

The measurement and profiling of special materials: glass, leather, laminates, etc: problems and solutions, practical experiences



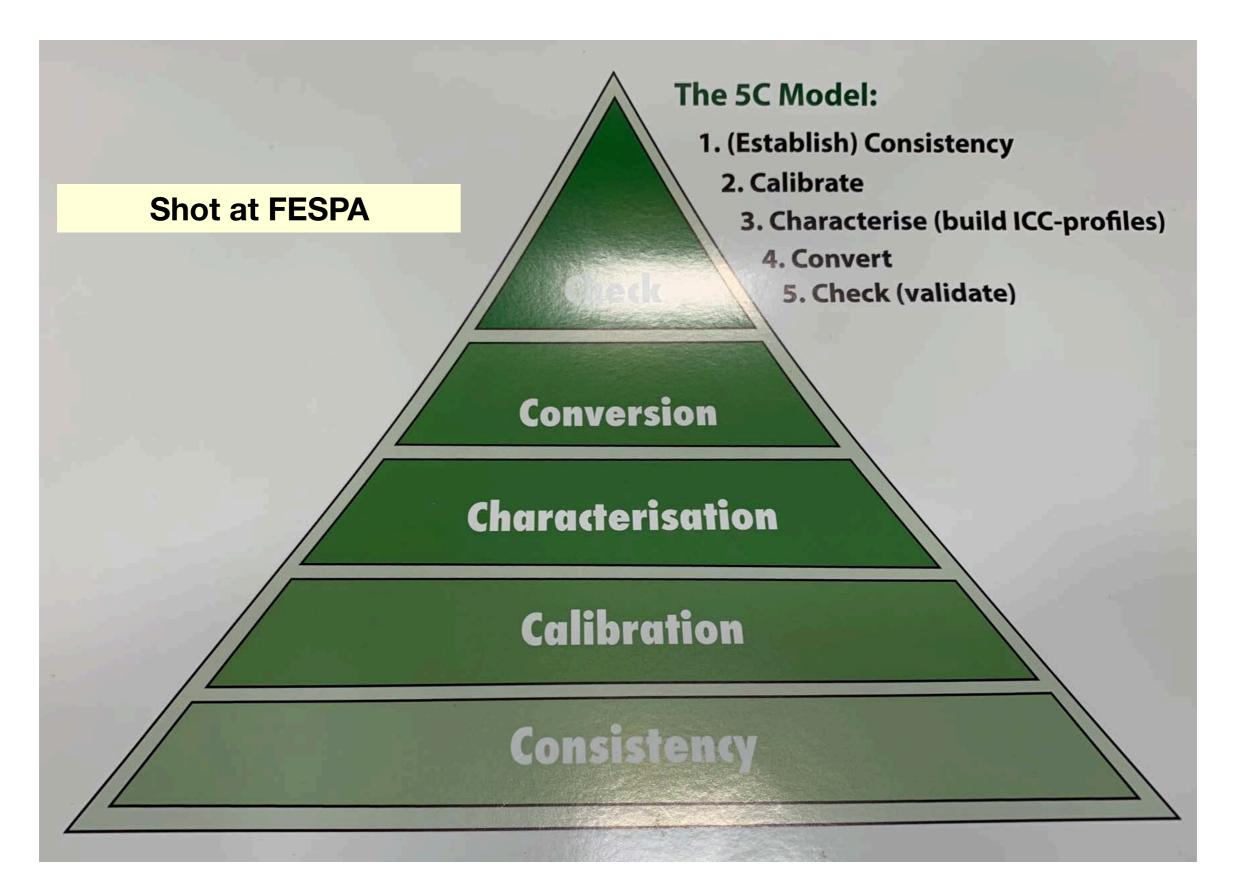
Andrea De Rossi

Bressanone (Italy), 2019 May 24 - © Tecnologie Grafiche srl





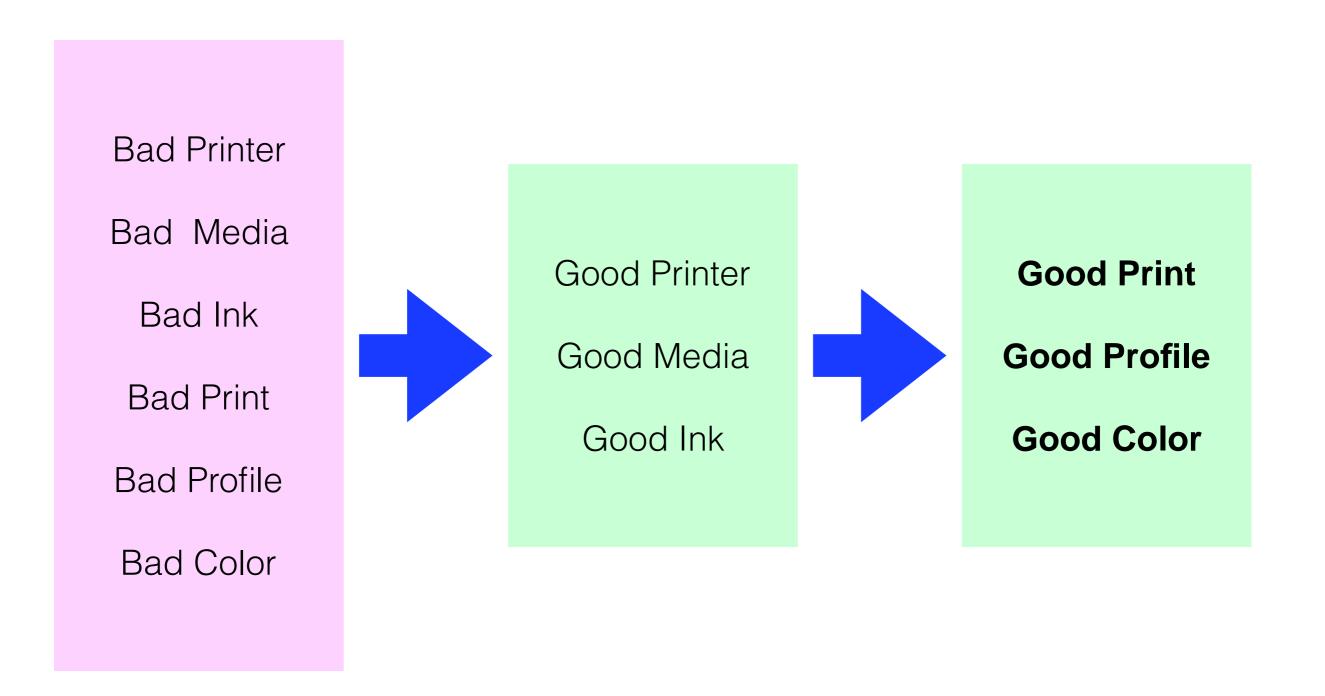
5C Model: valid for all Print Process and Media







