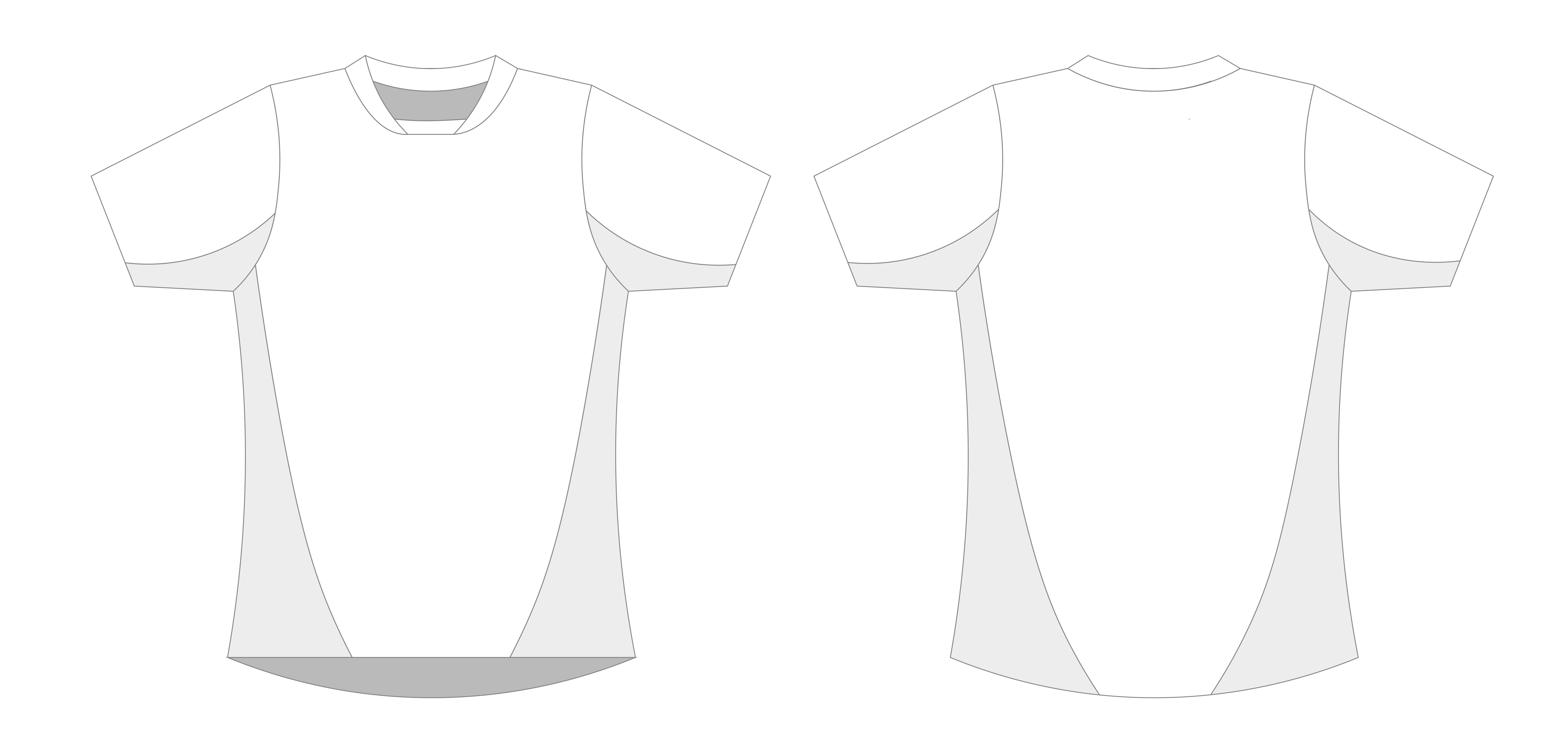
ELITE SOCCER JERSEY

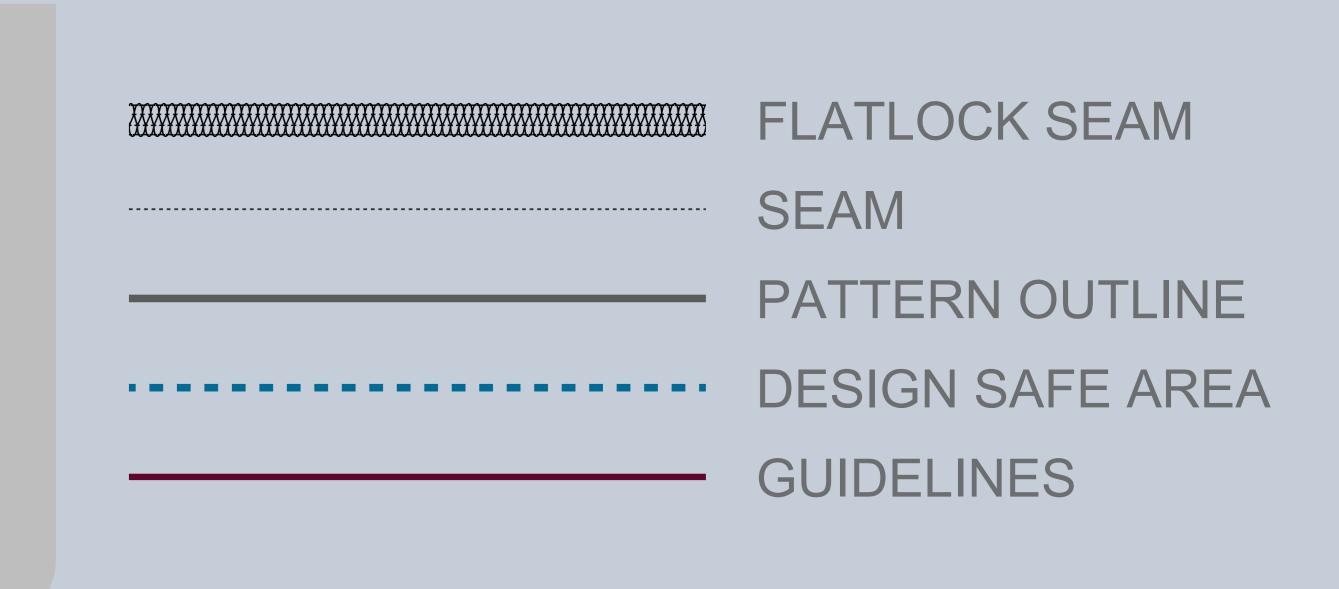


This visualization serves for preview (1) Avoid placing artwork across seams. purposes only, therefore design, logos and placement may vary in the final product.

Please work on ARTWORK layer only. Details that can't be printed are locked. At saving file, turn off visibility for GUIDE layer.

2 Pattern samples must be filled with the 3 We recommend placing any logos or design as this is the main guidance for designers at the pre-print process.

special graphics inside the blue-dotted safe area. Anything placed beyond the safe area will run the risk of being cut out.



Remember that because of the many pieces of each garment, designing for print media. With the exception of the front zipper, do not cross seams with your designs (i.e., front panel to sleeves, front panel to side panels, shorts side panels to back panel.) Because of size variations and seam allowances, we cannot guarantee that designs that cross seams will align correctly.

- 1) All artwork should be in vector format, including all sponsor logos and design elements. If you would like to use a photograph or Photoshop image, it must be submitted at 300 dpi at the final print size.
- 2) Please send in separate files all logos. For maximum quality use vector logos (AI, EPS, PDF), If using raster (pixel based) images please use 300dpi.
- 3) This artwork serves for visualisation and concept purposes only. Please review design sketch carefully and thoroughly. It is the customers responsibilty to make sure there are no mistakes in the artwork.
- 4) Pantone numbers are preferred when specifying colors, but you are welcome to send a color is available. Color matching may require additional delivery time for your order. Please note that colors that appear on your screen may look very different when printed on fabric.
- 5) Convert all text to outlines or supply all fonts used in the design. Also convert all strokes to outlines.
- 6)Use Pantone Coated colors as spot colors; do not convert to CMYK.