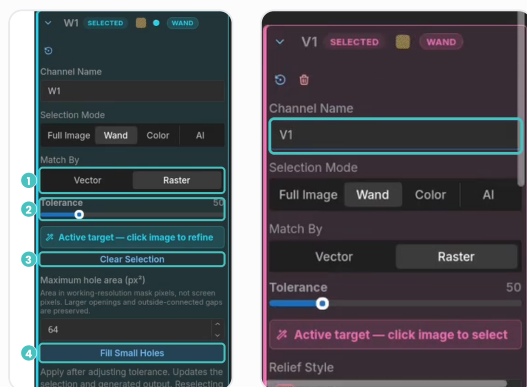


Spot Channel Workflow

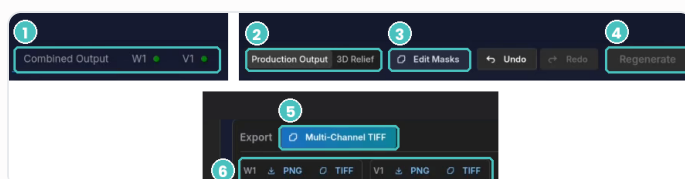
EIGHT STEPS, ARTWORK TO PRINT FILE

- 1 Open the editor**
 Go to imagepresto.com, click **Launch App**, then open **Spot Channel**.
- 2 Load your artwork**
 Drag in a PNG, JPG or WEBP (up to 10 MB). A transparent background works best.
- 3 Select the W1 area**
 Pick a **Selection Mode** and click the area on the canvas. Adjust **Tolerance** until the selection is clean.
- 4 Choose the texture**
 Pick a **Relief Style**, set **Scale**, then rotate or move it in **Direction & Position**.
- 5 Add more channels**
 Click **+** (up to four channels). Rename each one: **W2**, **V1** or **V2**. Select its area and texture.
- 6 Generate**
 Click **Generate All**. Check **Combined Output**, each channel tab, and **3D Relief**.
- 7 Fix and regenerate**
 Click **Edit Masks**, make the change, then click **Regenerate**.
- 8 Export and print**
 Click **Multi-Channel TIFF**. Open the file in NeoStampa with the Lumen S24F print settings.



Step 3: Wand settings

Step 5: channel renamed V1



Steps 6 to 8: view, edit and export

CHANNEL NAMES

W1	White ink
W2	White ink, second texture
V1	Varnish: raised, glossy texture
V2	Varnish, second texture

CAUTION

Names must be exactly **W1**, **W2**, **V1** or **V2**. Any other name will not print white or varnish on the Lumen S24F.

SELECTION MODES

Full Image	Whole design, transparent areas left out (default)
Wand	Connected areas around each click. Match By: Vector for flat art, Raster for photos
Color	One color everywhere it appears, even in separate areas
AI	Click 2 to 3 points on an object, add a hint, click Apply. Best for photos and people
Eraser	Removes part of a selection. 48 px, 100% hardness by default

QUICK FIXES

Selection spills over	Lower Tolerance
Speckles or gaps inside	Fill Small Holes
Part of a shape missing	Click it too; clicks add up
Texture too dense	Edit Masks, raise Scale, Regenerate
Export missing changes	Regenerate, then export