Ghent Output Suite

Ghent PDF
Workgroup

Patch 6.0 & 6.1 — Shadings

Intent

These patches are designed to test the usage of shadings within workflows. These patches use CMYK only.
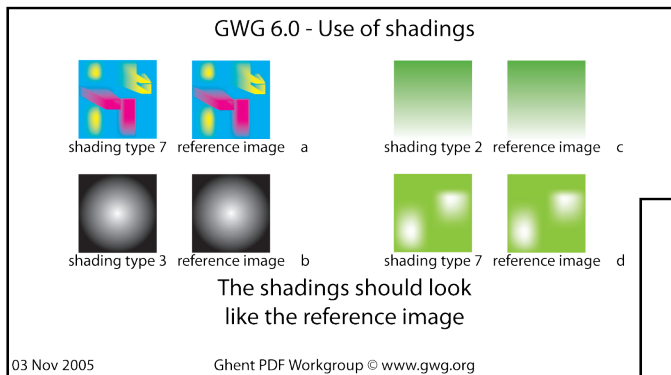
Testing guidelines

Test patches may be used in two ways:

- A single patch may be used to test a specific step in a workflow, such as a RIP.

- Patches may be grouped with other patches to test the whole of a workflow that will aggregate multiple files together, e.g. for partial page advertisements in a magazine.
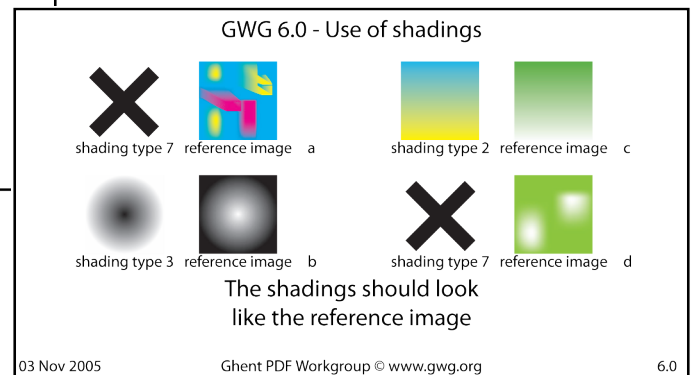
Method of evaluation

Method 2
A visual comparison to a reference within the patch

GWG 6.0 - Use of shadings

shading type 7   reference image   a

shading type 2   reference image   c

shading type 3   reference image   b

shading type 7   reference image   d

The shadings should look
like the reference image

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Correct rendering of the patch: all tests passed. All tests look the same as the reference image.

GWG 6.0 - Use of shadings

shading type 7   reference image   a

shading type 2   reference image   c

shading type 3   reference image   b

shading type 7   reference image   d

The shadings should look
like the reference image

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Incorrect rendering of the patch all tests have failed. In tests a and d the shadings did not render at all. In tests b and c, the shadings rendered differently than the reference images.

Description of tests

These patches are designed to test whether or not your RIP/workflow supports shadings and can reproduce them properly. The patches only contain shadings created with widely-used applications. None of the shadings have been produced artificially i.e. developed in PostScript.

In each patch you will find four different shadings. Each shading mentions the shading type and has an image representation next to it. You can compare the shading with the image to determine how well your workflow supports shadings. When doing this, please keep in mind that the image is a screenshot of the shading which will mean that the colors and gradation can be slightly off.

If your workflow does not support shadings at all, the shading will be missing and you will see an 'x' instead of the shading.

Notes

Patch 6.0 uses advanced shading types while patch 6.1 is more basic. All graphic arts equipment should be able to handle these patches without any issues.

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