

OWNER'S GUIDE

Image Presto for Lumen S24F



BEFORE YOU BEGIN

This guide shows Lumen S24F owners how to turn flat artwork into a print-ready spot channel file with Image Presto, the browser-based design tool included with eligible Lumen S24F printers.

Follow the chapters in order the first time. After that, the Spot Channel Quick Reference card covers the everyday workflow on one page.

1. You need your Lumen S24F serial number to activate the included Image Presto plan.

2. You need a PC or Mac with an up-to-date web browser. Nothing is installed on your computer.

3. You need a working internet connection. Image Presto runs online and does not work offline.

4. You need NeoStampa installed on the computer that drives your Lumen S24F to print the file you create [here](#).

5. Image Presto is updated often. Screens in this guide were captured in October 2026 and may differ slightly from what you see. The steps stay the same.

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1. What Image Presto Does for Your Lumen S24F

The Lumen S24F prints color plus two extra inks: **white** and **varnish**. Varnish builds raised, glossy texture on the transfer, which is what gives a Lumen print its embossed, 3D feel. White gives the colors an opaque base.

Your printer needs to be told exactly where to lay down white and where to lay down varnish. A normal flat image (a PNG or JPG) cannot carry that information. Image Presto adds it.

1.1 Flat artwork in, spot channel file out

In Image Presto's **Spot Channel Editor** you choose which parts of your artwork get white or varnish, and which texture each area gets. Each of those choices is saved as a **spot channel**: a named layer that marks the area for one ink.

When you are done, Image Presto exports one **multi-channel TIFF** file. It holds your full-color artwork plus every spot channel, with the channel names built in. You open that file in NeoStampa and print.

YOU START WITH	IMAGE PRESTO ADDS	YOU END WITH
A flat PNG, JPG or WEBP, or artwork you create inside Image Presto	Up to four named spot channels (white and varnish), each with its own area and texture	One multi-channel TIFF, ready to import into NeoStampa

1.2 Why the channel names matter

The Lumen S24F print settings in NeoStampa look for four channel names: **W1** and **W2** for white, and **V1** and **V2** for varnish. White and varnish only print where a channel with one of those names says so.

 CAUTION

Channel names must match the print settings exactly: W1, W2, V1 or V2. A channel with any other name will not print white or varnish.

2. Activating Your Lumen Plan

Eligible Lumen S24F printers include an Image Presto plan at no charge. There is no checkout and no payment. DTF Station registers your printer's serial number with Image Presto in advance, so activation takes a minute.

2.1 What is included

INCLUDED	DETAILS
Core tools for five years	Spot Channel Editor (mask generation and TIFF export), DTF Tools (knockout and halftoning) and Canvas Editor, for five calendar years from the day you activate.
2,000 credits	Granted once, added to your permanent balance. These credits do not expire.
AI tools	Image generation, background removal, upscaling and AI editing use credits from your balance.
No renewal charges	No recurring payment and no auto-renewal. An existing Image Presto subscription stays as it is.

2.2 Activate in four steps

1. In your browser, go to **imagepresto.com/lumen-s24f**.
2. Click **Sign in** if you already have an Image Presto account, or **Create account** if you do not. Use the account that will keep your Lumen features long term.
3. Enter your Lumen S24F serial number and submit it.
4. An eligible serial activates immediately. If your serial is not accepted, contact DTF Station with your serial number.

CAUTION

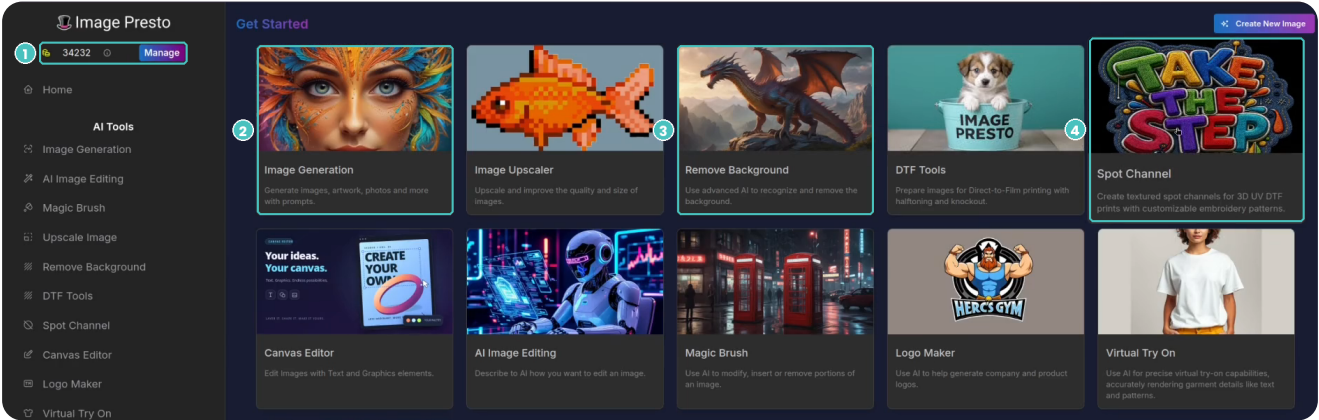
The plan is tied to one account and cannot be moved later, including when a printer is resold. One account per serial. Re-entering a serial that has already been used does not renew the plan. Activate on an email address your business controls, not on one person's private account.