When the best quality for Industrial Printing?







1- Air-conditioned environment, free from dust

2-Media stabilized in the work environment

3-Inks with low miscibility, good wettability and adequate surface tension

4. Purged and well-wet heads.

5. Absence of printing/physical defects such as Banding and Bleeding
6. Medium with planar printing surface, clean, dry, dust free and without electrostatic charge
7. Setting of print modes appropriate to the Media
8. Print preliminary Test Form for checking the printer settings
9. Printer calibration: amount of ink suitable for the type of support

10. Printer profiling





The Variables in Digital Printing

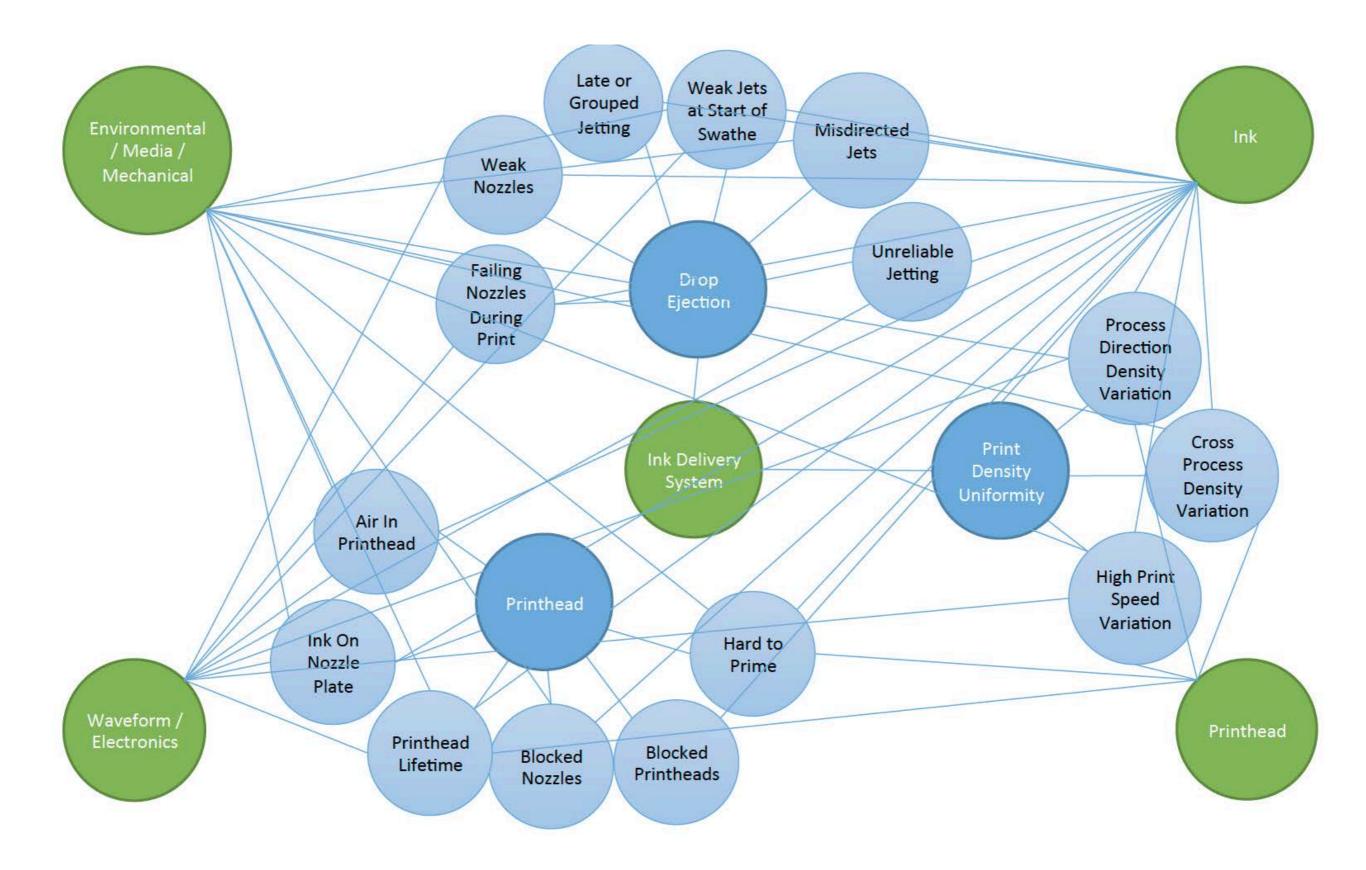
When we are printing on structured materials the technical difficulties increase for the presence of many variables that interact in the printing process. The principal variables are:

- Printer Mechanics
- Printhead
- Waveform /Electronics
- Ink Delivery System
- Ink
- Media
- Environmental
- Color Management



