for the reader



Typography

This manual uses the following typography to indicate elements that are part of the user interface.

Typography	Indicates
[Text between square brackets]	Name of a button, tile, setting, value, or other option of the user interface
<Text between angle brackets>	<ul style="list-style-type: none"> Name of a key on a keyboard Name of a variable: item that varies according to the context
Text displayed in courier font	<ul style="list-style-type: none"> File path Command Prompt comment
[Text] →[displayed in] →[menucascade]	Names of options to be used in a fixed order

Symbols

This manual uses the following symbols to indicate requirements, restrictions and clarifications.

Symbol	Type of symbol	Indicates
	IMPORTANT	Indicates an operational requirement or restriction. Read these items carefully in order to prevent damage to equipment, software, data, media, or property.
	NOTE	Indicates a clarification of an operation or contains additional explanations for a procedure. Reading these notes is highly recommended.

Chapter 2

Create your elevated design with the
Océ Touchstone Extensions

Introduction

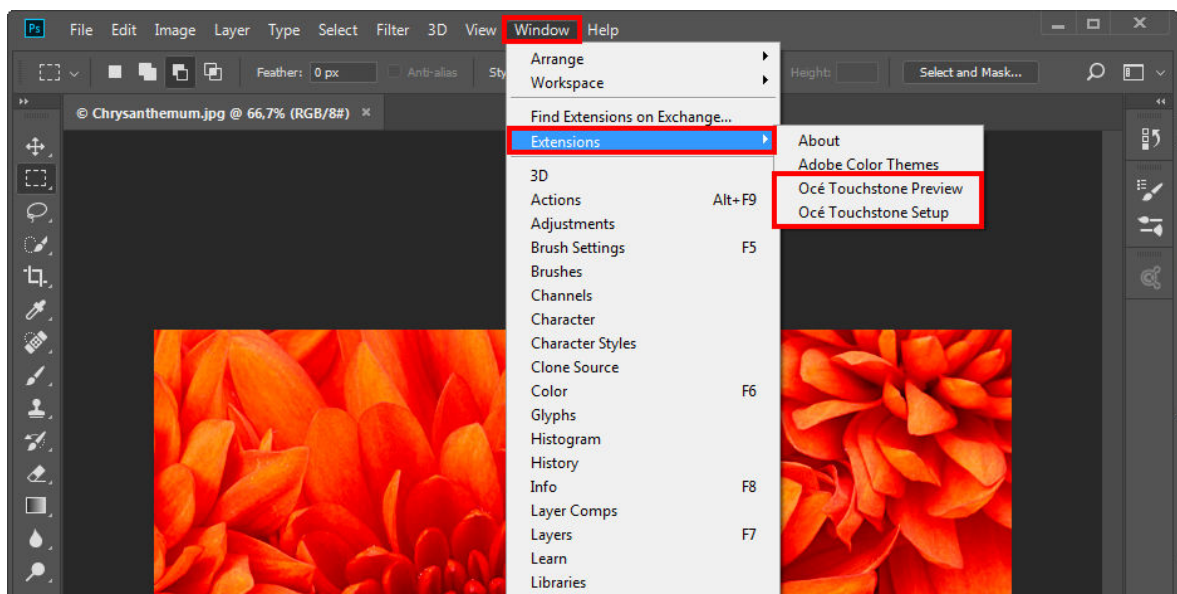
The Océ Touchstone Extensions for Adobe Photoshop or Adobe Illustrator support you in creating the design of elevated artworks.

The software allows you to do the following.

- Create a print-ready PDF of the design of the elevated artwork.
- Examine the design of the elevated artwork by creating a preview.
- Identify artefacts in the design of the elevated artwork.

User interface panels

The Océ Touchstone Extensions have two separate user interface panels, that you can open via [Window] > [Extensions] > [Océ Touchstone Setup] and [Océ Touchstone Preview].



The design workflow for an elevated artwork with an Alto effect

Watch the ["video tutorial"](#).

Step 1: Create the design of your elevated artwork with an Alto effect



The layering of an elevated artwork with an Alto effect

Illustration	Layers
	[D]: Color
	[C]: White isolation layer
	[B]: Elevation (solid ink)
	[A]: Media

The **total elevation** of your elevated artwork with an Alto effect consist of ([B]: Elevation) + ([C]: White isolation layer) + ([D]: Color).

[B]: Elevation (solid ink)

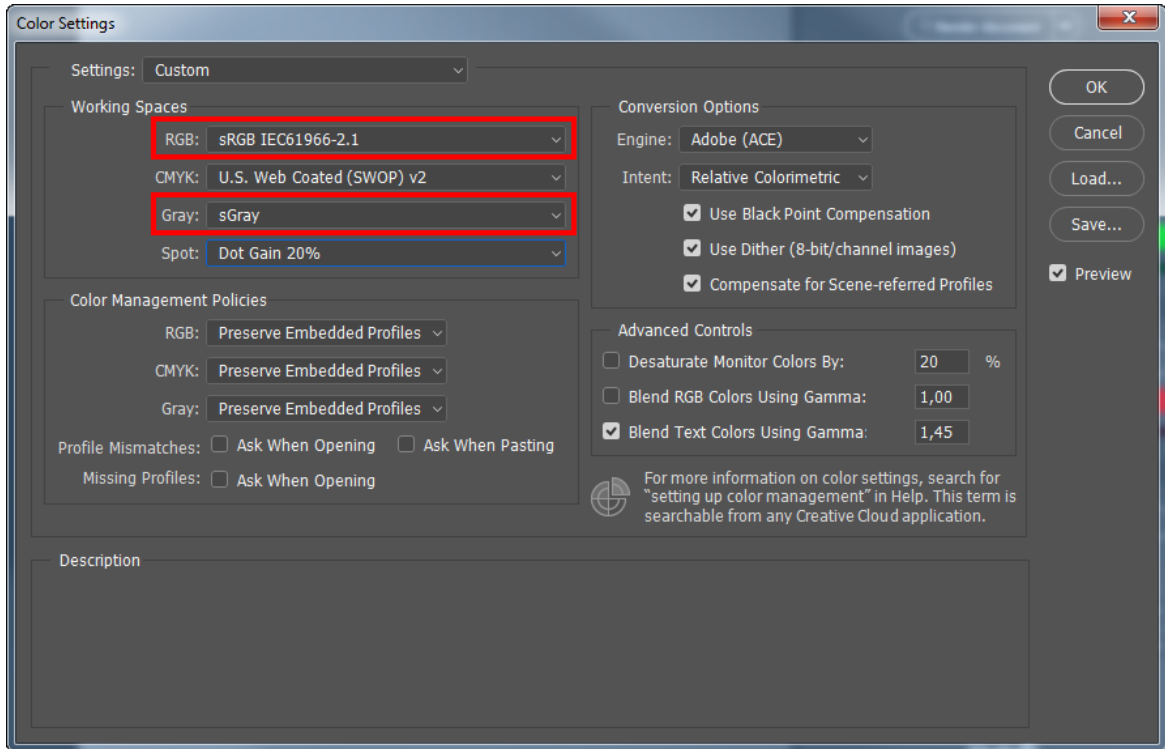
The elevation map consists of one or more grayscale layers that define the elevation of your design. White is not elevated and black is maximum elevated.

The maximum elevation for an elevated artwork with an Alto effect is 1 millimeter.



IMPORTANT

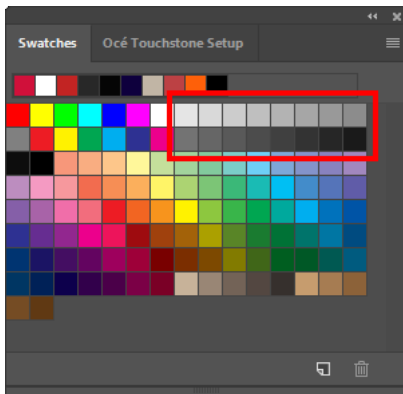
- Use matching color and gray profiles (i.e. sRGB and sGray) in order to properly translate the color values to the expected gray levels. That way you can be sure that RGB (128:128:128) corresponds with 50 percent of the maximum elevation.



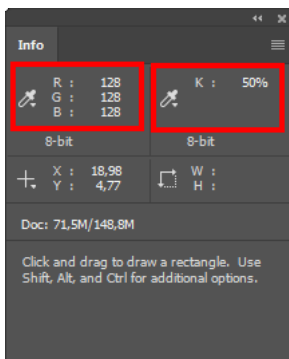
- Make sure you define the correct color management settings **before** you start to work on the elevation map.
- When you create your design using multiple computers, make sure you always use the same color management settings (working spaces, color management policies, et cetera) on all computers.
- Do not change the color management settings anymore after you have finalized the elevation map. Changing the color management settings affects the gray levels and thus the geometry of the elevation.



To build consistent gray elevation in a color document use the default grayscale swatches ([Window] > [Swatches]) to select the desired gray level.



Open the [Info] panel via [Window] > [Info] to double-check the values in the elevation layer.

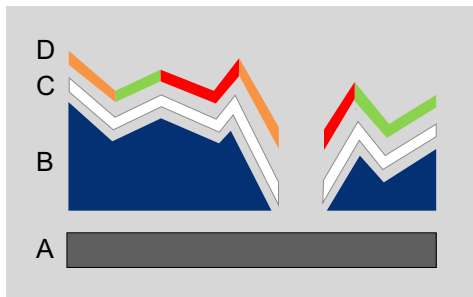
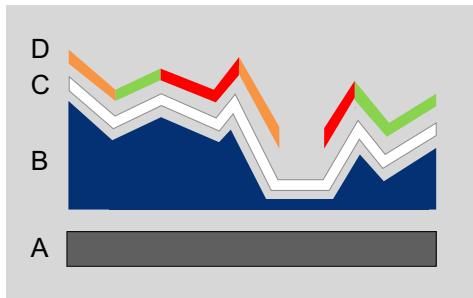


[C]: White isolation layer

To make sure that the colors of your artwork turn out as intended, **automatically** a white isolation layer is printed between the elevation [B] and the color [D].

Step 1: Create the design of your elevated artwork with an Alto effect

Only the areas in your design that have **both** fully transparent colors **and** fully transparent elevation will have **no** white isolation layer.



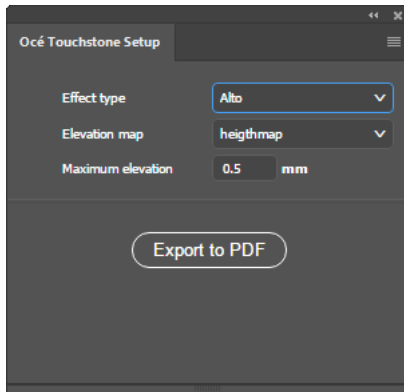
[D]: Color

The colors in your design are defined in one or more color layers.



Step 2: Define the settings for your elevated artwork with an Alto effect

Setup for [Effect type] - [Alto]



Setting	Description
[Effect type]	[Alto]
[Elevation map]	Select the name of the group of layers that defines the elevation map. The elevation map is a grayscale map, where white areas correspond with no elevation and black areas correspond with maximum elevation.
[Maximum elevation]	Select the maximum elevation of your design. For Alto designs the maximum elevation is 1 millimeter.

Step 3: Check and adapt the design of your elevated artwork with an Alto effect



The Océ Touchstone Preview panel

After you have defined the settings in the Océ Touchstone Setup panel, you can open the Océ Touchstone Preview panel.

To generate or update the 3D preview of your elevated artwork you can select one of the following options.

