JFX600-2513/JFX600-2531/UJF-7151plusII
UJF-7151plusII e/UCJV330/UJ330H/JFX220-2515

2.5D Texture Maker Guide

MIMAKI ENGINEERING CO., LTD.

https://mimaki.com/

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Introduction

Thank you for purchasing JFX600-2513 / JFX600-2531 / UJF-7151plusII / UJF- 7151plusII e / UCJV330 / UJ330H / JFX220-2515 inkjet printer.

This manual describes how to use the printer with the "2.5D Texture Maker" function in the included RIP software (RasterLink7 or RasterLink8) for smooth, semi-stereoscopic 2.5D printing.

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Notation Used in This Manual

- Menu items and screen buttons are enclosed in square brackets ([ ]), such as [File].
- In this manual, RasterLink6Plus, RasterLink7, and RasterLink8 are collectively referred to as RasterLink.

Chapter 1 Overview of Functions



This chapter

This chapter describes an overview of 2.5D Texture Maker.

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1.1 2.5D Texture Maker

2.5D Texture Maker takes advantage of UV ink characteristics to print in layers and make images look three-dimensional.

Effect of 2.5D Texture Maker

● Textural printing, with layers at various heights

Tonal values of grayscale images are used to create a sense of texture.
For example, parts of photographic images can be printed at different heights to convey depth or texture.



Use an image originally in color to prepare a grayscale image. Areas where K=0% will be most prominent.





Color and grayscale images are combined in RasterLink and output to print an image with texture.
The tiger and logo shown above stand out.

● Printing with uniform thickness applied to text or shapes

Adding thickness to certain text or vector objects in an image can create a sense of texture, as in embossing.



In Illustrator, select objects to make thicker. After exporting the data with RasterLink Tools, use RasterLink to composite and output the image. When you print the image, thickness is applied to your selected areas.

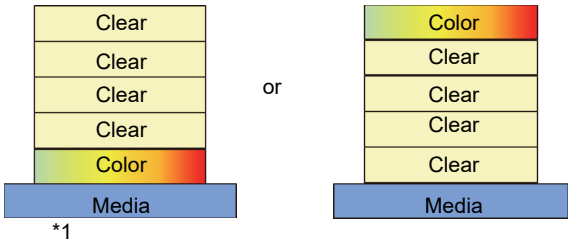
Different Types of Printing

Differences Between Modes

Three modes are available, as follows.

● Standard mode

Clear ink is used to create height.



Advantages

- Expression of subtle differences in texture is possible.
- Clear ink creates a three-dimensional effect with transparency.

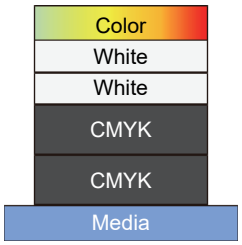
Disadvantages

- Printing time will be longer.
- Clear ink must be loaded.

*1 For UCJV330, UJ330H, Color + Clear 4-layer mode can be only used.

● High speed mode

Mixed CMYK colors are used to create height. Over this, two layers of white ink are printed, followed by a color image.



Advantages

- Prints faster than the standard mode.
- Colors are printed after white ink, which makes them clearer.

Disadvantages

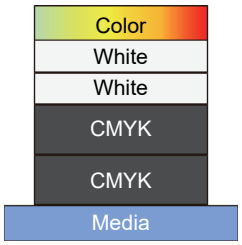
- The layer of mixed CMYK colors is thicker than the clear layer applied in standard mode. Not suitable for expressing subtle differences in texture.
- Not available for vertical models.

● Emboss Mode (UJF-7151plusII e)

Mixed CMYK colors are used to create height. Over this, two layers of white ink and then a color image are printed to create a 2.5D printing with a maximum height of 5 mm.

Important!

- To use emboss mode, print following "Output Conditions for Emboss Mode". ☞ "Output Conditions for Emboss Mode"(P. 9)



Advantages

- Expression of subtle differences in texture is possible.
- It can produce heights up to 10 times higher compared to standard mode and high speed mode, allowing for more three-dimensional appearance.
  (Standard mode and High speed mode: 0.1/ 0.3mm to 0.5mm)

Disadvantages

- Printing takes longer.

Printer Differences

● Flatbed models

One layer at a time is printed, as feeding is changed. Thickness can be changed by altering the number of layers.

Important!

- For UJF-7151plusIIe, the printer table automatically lowers while maintaining the preset head gap. Set the head gap to the same value used for normal printing.
  * For example, when performing 2.5D printing at a height of 5mm, the head gap does not need to be set to 5mm or higher.

● Vertical models

Multilayer printing is used to print layers on top of each other in a single printing process. The number of layers is fixed and depends on the model.

Software Used

The following software is used to create and export data to 2.5D Texture Maker.

Preparing Data

● Photoshop or other image editing software

Used to create a grayscale image. Tonal values of grayscale images are used to create prints with texture.

● Illustrator or CorelDRAW, and RasterLinkTools

If you want to add thickness to some of the text or vector objects in an image created in Illustrator or CorelDRAW, use RasterLinkTools, a plug-in for Illustrator or CorelDRAW.

Output

● RasterLink

The image for color and the image for 2.5D texture are composited and output to the printer.

Environment/Printer Settings for Emboss Mode

When printing in 2.5D Emboss Mode, set your environment/printer to the following conditions.

No.	Setting conditions	ELH-100	ELS-120	LUS-120	LH-100
1	Store printed results at a temperature of 25 to 30 °C.	○	○	○	N/A in emboss mode
2	Set the printer's gap check to OFF.	○	○	○	
3	Set the printer's refresh level to 4.	○	○	○	
4	Check the print head area and lamps after printing, and clean them if dirty.	○	○	○	

Output Conditions for Emboss Mode

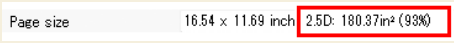
When printing with thick output in 2.5D Emboss mode, printing may stop due to media warping during output, or the 2.5D printed area may peel off the media.

In such cases, the following output conditions are recommended:
(◎: Strongly recommended, ●: Recommended, ○: Recommended by environment/design)

Important!
- This feature does not guarantee all requirements listed.
- We shall not be liable for any direct or indirect damages resulting from the use of 2.5D Emboss mode.

No.	Output conditions	ELH-100	ELS-120	LUS-120	LH-100
1	"DIBOND 3mm" or equivalent media must be used.	◎	◎	◎	Not available in emboss mode
2	Set to the loosest slant . For slant settings, refer to ☞ "Important Slant Setting"(P. 49).	●	●	●	
3	Keep the size of each object within about 50x50mm.	●	●	●	
4	Keep 2.5D printing area to about 30% or less of the media area.	●	○	○	
5	Print to the center of media. (Recommended margin of at least 50mm from the edge of media)	●	○	○	
6	Fix the area around the media with tape.	◎	●	●	

Important! Precautions for 2.5D Printing
- For 2.5D printable jobs, the estimated 2.5D print area is displayed in the page size field of the properties screen. Use this value as a guideline.



- The thicker and larger the printed area in 2.5D printing, the stronger warping becomes and the more easily it peels off.
- Warping or peeling may occur in some designs even when all conditions including ● are satisfied.
- When performing 2.5D printing, adjust the thickness/angle/object size/print area and sufficiently test to check suitability.

Chapter 2 Usage Environment and Limitations



This chapter

This chapter describes the usage environment and limitations for 2.5D Texture Maker.

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2.1 Usage Environment and Limitations

Printer Environment

Use of 2.5D Texture Maker requires one of the following environments, depending on your printer.

Important!

- Printing with 2.5D Texture Maker requires a dedicated device profile.
  Please download using the profile download feature of the profile management tool "Pofile Manager" in RasterLink.
  You can also download it from the "Download" - "Profile" page in the printer product page on our official website.

Flatbed models

JFX600-2513

● **Ink type and corresponding software version**

JFX600-2513			Version		
Ink type	Ink set	Printer F.W. Ver.	RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
LH-100	4C+ClPWW	System Pack Ver.2.05.0 or later	v2.7.0~/ v5.6.6~	v1.0.0~/ v5.13.0~	v1.11.0~
	6C+WW	System Pack Ver.2.05.0 or later	v2.7.0~ v5.6.6~	v1.0.0~/ v5.13.0~	v1.11.0~
LUS-120	4C+ClPWW	System Pack Ver.2.04.0 or later	v2.5.0~ v5.6.6~	v1.0.0~/ v5.13.0~	v1.11.0~
	4C+ClClWW	System Pack Ver.3.05.0 or later	v3.0.2~ v5.7.3~	v1.0.0~/ v5.13.0~	v1.11.0~
	6C+WW	System Pack Ver.3.04.1 or later	v2.5.0~ v5.6.5~	v1.0.0~/ v5.13.0~	v1.11.0~
	6C+WCl	System Pack Ver.4.01.0 or later	v3.2.3~ v5.9.5~	v1.0.0~/ v5.13.0~	v1.11.0~
LUS-150	4C+ClPWW	System Pack Ver.2.00.0 or later	v2.2.0~ v5.6.0~	v1.0.0~/ v5.13.0~	v1.11.0~
	4C+ClClWW	System Pack Ver.3.05.0 or later	v3.0.2~ v5.7.3~	v1.0.0~/ v5.13.0~	v1.11.0~
	6C+WW	System Pack Ver.3.04.1 or later	v2.3.0~ v5.6.2~	v1.0.0~/ v5.13.0~	v1.11.0~
	6C+WCl	System Pack Ver.4.01.0 or later	v3.2.3~ v5.9.5~	v1.0.0~/ v5.13.0~	v1.11.0~
ELH-100	4C+ClPWW	System Pack Ver.4.05.0 or later	v3.3.4~ v5.9.18~	v1.0.0~/ v5.13.0~	v1.11.0~
	6C+WW	System Pack Ver.4.05.0 or later	v3.3.4~ v5.9.18~	v1.0.0~/ v5.13.0~	v1.11.0~
LUS-211	4C+ClClWW	System Pack Ver.4.01.0 or later	v3.2.1~ v5.9.3~	v1.0.0~/ v5.13.0~	v1.11.0~

● Special colorsets and available modes

Color	Special Colorset	Standard mode	High speed mode
4C+SP	ClPWW, ClClWW	OK	OK
6C+SP	WW	N/A	OK
	WCl	OK	OK

● Printing conditions

Select a device profile with the following conditions in RasterLink.

Item		Standard mode	High speed mode
Media		[2.5D Texture] Standard	[2.5D Texture] High Speed
Resolution		600 x 1200 VD	600 x 600 VD
Number of passes	4C+SP	8	4
	6C+SP	16	8

JFX600-2531

● Ink type and corresponding software version

JFX600-2531			Version		
Ink type	Ink set	Printer F.W. Ver.	RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
LH-100	4C+ClPWW	System Pack Ver.4.00.0 or later	v3.2.1~/ v5.9.3~	v1.0.0~/ v5.13.0~	v1.11.0~
	6C+WW				v1.11.0~
LUS-120	4C+ClPWW				v1.11.0~
	4C+ClClWW				v1.11.0~
	6C+WW				v1.11.0~
	6C+WCl	System Pack Ver.4.01.0 or later	v3.2.3~/ v5.9.5~	v1.0.0~/ v5.13.0~	v1.11.0~
LUS-150	4C+ClPWW	System Pack Ver.4.00.0 or later	v3.2.1~/ v5.9.3~	v1.0.0~/ v5.13.0~	v1.11.0~
	4C+ClClWW				v1.11.0~
	6C+WW				v1.11.0~
	6C+WCl	System Pack Ver.4.01.0 or later	v3.2.3~/ v5.9.5~		v1.11.0~
ELH-100	4C+ClPWW	System Pack Ver.4.05.0 or later	v3.3.4~/ v5.9.18~	v1.0.0~/ v5.13.0~	v1.11.0~
	6C+WW	System Pack Ver.4.05.0 or later	v3.3.4~/ v5.9.18~	v1.0.0~/ v5.13.0~	v1.11.0~
LUS-211	4C+ClClWW	System Pack Ver.4.01.0 or later	v3.2.3~/ v5.9.5~	v1.0.0~/ v5.13.0~	v1.11.0~

● Special colorsets and available modes

Color	Special Colorset	Standard mode	High speed mode
4C+SP	ClPWW, ClClWW	OK	OK
6C+SP	WW	N/A	OK
	WCl	OK	OK

● Printing conditions

Select a device profile with the following conditions in RasterLink.