The interaction between the different variables









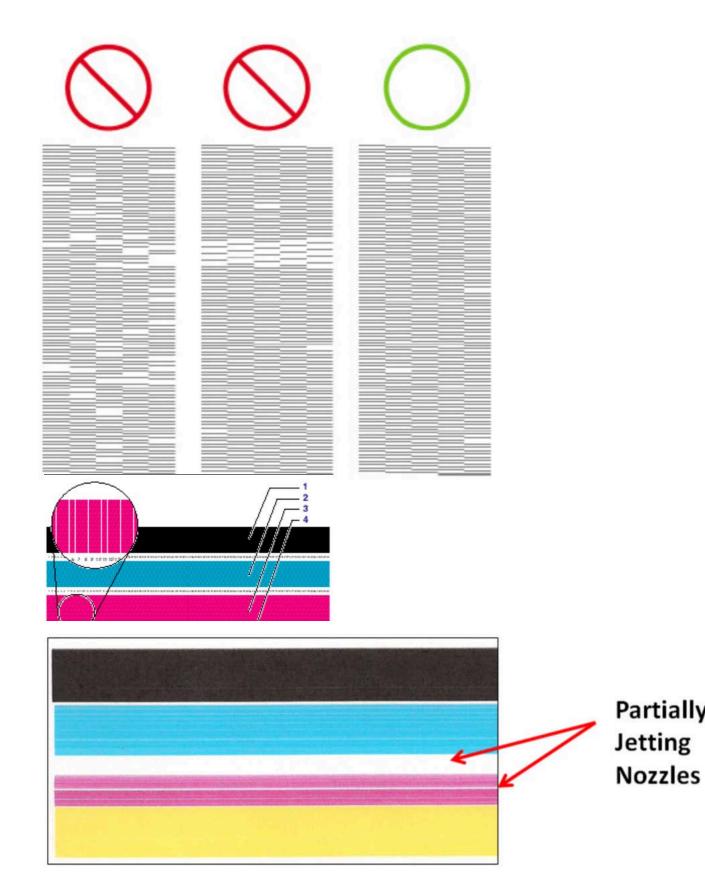
What influence Inkjet Printing Quality

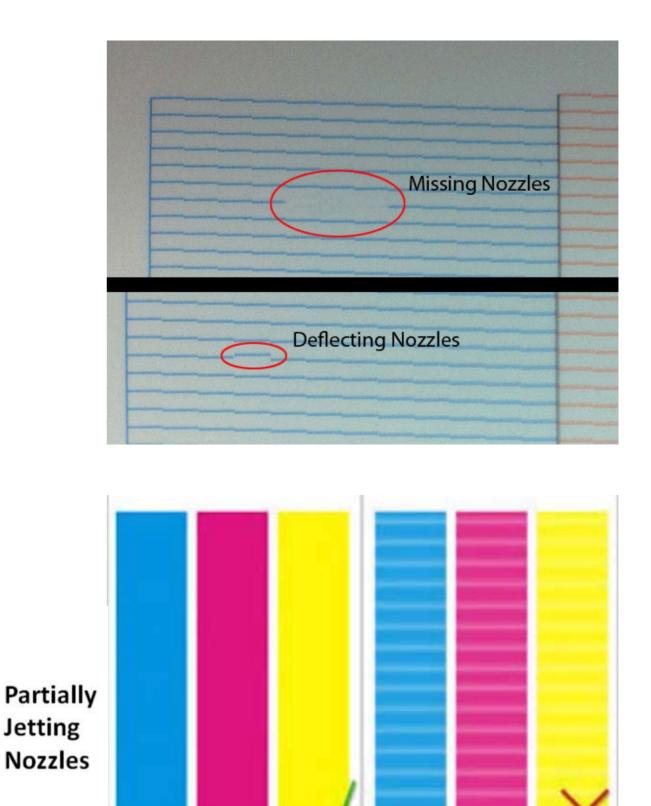
- Feeding and mechanics
- Heating/time: before, during and after printing
- Power of the UV/UV-Led lamp
- Head distance from the media
- Print Mode: resolution, directionality, printing steps
- Print speed
- Type of screen pattern
- Ink adhesion and fixing on media
- Ink thickness (density)
- Time of Ink drying
- Printer Calibration
- TAC
- Profiling
- Color Management by DLP
- RIP setting and color conversion