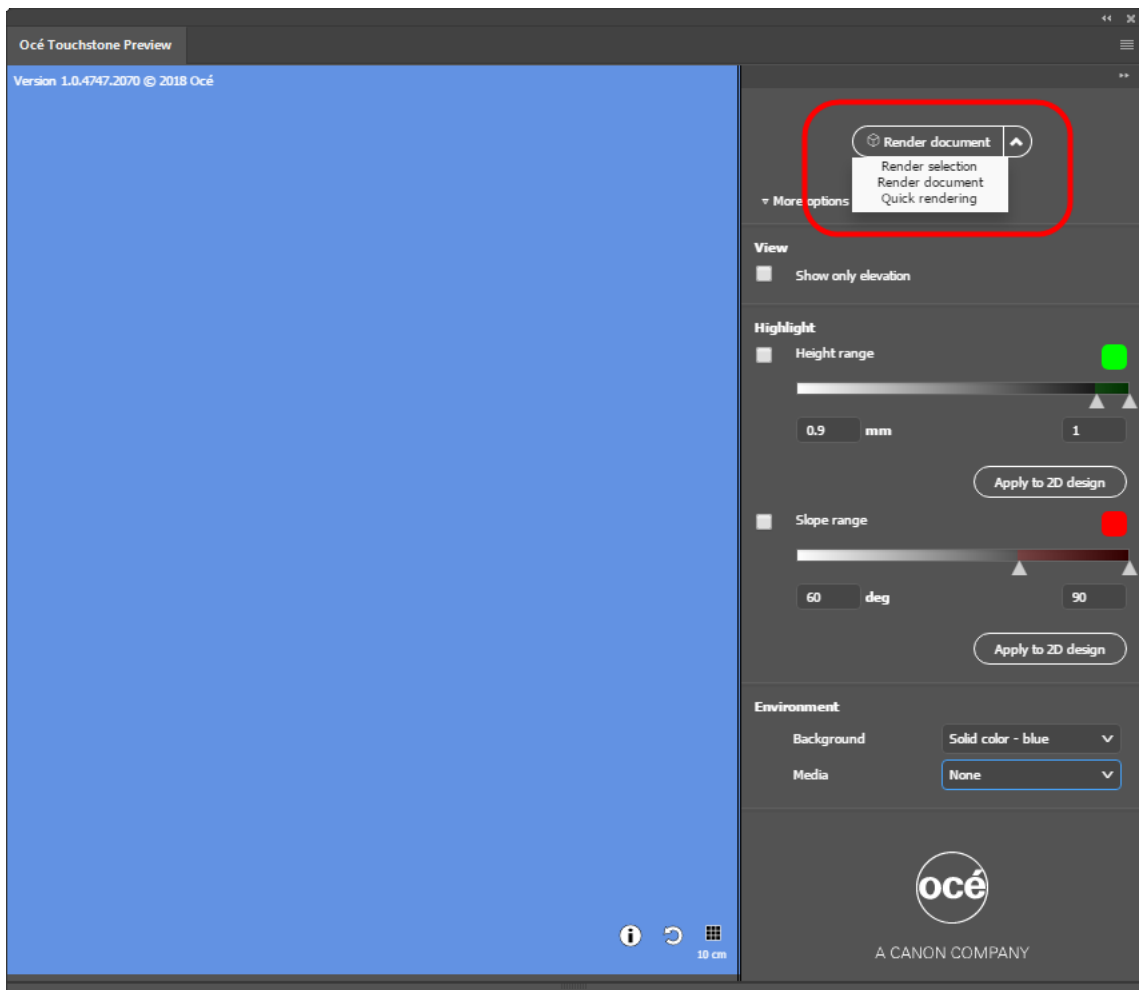
- Select [Render document] to render the complete artwork.
- Select a part of your artwork and select [Render selection] to render only the selected part of your artwork.
- Choose [Quick rendering] to render the document in a lower resolution in order to speed up the rendering process.

To speed up the rendering process even more you can select [More options] and uncheck color management.

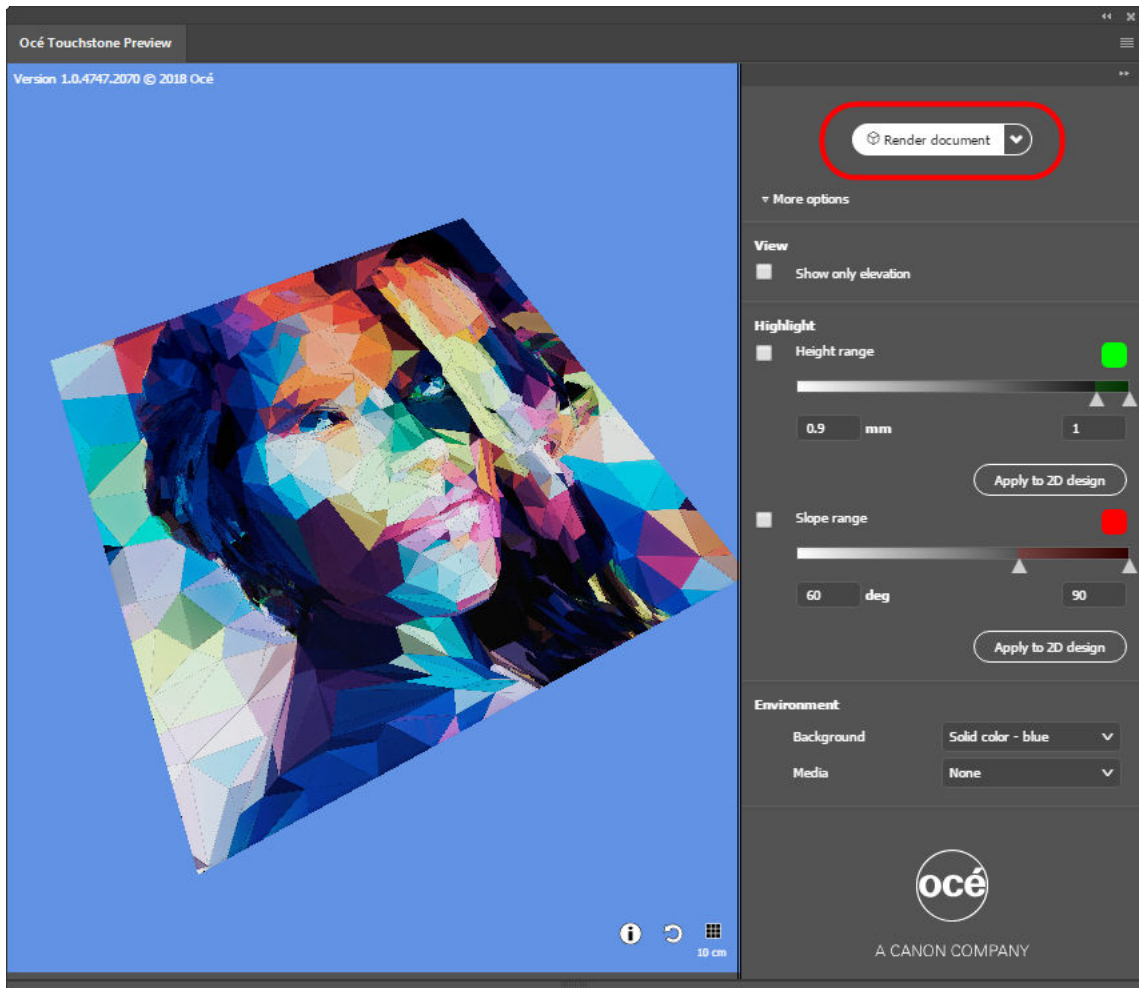


NOTE

It is not possible to generate highlights in [Quick rendering] mode.



Step 3: Check and adapt the design of your elevated artwork with an Alto effect



The preview

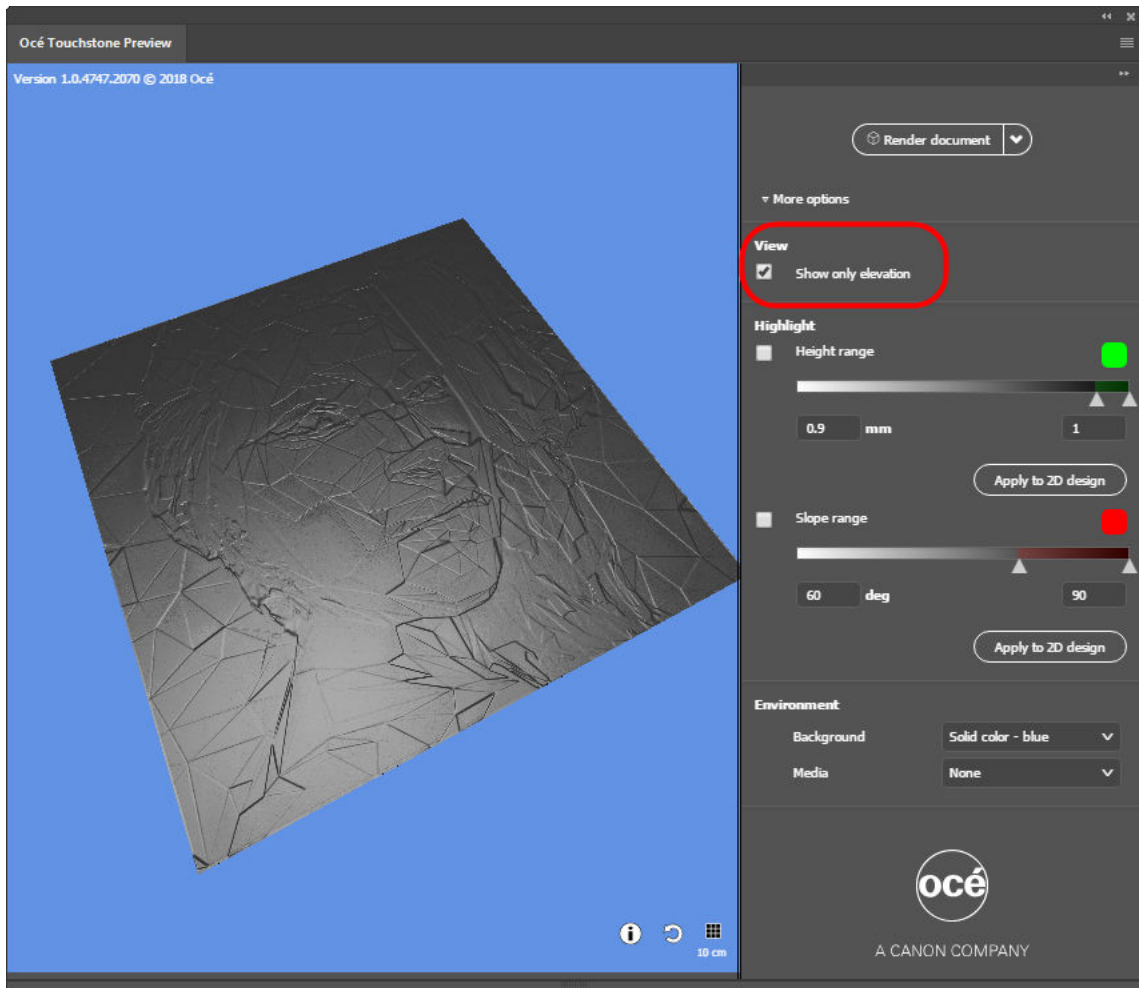
You can rotate, shift, or zoom in and out on the preview as follows.

- Click and hold the left mouse button to rotate the preview.
- Click and hold the right mouse button to shift the preview.
- Rotate the mouse wheel to zoom in and out on the preview.

You can now switch on and off the preview options at the right to carefully examine your design.

Preview elevation

To show only the elevation in your design tick the checkbox indicated below.

