






A	Skin	Size	
		19.75"	W
		x	
		19.75"	H
Diamond		Diamond Shown as it will appear on the Xpressions unit	

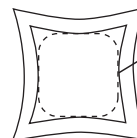
B	Skin	Size	
	1x1 Single Twist	14.25"	W
		x	
		14.25"	H
		1x1 Single Twist Shown as it will appear on the Xpressions unit	

C	Skin	Size	
	1x1 Single Twist	14.25"	W
		x	
		14.25"	H
		1x1 Single Twist Shown as it will appear on the Xpressions unit	

D	Skin	Size	
		14.25"	W
		X	
		14.25"	H
		1x1 Single Twist Shown as it will appear on the Xpressions unit	
1x1 Single Twist			

E	Skin	Size	
	1x1 Single Twist	14.25"	W
		X	
		14.25"	H
		1x1 Single Twist Shown as it will appear on the Xpressions unit	

It is recommended that all text and borders be 1.5" from the finish size



Focus Area Key

focus area is always
1.5"-2.5" inside edge of all
four sides on all skin
styles and sizes

NOTE: ALL SET UP INSTRUCTIONS
APPLY TO THE 4X3 US SKIN SIZES
AS WELL

xpressions[®] SALES[™]MATE[™] Setup Guide 2010

• File Setup •

FOR GENERAL FILE SETUP CONSULT THE FULL FILE PREP GUIDELINE AT:

<http://xpressions-snap.com/guidelines.htm>

For all XSnap skins we require **1.5" of bleed OVERALL (.75" on all sides)**. If bleed is not provided to us we will do our best to add/clone your artwork when applicable. If not, we will need to bleed out your image to ensure we have enough for print/finishing. See example below:

Artwork provided
w/out bleed



Image bled out
for print size



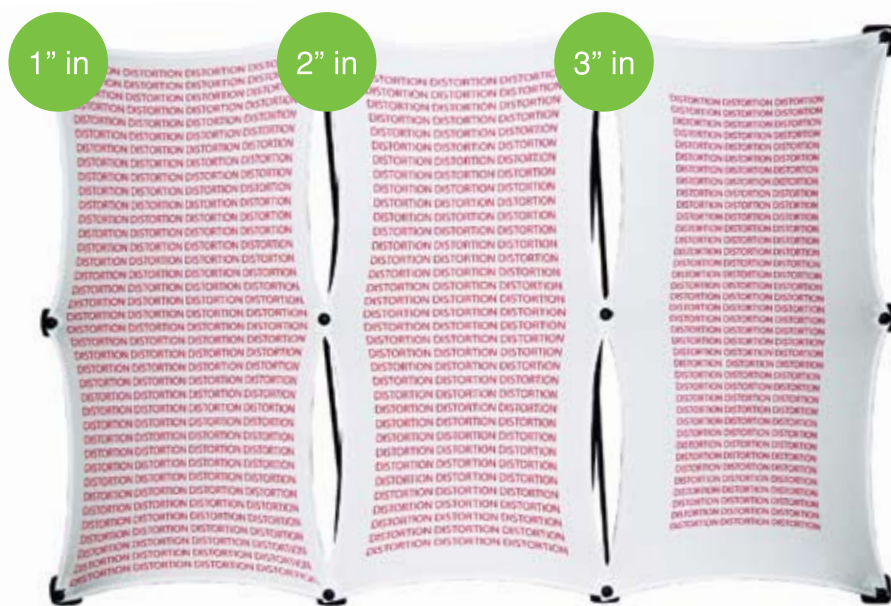
Finished Size



• X-Factor •

Due to the nature of the Xpressions® Salesmate™ graphics, we recommend keeping all artwork elements you do not want severely distorted (ie text, logos, or faces) 3-5" in on all sides, however due to the small size of the Salesmate™ skins this leaves little room for design. We find that **1.5" in** on all sides creates an acceptable amount of stretch while still allowing plenty of space for your design.

EXAMPLES OF STRETCH AT DIFFERENT SIZES SHOWN BELOW:



PLEASE NOTE IF DISTORTION IS INTENDED AS PART OF DESIGN