Head Printing Control Test

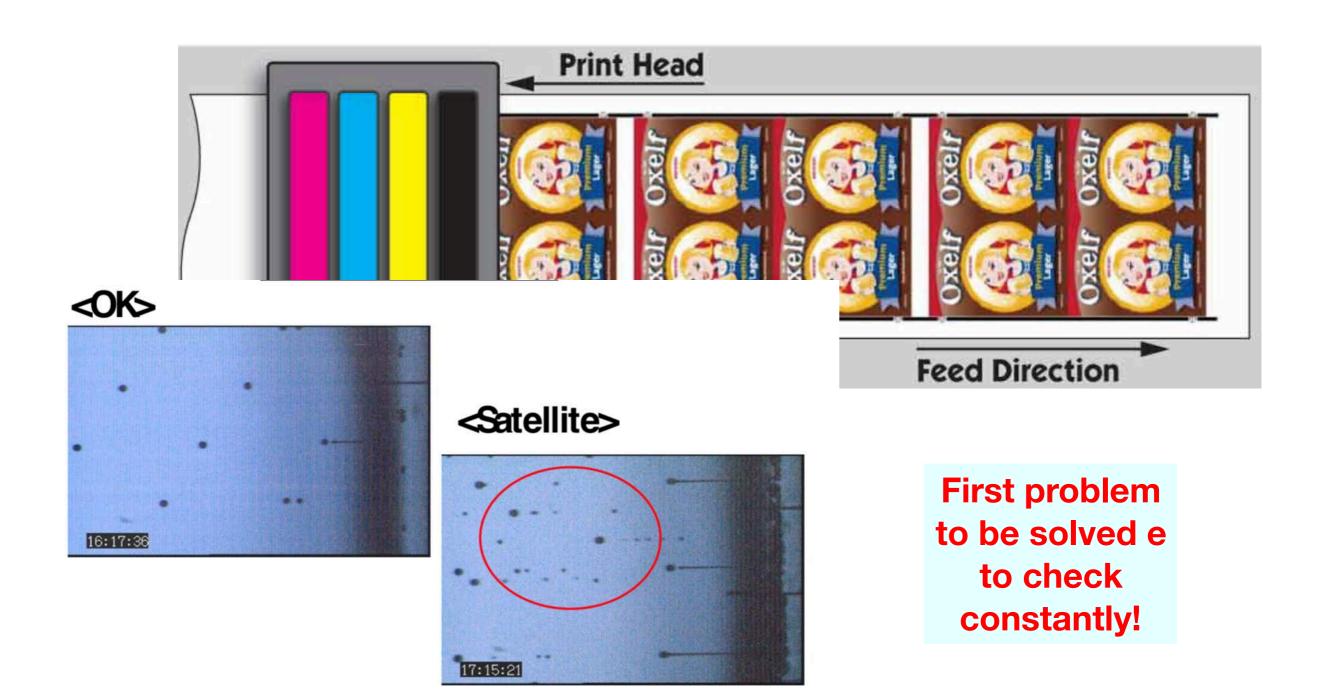








Satellite drops in single-pass printing

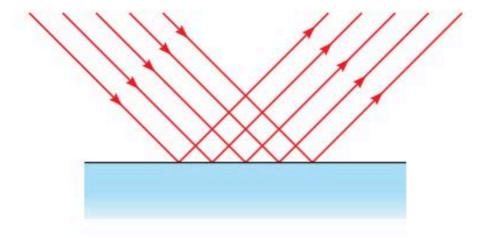


Satellite drops nebulization Defected printing: directional printing lines

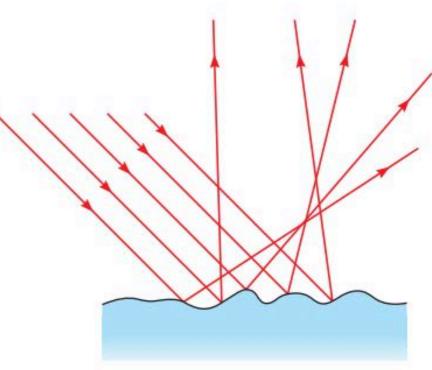




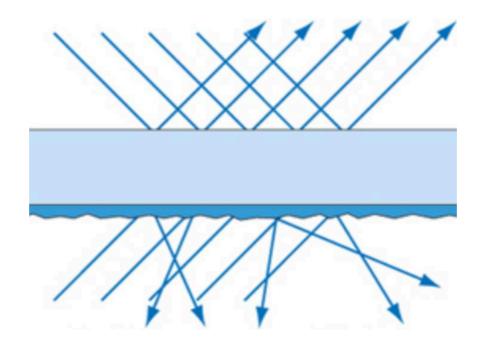
Reflective and Trasmissive Media



Specular Reflection



Diffusion Reflection





Media requirements



Pre surface treatment (plasma/crown)

Primer coated treatment

Flat surface

Planarity an uniformity

Regular thickness

Cleaner surface

Dry surface

Surface without defects and irregularities

Surface without dust and dirt

Elimination of electrostatic charge

Surface without OBA (possibly)



How to treat Media



- Cleaning the material with a carbon brush
 - Or dust extractor
- Remove the electrostatic charge from the surface with
 With carbon brush
- Use gloves to avoid leaving fingerprints on the surface:
- Antistatic gloves to not load dust on the support
- With plastic materials, a corona pretreatment is recommended
- Check thickness of the material with micrometer





Ink requirements



QUALITY PRINT PROPERTY

wettability adhesion non-miscibility not bleeding no smearing uniform spreading spreadability low thickening easy to dry surface tension