NOTE

Help with Image Presto itself is available at imagepresto.com/support and on the Image Presto Discord. The Wiki / How to Use and FAQ & Support links are also in the app sidebar.

3. A Tour of the App

Go to imagepresto.com and click **Launch App**. The home screen shows every tool as a tile, and the same tools are listed in the sidebar on the left.



The Image Presto home screen. 1: credit balance and Manage. 2: Image Generation. 3: Remove Background. 4: Spot Channel.

3.1 The parts you will use

ITEM	WHAT IT IS FOR
1 Credit balance	Credits left for AI tools. Your balance will show your own number. Click Manage to view your account.
2 Image Generation	Creates artwork from a text description (uses credits).
3 Remove Background	Removes the background from an image (uses credits).
4 Spot Channel	The Spot Channel Editor, where you build the white and varnish channels for your Lumen S24F.
Next tool	Button at the top right of every tool. Sends your latest image straight to another tool.
Sidebar size	Buttons at the bottom of the sidebar switch it between small, medium and large.

4. Create Artwork From Scratch

If you already have artwork, skip to Chapter 5. This chapter shows the full route from an idea to a design ready for spot channels: generate an image, remove its background, then send it to the Spot Channel Editor.

4.1 Generate an image

1. Open **Image Generation** from the home screen or the sidebar.
2. Type a description of the design in the prompt box (1). Describe it as a flat graphic or logo with clean shapes. Flat art is easier to select in the Spot Channel Editor later.