Item		Standard mode	High speed mode
Media		[2.5D Texture] Standard	[2.5D Texture] High Speed
Resolution		600 x 1200 VD	600 x 600 VD
Number of passes	4C+SP	8	4
	6C+SP	16	8

UJF-7151plusII, UJF-7151plusII e

● Printer system

UJF-7151 plusII Ver1.80 or later, UJF-7151 PlusII e Ver.5.0 or later

● Ink type and corresponding software version

- UJF-7151plusII

UJF7151plusII			Version		
Ink type	Ink set	Special Colorset	RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
LH-100	CMYK	ClPWW	v3.0.0~/ v5.7.0~	v1.0.0~/ v5.13.0~	v1.11.0~
	CMYKLcLm	WCl	v3.0.0~/ v5.7.0~	v1.0.0~/ v5.13.0~	
		WW	v3.0.1~/ v5.7.1~	v1.0.0~/ v5.13.0~	
LUS-120	CMYK	ClPWW	v3.0.0~/ v5.7.0~	v1.0.0~/ v5.13.0~	v1.11.0~
	CMYKLcLm	WCl	v3.0.0~/ v5.7.0~	v1.0.0~/ v5.13.0~	
		WW	v3.0.1~/ v5.7.1~	v1.0.0~/ v5.13.0~	
ELH-100	CMYK	ClPWW	v3.3.2.1~/ v5.9.14~	v1.0.0~/ v5.13.0~	v1.11.0~
	CMYKLcLm	WCl	v3.3.2.1~/ v5.9.14~	v1.0.0~/ v5.13.0~	
		WW	v3.3.2.1~/ v5.9.14~	v1.0.0~/ v5.13.0~	
ELS-120	CMYK	ClPWW	v4.0.2~/ v5.10.4~	v1.0.0~/ v5.13.0~	v1.11.0~

UJF7151plusII			Version		
Ink type	Ink set	Special Colorset	RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
	CMYKLcLm	WCl	v4.0.2~/ v5.10.4~	v1.0.0~/ v5.13.0~	
		WW	v4.0.2~/ v5.10.4~	v1.0.0~/ v5.13.0~	

- UJF-7151plusII e

UJF7151plusII e			Version		
Ink type	Ink set	Special Colorset	RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
LH-100	CMYK	ClPWW	v4.0.0~/ v5.10.2~	v1.0.0~/ v5.13.0~	v1.21.0~
	CMYKLcLm	WClWCl, ClP, ClSi, WW, WP, WSi			
LUS-120	CMYK	ClPWW			
	CMYKLcLm	WCl, ClP, WW, WP			
ELH-100	CMYK	ClPWW			
	CMYKLcLm	WClWCl, ClP, ClSi, WW, WP, WSi			
ELS-120	CMYK	ClPWW			
	CMYKLcLm	WCl, ClP, WW, WP			

● Special colorsets and available modes

- UJF-7151plusII

Color	Special Colorset	Standard mode	High speed mode
4 Color+SP	ClPWW	OK	OK
6 Color+SP	WCl	OK	OK
	WW	N/A	OK

- UJF-7151plusII e

Color	Special Colorset	Standard mode	High speed mode	Emboss mode
4 Color+SP	ClPWW	OK	OK	OK
6 Color+SP	WCl	OK	OK	OK
	CIP	OK	N/A	N/A
	ClSi	OK	N/A	N/A
	WW	N/A	OK	OK
	WP	N/A	OK	OK
	WSi	N/A	OK	OK

● Printing conditions

Select a device profile with the following conditions in RasterLink.

Item		Standard mode	High speed mode	Emboss mode (UJF-7151plusII e only)
Media		[2.5D Texture] Standard	[2.5D Texture] High Speed	[2.5D Texture] Emboss
Resolution		600 x 900 VD	600 x 900 VD	600 x 900 VD
Number of passes	4 Color+SP	16	12	12
	6 Color+SP	16	12	12

JFX220-2515

● Ink type and corresponding software version

JFX220-2515			Version		
Ink type	Ink set	Special Colorset	RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
ELS-120	CMYK	ClPWW	-	v1.0.0 or later / v5.13.1 or later	v1.11.0 or later
	CMYKLcLm FyFp	ClPWW			

● Special colorsets and available modes

Color	Special Colorset	Standard mode	High speed mode
CMYK+SP CMYKLcLm+FyFp+SP	ClPWW	OK	OK

● Printing conditions

In RasterLink, select a device profile with the following conditions.

Settings		Standard mode	High speed mode
Media		[2.5D Texture] Standard	[2.5D Texture] High Speed
Resolution		600 x 900 VD	600 x 900 VD
Number of passes	4 Color+SP	24	12
	6 Color+SP	24	24

Recommended Media for Each Ink

Substrate	LH-100 ELH-100	LUS-120 ELS-120	LUS-150
Polycarbonate	OK	○	N/A
Polystyrene	○	○	○
ABS	○	○	○
PET w/ Adhesive Coating HK31WF	○	○	○
PET w/ Adhesive Coating U292W	N/A	○	○

If manufacturers, types, or environments differ even for media of the same kind, the following issues may occur:

- Media becomes warped and rubs against the heads.
- Ink eventually peels off the media.

Be sure to check beforehand that there are no issues before using it.

Vertical Models

Use of an ionizer is recommended. For details on ionizers, refer to your printer operation manual.

Vertical models

UCJV330/UJ330H

● Ink type and corresponding software version

- **UCJV330**

Ink type	Ink set	Special Colorset	Version		
			RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
LUS-170	CMYK	ClClWW	v3.1.0~/ v5.8.0~	v1.0.0~/ v5.13.0~	v1.11.0~
LUS-175	CMYK	ClClWW	v3.1.0~/ v5.8.0~	v1.0.0~/ v5.13.0~	v1.11.0~
ELS-170	CMYK	ClClWW	v4.1.3~/ v5.12.3~	v1.0.0~/ v5.13.0~	v1.11.0~
ELS-175	CMYK	ClClWW	v4.1.3~/ v5.12.3~	v1.0.0~/ v5.13.0~	v1.11.0~

- **UJ330H**

Ink type	Ink set	Special Colorset	Version		
			RasterLink7/ Mimaki Driver	RasterLink8/ Mimaki Driver	RasterLinkTools
ELS-170	CMYK	ClClWW	v4.1.1~/ v5.12.0~	v1.0.0~/ v5.13.0~	v1.11.0~
ELS-175	CMYK	ClClWW	v4.1.1~/ v5.12.0~	v1.0.0~/ v5.13.0~	v1.11.0~

● Special colorsets and available modes

Color	Special Colorset	Standard mode	High speed mode
4 Color+SP	ClClWW	OK	N/A

● Recommended printing conditions

Select a device profile with the following conditions in RasterLink.

Media	Mode	Output setting	Number of passes
[2.5D Texture] Standard	Standard mode	1200 x 1200 VD	16 passes
		1200 x 1800 VD	24 passes

● Precautions

Print head height

When performing 2.5D printing, adjust the head height to prevent collision between the print media and the print head.

- For UCJV330

  Adjust to Middle or High.

- For UJ330H

  Adjust the head height to 2.1 mm or more.

For instructions on adjusting print head height, see "Adjusting Print Head Height" in the "UCJV330 operation manual" or "UJ330H operation manual".

Media winding

Meandering is more likely to occur with longer media taken up after 2.5D printing.
In RasterLink, a warning message can be displayed at the start of printing if a job that includes 2.5D printing exceeds the specified length. Refer to [Options] in the RasterLink Reference Guide for details on the setting.

Limitations

● Functions not available in jobs that include 2.5D Texture Maker printing

(1) The following functions cannot be used in combination with this kind of printing.

Function

- Arrange with other than 2.5D Texture Maker jobs with the same conditions
- Crop
- Tiling
- Step & Repeat
- Special Plate
- Color Replacement
- Variable Print

Settings within functions

- [General Print] - [FOTOBA].

(2) Cutting cannot be set at the same time.
- Any cut data (passes, ID cut) in images used for 2.5D Texture Maker is disregarded.

(3) Images for 2.5D Texture Maker should not consist of multiple pages.

(4) RIP and Print is not available.

(5) Always specify the device profile designed specifically for 2.5D Texture Maker jobs. If it is not set, an error will occur at the start of printing. Errors also occur at the start of printing if a device profile for 2.5D Texture Maker is set for a color job.

(6) With Auto Execution set to [Start], jobs can be created when an image for 2.5D Texture Maker is loaded, but they cannot be printed.

(7) [Favorite] does not include a 2.5D Texture Maker setting.

Limitations in RasterLinkTools

● Restrictions when using CorelDRAW

(1) When using special color such as metallic color, use the palette file provided by RasterLinkTools.
If the special color provided by RasterLink was used, errors can occur during 2.5D printing.
Refer to the separate "Metallic Color Printing Guide" for how to select a pallet.

Chapter 3 Printing with 2.5D Texture Maker



This chapter

This chapter describes 4 ways to perform printing.

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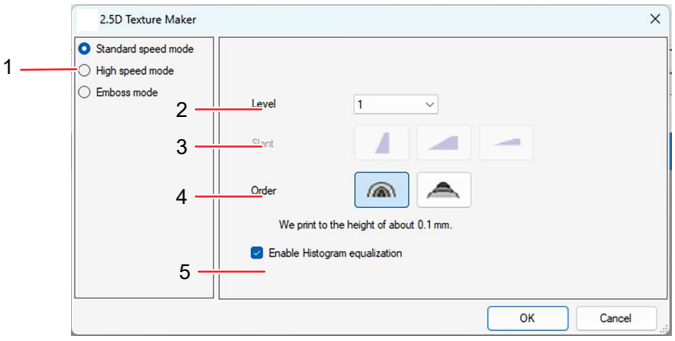
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- [RasterLink] Check and change settings 50
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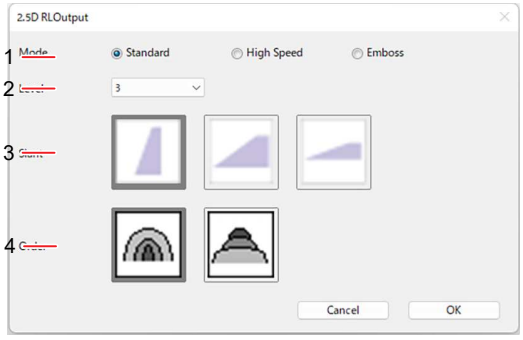
3.1 Settings

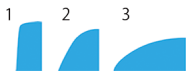
This section describes the settings for 2.5D Texture Maker.