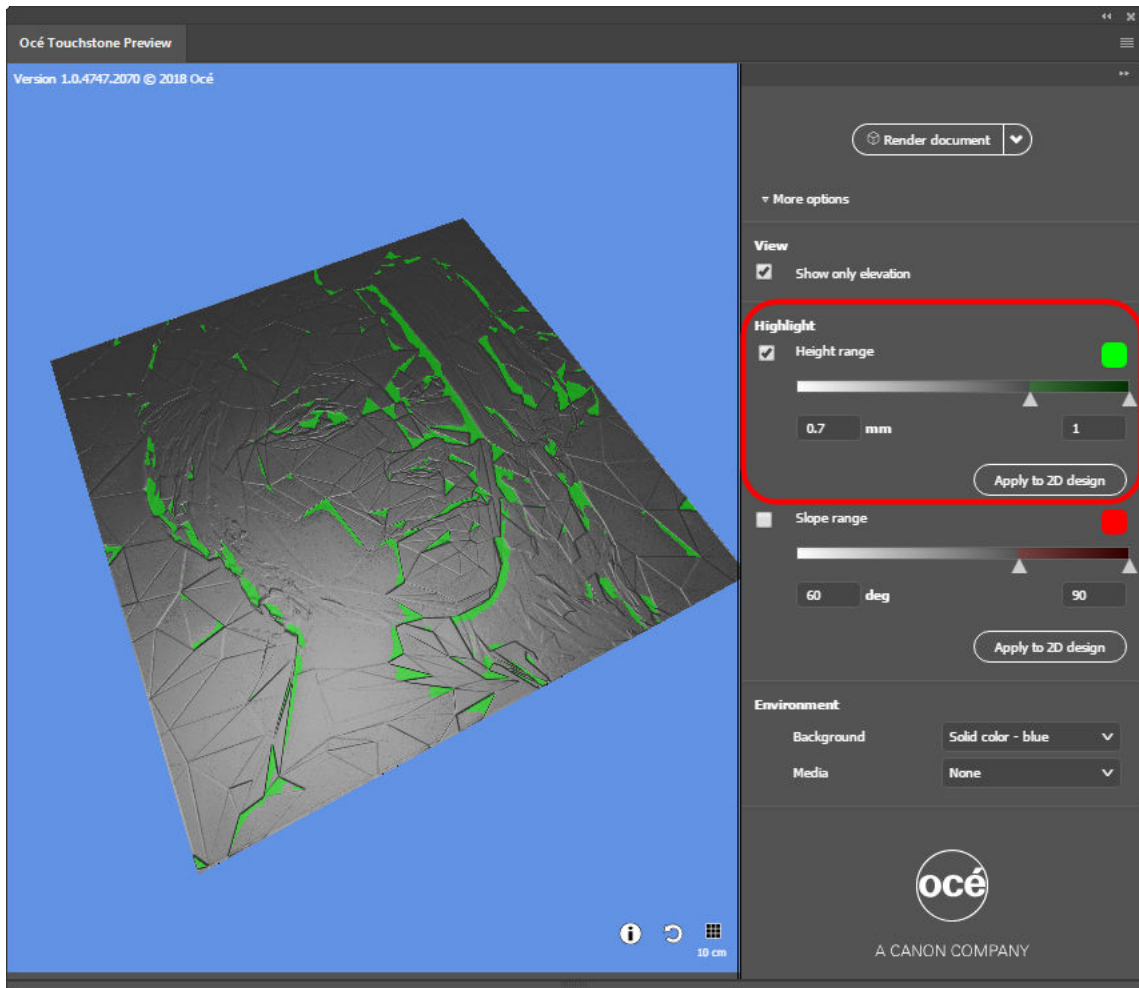


Highlight height range

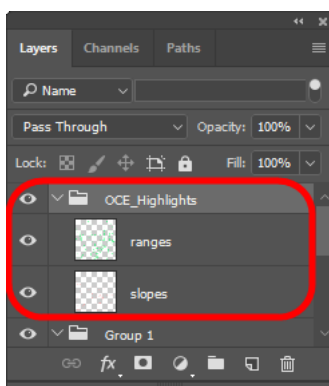
To highlight areas with a specific height range tick the checkbox indicated below. To change the height range you can adjust the range values or drag the ruler in the correct position.

This feature is particularly useful to identify isolated high pixels that can result in unnecessary extra print time. Lowering those areas could still provide the overall intended look and feel of the artwork but reduces the print time.

Step 3: Check and adapt the design of your elevated artwork with an Alto effect



When you want to use the highlighted information to adapt your design, you can click on [Apply to 2D design], to add the highlighted information in a separate layer group to your design. This layer group is called 'OCE_Highlights' and will not become a part of your final design.

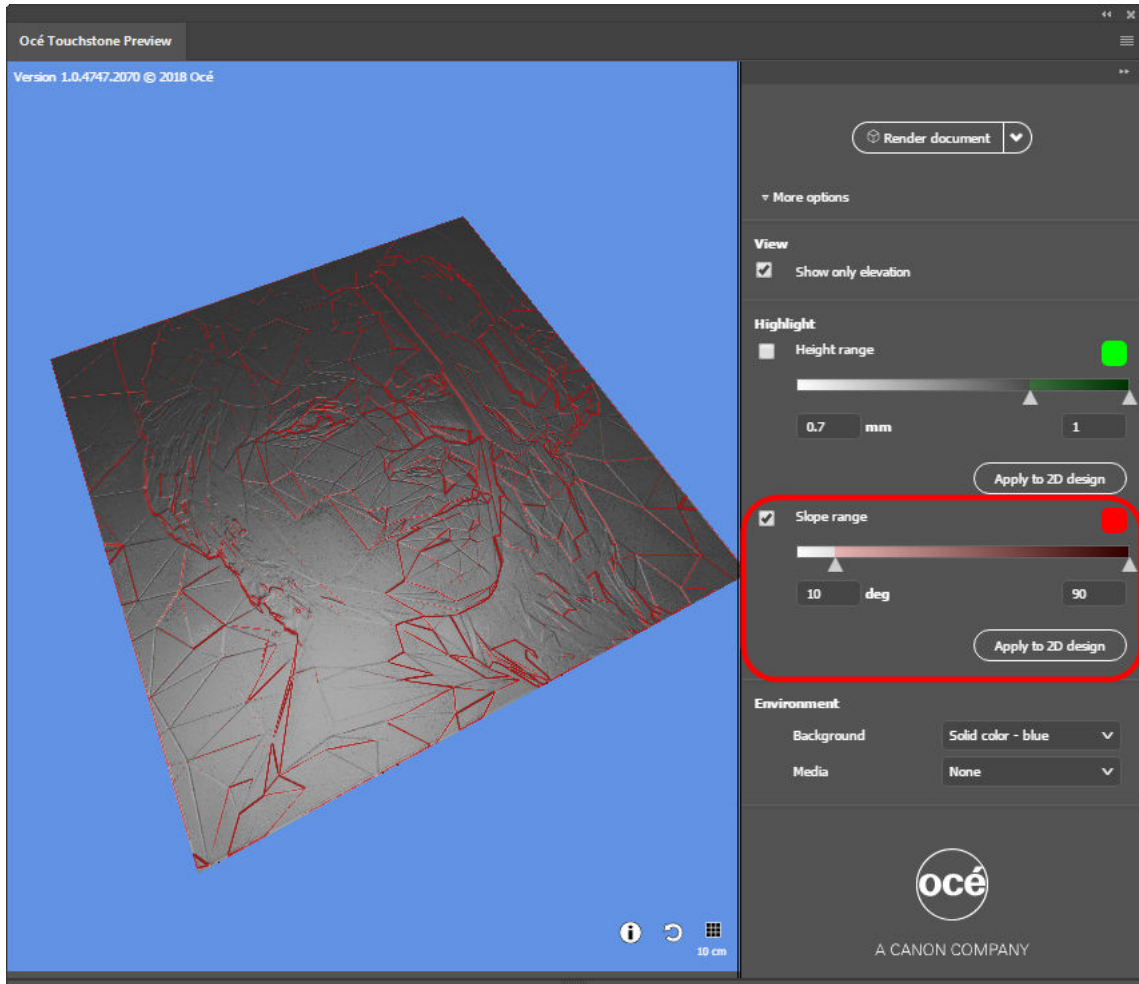


Highlight slope range

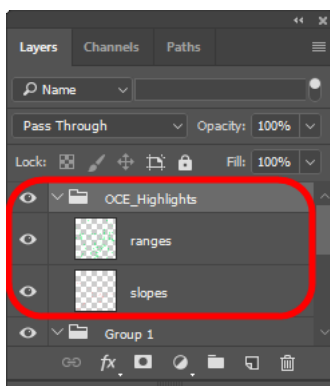
To highlight areas with a specific slope range tick the checkbox indicated below.

To change the slope range you can adjust the range values or drag the ruler in the correct position. To change the highlight color click on the colored button.

Slopes that are too steep (between 60 and 90 degrees) can show darkened edges on the side of your printed artwork.



When you want to use the highlighted information to adapt your design, you can click on [Apply to 2D design], to add the highlighted information in a separate layer group to your design. This layer group is called 'OCE_Highlights' and will not become a part of your final design.



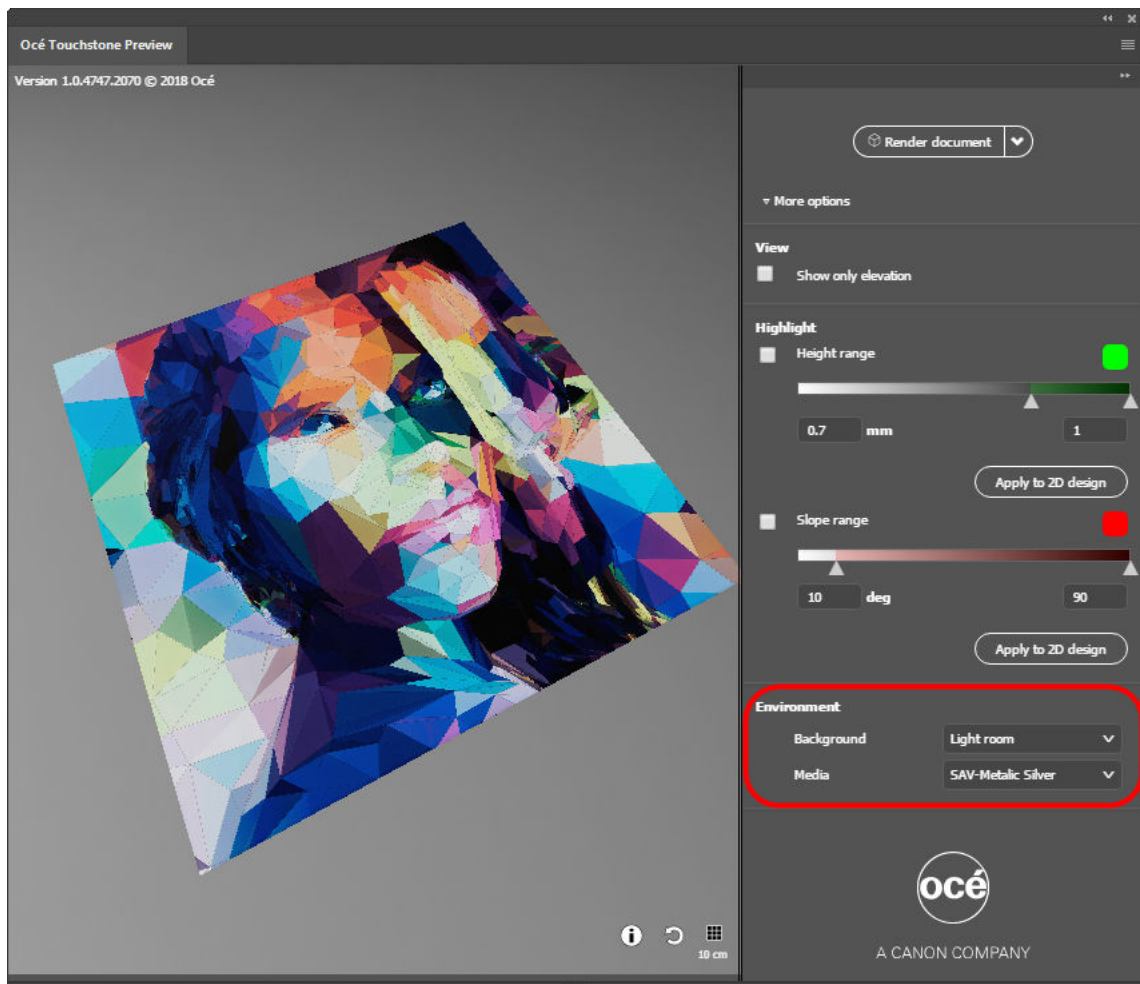
The environment section

The environment section allows you to choose a different background for your artwork and to select a specific media type.