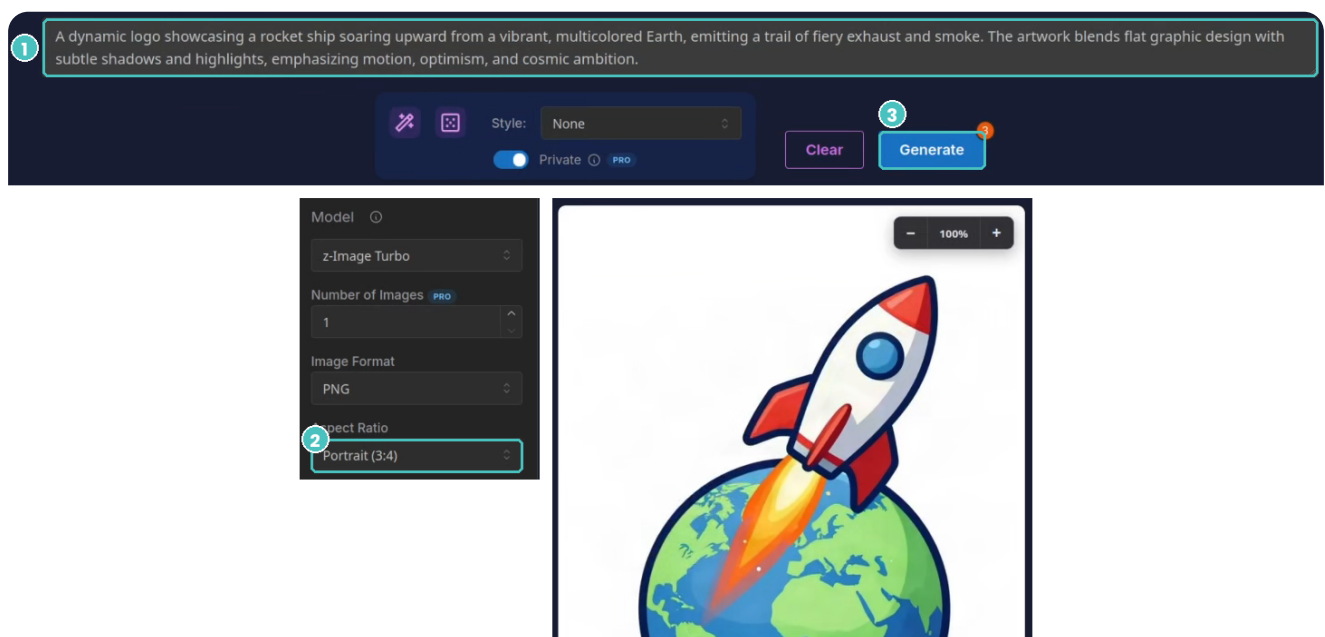


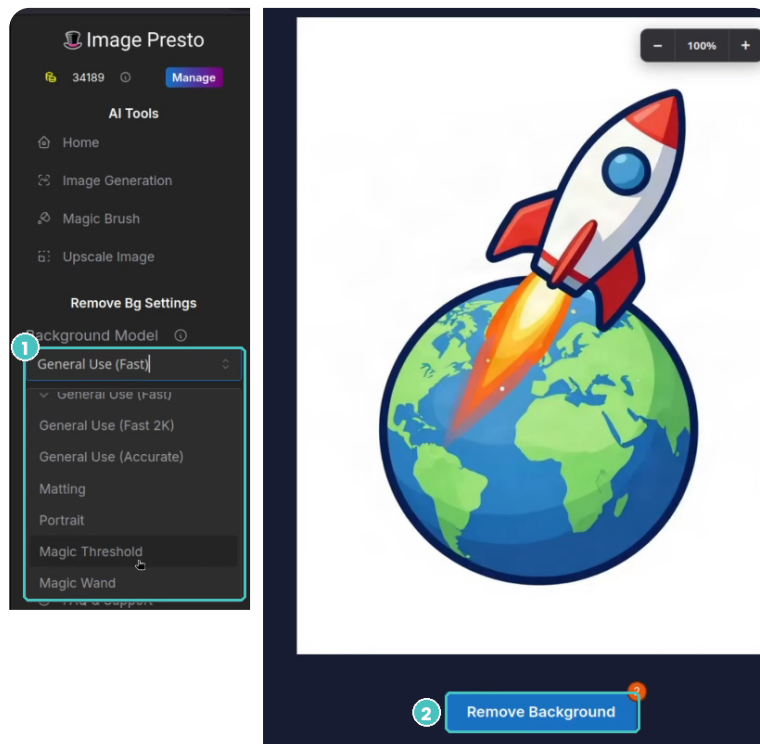
Image Generation. 1: prompt. 2: aspect ratio. 3: Generate.

3. In the settings on the left, choose an **Aspect Ratio** (2). The example uses Portrait (3:4), with Image Format set to PNG.
4. Click **Generate** (3). An **Image Ready!** message appears when the image is done. Generating uses credits.

4.2 Remove the background

1. Open **Remove Background** from the sidebar, or use **Next tool**. Your new image comes with you.

2. Choose a **Background Model (1).** The default, General Use (Fast), works well for simple backgrounds like a generated logo. Other models are listed for harder images.



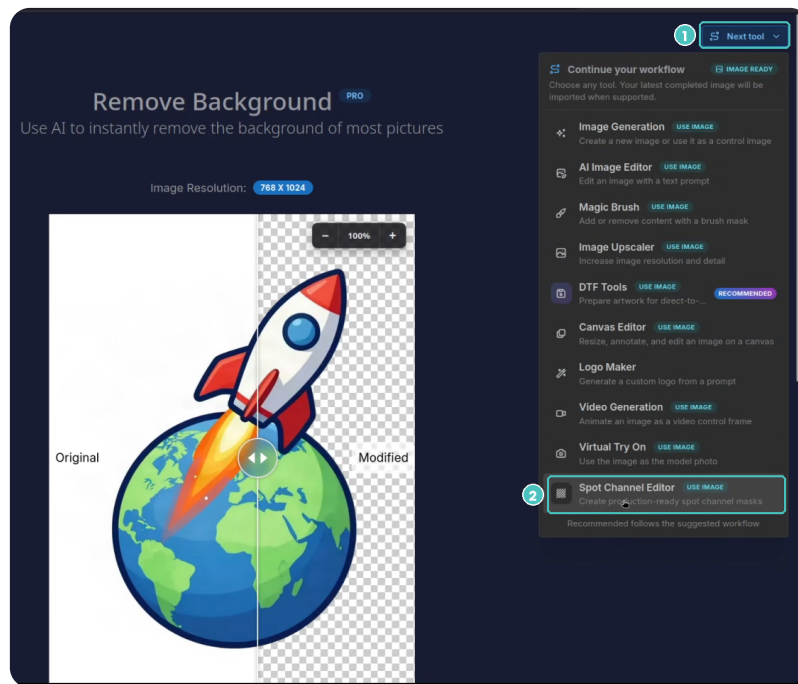
Remove Background. 1: Background Model list. 2: Remove Background button.

3. Click **Remove Background (2).** When it finishes, drag the slider on the result to compare the original with the background-free version. This step uses credits.

4.3 Send it to the Spot Channel Editor

1. Click **Next tool (1) at the top right.**

2. In the Continue your workflow list, click **Spot Channel Editor** (2). Your finished image opens in the editor, ready for Chapter 5.



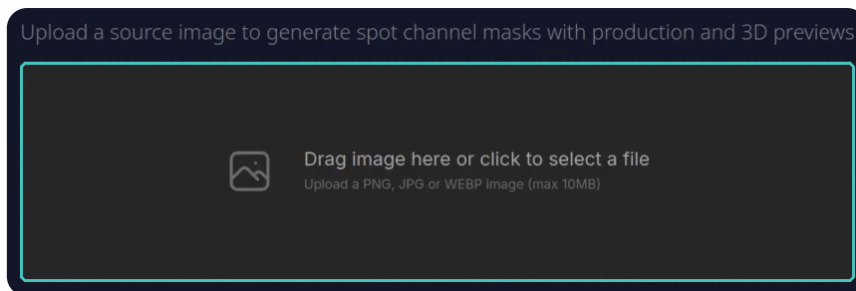
Next tool menu. 1: Next tool. 2: Spot Channel Editor.

