Patch 3.0 — Gray Overprint

Intent

This patch is designed to highlight certain problems that can arise when rendering Gray objects that are set to overprint other objects. This patch uses CMYK and Spot color GWG Green.

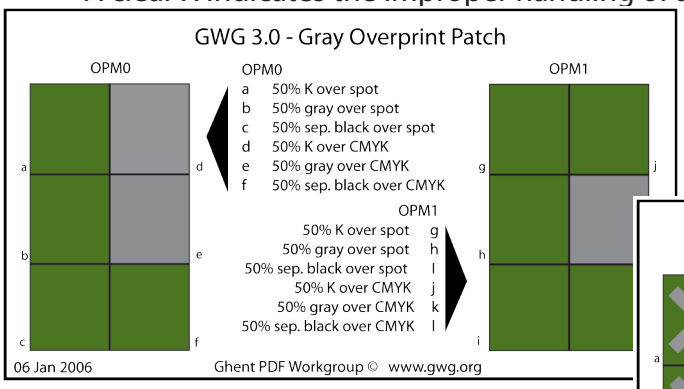
Testing guidelines

Test patches may be used in two ways:

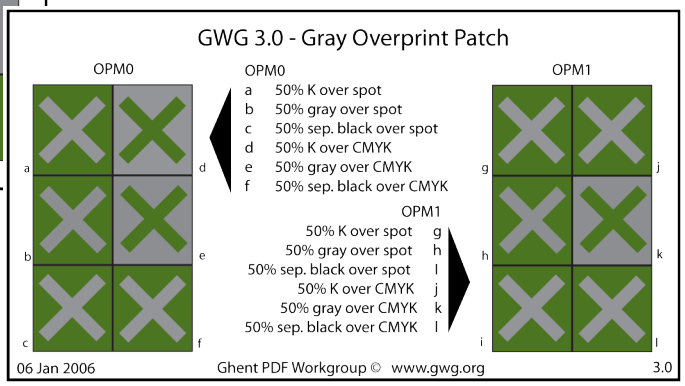
- A single patch may be used to test a specific step in a workflow, such as a RIP.
- Patches may be grouped with other patches to test the whole of a workflow that will aggregate multiple files together, e.g. for partial page advertisements in a magazine.

Method of evaluation

Method 1
A clear X indicates the improper handling of a file



Correct rendering of the patch: all tests passed. No clear X is showing.



Incorrect rendering of the patch: all tests have failed. Each X indicates an incorrectly rendered test.

Description of tests

OPM Mode 0

a) A 50%K vector object is set to overprint a multi-spot colored object using OPM 0. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

b) A 50% Gray vector object is set to overprint a multi-spot colored object using OPM 0. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

c) A 50% Spot color black vector object is set to overprint a multi-spot colored object using OPM 0. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

d) A 50% K vector object is set to overprint a CMYK object using OPM 0. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

e) A 50% Gray vector object is set to overprint a Gray object using OPM 0. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

f) A 50% spot color black is set to overprint a CMYK object using OPM 0. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

OPM Mode 1

g) A 50%K vector object is set to overprint a multi-spot colored object using OPM 1. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

h) A 50% Gray vector object is set to overprint a multi-spot colored object using OPM 1. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

i) A 50% Spot color black vector object is set to overprint a multi-spot colored object using OPM 1. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

j) A 50% K vector object is set to overprint a CMYK object using OPM 1. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

k) A 50% Gray vector object is set to overprint a Gray object using OPM 1. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

l) A 50% spot color black is set to overprint a CMYK object using OPM 1. If an X shows, the overprints have not been honored or rendered correctly or some other rendering problem has occurred.

Notes

There are several ways of describing black within a PDF file: K from CMYK, Gray, and separation Black. The expected overprint behavior differs depending on color spaces and overprint modes. This patch includes examples of cases where objects would be expected to overprint objects underneath as well as cases where the proper behavior would be to knock out the object below. It is also possible that the amalgamation of this patch with other patches may very well lead to problems. For example, the amalgamation of this patch with patch 11 (default color space), using a layout application could very well point out some problems with the application that would otherwise go unnoticed.

Patch contributors

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