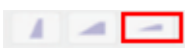
[RasterLink]



[RasterLinkTools]



1	[Mode]	• Select [Standard], [High Speed], or [Emboss mode]. For details, see Differences Between Modes. *1
2	[Level]	Printing is performed for the number of layers selected. Increasing the level will increase the thickness. These options are available, depending on the model and mode. • Flatbed models Standard mode: Level 1 to 5 (approx. 0.1 mm to 0.5 mm) High speed mode: Level 3 to 5 (approx. 0.3 mm to 0.5 mm) Thickness: Level 1 to 5 (approx. 1.0 mm to 5.0 mm) • UCJV330, UJ330H Standard mode: Level 3 only (approx. 0.3 mm)
3	[Slant]	Select the corner shape when importing a 2.5D job using 2.5D functions in RasterLinkTools. Select from the following 3 settings. Edges become smoother with each selection to the right. *2 • This setting is not available for grayscale print jobs. 
4	[Order]	Select the method of layering to add texture.
		Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates fine textures.
		Print by gradually expanding the print area of each layer that conveys a sense of texture. Creates rough textures. Select this setting when using Emboss Mode.
5	[Enable Histogram equalization]	Select this option to equalize the contrast of grayscale images, which enhances contrast and makes the texture clearer. Normally, select this option. However, for images that already have a clear sense of contrast, it may reduce the contrast. If so, clear this option. • Not displayed for print jobs with vector images.

1. UCJV330, UJ330H: Only standard mode is supported. Do not select high speed mode.
   For information on the spot color sets supported by each mode, refer to ☞ "Usage Environment and Limitations"(P. 11) in this manual.
2. When slope set to  in emboss mode, make the color image width larger than the following values.
   If the value is smaller than the following, mist may cause the area around the 2.5D printed material to become dirty.

- Level 1: 2.7mm
- Level 2: 5.2mm
- Level 3: 8.0mm
- Level 4: 10.5mm
- Level 5: 13.2mm

3.2 Printing in Standard Mode by Using a Grayscale Image

Standard mode can express subtle differences in texture. It is suitable for images with gradual color transitions.

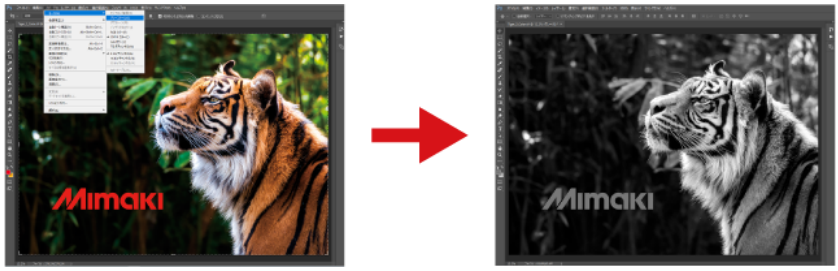
[Photoshop] Creating Print Data

1 **Open an image in Photoshop.**



2 **From the menu, select [Image] - [Mode] - [Grayscale].**

- The image is converted to grayscale.



- The lighter the colors, the thicker the print will be. After grayscale conversion, change the contrast as needed to adjust the texture.

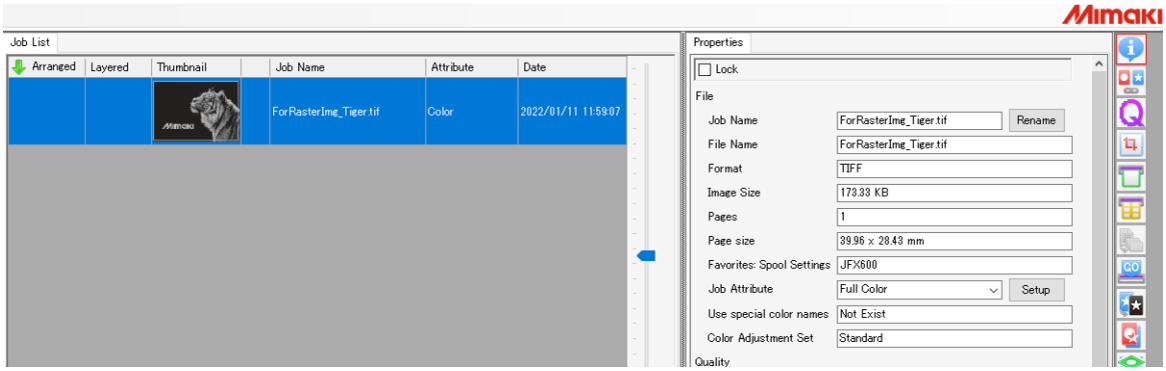
3 **Save the image.**

- Save the image in either TIFF or JPEG format.

- If you save the image in the Hot Folder, it will be automatically imported into RasterLink.

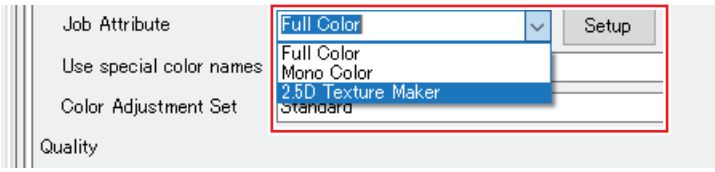
[RasterLink] Setting Up the Job

1 **Load a grayscale image with RasterLink.**



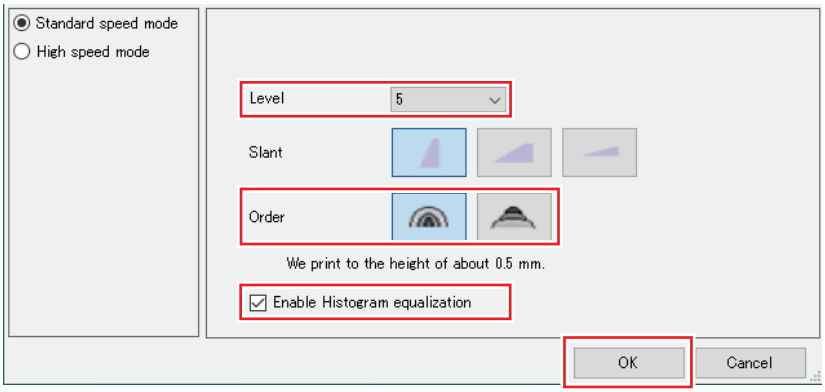
2 **Click the [Properties] icon.**

3 **Change [Job Attribute] to [2.5D Texture Maker].**

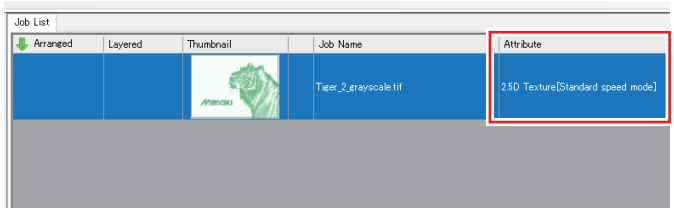


4 **Select [Standard mode]. Set the [Level], [Output Order], and [Enable Histogram equalization] options to On/Off, then click [OK]..**

- For setting details, see "Settings"(P. 22).

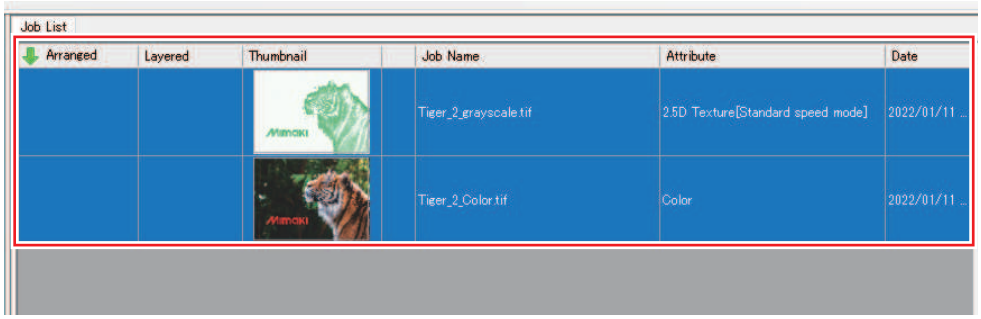


- [Attribute] changes to 2.5D Texture (Standard mode). The thumbnail is updated accordingly. Areas with enhanced texture are shown in green.



5 **Import the original color image.**

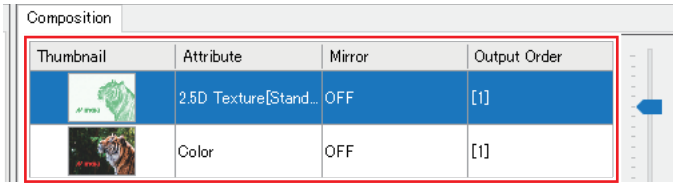
6 Select the two jobs.



7 Select the [Composite] icon.

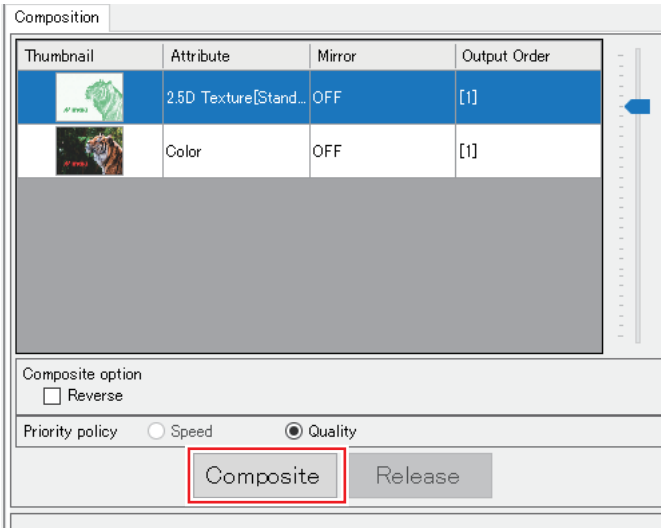
8 Set the output order of composite jobs to Color -> 2.5D Texture (standard mode).

- The jobs are output, starting with the bottom one.



- The following print order is recommended: Color job -> 2.5D Texture job.
  2.5D Texture job -> Color job printing is also available. The appearance differs slightly, so check before using this setting.

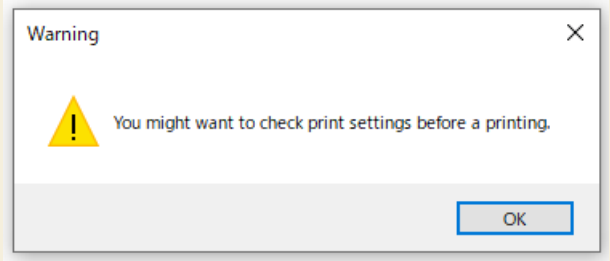
9 Click [Composite].



- The jobs are composited.

When the following pop-up appears during the image composition process

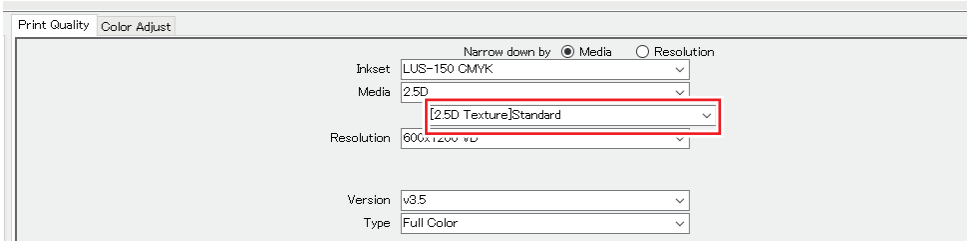
- Refer to steps 10 and 11 and set the printing conditions.



10 Select the [Print Condition] icon.

11 Make sure the appropriate profile is selected.

- [2.5D Texture Standard Speed] jobs: Confirm that [Media] is set to a [2.5D Texture Standard Speed] device profile.

