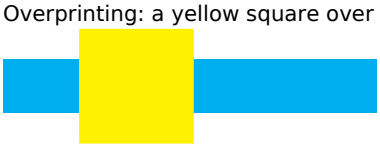
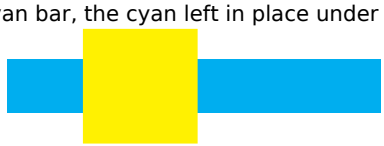
# What a graphics state tells the press

None of these settings changes what a screen shows. Each swatch is painted under one of them and labelled with what it asks: a press, a proofing tool or a preflight check reads the rest.

## Overprinting: a yellow square over a cyan bar, the cyan left in place under it.



fill overprints, zero keeps

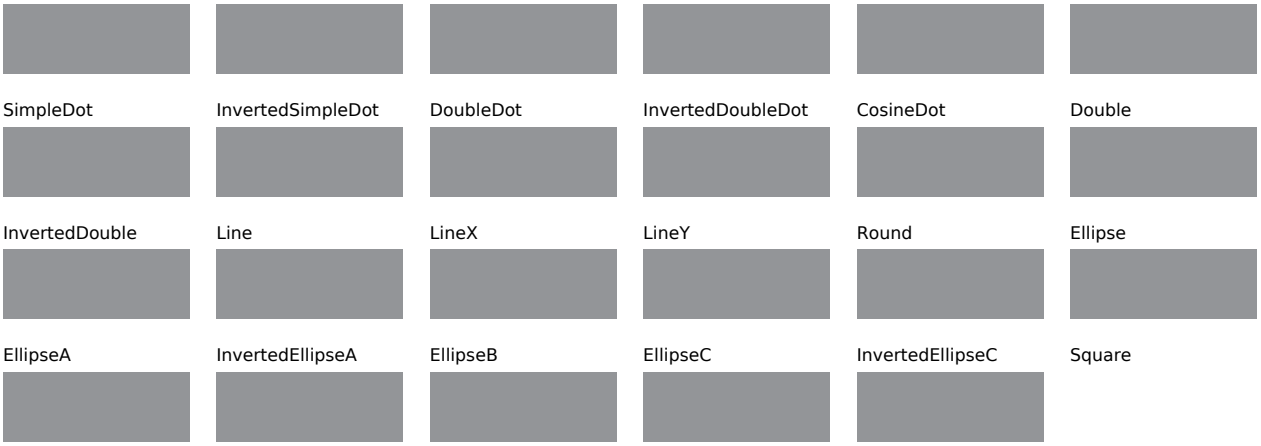


all overprints, zero erases



only the stroke overprints

## Halftone screens: the shape each dot grows into as the grey darkens.



SimpleDot

InvertedSimpleDot

DoubleDot

InvertedDoubleDot

CosineDot

Double

InvertedDouble

Line

LineX

LineY

Round

Ellipse

EllipseA

InvertedEllipseA

EllipseB

EllipseC

InvertedEllipseC

Square

Cross

Rhomboid

Diamond

one screen per ink

precise, moved

## Transfer curves: the tone laid down bent away from the tone asked for.



one curve, every ink

one curve per ink

the page’s own curve

## Rendering intents and black point compensation, read where a colour is converted.



Perceptual

RelativeColorimetric

Saturation

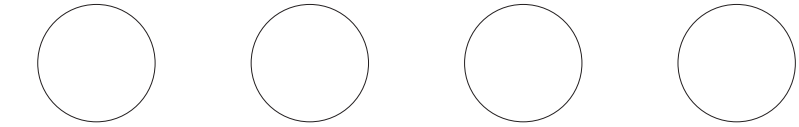
AbsoluteColorimetric

ON

OFF

Default

## How finely curves and shadings are approximated, and how a thin stroke is snapped.



coarse flatness

smooth shadings

stroke adjustment

everything reset