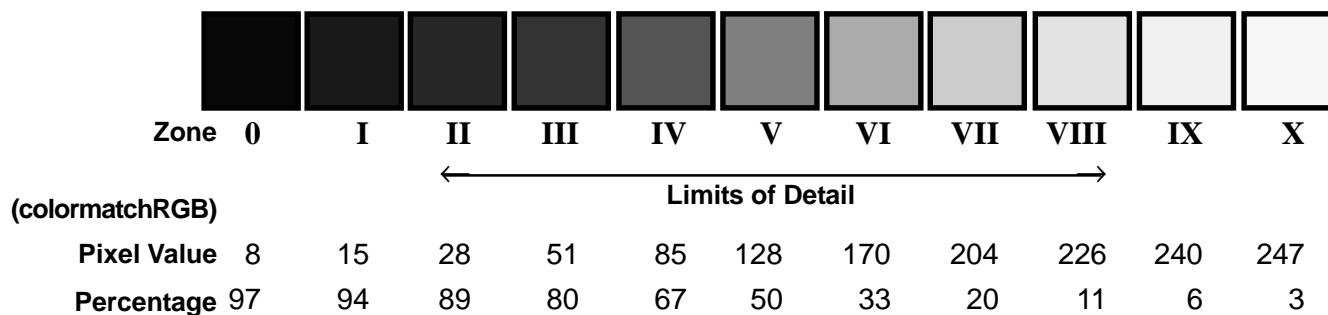


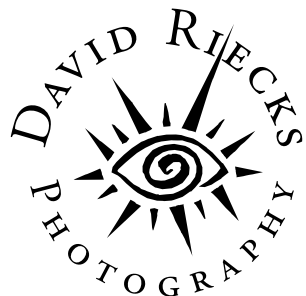
The Digi-Zone System



Conversion Chart

%	Pixel Value
0 ...	255 White
5 ...	242
10 ...	229
15 ...	217
20 ...	204
25 ...	191
30 ...	179
35 ...	166
40 ...	153
45 ...	140
50 ...	128 Gray
55 ...	115
60 ...	102
65 ...	89
70 ...	77
75 ...	64
80 ...	51
85 ...	38
90 ...	26
95 ...	13
96 ...	10
100 ...	0 Black

formula
 $[(\% \div 100) * 255] - 255 = \text{pixel}$



701 W Washington St.
 Champaign, IL 61820
 Ph/fax 877-646-5375
 www.riecks.com

Recommended Highlight and Shadow Points for Listed Usages

Press/Paper Stock	Highlight point	Shadow point	Avg. Dot Gain
Web/screen	4-5% (242-244)	95-96% (10-13)	NA
HP Laserjet 2100 (1200dpi)	2-3% (247-250)	95-96% (10-13)	10-12 percent
Wideformat inkjet (varies)	7-8% (234-237)	95-96% (10-13)	NA
Kodak Pegasus (300dpi)	10-12% (224-229)	91-92% (20-22)	NA
Chromira printer(300dpi)	2-3% (247-250)	96-98% (6-10)	NA
Sheetfed/coated white	3-4% (244-247)	93-98% (5-18)	4 percent
Sheetfed/uncoated white	3-5% (242-244)	89-90% (20-25)	10 percent
Newspaper/coated	3-5% (242-244)	78-90% (25-56)	20 percent
Newspaper/uncoated	3-5% (242-244)	75-85% (38-63)	22 percent
Newspaper/newsprint	1-7% (237-252)	72-85% (38-71)	28 percent

Typical Fleshtone Readings in RGB (colormatchRGB)

Channel	Asian	Black	Caucasian	Hispanic
R	184-217	122-192	196-235	196-240
G	139-187	64-151	146-214	130-195
B	119-153	52-139	134-180	100-150

SWOP (coated) Standard Values for CMYK

Typical Maximum Highlight is 5C 2M 2Y 0K
 Avg Max Shadow, SWOP, is 80C 70M 70Y 70K
 (best if total ink values don't exceed 280 ink units)
 Neutral tones: M & Y values same, C slightly higher
 Caucasian flesh: M & Y roughly same; Y may be up to 25% higher. C should be 1/3 to 1/5 of M value.