

NINTENDO OF AMERICA, DESIGN SERVICES						
\\/::	Wii GAME DISC LABEL HALFTONE IMAGE GUIDE					
	PG. NO: 8.0	RVL-62-0246-001A				

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.



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Cancel

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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 incre ased to at least 1200 dpi to make smoother images.

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 Wii 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.

	Halftone Screen	
Halftone Screen - Frequency: 85 Angle: 45	lines/inch 🛟	OK Cancel
Shape Round	i 🗘	Load

Bitmap

pixels/inch 븆

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+

Resolution

Output: 1200

Method

Input: 350 pixels/inch

Use: Halftone Screen.

Custom Pattern:



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4



DOT SHAPE: CROSS





DOT SHAPE: LINE

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.