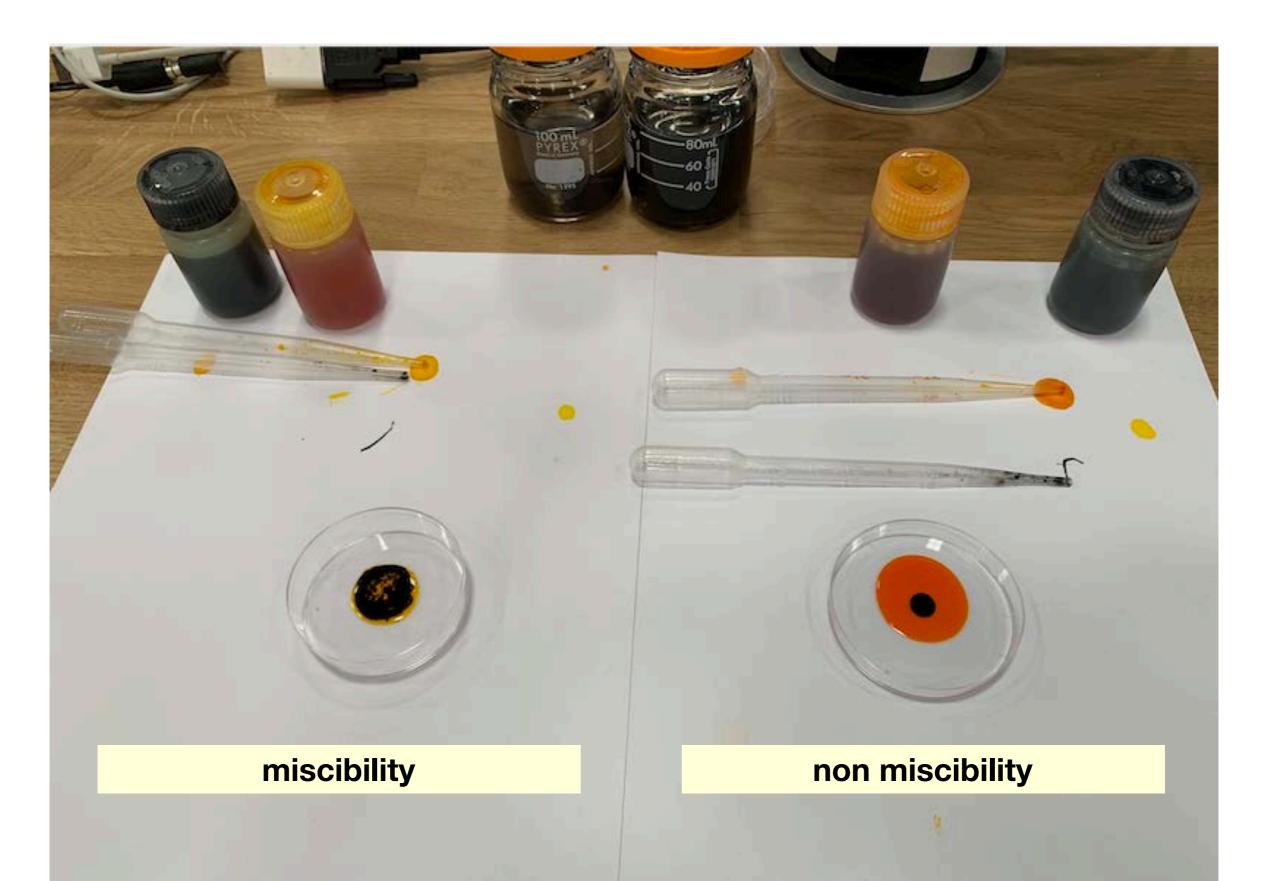
APPLICATION PROPERTY

scretch resistance resistance to forming not migration outdoor resistance waterproof light fastness no grainy flexible fiber





Checking the ink properties







Preliminary Ink Control





UV Ink Adesion Testing (ASTM Tape Test)









Printer Consistency

Control of the status of the printer (head):

head cleaning, head alignment, feeding, efficiency, ink alimentation, lamp UV set, heating set...

Set the print mode:

head height, speed/resolution, print direction, number of pass, type of screen pattern, type of drop (single, variable)

Test the printing setting (Calibration):

sharpness of the texts, Ink coverage, uniformity, screen texture, overprinting, grainy of the black ink (GCR!)



What type of screen pattern?





Original

Ordered Dithering

Error Diffusion





Put less ink is possible!



It does not dry, counterprint, smear, peel, crack, stain, dirty colors, grays and darkens the print



Too much Ink





Reference

high level of inking



Calibration goal



reduce excess ink

good ink adhesion

good ink trapping

good color balance

Good tonali gradation (TVI 15-20%)

good gray balance

Linear printing output





Color Variations with bad Calibration



Reference

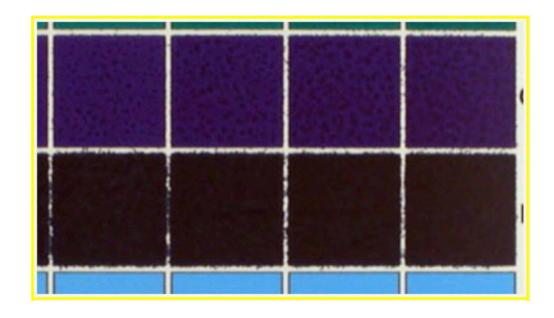
Printed samples





Calibration: less ink better quality!

Define the ink limit for single ink Define the ink limit for double overprint ink Define the ink limit for triple overprint ink

