TEXTUR3D[®]Inline Printing

Import an image by going to File>Import.



Make a duplicate of the image by selecting the image and going to Edit>Duplicate or press *Ctrl D* on the keyboard.



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Convert the duplicate image to Grayscale by going to Image>Mode>Grayscale.



Depending on whether the image has a black background or not, the grayscaled image may need to be inverted. To invert go to Image>Color_Adjustments>Invert.



The greater the contrast between the black and white areas, the more texture the ouput will have. To adjust the contrast of the grayscaled image go to Image>Color Adjustments>Curves.





Adjust the curve to build greater contrast. The darker the color the more ink ouput.

In this case the curve has been raised at 30% and 70%.

Select Reset to start over if the adjustments aren't to your liking, then click OK.



Render the adjusted grayscale image to a Multi-tone Bitmap by selecting the image and going to Transform>Render Multi-tone Bitmap.





This will convert the image to a Spot white bitmap, which apears as a solid white rectangle.

Place the Spot White Muli-tone bitmap directly over the original image by snapping them both to the top left side of the sign blank area.





Select the Spot white Mutli-tone bitmap and click Overlap. The Spot white bitmap will appear somewhat transparent as seen above.

To print go to File>Print and Cut

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