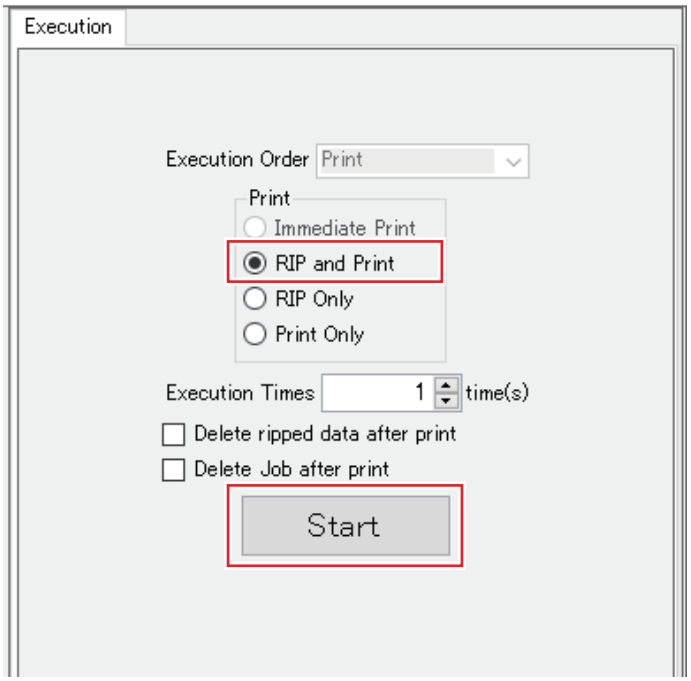


- Jobs other than [2.5D Texture Standard Speed]
  Flatbeds: Select a device profile for color printing.
  (For UCJV330, UJ330H) Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

RasterLink: Printing

1 **Click the [Execute] icon.**

2 **Select [RIP and Print] and click [Start]. Print as you usually do with your printer.**



3.3 Printing in High Speed Mode or Emboss Mode by Using a Grayscale Image

High speed mode prints faster than standard mode.

Emboss mode can be used when using UJF-7151plusII e.

This chapter describes how to create grayscale images using [Photoshop] and [Illustrator].

Important! • Use following the instructions of ☞ "Output Conditions for Emboss Mode"(P. 9).

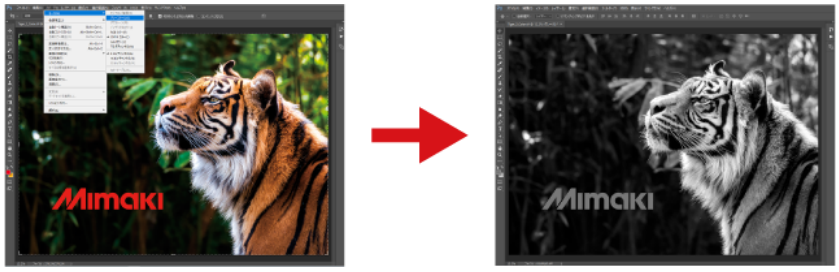
[Photoshop] Creating Print Data

1 Open an image in Photoshop.



2 From the menu, select [Image] - [Mode] - [Grayscale].

- The image is converted to grayscale.



- The lighter the colors, the thicker the print will be. After grayscale conversion, change the contrast as needed to adjust the texture.

3 **Save the image.**

- Save the image in either TIFF or JPEG format.



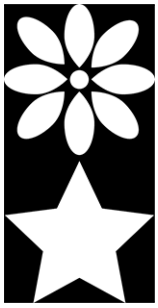
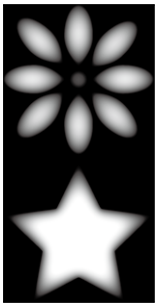
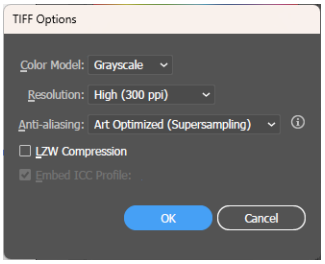
- If you save the image in the Hot Folder, it will be automatically imported into RasterLink.

4 **Use following the instructions of ☞ "[RasterLink] Setting Up the Job"(P. 38).**

[Illustrator] Create data for printing (For Emboss mode)

The following steps are required when creating print data (including gradation images):

1. Change the object's Fill to K90.
2. Add a solid black rectangle to the object's background.
3. Duplicate the object and change its Fill to solid white.
4. Add feather effects to the object.
5. Save the file in TIFF format.

	1	2	3	4	5
					
Original data	Fill K90 converted	Black rectangle added	Duplicate, solid white converted	Feather added	Saved as TIFF

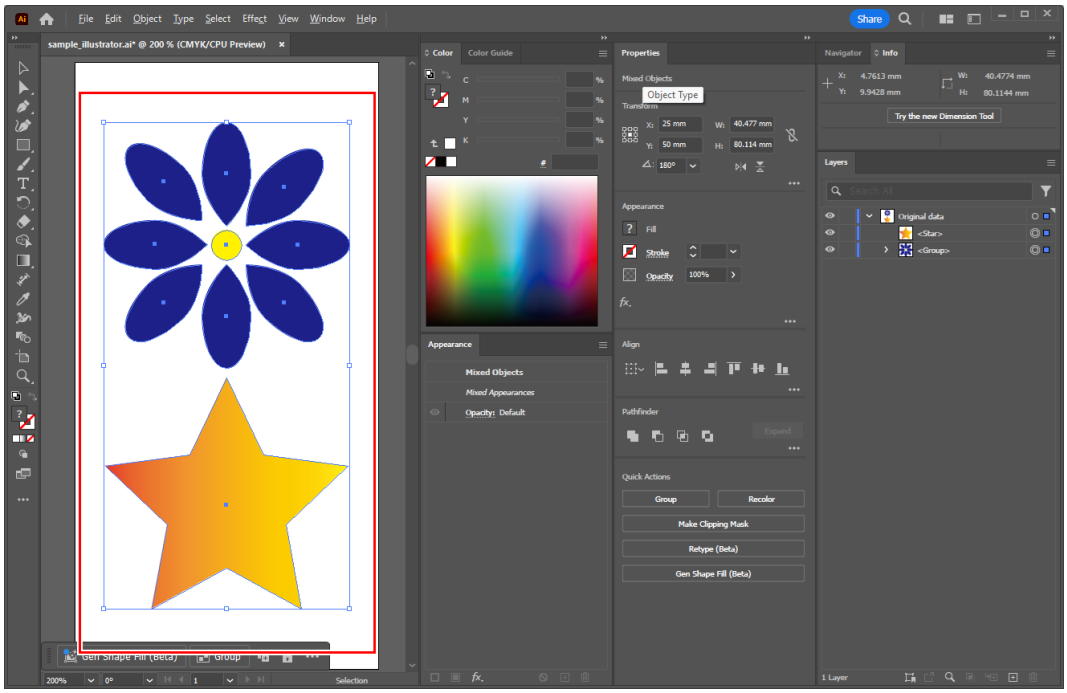
Refer to the following for detailed steps.

Important!

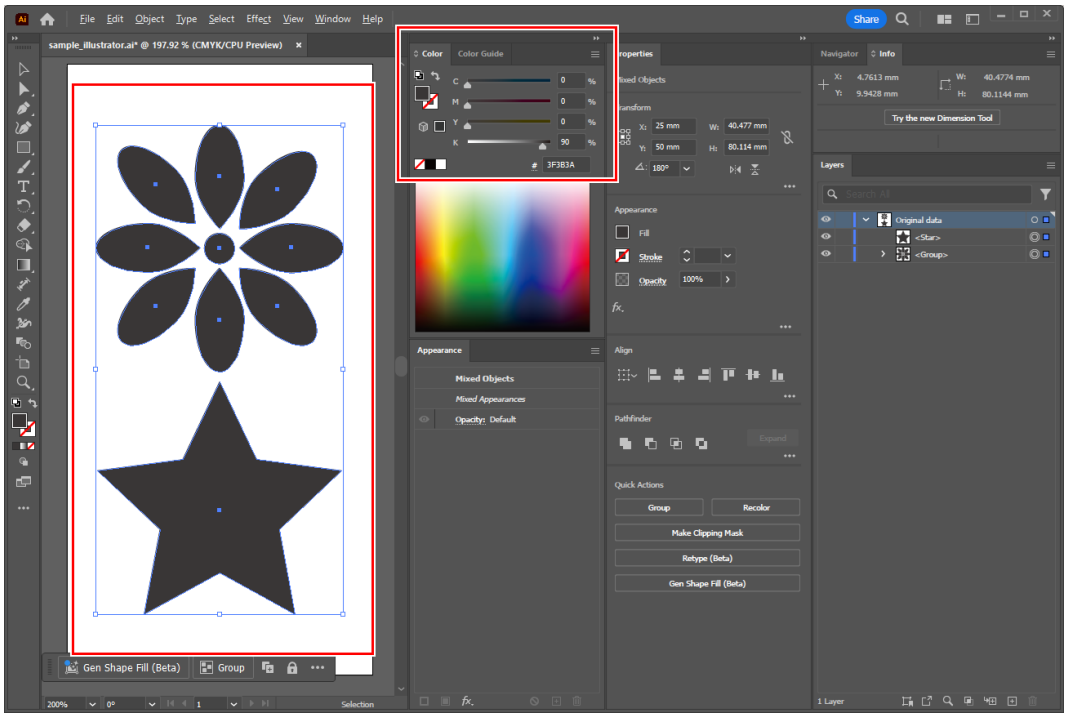
- If the original data should not be changed, back up the data beforehand.

1 Change the object's Fill to K90.

(1) Select all target objects with Ctrl + A.

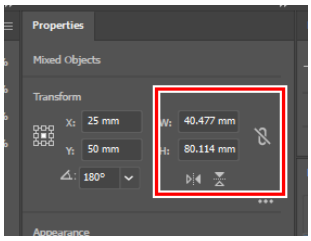


(2) Change the color as follows.
·[Fill]: K90 (C=0, M=0, Y=0, K=90)
·[Stroke]: None



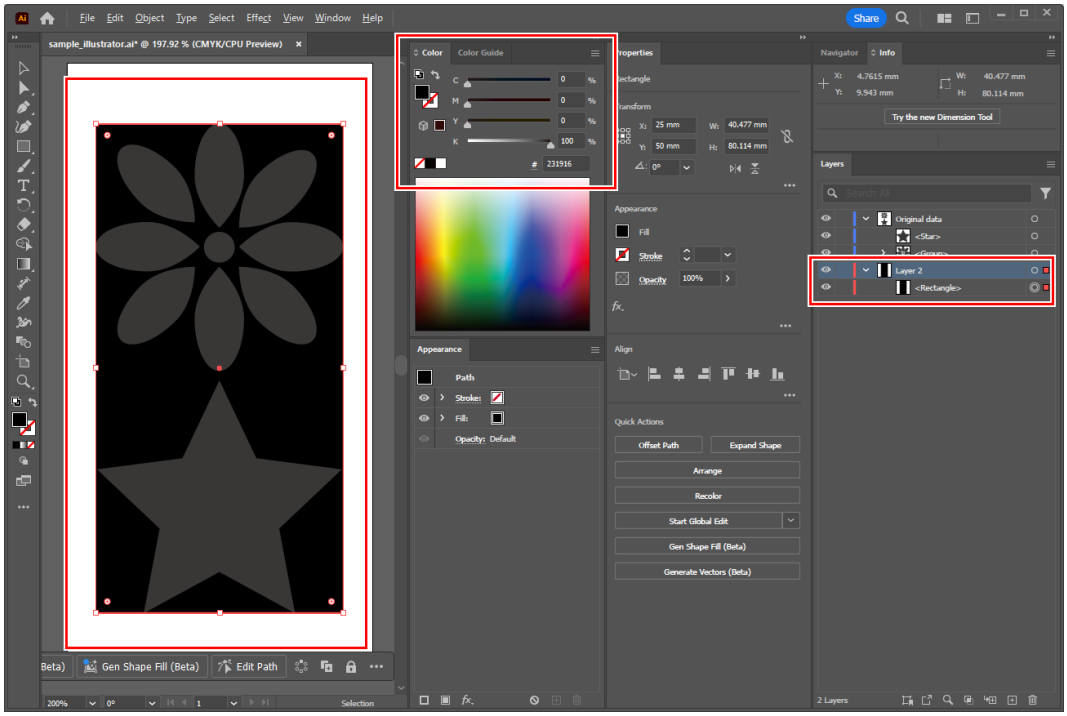
2 Add a solid black rectangle to the object's background.