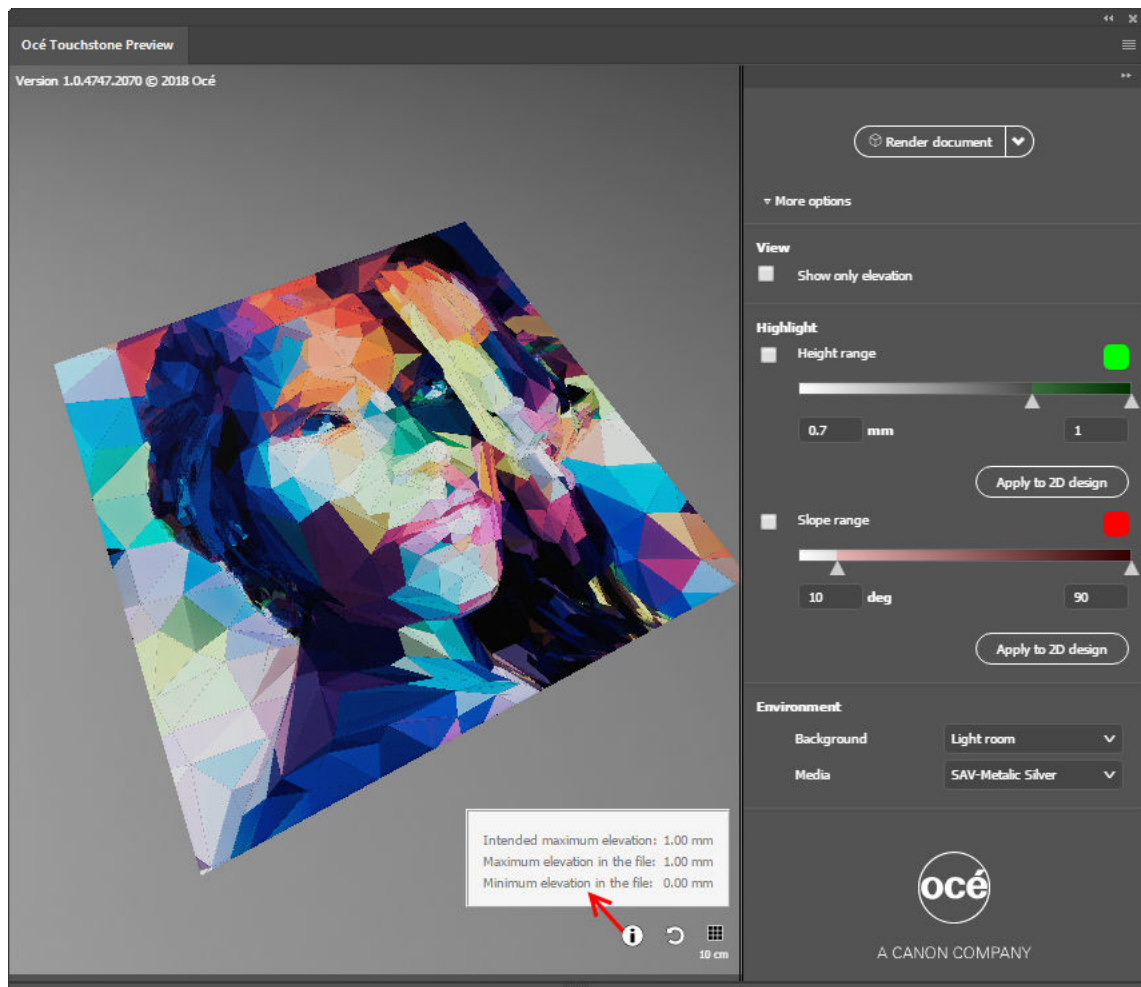
NOTE

The media type is only relevant when your design contains areas that have no elevation and no color.



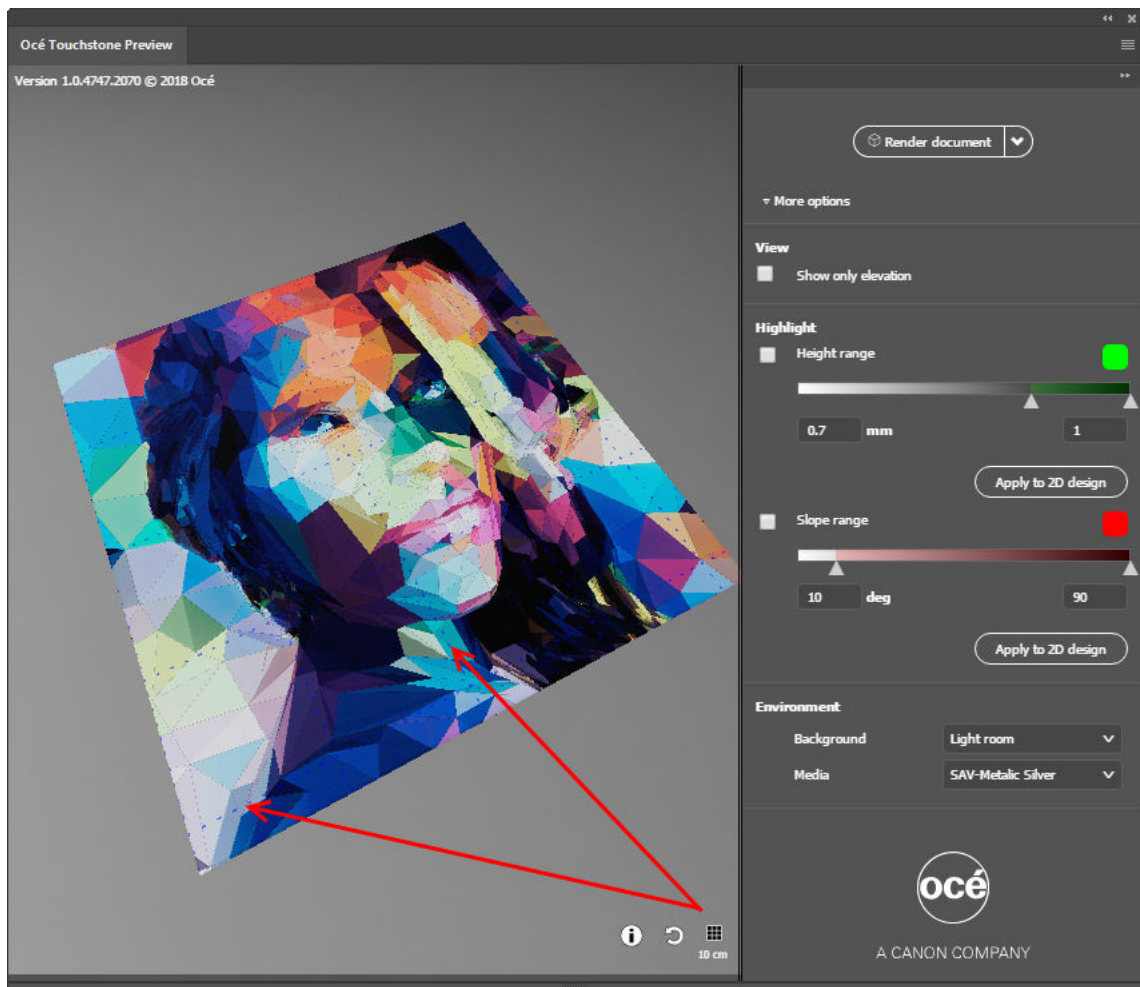
Additional buttons

For information on the elevation in your design click on the info button in the lower right corner.

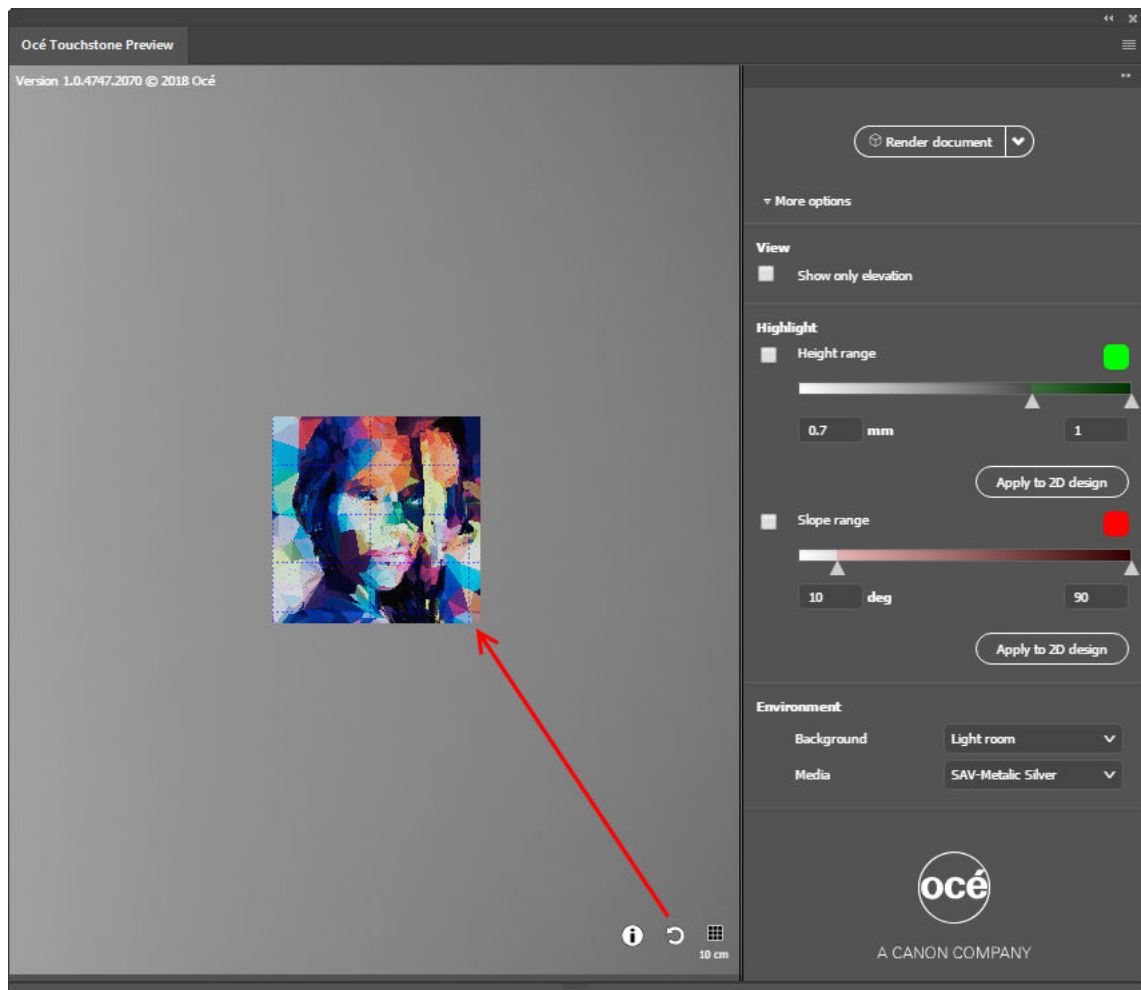


To apply a grid to your design click on the grid button. This grid will help you to estimate the size of your design in the preview. The distance between the grid lines is 10 centimeters.

Step 3: Check and adapt the design of your elevated artwork with an Alto effect



To reset your preview click on the refresh button.