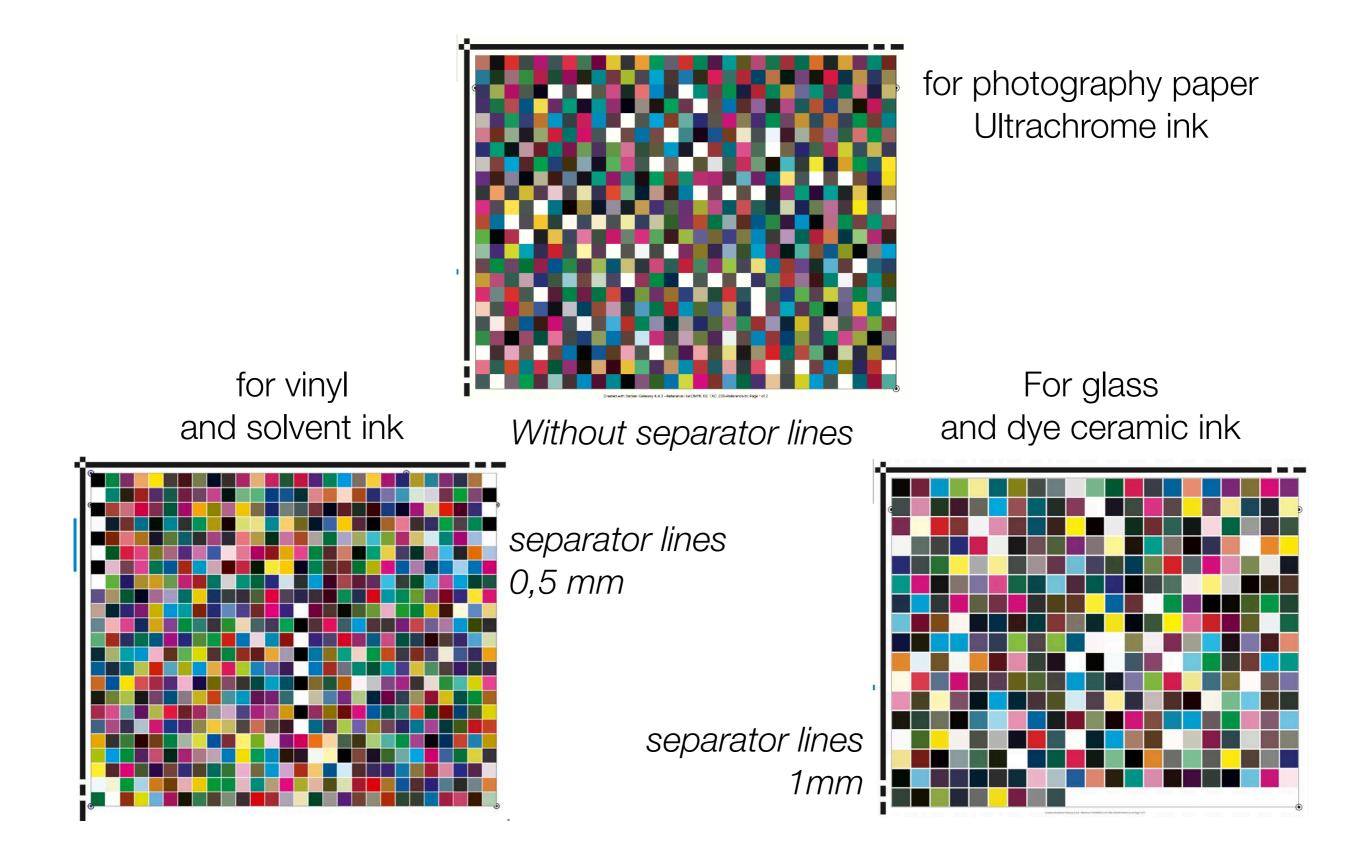


Print the TIC-TEST (Hutchinson) for define the TAC of Color Target and the width of separator lines



Special Color Target with separator lines







General Evaluations before print Color Target



Analysis of the media structure and OBA Analysis of the ink drop on the media

Analysis of the inking defects: adhesion/trapping, drop enlargement spreadability, wettability, ink splitting...

Choosing the best screen pattern (type of screening) which is more adapt at the media structure and limits optical interference defects

Get the best visual color contrast on Color Target!



Color Target printed well





good visual contrast between the neighboring color patches and no dominant color!





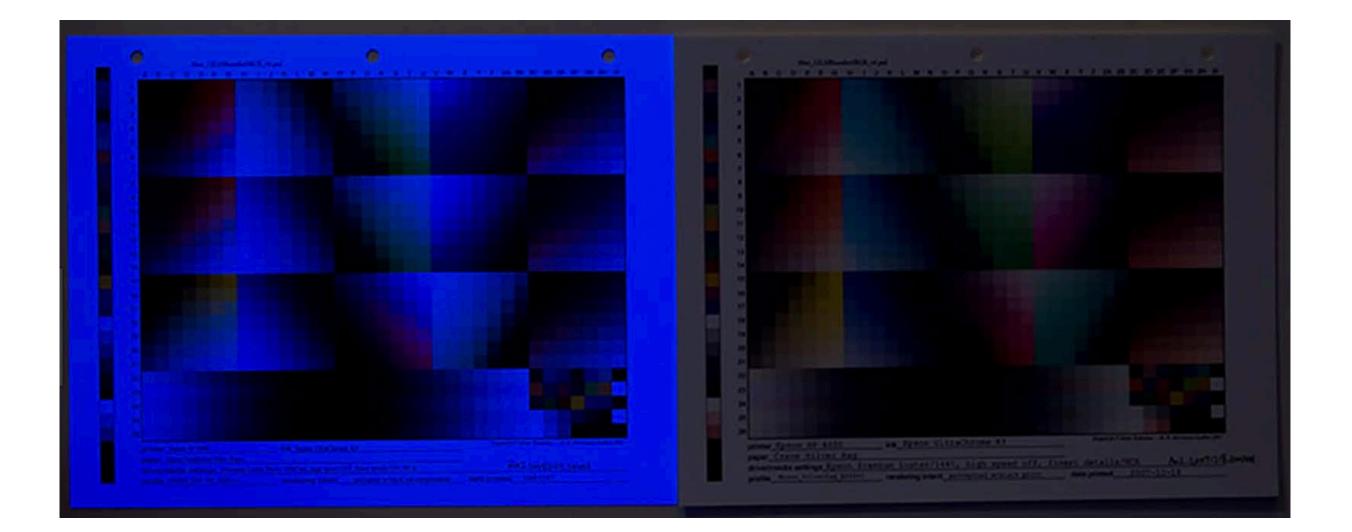






What Color do you measure on the Color Target?



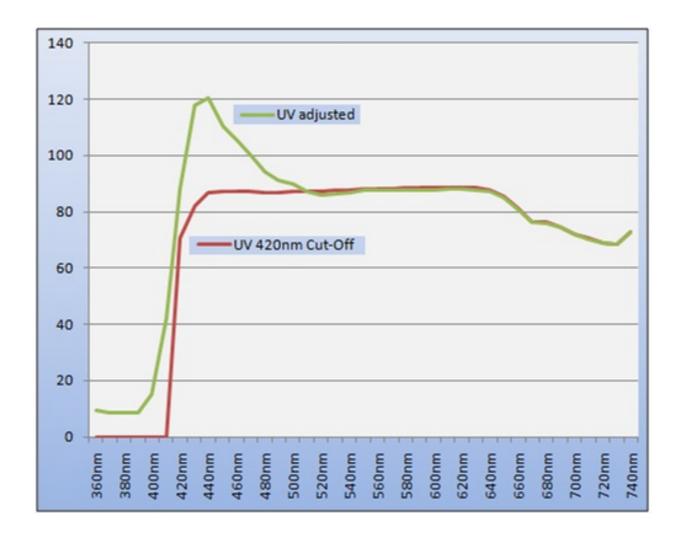


Viewed under UV light

Viewed in black room

Recommended Measurement Method M2 (UV Cut)





The OBA optical brightener(fluorescent) contained in the papers and fabrics have a peak of spectral remission in the Ultra-Violet area but they also emit as peak Blue color in the visible area of the visible around 420-430 nm. The UV Cut filter cuts this abnormal reflection by preventing incorrect measurements on substrates and light colors (seen bluish) that a wrong ICC profile created with M0 measurements trees to neutralize, compensates with a consistent amount of the complementary yellow color.



