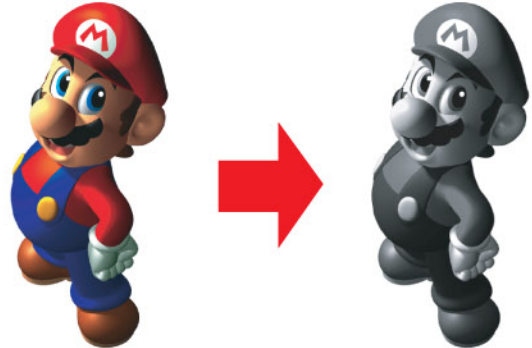
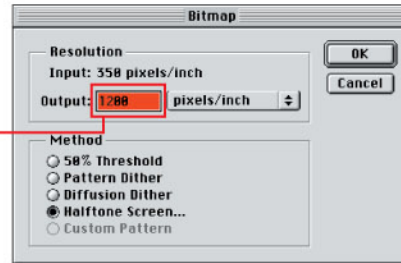




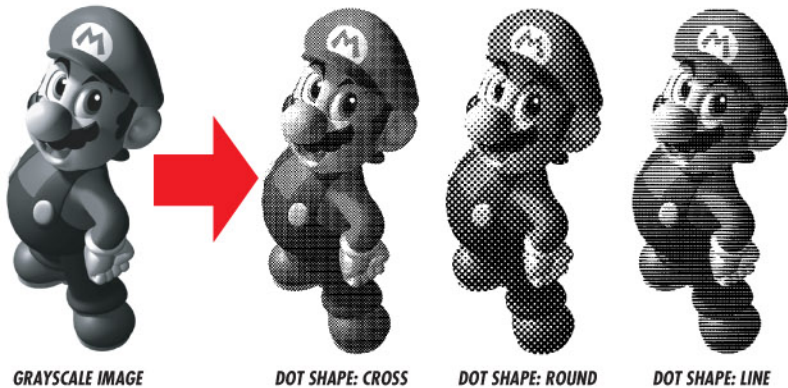
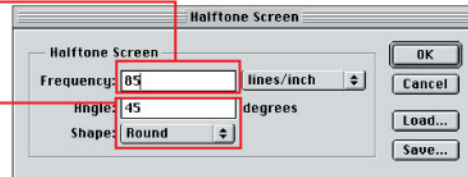
1 In Photoshop, resize the image (that is to become the half-tone image) to the actual width and height needed for the Illustrator layout. Set the resolution to 350 dpi. Now change the resized image to grayscale mode. If necessary, make adjustments in the image contrast.



2 Change the grayscale image to bitmap mode. In Photoshop, selecting "Image:Mode:Bitmap...", opens the dialog window to the right. Check "Halftone Screen" to convert the image's tonal range into a dot screen. The output value should be increased to at least 1200 dpi to make smoother images.



3 The window shown to the right will open automatically. In this window set the Halftone Screen value to a frequency of 85. This is the maximum allowable line per inch value for the Nintendo GAMECUBE Game Disc label printing. Input the most appropriate value for the screen "Angle" -- usually 45. Generally "Round" is used for the dot "Shape", but different dot shapes can be used for different visual effects as shown in the images below.



4 Save the two-tone dot screened image as a TIFF and close the file. In Illustrator, place and position the newly saved TIFF image. DO NOT RESIZE THE IMAGE WITHIN ILLUSTRATOR. Select the image and then colorize it with a PANTONE (approved list) color from Illustrator's color palette. Finally, save the Illustrator disc label template file with "linked images", not with embedded images.