5. The Spot Channel Editor

This is where your Lumen S24F file is made. You will load an image, create channels, select areas, choose textures, generate, and check the result.

5.1 Load your image

1. Open **Spot Channel** from the home screen or the sidebar. (If you came from Chapter 4, your image is already loaded.)
2. Drag your image onto the upload area, or click it to choose a file. PNG, JPG or WEBP, up to 10 MB.

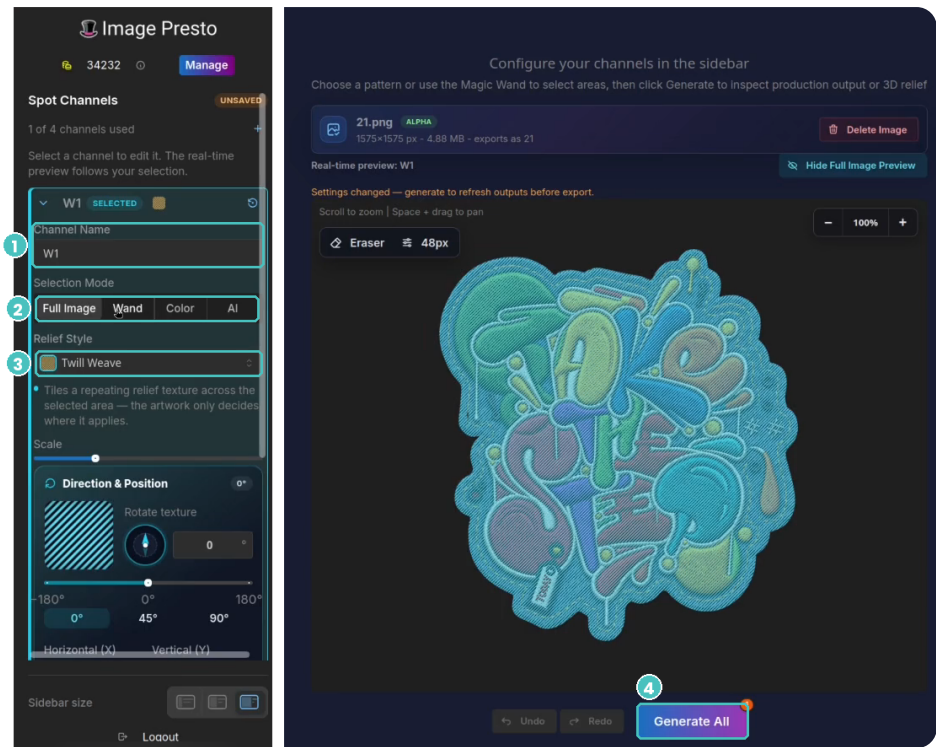


The upload area in the Spot Channel Editor.

Below the upload area are example designs you can load with one click. They are a good way to practice before using your own artwork. Artwork with a transparent background works best, because areas that are transparent are left out of the selection automatically.

5.2 The editor at a glance

Channel settings are in the sidebar on the left. The canvas on the right shows a live preview of the channel you are editing. Scroll to zoom, and hold Space and drag to move around the image.



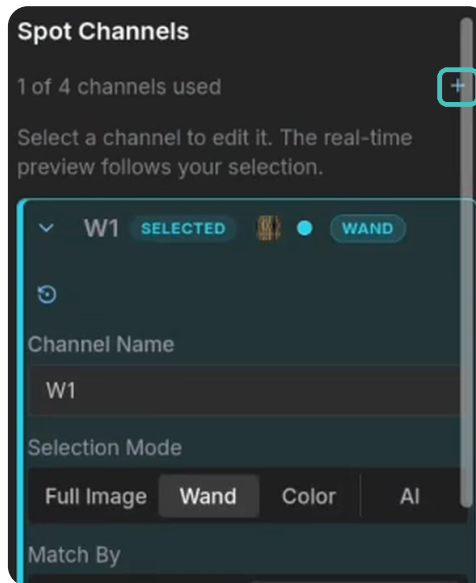
The editor with an image loaded. 1: Channel Name. 2: Selection Mode. 3: Relief Style. 4: Generate All.

CONTROL	WHAT IT DOES
1 Channel Name	The name the channel is exported with. Must be W1, W2, V1 or V2.
2 Selection Mode	How you choose the area: Full Image, Wand, Color or AI.
3 Relief Style	The texture applied to the selected area.
4 Generate All	Builds the finished channels and output previews.