The Media surfaces

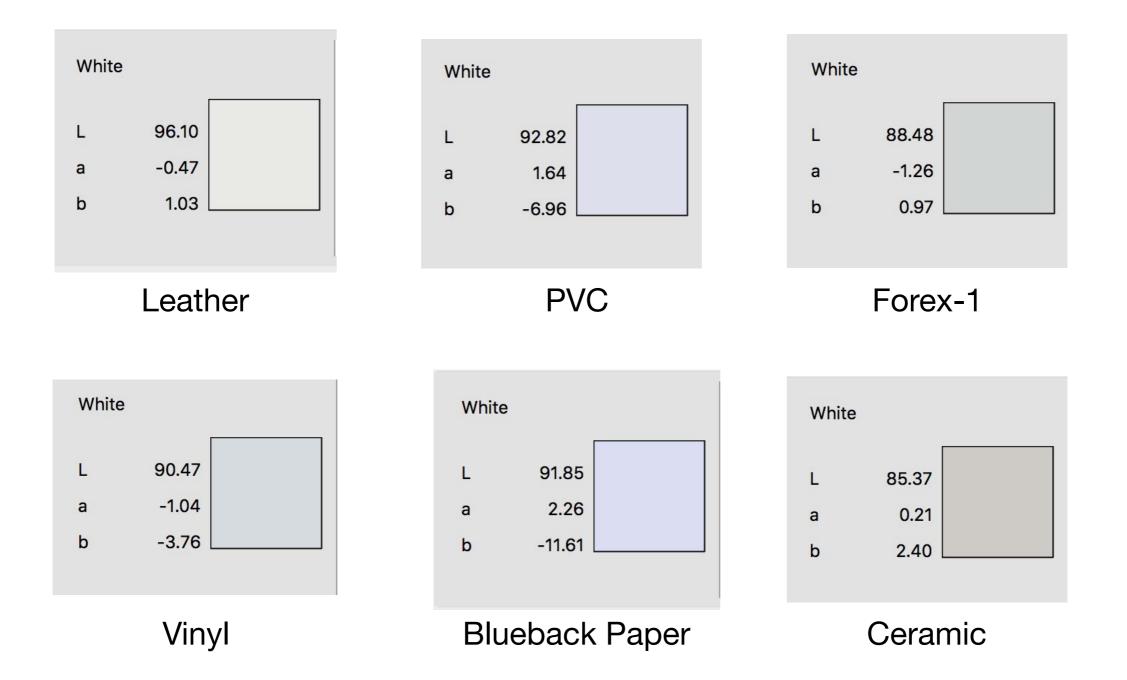


Smooth Microporous Porous Absorbent Textured Structured Matte Glossy





Substrates white point



The color changes with the white point of the substrates and the "spreading/adhesion" of the ink





Measurement diaphragm aperture

Color Measurement Systems	Aperture mm	Area coverage mm2	*Quante volte >
	8	50,24	5,23
	6 (scan area6x60)	28,26 (360)	2,94 (37,46)
Generic	3,0 /3,5	9,61	1*

Larger aperture = better measurement accuracy





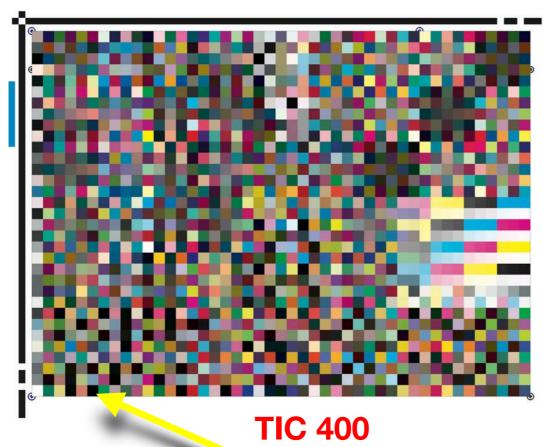
Media / Color Measurement System

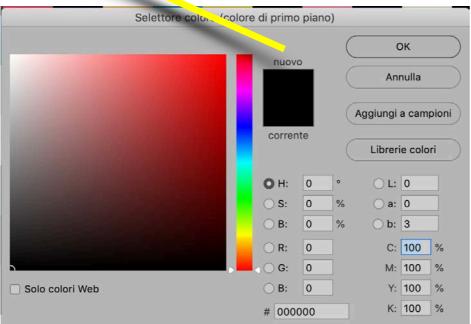
Color Measurement Systems	Spectrophotometer 0°/45°	Spectrophotometer Spherical	Spectral scanner	RGB Camera
Media	Aperture diameter mm.	Applications	Applications	Applications
Paper / carton board	3			
Corrugate	6-8			
Plastic/Vinyl	3-6			
Textile/Fabrics	6-8	Х		
Wood/Laminates	6-8			
Glass/Plexiglass	3-6			
Metal	3-6	Х		
Ceramics	6-8	Х	X	Х
Leather	6-8			
Cakes	3-6			
Speed	FAST	SLOW	SLOW	FAST