Step 4: Export the design of your elevated artwork with an Alto effect


When you are satisfied with your design you can export your design as a print-ready PDF in the Océ Touchstone Setup panel.

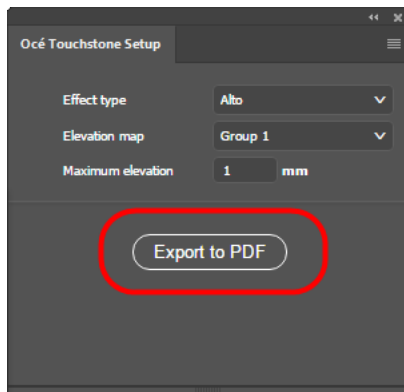
To easily identify the export files it is advised to use a structured naming convention, like " Your design name + Effect type (A or B) + Max elevation value".

e.g. "my_Design_A_1mm.PDF"



IMPORTANT

Make sure the Live Paint Bucket  is not selected in the Adobe Illustrator Tools Panel before you export your design to PDF.



The design workflow for an elevated artwork with a Brila effect

Watch the ["video tutorial"](#).

Step 1: Create the design of your elevated artwork with a Brila effect



The layering of an elevated artwork with a Brila effect

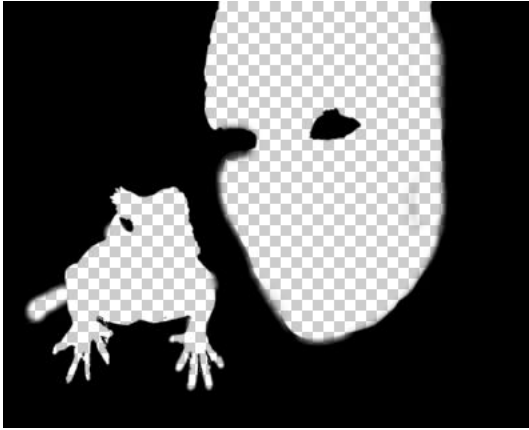
Illustration	Layer
	[D]: Elevation (varnish)
	[C]: Color
	[B]: White undercoat (optional)
	[A]: Media

The **total elevation** of your elevated artwork with a Brila effect consist of **([B]: White undercoat) + ([C]: Color) + ([D]: Elevation)**.

[B]: White undercoat (optional)

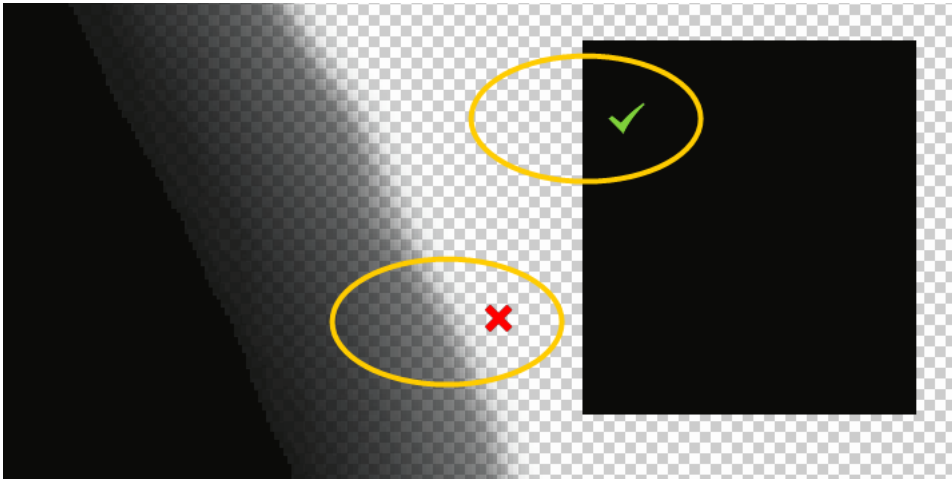
You can define a white undercoat for the areas where you do not want the media to shine through.

Step 1: Create the design of your elevated artwork with a Brila effect



IMPORTANT

The white undercoat layer should consist of fully transparent areas (i.e. areas **without** a white undercoat) and fully black areas (i.e. areas **with** a white undercoat).



[C]: Color

The colors in your design are defined in one or more color layers.



IMPORTANT

For areas where you want white ink to be visible in your artwork, it is advised to use the White undercoat layer [B] for these areas, and make sure the corresponding areas in the Color layer [C] are transparent.

Explanation:

When you define white in the Color layer [C] **and** the Elevation (varnish) layer [D] contains no elevation, these areas will not be previewed correctly in the Océ Touchstone Preview. Although your design contains no elevation in these areas and the final PDF export will be okay, the Océ Touchstone Preview will wrongly show Elevation (varnish) in these areas.



[D]: Elevation (varnish)

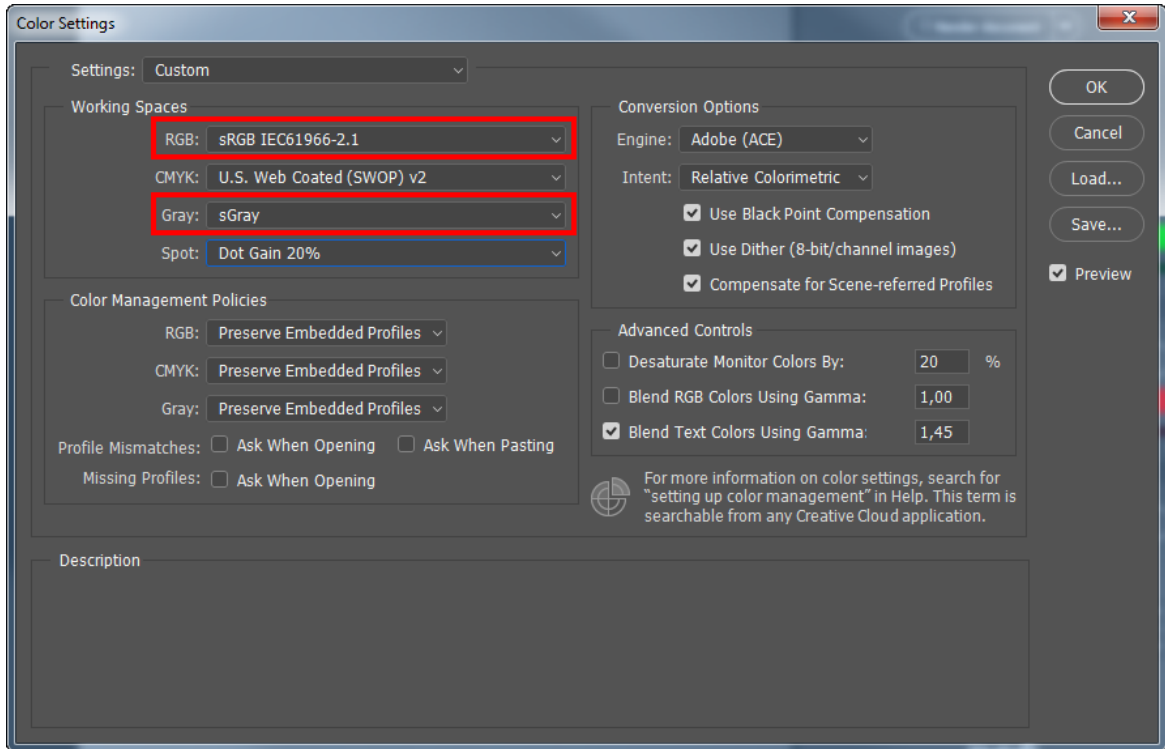
The elevation map consists of one or more grayscale layers that define the elevation of your design. White is not elevated and black is maximum elevated.

The maximum elevation for an elevated artwork with a Brila effect is 0.25 millimeter.

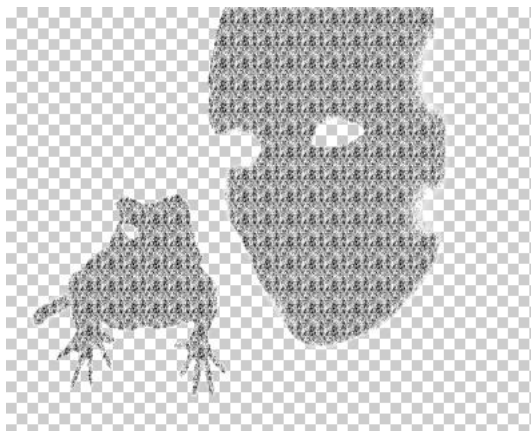


IMPORTANT

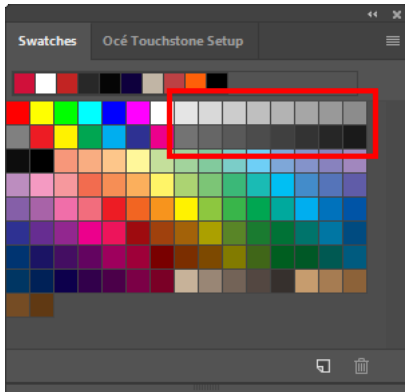
- Use matching color and gray profiles (i.e. sRGB and sGray) in order to properly translate the color values to the expected gray levels. That way you can be sure that RGB (128:128:128) corresponds with 50 percent of the maximum elevation.



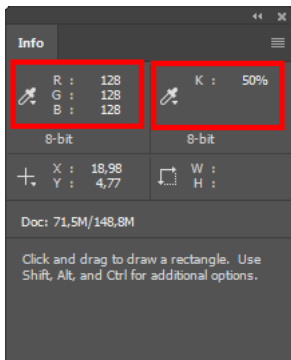
- Make sure you define the correct color management settings **before** you start to work on the elevation map.
- When you create your design using multiple computers, make sure you always use the same color management settings (working spaces, color management policies, et cetera) on all computers.
- Do not change the color management settings anymore after you have finalized the elevation map. Changing the color management settings affects the gray levels and thus the geometry of the elevation.



To build consistent gray elevation in a color document use the default grayscale swatches ([Window] > [Swatches]) to select the desired gray level.

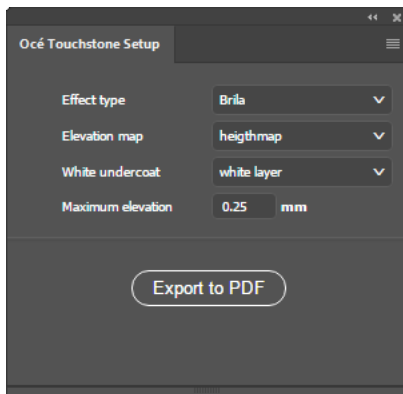


Open the [Info] panel via [Window] > [Info] to double-check the values in the elevation layer.



Step 2: Define the settings for your elevated artwork with a Brila effect

Setup for [Effect type] - [Brila]



Setting	Description
[Effect type]	[Brila]
[Elevation map]	Select the name of the group of layers that defines the elevation map. The elevation map is a grayscale map, where white areas correspond with no elevation and black areas correspond with maximum elevation.
[White undercoat] (optional)	Select the name of the layer that defines the white undercoat. The white undercoat is a layer of white ink which isolates the media from the color layer.
[Maximum elevation]	Select the maximum elevation of your design. For Brila designs the maximum elevation is 0.25 millimeter.

Step 3: Check and adapt the design of your elevated artwork with a Brila effect



The Océ Touchstone Preview panel

After you have defined the settings in the Océ Touchstone Setup panel, you can open the Océ Touchstone Preview panel.

To generate or update the 3D preview of your elevated artwork you can select one of the following options.

- Select [Render document] to render the complete artwork.
- Select a part of your artwork and select [Render selection] to render only the selected part of your artwork.
- Choose [Quick rendering] to render the document in a lower resolution in order to speed up the rendering process.