5.3 Channels: add, rename, switch

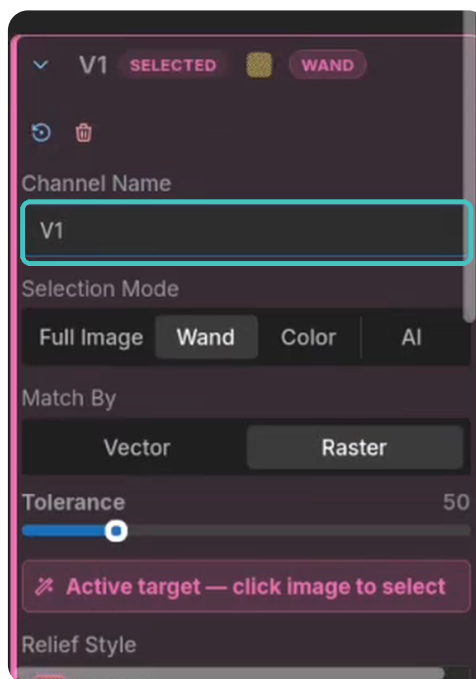
Every image starts with one channel named **W1**. You can use up to four channels; the sidebar shows how many are in use, for example "1 of 4 channels used".

1. To add a channel, click the **+** next to the channel count. The new channel is named **W2** by default.



Click + to add a channel.

2. To rename it, click in its **Channel Name** box and type the new name. For a varnish channel, type **V1**.



The second channel renamed to V1.

3. To switch channels, click a channel's tab above the canvas, or click the channel in the sidebar. The canvas preview follows the channel you pick.

CHANNEL NAME	PRINTS	TYPICAL USE
W1	White ink	First white area
W2	White ink	Second white area with a different texture
V1	Varnish	First raised, glossy area
V2	Varnish	Second varnish area with a different texture

⚠ CAUTION

Rename channels exactly as shown: capital letter, then the number, no spaces. NeoStampa's Lumen S24F settings only recognize W1, W2, V1 and V2. Any other name will not print white or varnish.

5.4 Selecting areas

Each channel has its own selection. Choose a Selection Mode, then build the selection on the canvas.

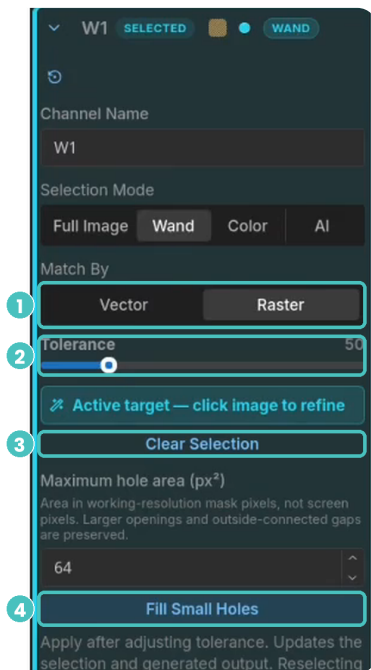
MODE	WHAT IT SELECTS	BEST FOR
Full Image	The whole image, leaving transparent areas out. This is the default.	Texture over the entire design
Wand	Connected areas of similar color around each click.	Lettering, shapes, flat logos
Color	Every pixel close to one color, anywhere in the image, even in separate areas.	A color that repeats across the design
AI	An object you point at, worked out by AI.	Photos, faces, people, shaded art

WAND

1. Set Selection Mode to **Wand**.

2. Under **Match By** (1), choose **Vector** for flat, solid-color artwork, or **Raster** for photographic or shaded artwork.

3. Click the area you want on the canvas. A magnifier follows the cursor so you can click precisely. Each extra click adds to the selection.



The magnifier while selecting with the Wand.

Wand settings. 1: Match By. 2: Tolerance. 3: Clear Selection. 4: Fill Small Holes.

4. Adjust **Tolerance** (2). The selection updates live as you drag: higher takes in more similar colors, lower takes in fewer.

5. If the selection has speckles or small gaps inside it, click **Fill Small Holes** (4). The Maximum hole area setting above it controls how big a gap gets filled. Use it after you have set the tolerance.