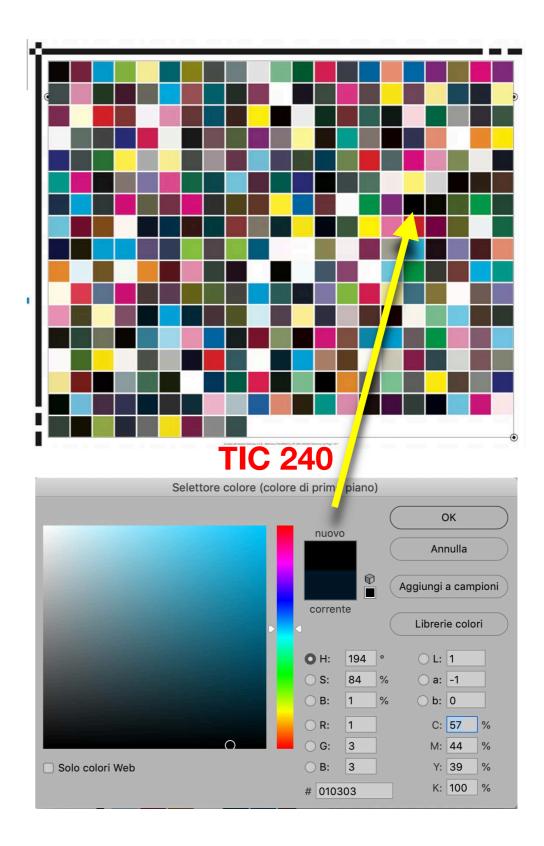




Industrial Printing: Color Target with lower TAC











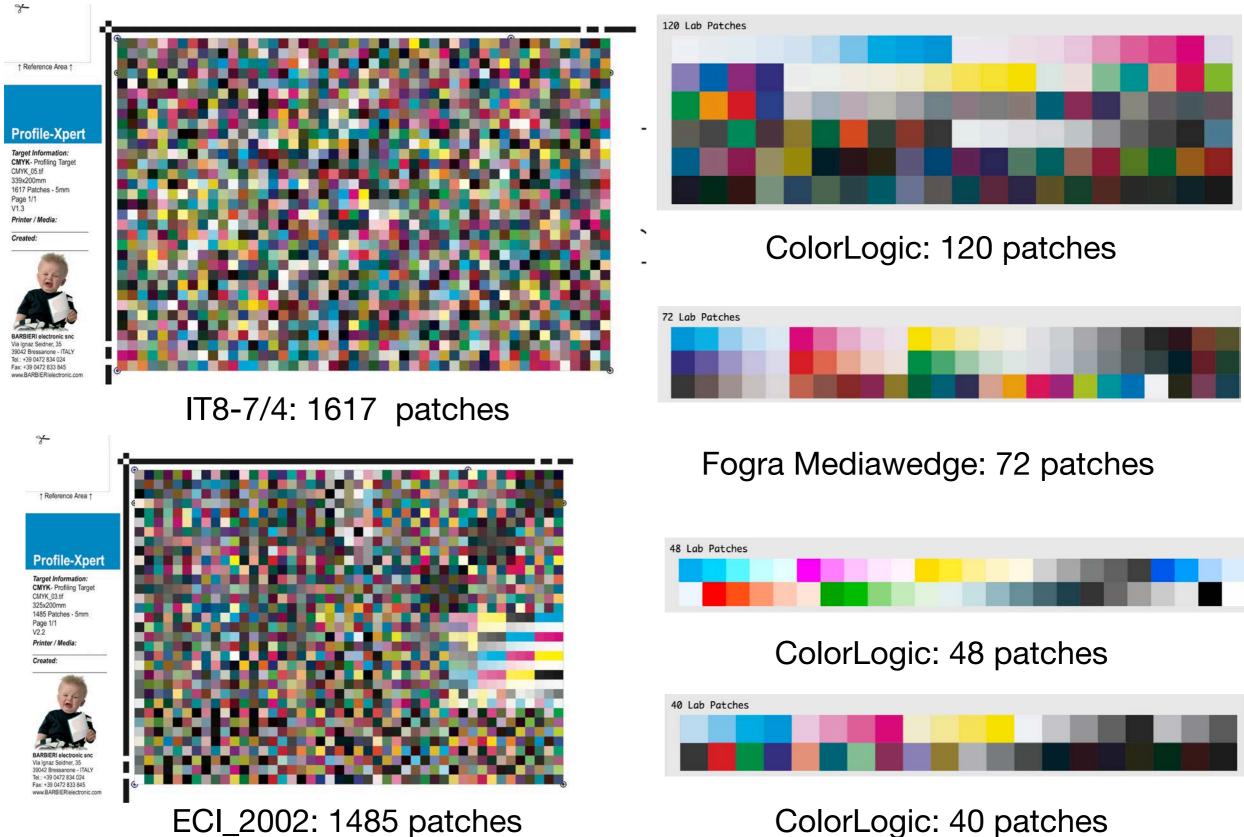
Each Media its Color Target

Media	No. Colors	Patch size (mm)	No. Patches Type Color Target	No. Pages	Media No. Traget	TIC For calibration
Paper	4	3	1617 (IT8-7/4)	1	1	330
Corrugate	4	6/8	1288 (CMYK_02)	2	2	300
Plastic/Vinyl	4	6	1617 (IT8-7/4)	1	1	300
Fabric	6/8	8	CLR 2740/3340	7/9	2	350
Laminate /Wood	4	6 (8)	1288 (CMYK_02) 1485 (CMYK_10)	2 6	1	300
Glass/Perspex	4	6 (8)	1288 (CMYK_02)		1	220
Metal	4	6	1288 (CMYK_02)		1	250
Ceramic	4	6 (8)	1288 (CMYK_02)	2	2	250
Leather	4	6	1288 (CMYK_02)	2	1	250
Cake (confectionery	4	6	356	1	1	200

* optimization with Rescaling to no. 1617 patches with ColorAnt



Color Target: types and number of patches



ECI_2002: 1485 patches





Mini-Target for small media and limited print area

Type of Mini Target	No. Colors	No. Patches	TAC
Barbieri	4	48	270
IdeaAlliance_CW_2013	4	84	300
Fogra Mediawedge_v3	4	72	300
Fogra MediaWedge Multicolor 5C® V1	5	78	300
Fogra MediaWedge Multicolor 6C® V1	6	78	300
Fogra MediaWedge Multicolor 7C® V1	7	104	300
Fogra MediaWedge Multicolor 8C® V1	8	104	300

* optimization with Rescaling to no. 1617 patches with ColorAnt



Different TAC for different Media



TAC= Total Amount Coverage





TAC for the different Media



TAC	Type of MEDIA	Job type
400	textiles/sublimation	flag with migration on the opposite side
350	textiles/sublimation	flag with migration on the opposite side
325	banner/Forex/foam	Structured media
300	90% of Media for Sign	best price to consumption ratio
275	Wood (brown colors)	UV ink crust reduction
250	Ceramic / Metal	low-drying materials
225	Glass / confectionery	low-drying materials
200	Glass / confectionery	low-drying materials
< 200 (130-160)	Glass dye ceramic ink	Very low ink thickness



Thanks for your attention!



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