(1) Select all objects with Ctrl + A and note the rectangle size for all objects.

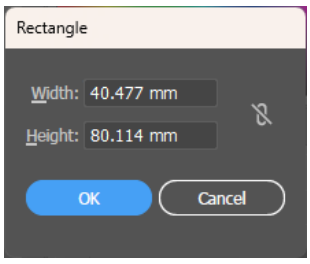


- For this sample
  ·W: 40.477mm
  ·H: 80.114mm

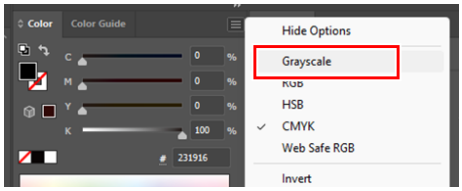
(2) Create a new layer at the bottom layer and place a rectangle on that layer as follows.



- Size (Width, Height): Change to the size noted above.

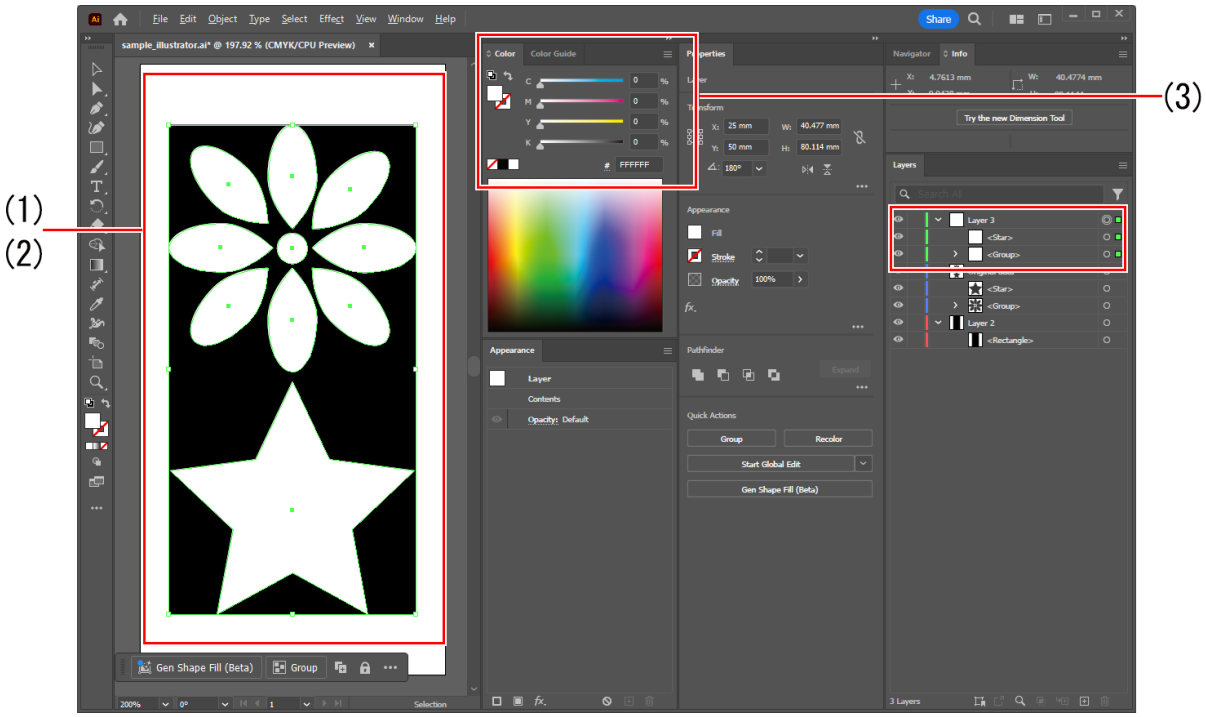


- Coordinates: Move to same coordinates as object.
- [Fill]: Select [Grayscale] and set black (K100).



- [Stroke]: None

3 Duplicate the object and change its Fill to solid white.



(1) Select the target objects and copy it with Ctrl + C.

(2) Select a new layer and paste with Ctrl + F.

(3) Change the color as follows.

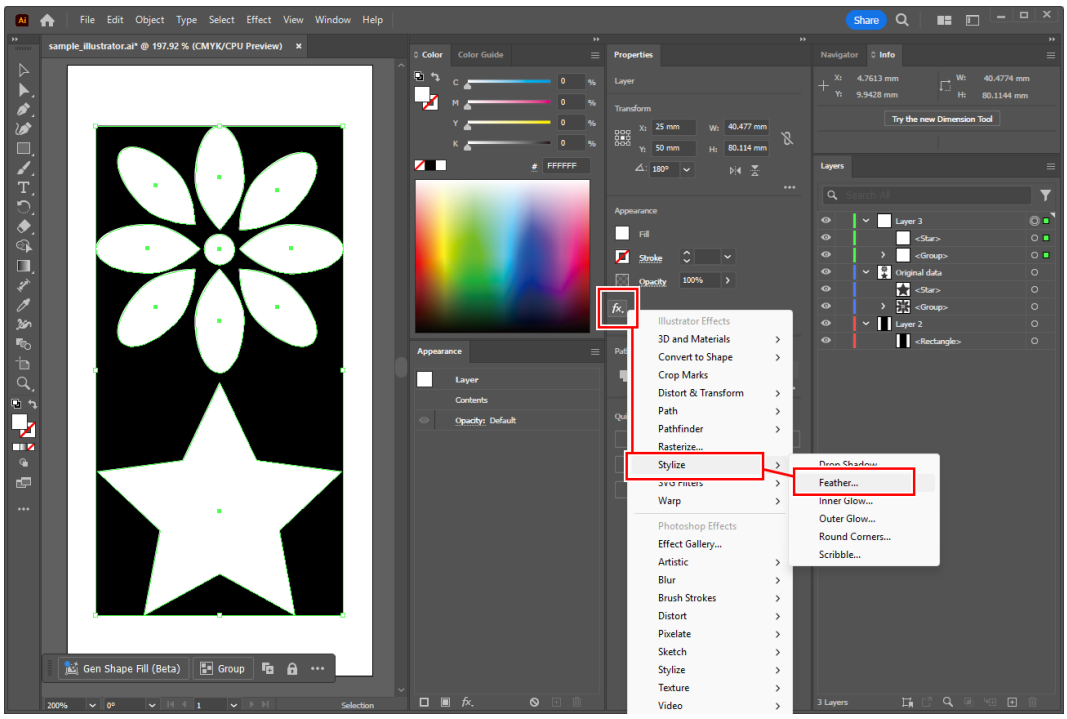
- [Fill]: K90 (C=0, M=0, Y=0, K=0)
- [Stroke]: None

4 Add feather effects to the object.

- The feather effect can be added to individual objects, but setting it on a layer enables applying it to the entire object group at once.

(1) Select the object with the fill color changed to white.

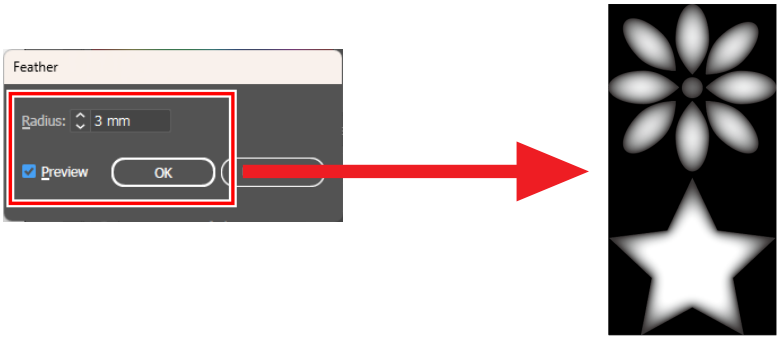
(2) Click the icon in [Appearance], then select [Stylize] - [Feather].



- The feather check screen is displayed.

(3) Select any desired radius and click [OK].

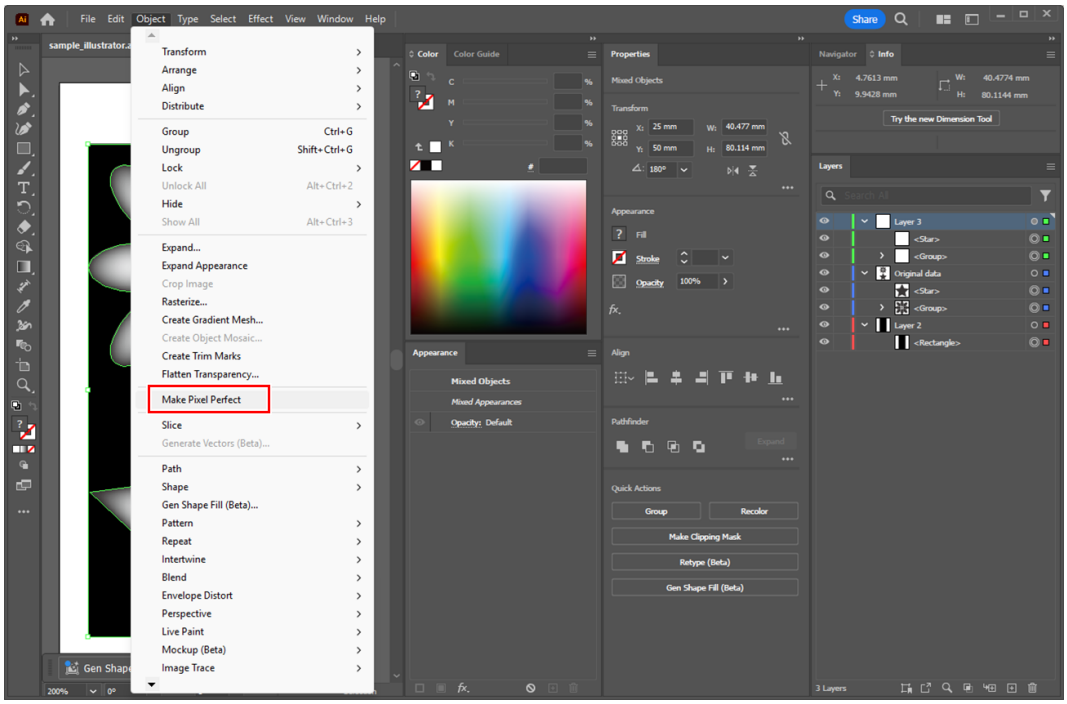
- For this sample
  ·[Radius]: 3mm
- The feather effect is added.



5 Prepare before saving the file.

(1) Select all target objects with Ctrl + A.

(2) From the menu, select [Object] - [Make Pixel Perfect].