6. To start over on this channel, click **Clear Selection** (3).

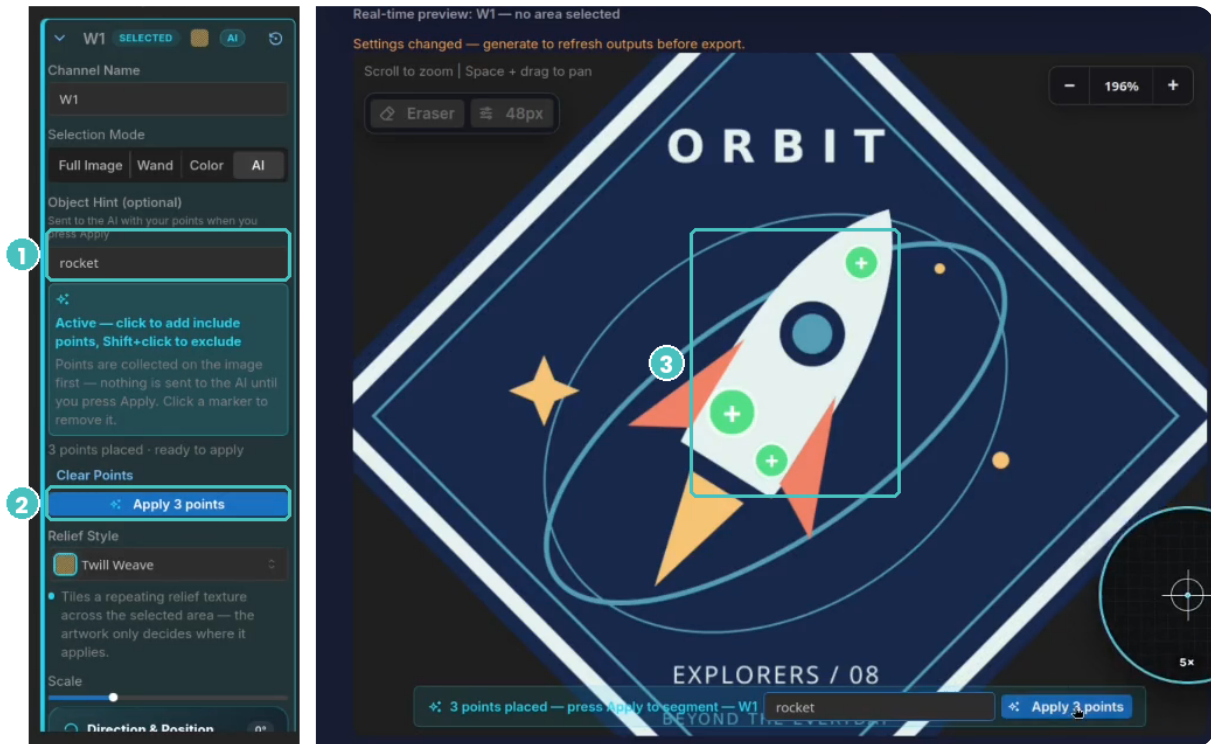
COLOR

Set Selection Mode to **Color** and click a color in the image. Every pixel close to that color is selected across the whole image, including areas that do not touch each other. Use Tolerance to widen or narrow the match.

AI

- 1.** Set Selection Mode to **AI**.
- 2.** Click two or three points on the object you want (3). Shift-click marks a point to leave out.
- 3.** Optionally type a short hint describing the object in **Object Hint** (1), for example rocket.

4. Click **Apply** (2). The button shows how many points you placed.



AI selection. 1: Object Hint. 2: Apply. 3: points placed on the rocket.

5. The AI selects the whole object. If it took in something extra, remove it with the Eraser (below).



The AI has selected the whole rocket from three points.

ERASER

The Eraser removes part of a selection without undoing the work you did after it.

1. Click **Eraser** (1) at the top left of the canvas.
2. Set the brush (2). The default is 48 px at 100% hardness.

3. Drag over the area to remove. Ctrl+Z (Cmd+Z on Mac) undoes a stroke. Press Esc to stop erasing.



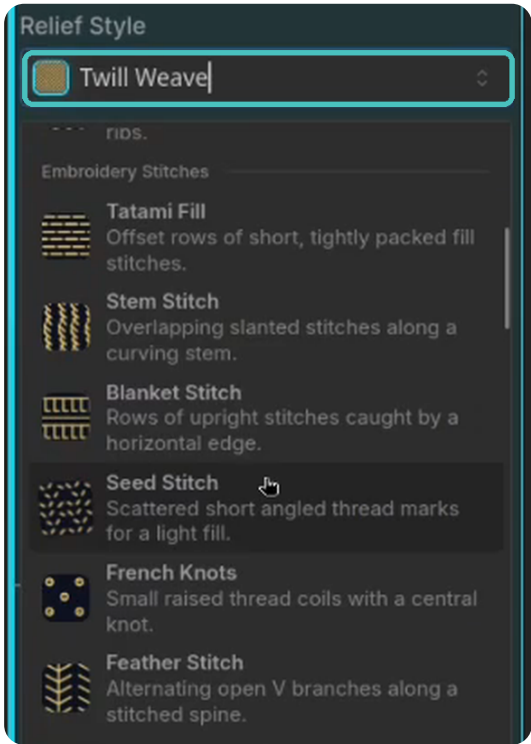
Eraser. 1: Eraser button. 2: brush size and hardness.

NOTE

Undo and **Redo** buttons sit under the canvas. Undo reverses your most recent change. Use the Eraser instead when the mistake was several steps ago.

5.5 Relief styles

The Relief Style is the texture laid into the selected area. Pick it from the list in the sidebar. Each style repeats its texture across the selection; your artwork only decides where it goes. There are 42 styles in eight families.