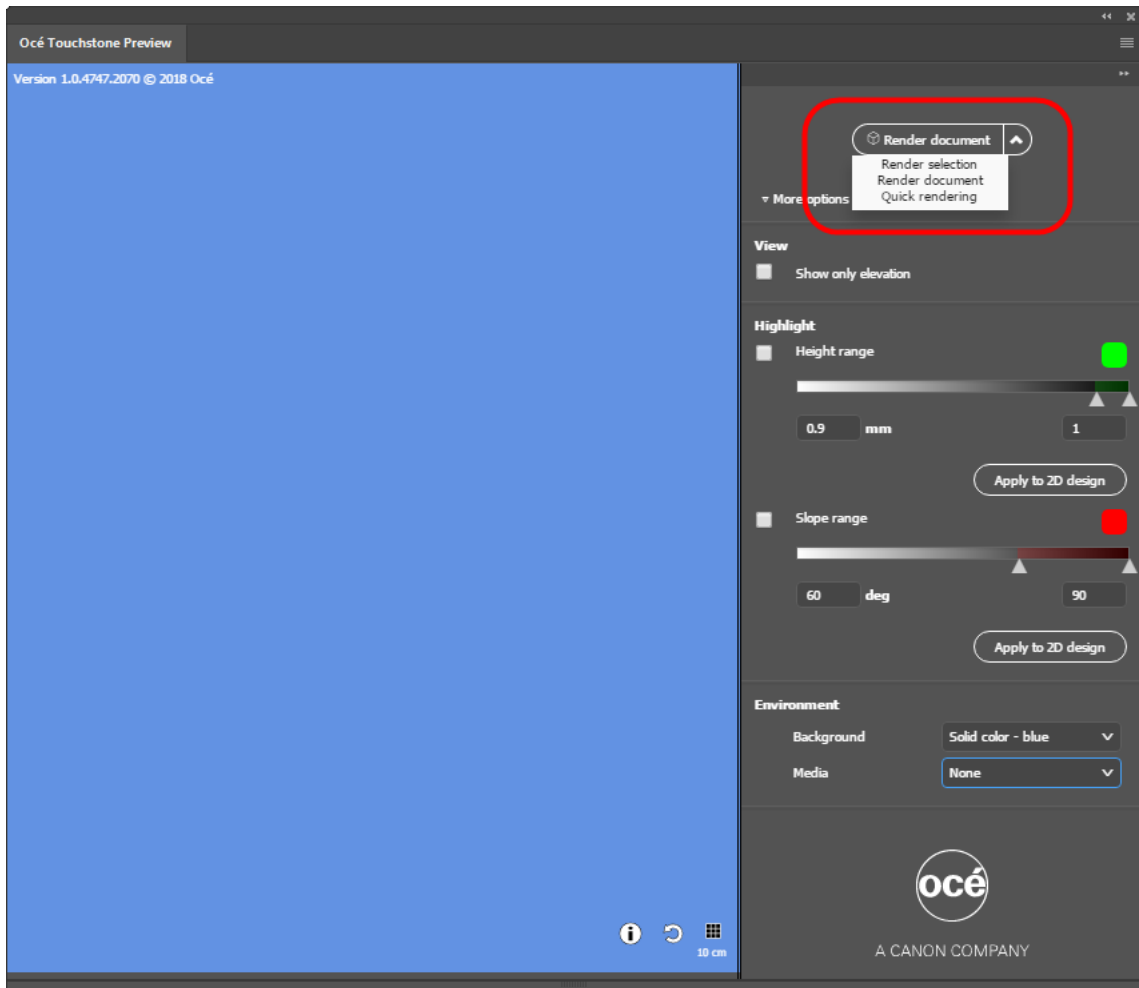
To speed up the rendering process even more you can select [More options] and uncheck color management.

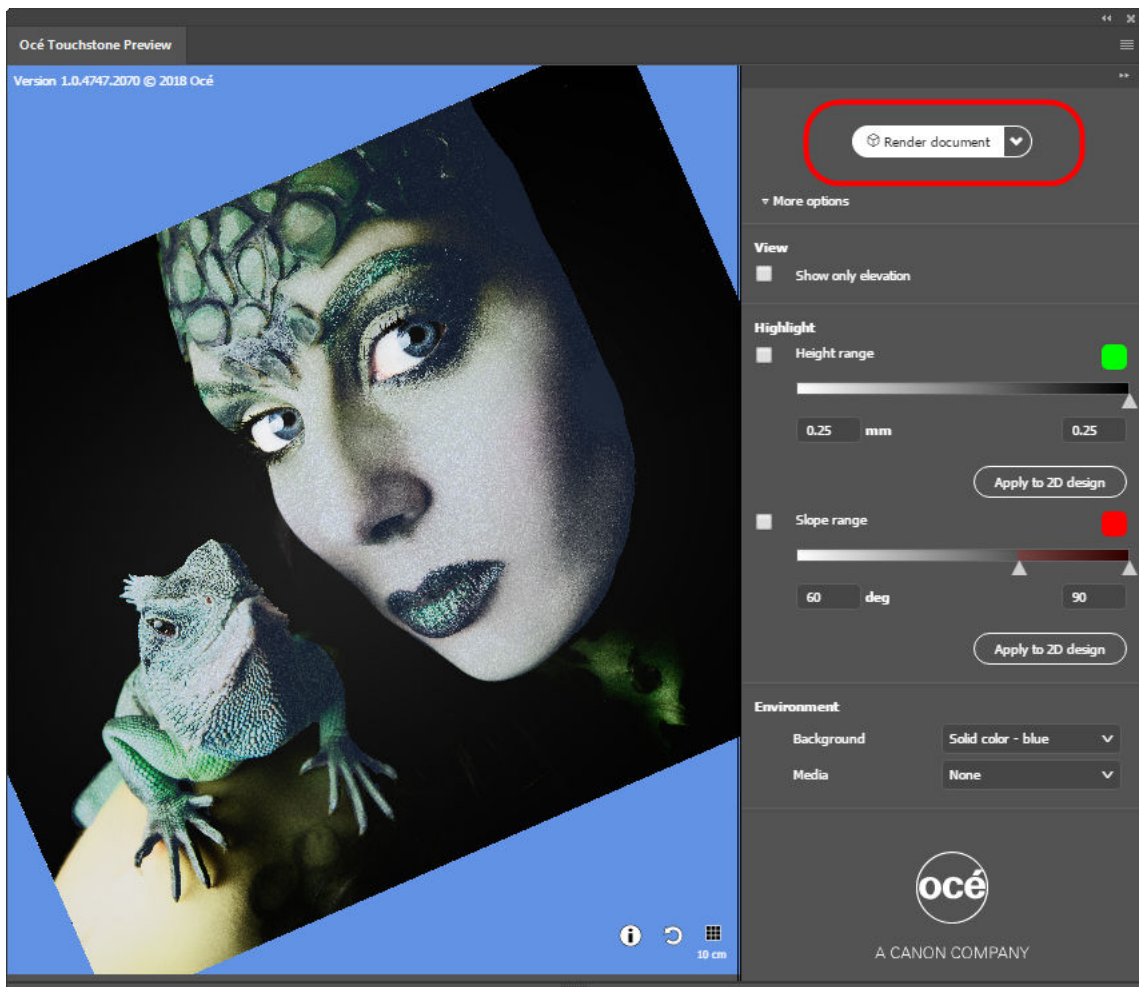


NOTE

It is not possible to generate highlights in [Quick rendering] mode.

Step 3: Check and adapt the design of your elevated artwork with a Brila effect





The preview

You can rotate, shift, or zoom in and out on the preview as follows.

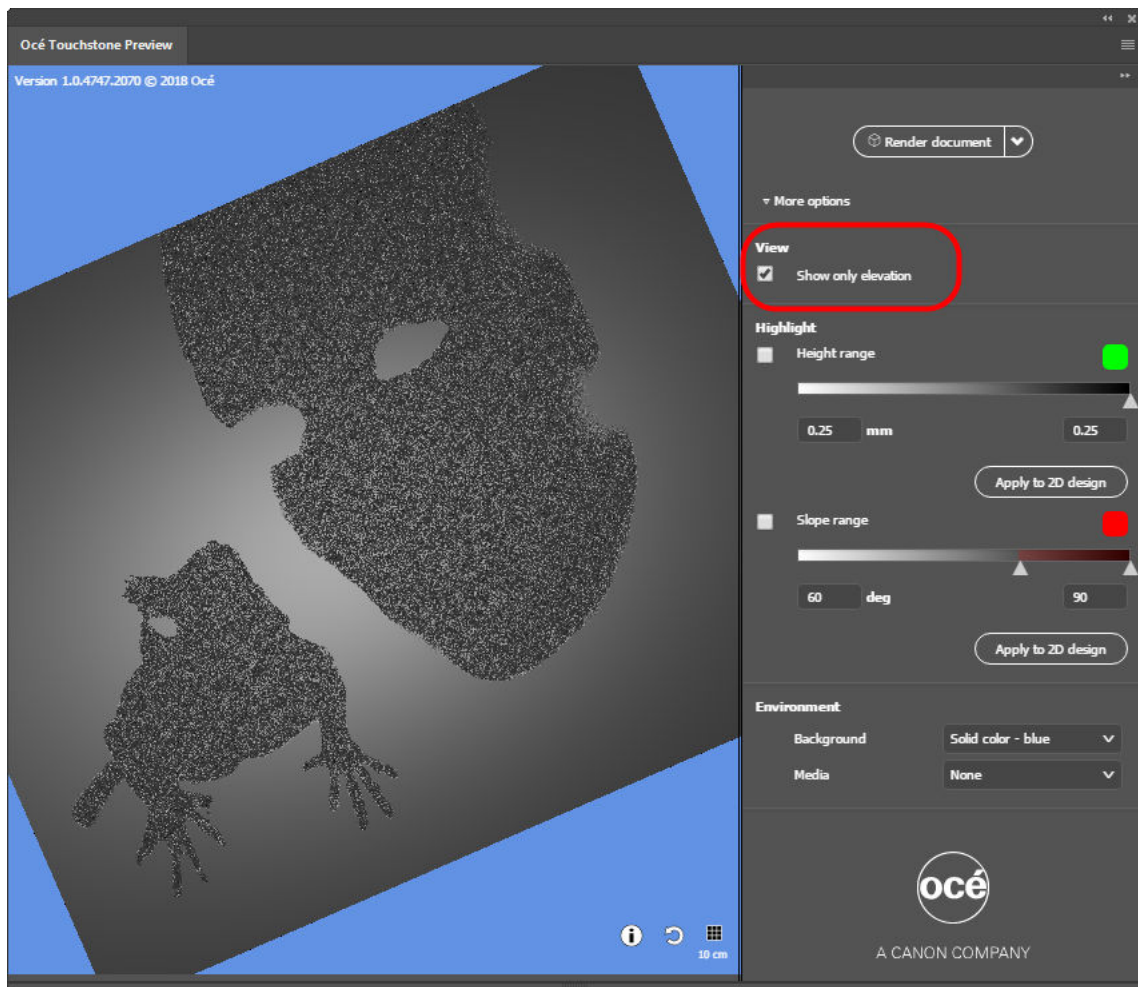
- Click and hold the left mouse button to rotate the preview.
- Click and hold the right mouse button to shift the preview.
- Rotate the mouse wheel to zoom in and out on the preview.

You can now switch on and off the preview options at the right to carefully examine your design.

Preview elevation

To show only the elevation in your design tick the checkbox indicated below.

