



The digital halftone proof – more than a contract proof

In platesetting, parameters like screen, overprinting and trapping settings, as well as correction curves, have a decisive influence on the subsequent printed result. Should problems occur at this point, such as an unfavorable screen angle, incorrect trapping or overprinting settings, and also interpretation errors, this can only be detected at an early stage by means of a halftone proof created with the original imagesetter data. A halftone proof is also indispensable for printing processes using coarse screening, since this has a major influence on the visual impression.

Target groups

- Agencies and print buyers.
- Prepress businesses and printers in the advertising, publishing and newspaper sectors.

Your advantages at a glance

The GMG DotProof® module is an optional extension for GMG ColorProof o5. It allows direct processing of 1-bit imagesetter data, so that they can be inexpensively proofed on inkjet printers, and errors detected before the platesetting operation or even the start of printing. Agencies, publishing houses and print buyers can

use GMG RipServer to create 1-bit data themselves, enabling advance simulation of the subsequent screen effect.

▼ *Color-accurate halftone proof*

Unlike many competitor products, GMG DotProof produces a genuine, color-accurate halftone proof of contract-proof quality. The special feature is that color management and mapping of the screen dots take place in parallel in two separate processes. The proof print is based on the 1-bit data of the imagesetter RIP or GMG RipServer, which contain the information on the screen dots with the respective angle, screen ruling and dot shape.

▼ *Rapid, automated data processing*

Since the 1-bit data contain no color information, the individual color separations are analyzed in the DotProof system and combined accordingly. GMG DotProof uses special algorithms, developed by GMG, to convert the screen data to the inkjet resolution. This process is performed on-the-fly during output, together with GMG color management. Along with the color information, this yields a perfect, color-

accurate contract proof with dot-for-dot reproduction on halftone screens up to 200 lpi, depending on the output device used.

▼ *Simple integration in existing workflows*

GMG DotProof can easily be integrated in all relevant workflows. Sophisticated tools are available for this purpose, such as automatic, user-defined rules for the detection of color separations or the naming of output files.

▼ *Simulation of tone reproduction curves and dot gains*

Only GMG DotProof permits simulation of the individual tone reproduction curves and dot gains of a wide variety of different presses at the proofing stage.

▼ *Optimized processes save time and money*

A halftone proof saves time and money otherwise expended on incorrectly exposed plates, imperfect prints and paper waste. A true ROOM concept (Rip Once, Output Many) is realized if the original imagesetter data are used. As a result, internal processes are optimized and synergistic effects created, since once-only data processing in the imagesetter RIP means that the processes are more tightly networked and throughput is increased. This has a direct influence on profitability.

More information on GMG DotProof is available from your graphic arts dealer or at

www.gmgcolor.com.

Technical Data GMG DotProof

Software requirements		Features	
Operating system	Microsoft Windows 2003 Server, 2008 Server, XP Professional, Vista	Supported output devices	Epson Stylus Pro 4000, 4400, 4450, 4800, 4880, 7400, 7450, 7600, 7800, 7880, 7900, 9400, 9450, 9600, 9800, 9880, 9900, 10600, 11880 HP Designjet 130, 1050, 1055, 4000, 5000, 5500, Z2100, Z3100, Z3200, Z6100 Canon imagePROGRAF W6400, W8400 and other inkjet and laser printers
Hardware requirements		Supported profiles	Proof Standards and calibration sets, incl. MXC, MX3, MX4, MX5 and ICC profiles, support of ICC specification V2 and V4
Processor	Intel Core 2 Quad, Q6600 or similar, 2.4 Ghz, 2x4 MB Level 2 (L2) cache	Spot colors	Unlimited number of process and spot color separations per proofing job; freely editable spot color databases; HKS, Pantone® Formula Guide, Pantone Goe™ and DIC Library; support for spot color systems, such as Hexachrome®
Memory	4 GB RAM, 750 GB hard disk	Supported measuring instruments	Current models from X-Rite incl. DTP70, Spectrolino/SpectroScan, EyeOne, iO, iColor, iSis
Graphics card/ Monitor	Min. 1024 x 768 dpi resolution, 32-bit color depth, DirectX 9.0c support, 256 MB memory (e. g. NVIDIA GeForce 8600 GT)	Workflow integration	Interfaces to Delta and MetaDimension (Heidelberger Druckmaschinen), Nexus and Barco (EskoArtwork), Brisque and Prinergy (Kodak), ApogeeX (Agfa), CelebraNT (FujiFilm), TWiST (DALiM Software), Harlequin (Global Graphics)
Miscellaneous	DVD-ROM, min. 2 x USB 2.0, network card	Supported languages	English, German, French, Italian, Polish, Portuguese, Spanish, Chinese simplified, Japanese, Korean
<i>The hardware requirements depend on the operating system used, and on the number and type of output devices.</i>		Scope of supply	GMG DotProof on DVD; dongle; manuals; various control strips, spot color databases, printer calibrations and (halftone) proofing profiles
Features			
Advantages	Reproduction of the original screen ruling, screen angle and dot shape of the imagesetter RIP; incorporation of the tone reproduction curve and dot gain; special computer algorithms for dot-for-dot reproduction; high throughput due to optimized adaptation of the imagesetter data to the resolution of inkjet printers; all other functions of GMG ColorProof o5 included.		
Software components	GMG DotProof, GMG ProfileEditor, GMG SpotColor Editor, Adobe® PDF Print Engine		
Supported formats	PS, PDF, PDF/X, TIFF (LZW/Packbits), TIFF-IT (CT/LW composite and separated), TIFF-Bitmap (LZW/Packbits), Scitex CT/LW and Assign (Kodak), Bitmap LEN and ArtPro AIF (EskoArtwork), Delta Documents and Lists (Heidelberger Druckmaschinen), Presstek, Photoshop DCS/EPS (Adobe), JPEG, etc.		



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