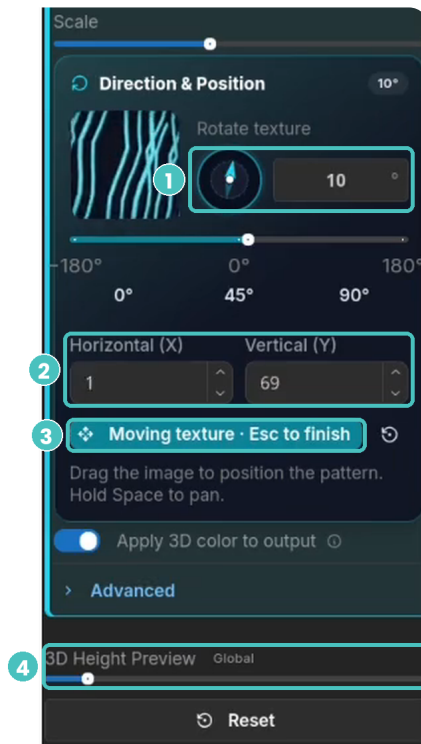
Part of the Relief Style list.

FAMILY	STYLES
Image Relief (1)	Emboss (Smooth): builds relief automatically from the shading in your image
Stitch Textures (7)	Crosshatch, Twill Weave, Satin Stitch, Zigzag, Running Stitch, Chain Stitch, Herringbone
Embroidery Stitches (7)	Tatami Fill, Stem Stitch, Blanket Stitch, Seed Stitch, French Knots, Feather Stitch, Fishbone Stitch
Wood Grain (4)	Straight Grain, Cathedral Grain, Knotty Grain, Burl Grain
Dots & Lines (5)	Dots, Horizontal Lines, Vertical Lines, Diagonal Lines, Dashes
Grids & Tiles (7)	Grid, Diamond Lattice, Brickwork, Checkerboard, Hexagons, Nested Diamonds, Woven Grid
Curves & Ridges (7)	Chevron, Zigzag Ridges, Waves, Double Rings, Circles, Scales, Concentric Rings
Decorative Shapes (4)	Triangles, Square Outlines, Crosses, Stars

5.6 Scale, direction and position

Scale sets the size of the texture. A higher value gives a larger, coarser pattern. The preview updates as you drag.

The **Direction & Position** panel lets you aim and place the texture:



Direction & Position. 1: rotate. 2: X and Y offset. 3: Move on canvas. 4: 3D Height Preview.

- **Rotate texture** (1): turn the compass dial, drag the slider, type an angle, or click a 0°, 45° or 90° preset.
- **Horizontal (X) and Vertical (Y)** (2): shift the pattern inside the selection by a set amount.
- **Move on canvas** (3): click it, then drag the pattern on the canvas to where you want it. Press Esc to finish.
- **Apply 3D color to output**: an on/off switch. Leave it at its default unless you have a reason to change it.
- **Advanced**: extra fine-tuning controls for the relief.

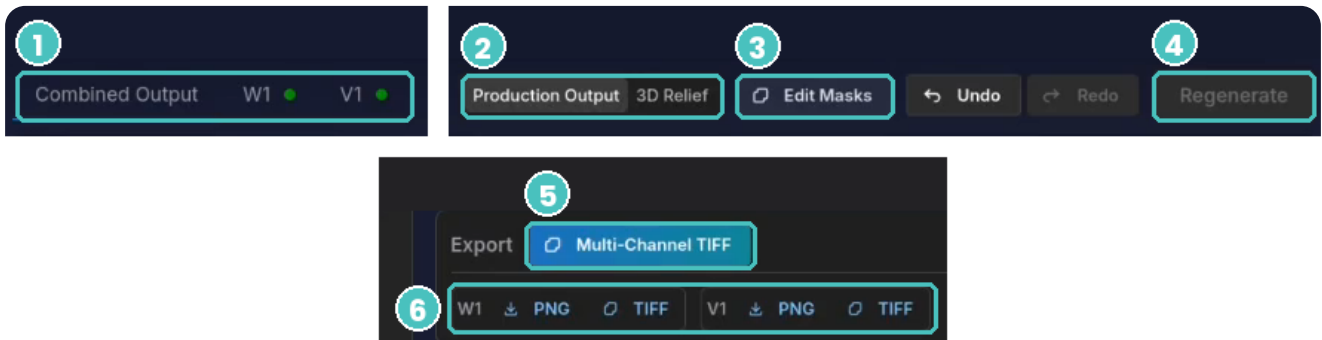
NOTE

The **3D Height Preview** slider (4) only changes how tall the relief looks in the on-screen 3D preview. It does not change the file you export.