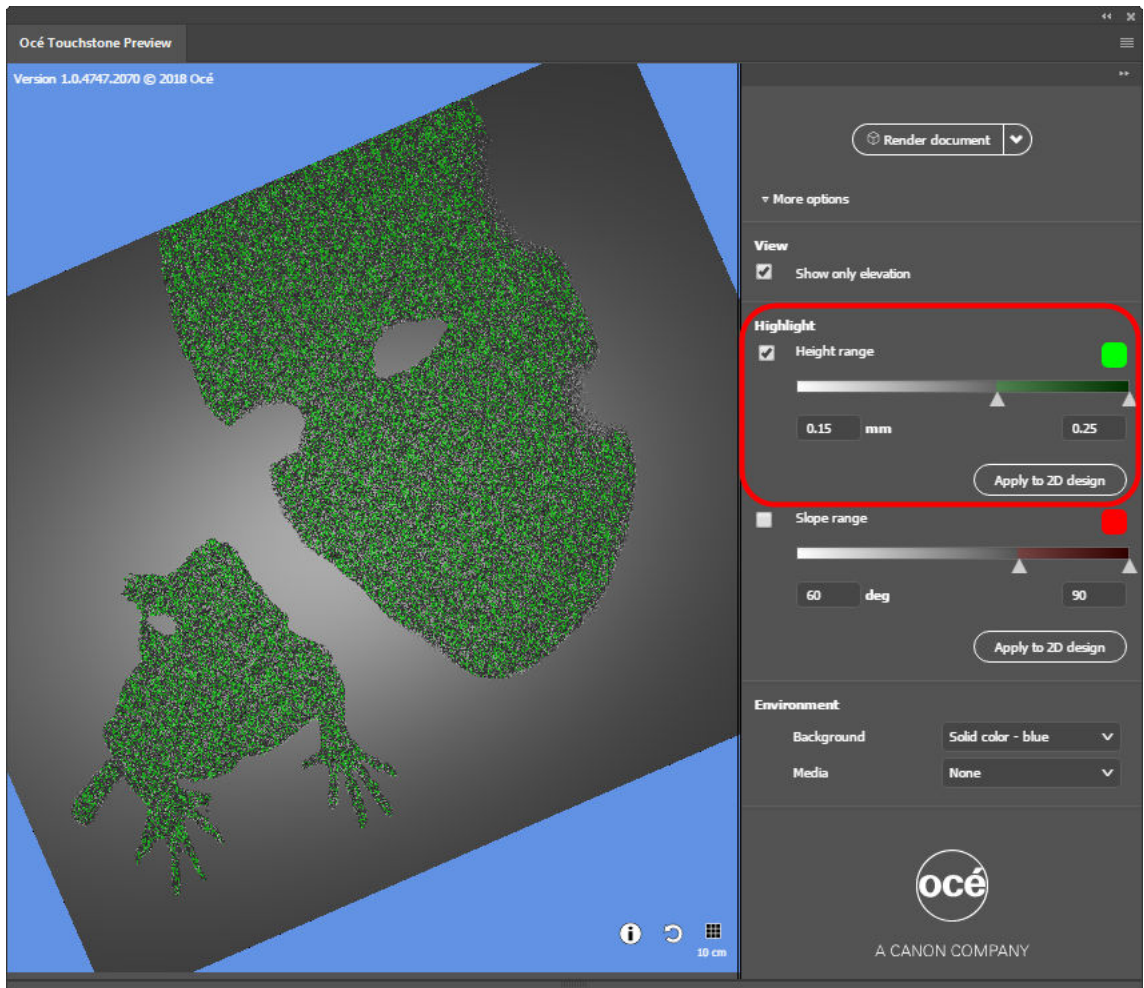
Step 3: Check and adapt the design of your elevated artwork with a Brila effect



Highlight height range

To highlight areas with a specific height range tick the checkbox indicated below. To change the height range you can adjust the range values or drag the ruler in the correct position.

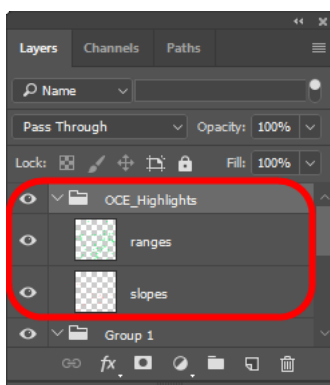
This feature is particularly useful to identify isolated high pixels that can result in unnecessary extra print time. Lowering those areas could still provide the overall intended look and feel of the artwork but reduces the print time.



Highlight slope range

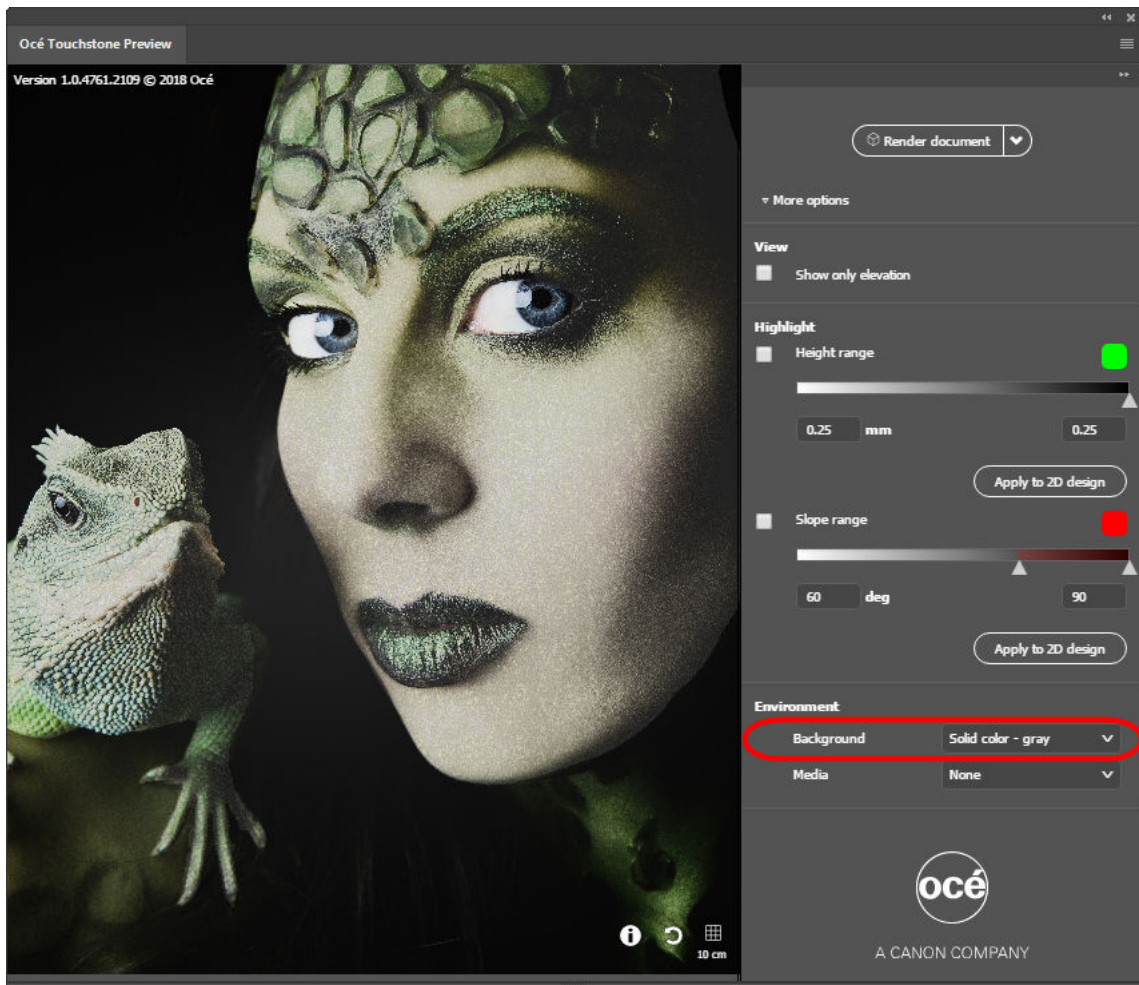
The slope range is not relevant for a design with a Brila effect.

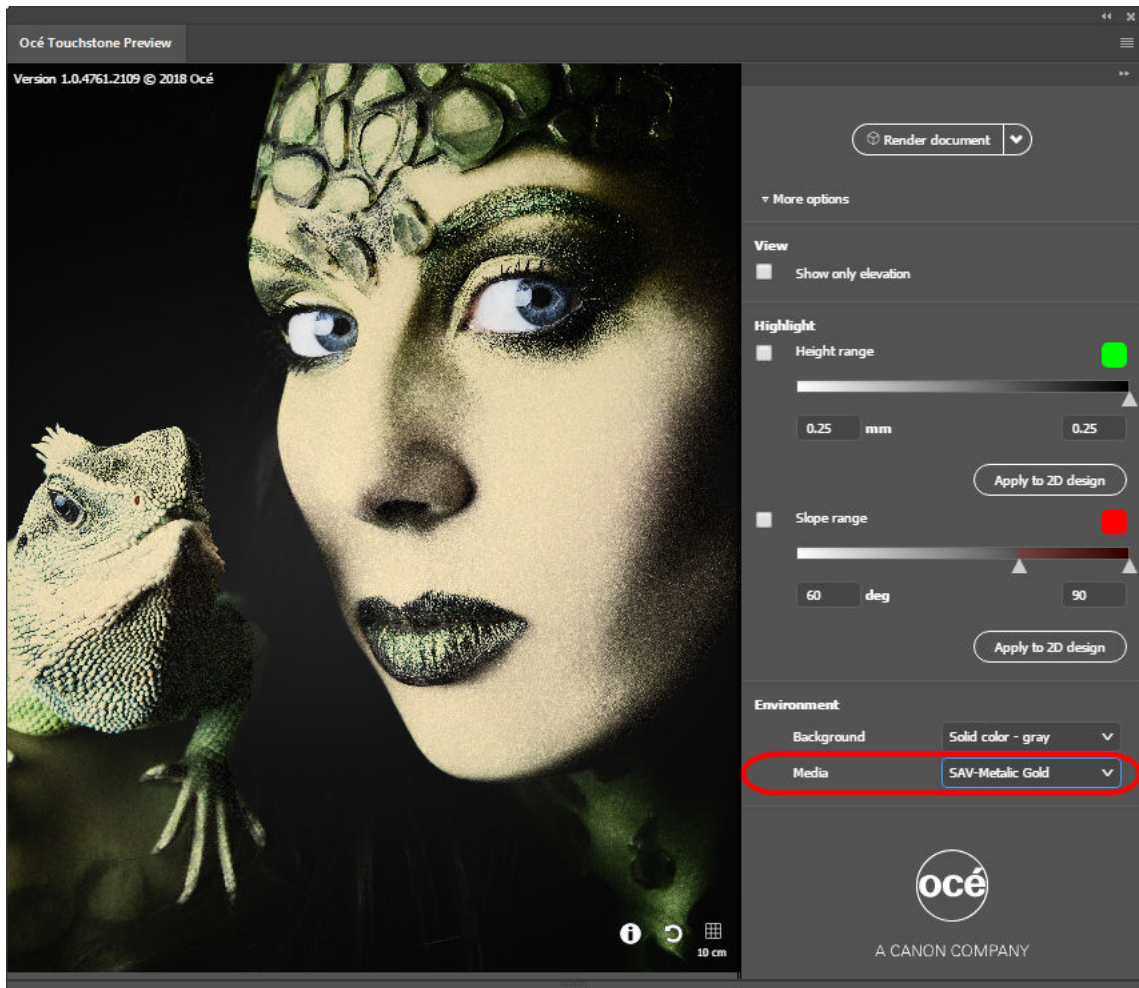
When you want to use the highlighted information to adapt your design, you can click on [Apply to 2D design], to add the highlighted information in a separate layer group to your design. This layer group is called 'OCE_Highlights' and will not become a part of your final design.



The environment section

The environment section allows you to choose a different background for your artwork and to select a specific media type.