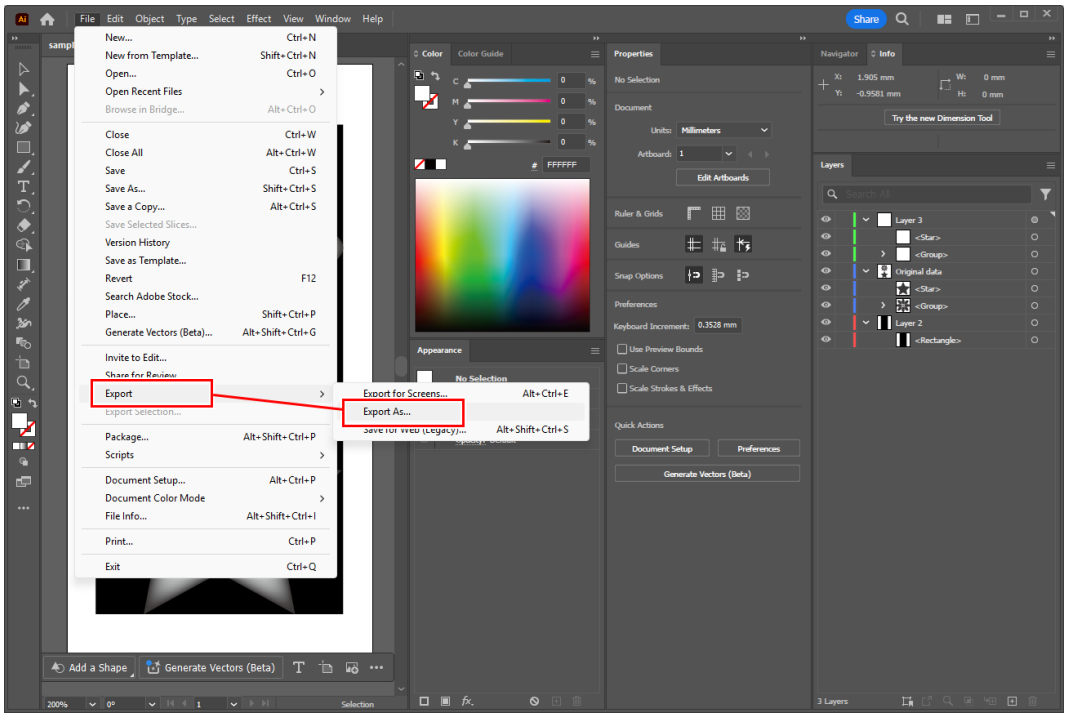


- Snapping to the 72dpi grid prevents unintended margins around the image data when saving as TIFF.

(3) Check that all objects are placed within the background rectangle filled with K100%. If not, enlarge the rectangle to fit all objects.

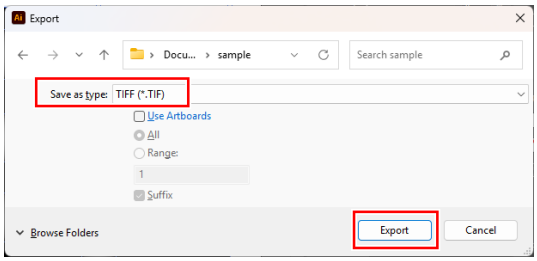
6 Save the file in TIFF format.

(1) Select [File] - [Export] - [Export As] from the menu.



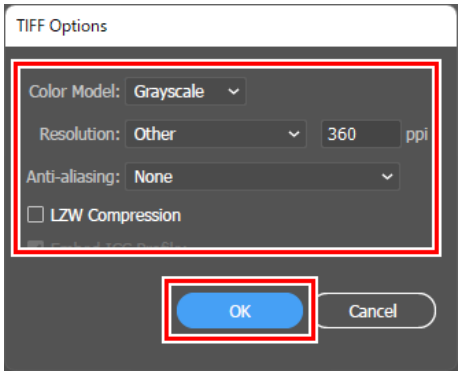
- The [Export] dialog appears.

(2) Select "TIFF (*.TIF)" in [File format], then click [Export].



- The [TIFF Options] dialog appears.

(3) Set the options as follows, then click [OK].

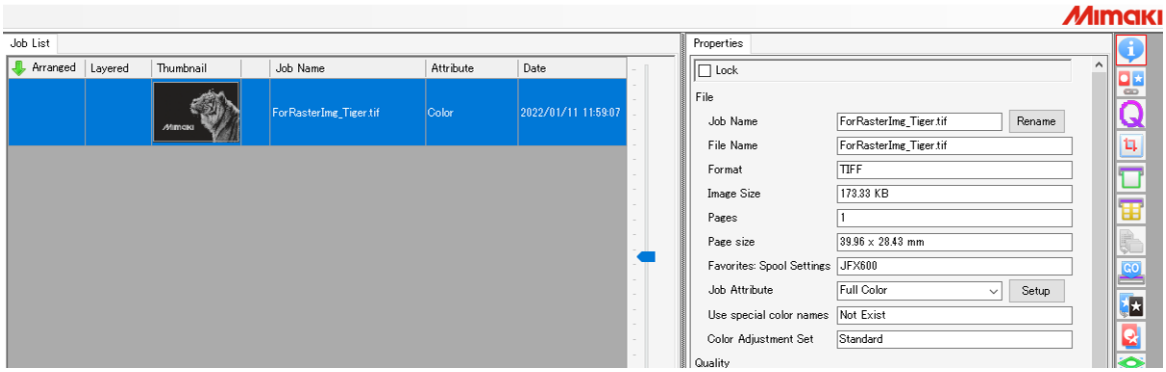


- [Color Model]: "Grayscale"
- [Resolution]: "Other", "360" ppi (Make it a multiple of 72 ppi.)
- [Anti-aliasing]: "None"
- [LZW Compression]: Off

[RasterLink] Setting Up the Job

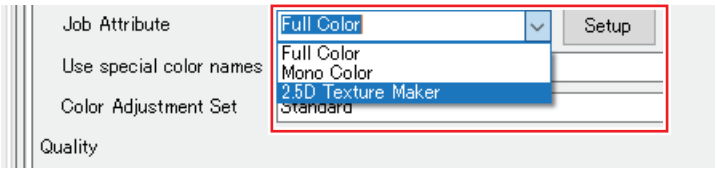
This chapter describes using data created in Photoshop as an example.

1 **Load a grayscale image with RasterLink.**



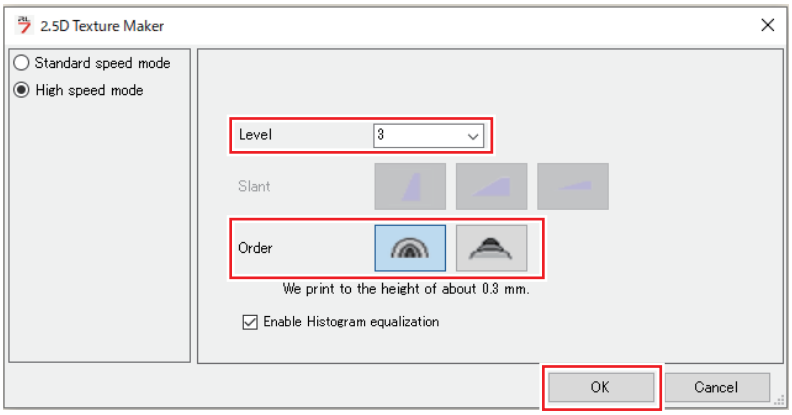
2 **Click the [Properties] icon.**

3 **Change [Job Attribute] to [2.5D Texture Maker].**



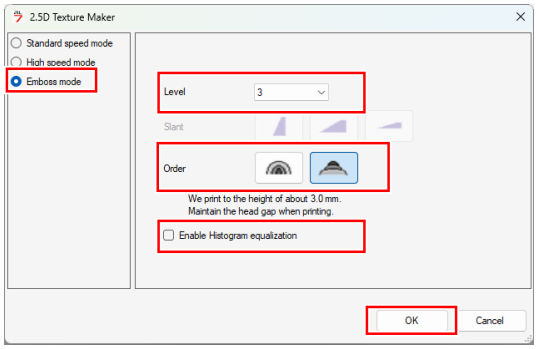
4 **Select [High Speed], or [Emboss mode]. Set the [Level], [Output Order], and [Enable Histogram equalization] options to On/Off, then click [OK]..**

- For setting details, see "Settings"(P. 22).
- For High speed mode

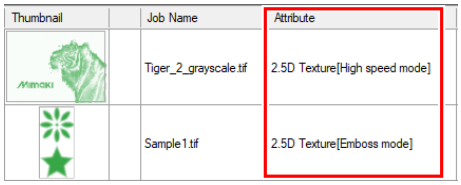


- For Emboss mode

  When using Thick Mode, be sure to set [Output Order] to .

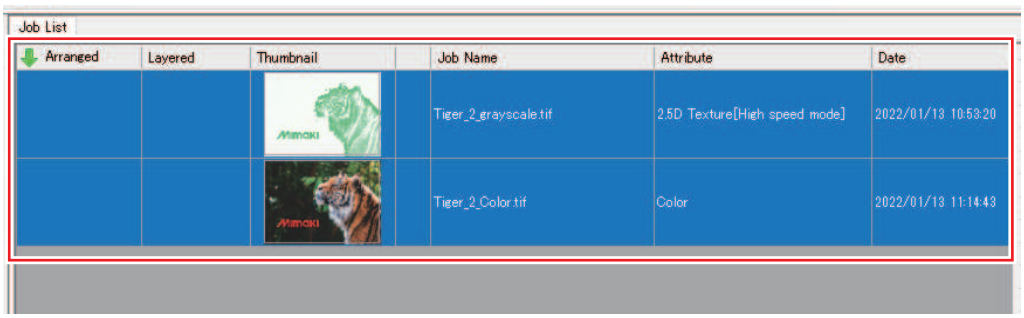


- [Attribute] changes to 2.5D Texture (High speed mode) or 2.5D Texture (Emboss mode). The thumbnail is updated accordingly. Areas with enhanced texture are shown in green.



5 **Import the original color image.**

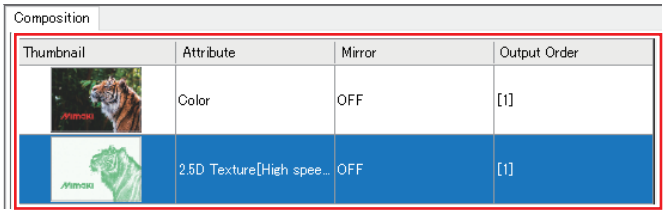
6 **Select the two jobs.**



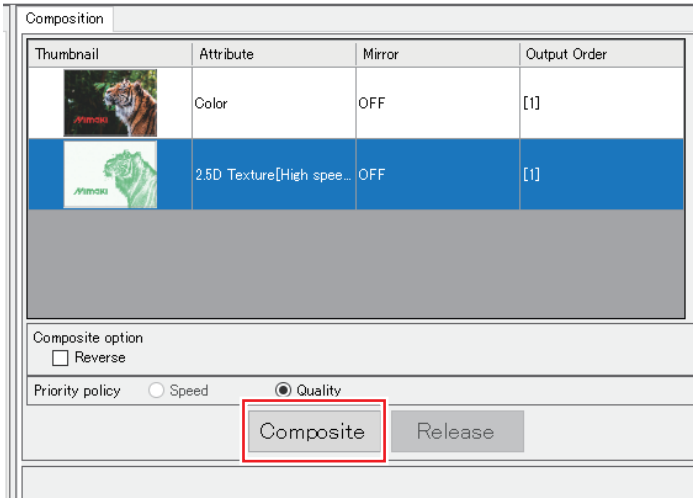
7 **Select the [Composite] icon.**

8 **Set the output order from bottom to top layers as: 2.5D Texture (High speed mode) -> Color, or 2.5D Texture (Emboss mode) -> Color.**

- The jobs are output, starting with the bottom one.



