Item # 114-64F

Art Requirements for Silk Screening

We accept MAC or PC versions of art.

All art must be Vector/original art, created in Adobe Illustrator Version CS6 or less, and saved as an .EPS or an .Al file, with all fonts converted to curves.

(Note: PDF files may be useable but must be reviewed first by our Art Dept. to assure quality)

Template set up at 8% scale



Imprint area 22" h x 33"w

Item # 114-84F

Art Requirements for Silk Screening

We accept MAC or PC versions of art.

All art must be Vector/original art, created in Adobe Illustrator Version CS6 or less, and saved as an .EPS or an .Al file, with all fonts converted to curves.

(Note: PDF files may be useable but must be reviewed first by our Art Dept. to assure quality)

Template set up at 8% scale



Imprint area 22" h x 33"w

Item # 114-630 /114-640

Art Requirements for Silk Screening

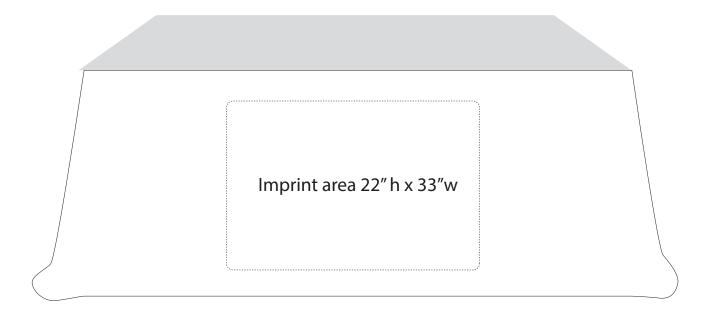
We accept MAC or PC versions of art.

All art must be Vector/original art, created in Adobe Illustrator Version CS6 or less, and saved as an .EPS or an .Al file, with all fonts converted to curves.

(Note: PDF files may be useable but must be reviewed first by our Art Dept. to assure quality)

Template set up at 8% scale





Item # 114-830/114-840

Art Requirements for Silk Screening

We accept MAC or PC versions of art.

All art must be Vector/original art, created in Adobe Illustrator Version CS6 or less, and saved as an .EPS or an .Al file, with all fonts converted to curves.

(Note: PDF files may be useable but must be reviewed first by our Art Dept. to assure quality)

Template set up at 8% scale



Imprint area 22" h x 33"w

Item # 440

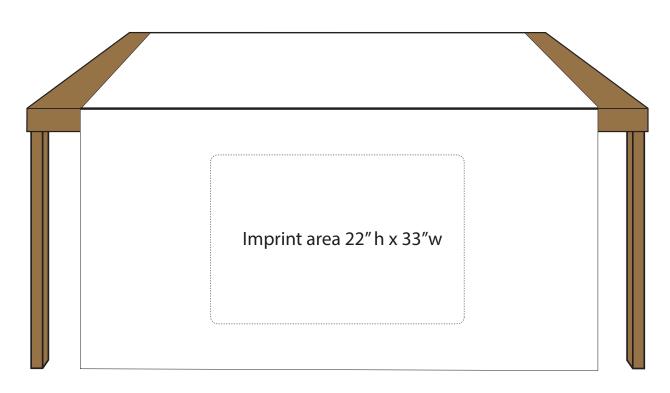
Art Requirements for Silk Screening

We accept MAC or PC versions of art.

All art must be Vector/original art, created in Adobe Illustrator Version CS6 or less, and saved as an .EPS or an .Al file, with all fonts converted to curves.

(Note: PDF files may be useable but must be reviewed first by our Art Dept. to assure quality)

Template set up at 8% scale



Template set up at 8% scale