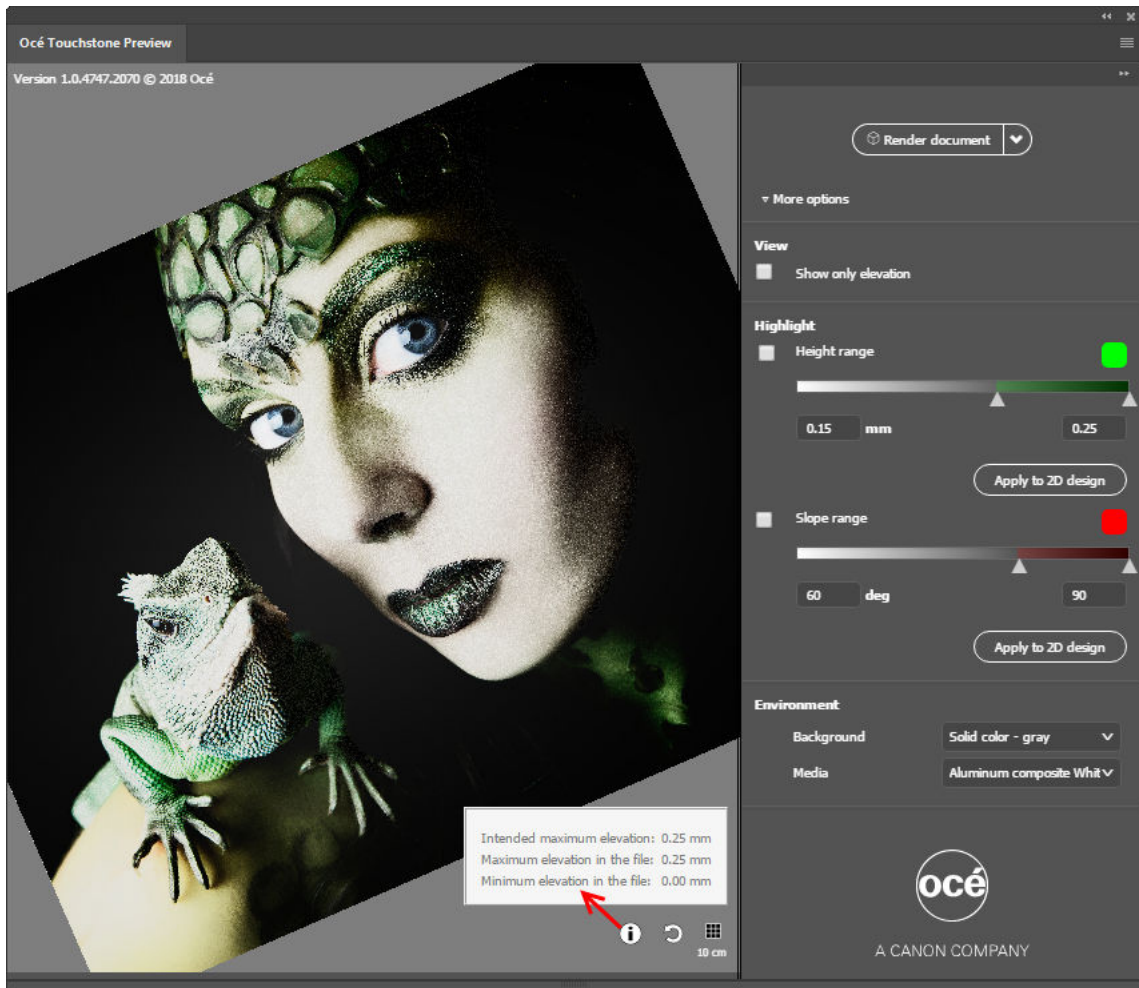




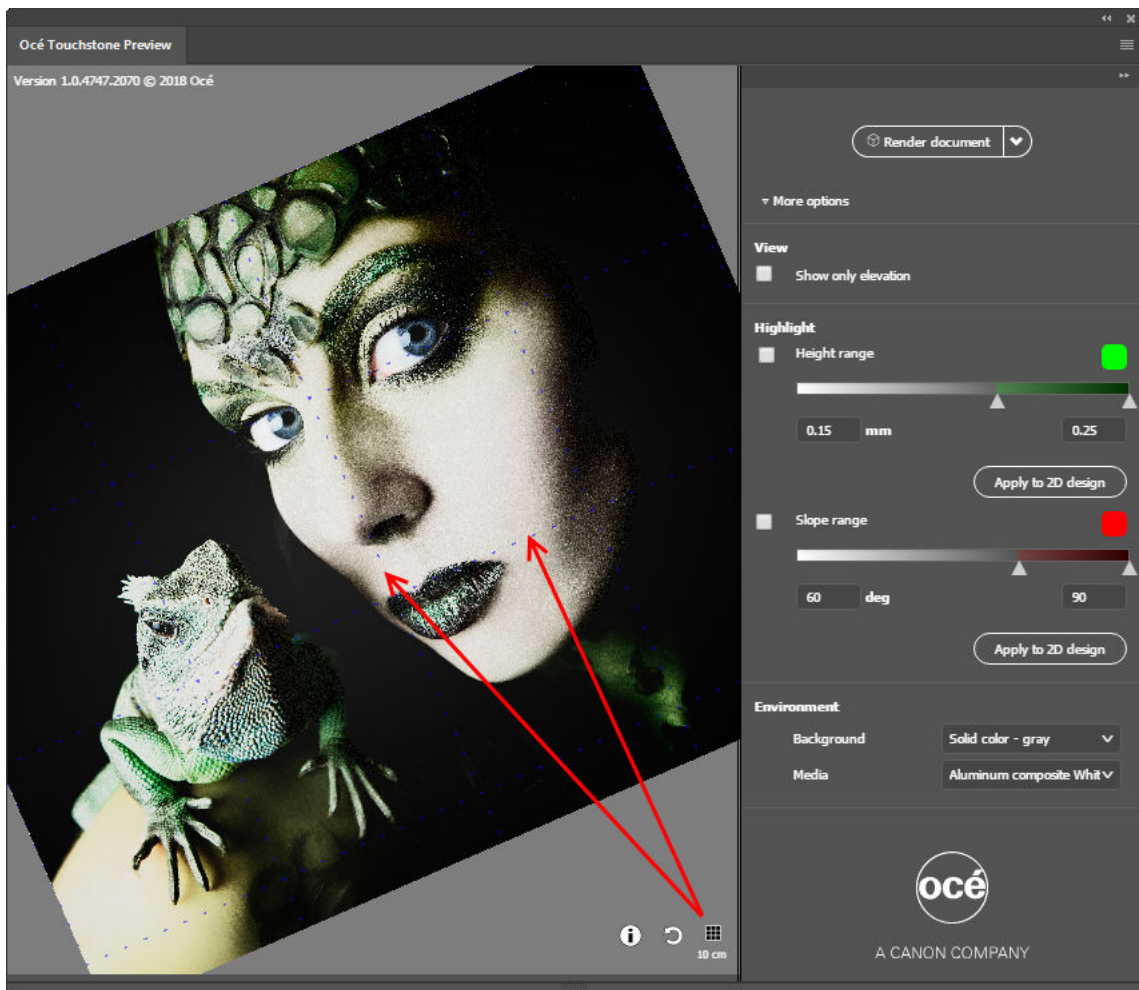
Additional buttons

For information on the elevation in your design click on the info button in the lower right corner.

Step 3: Check and adapt the design of your elevated artwork with a Brila effect

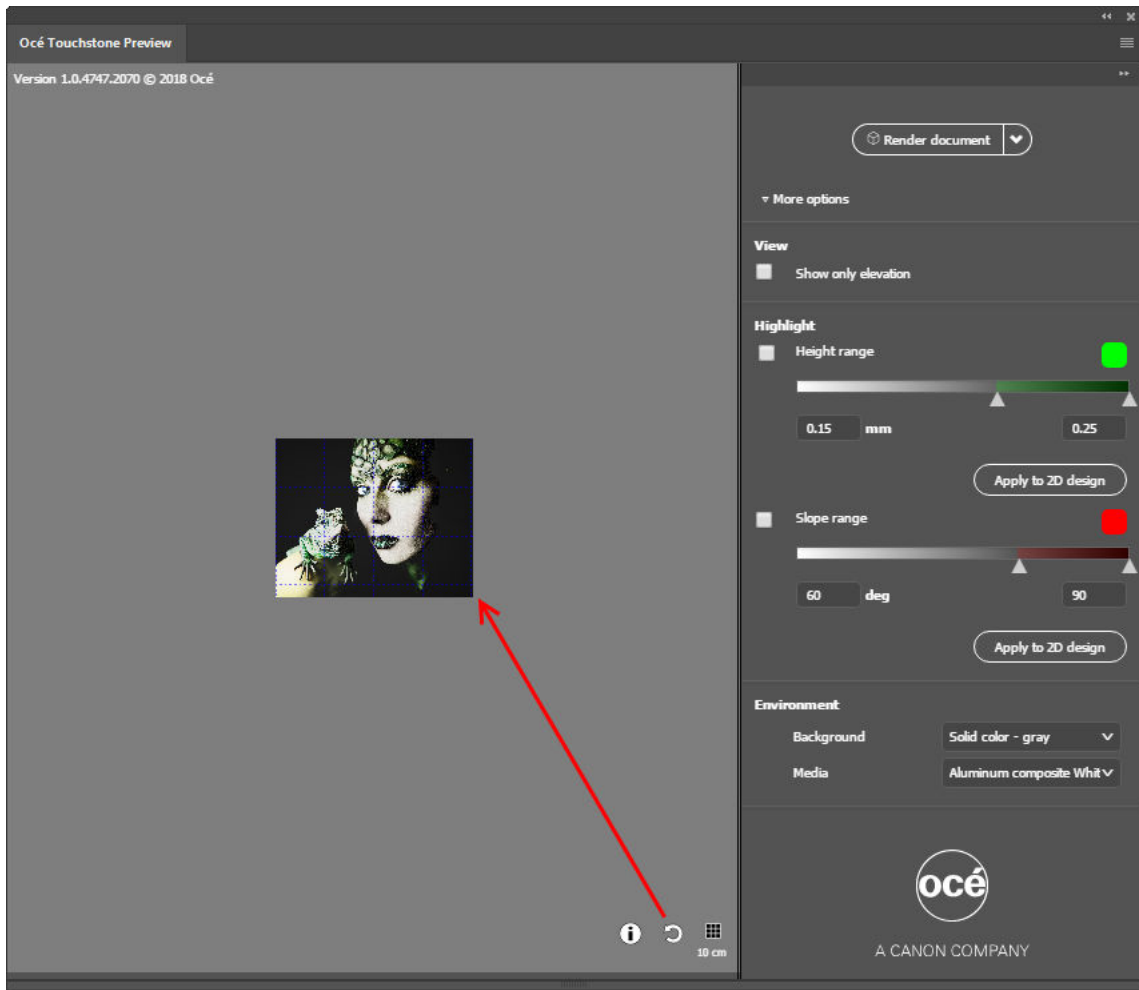


To apply a grid to your design click on the grid button. This grid will help you to estimate the size of your design in the preview. The distance between the grid lines is 10 centimeters.



To reset your preview click on the refresh button.

Step 3: Check and adapt the design of your elevated artwork with a Brila effect



Step 4: Export the design of your elevated artwork with a Brila effect


When you are satisfied with your design you can export your design as a print-ready PDF in the Océ Touchstone Setup panel.

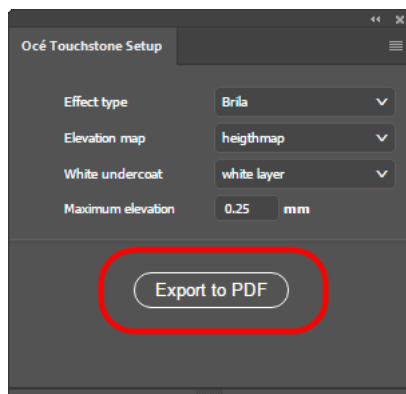
To easily identify the export files it is advised to use a structured naming convention, like " Your design name + Effect type (A or B) + Max elevation value".

e.g. "my_Design_A_1mm.PDF"



IMPORTANT

Make sure the Live Paint Bucket  is not selected in the Adobe Illustrator Tools Panel before you export your design to PDF.



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