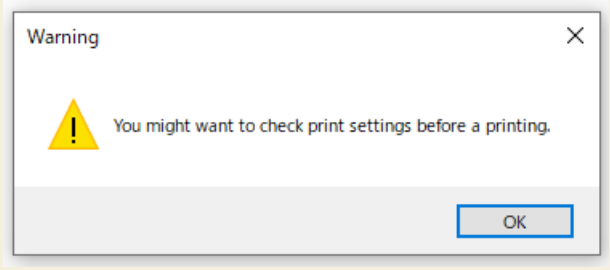
9 **Click [Composite].**



- The jobs are composited.

When the following pop-up appears during the image composition process

- Refer to steps 10 and 11 and set the printing conditions.

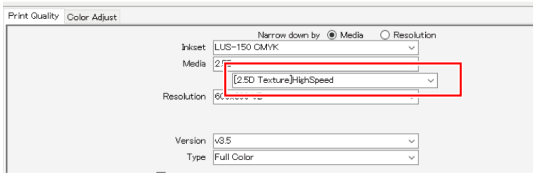


10 **Select the [Print Condition] icon.**

11 Make sure the appropriate profile is selected.

- For [2.5D Texture(High speed mode)]

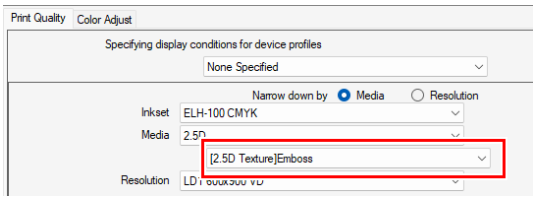
(1) Confirm that the media is set to "[2.5D Texture] High speed mode" device profile.



(2) Color job to be composited with the 2.5D job: Select the device profile for color.
(For UCJV330, UJ330H) Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

- For [2.5D Texture(Emboss)]

(1) 2.5D Job: Confirm that the media is set to the "[2.5D Texture] Emboss mode" device profile.



(2) Color job to be composited with the 2.5D job: Select the **LD1 mode** device profile for 2.5D color.

In High speed mode or Emboss mode, the layer of mixed CMYK colors may be visible at image edges. If so, it can be covered by expanding the white ink area with size correction in [Layer].

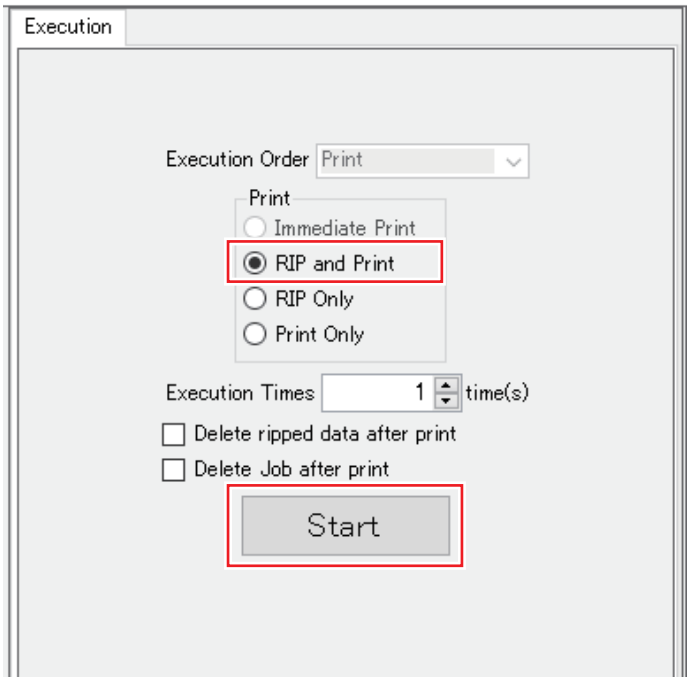
(1) Select the 2.5 Texture job and click [Layer].

(2) In the [Special color size correction] - [White] settings, select [Correct the size], select [Thickening], and enter suitable values for [Scan] and [Feed].

RasterLink: Printing

1 **Click the [Execute] icon.**

2 **Select [RIP and Print] and click [Start]. Print as you usually do with your printer.**



3.4 Printing in Standard Mode by Using a Vector Image

In standard mode, you can print the slanted edges of ink more smoothly.

[Illustrator] Creating Print Data

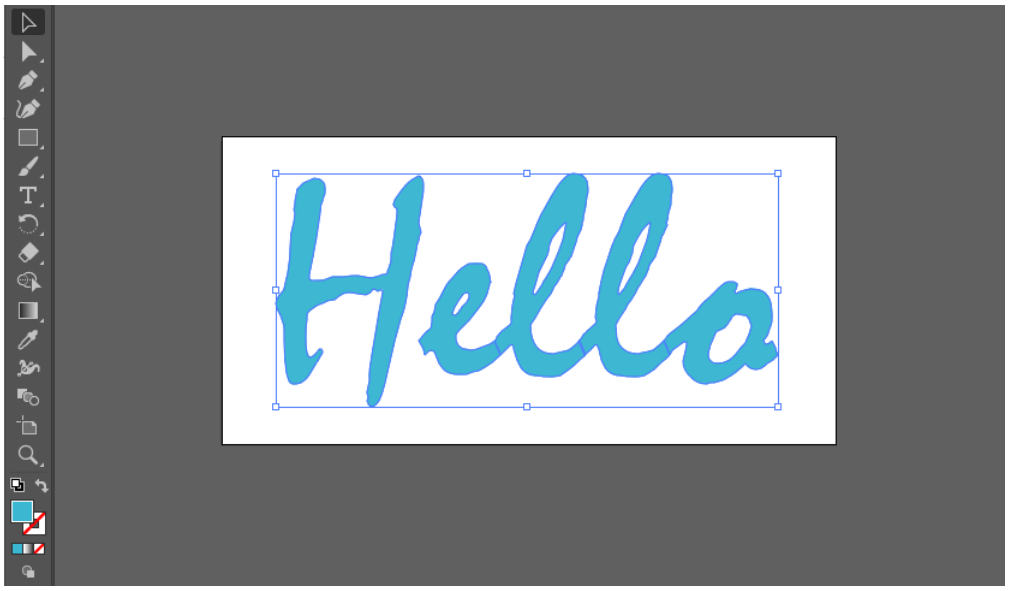
1 **Create data to print with Illustrator.**



Important!

- For 2.5D printing, set line width so that lines are printed at least 3 mm wide.

2 **Select objects for 2.5D printing.**



3 Click the [2.5D RLOutput] icon of RasterLink Tools.

- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].

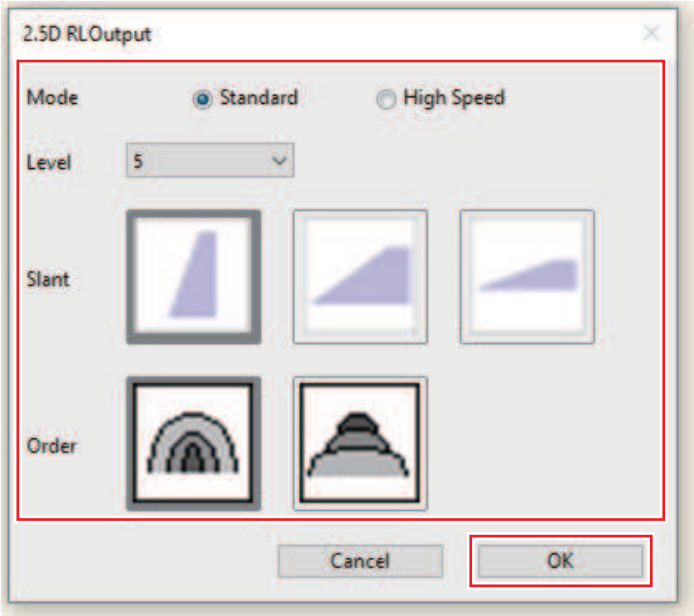


Important! In the case of CorelDRAW
- When using special color such as metallic color together, use the palette provided by RasterLinkTools.
- Refer to the separate "Metallic Color Printing Guide" for how to select a pallet.

- The [2.5D RLOutput] dialog appears.

4 Set [Mode], [Level], [Slant], and [Order], and then click [OK].

- To use standard mode, select [Standard Mode].
- For setting details, see "Settings"(P. 22).



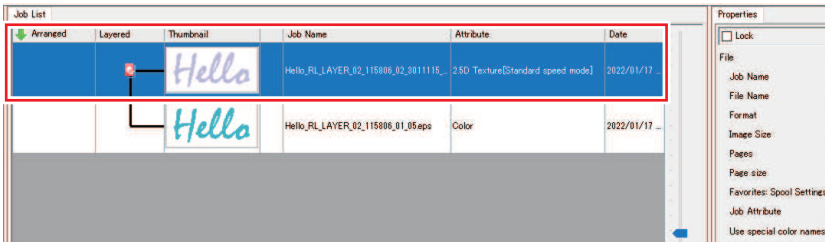
- A dialog box is displayed for saving the file. Saving will create two files.

- If you save the image in the Hot Folder, it will be automatically imported into RasterLink.

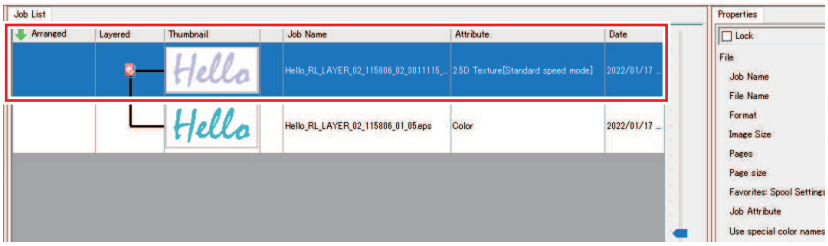
[RasterLink] Check and change settings

1 **Start RasterLink.**

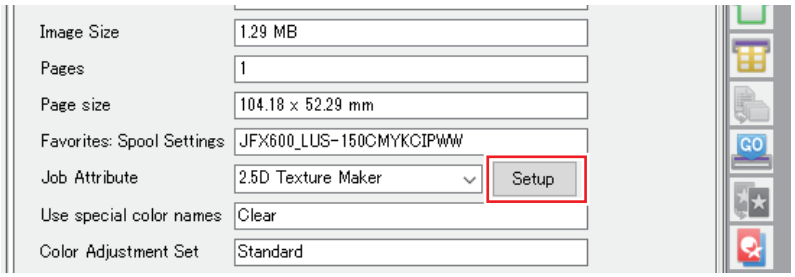
- Any files saved in the Hot Folder are automatically opened in RasterLink and prepared as a composite job.



2 **Select a job with [Attribute] set to [2.5D Texture Standard Speed], and then click the [Properties] icon.**



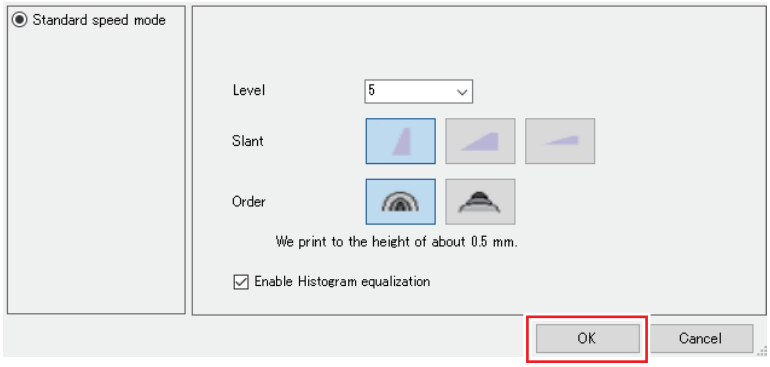
3 **Click [Setup] for [Job Attribute].**



- The [2.5D Texture Maker] dialog appears.