5.7 Generate and review

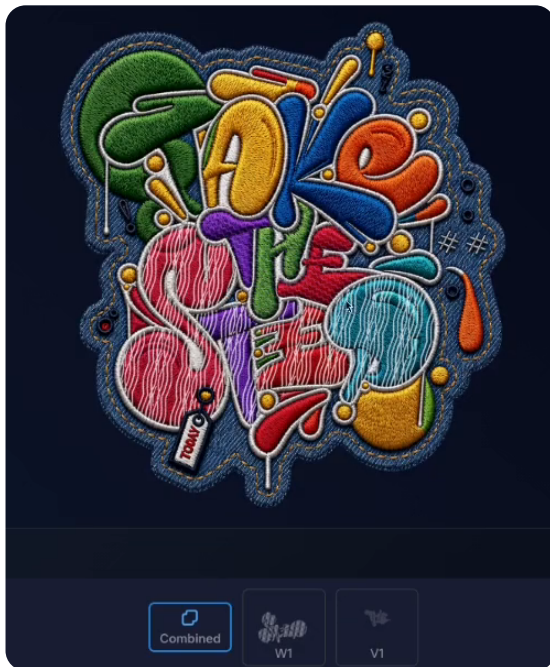
1. When every channel has its selection and texture, click **Generate All** under the canvas.

2. Review the result. Use the tabs (1) to view the **Combined Output** or one channel at a time. A single channel shows as white texture on a dark background.



Controls after generating. Top: 1: Combined Output and channel tabs. 2: Production Output and 3D Relief. 3: Edit Masks. 4: Regenerate. Bottom, the Export bar: 5: Multi-Channel TIFF. 6: single-channel files.

3. Switch between **Production Output** and **3D Relief** (2). The 3D view shows the texture as raised relief and can be turned to check it from an angle.



Production Output: the combined preview, with buttons to view each channel.



3D Relief, tilted to show the raised texture.

4. To change anything, click **Edit Masks** (3), make the change, then click **Regenerate** (4).

NOTE

If you see "Settings changed, generate to refresh outputs before export", your last changes are not in the output yet. Click Regenerate before you export.

6. Exporting Your File

6.1 Download the multi-channel TIFF

1. In the Export bar under the preview, click **Multi-Channel TIFF** (callout 5 in the picture in section 5.7).
2. Save the file. It contains your artwork and every spot channel, with the channel names built in. This is the file you print.

The row below it (callout 6) offers each channel on its own, as a **PNG** mask or a **TIFF**. You only need these for other workflows; for the Lumen S24F, use the multi-channel TIFF.

6.2 Hand it to NeoStampa

Open the multi-channel TIFF in NeoStampa using the Lumen S24F print settings and print as usual; the separate NeoStampa guide for the Lumen S24F walks through every step.

CAUTION

Before you export, check the channel tabs: every channel must be named W1, W2, V1 or V2. A misnamed channel exports without error but will not print white or varnish.

7. Tips and Troubleshooting

IF THIS HAPPENS	TRY THIS
The Wand selection spills into areas you did not want	Lower the Tolerance, or click Undo and click again in a cleaner spot.
The selection has speckles or small gaps inside it	Click Fill Small Holes. Raise Maximum hole area if larger gaps remain.
Only part of a letter or shape is selected	Click the missing parts too; each click adds to the selection. Check again after generating.
Your artwork is a photo or has soft shading	Use Match By: Raster, or switch to AI selection with a few points and a hint.
The AI picked up something extra, such as a flame or background item	Use the Eraser to remove that part.
The texture looks too dense or too busy	Click Edit Masks, raise the Scale on that channel, then Regenerate.
The pattern runs the wrong way	Rotate it in Direction & Position, or use a 0°, 45° or 90° preset.
White or varnish does not print	Check the channel names. They must be exactly W1, W2, V1 or V2.
The exported file does not show your latest changes	Click Regenerate, then export again.
The app will not load or stops responding	Check your internet connection. Image Presto runs online only.

8. Appendix: 30-Minute Owner Onboarding

Work through this checklist once, with the training videos open alongside: **Image Presto Spot Channel Editor: Complete Walkthrough** and **From Idea to 3D Print File**.

TIME	TASK	DONE WHEN
5 min	Activate your Lumen plan at imagepresto.com/lumen-s24f (Chapter 2)	Your account shows the plan and your credit balance
3 min	Launch the app and open Spot Channel. Load one of the example designs (Chapter 5.1)	The example is on the canvas
7 min	Channel W1: select the main area with the Wand and pick a stitch texture (Chapter 5.4 and 5.5)	The W1 preview shows texture where you want it
7 min	Add a second channel, rename it V1, select a different area and give it a different texture	Two channel tabs: W1 and V1
3 min	Generate All. Check Combined Output, each channel, and 3D Relief (Chapter 5.7)	Both textures appear where expected
2 min	Export the Multi-Channel TIFF (Chapter 6)	The TIFF is saved on your computer
3 min	Open the TIFF in NeoStampa with the Lumen S24F settings (separate NeoStampa guide)	NeoStampa shows the W1 and V1 channels

NOTE

Once the practice file works end to end, repeat the same steps with your own artwork.