4 **Check the 2.5D Texture Maker settings and click [OK].**

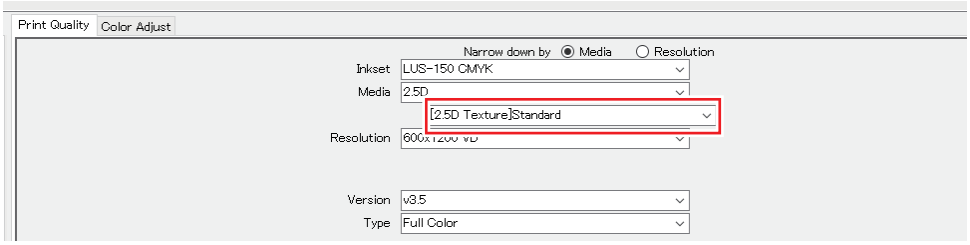
- Change any settings as needed here.
- For setting details, see ☞ "Settings"(P. 22).



5 **Select the [Print Condition] icon.**

6 Make sure the appropriate profile is selected.

- [2.5D Texture Standard Speed] jobs: Confirm that [Media] is set to a [2.5D Texture Standard Speed] device profile.

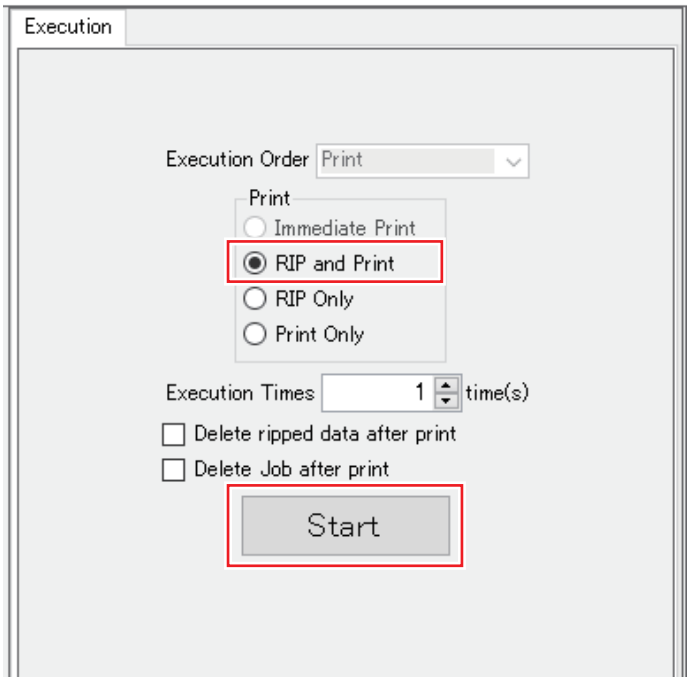


- Jobs other than [2.5D Texture Standard Speed]
  Flatbeds: Select a device profile for color printing.
  (For UCJV330, UJ330H) Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

RasterLink: Printing

1 Click the [Execute] icon.

2 Select [RIP and Print] and click [Start]. Print as you usually do with your printer.



3.5 Printing in High Speed Mode or Emboss Mode by Using a Vector Image

High speed mode prints faster than standard mode.

Emboss mode can be used when using UJF-7151plusII e.

This chapter describes how to create grayscale images using [Photoshop] and [Illustrator].

Important! • Use following the instructions of ☞ "Output Conditions for Emboss Mode"(P. 9).

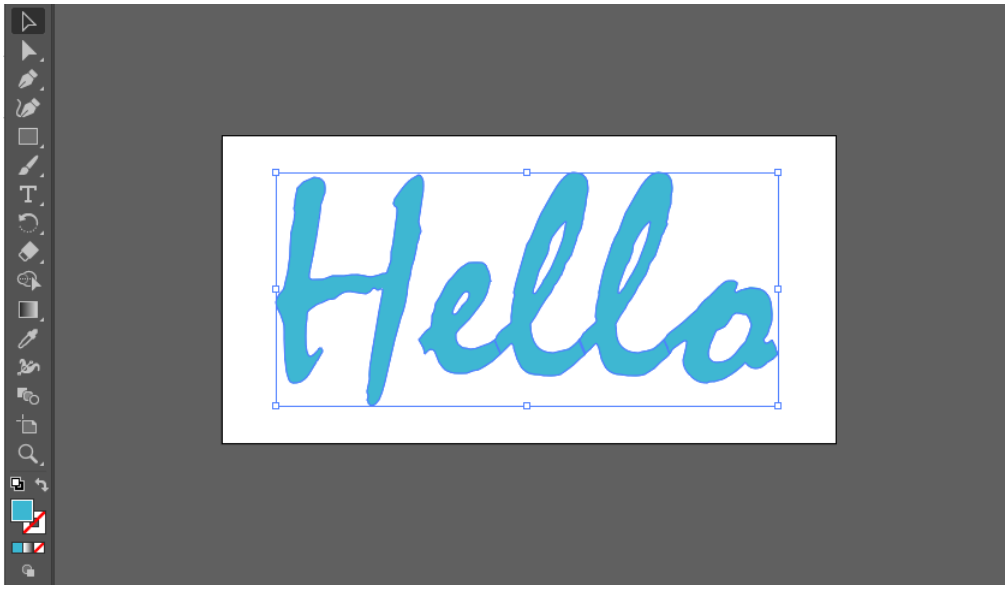
[Illustrator] Creating Print Data

1 **Create data to print with Illustrator.**



Important! • For 2.5D printing, set line width so that lines are printed at least 3 mm wide.

2 **Select objects for 2.5D printing.**



3 **Click the [2.5D RLOutput] icon of RasterLink Tools.**

- Alternatively, from the [File] menu, select [RasterLink] - [2.5D RLOutput].



Important! In the case of CorelDRAW
- When using special color such as metallic color together, use the palette provided by RasterLinkTools.
- Refer to the separate "Metallic Color Printing Guide" for how to select a pallet.

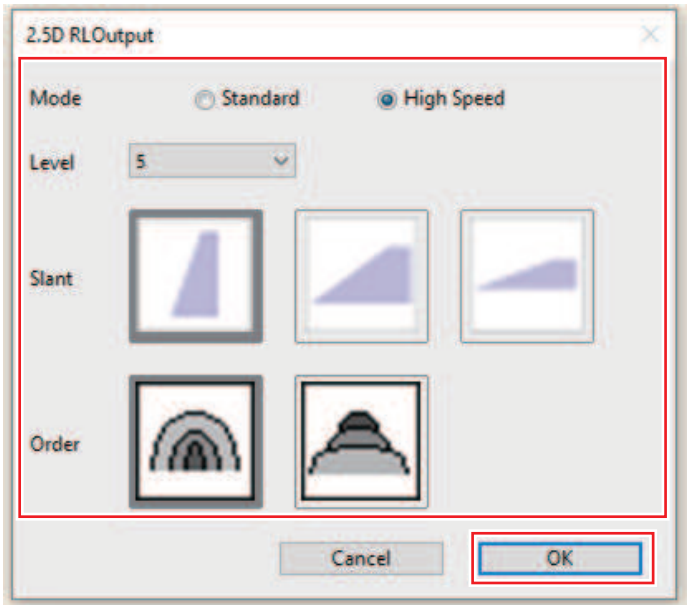
- The [2.5D RLOutput] dialog appears.

4 **Set [Mode], [Level], [Slant], and [Order], and then click [OK].**

- To use high speed mode, select [High speed mode].
- To use emboss mode, select [Emboss Mode].

Important! [Slant]
- For printing in Emboss mode, the settings for slope and output order are recommended. However, the expected slant may not be achieved with certain image data shapes. In such cases, use the method with grayscale images. (refer to ☞ Tips for Image Data)

- For setting details, see ☞ "Settings"(P. 22).



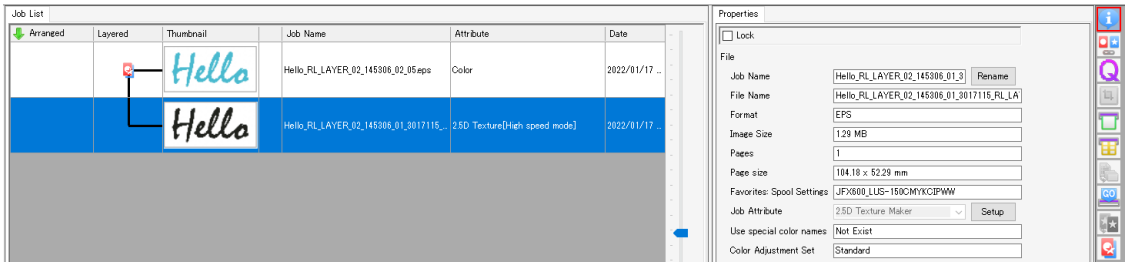
- A dialog box is displayed for saving the file. Saving will create two files.

- If you save the image in the Hot Folder, it will be automatically imported into RasterLink.

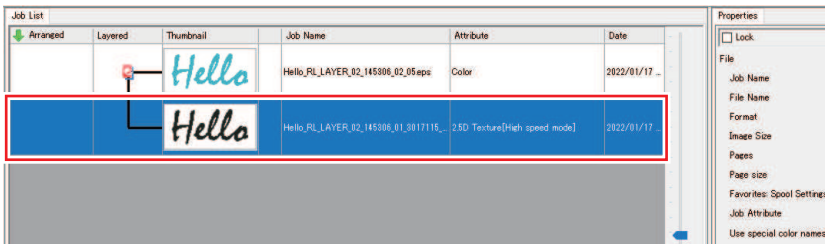
[RasterLink] Check and change settings

1 **Start RasterLink.**

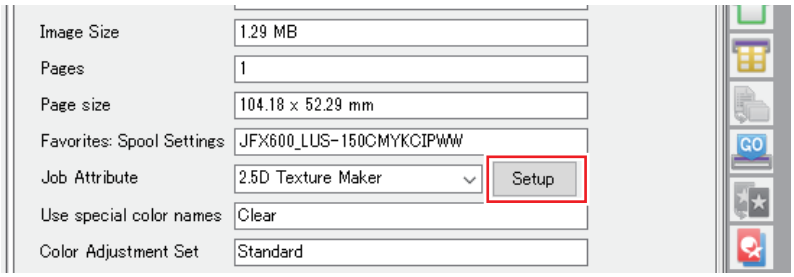
- Any files saved in the Hot Folder are automatically opened in RasterLink and prepared as a composite job.



2 **Select a job whose [Attribute] is [2.5D Texture] (High speed) or [2.5D Texture (Emboss mode)], and then click the [Properties] icon.**



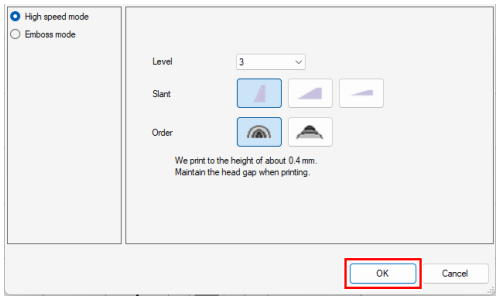
3 **Click [Setup] for [Job Attribute].**

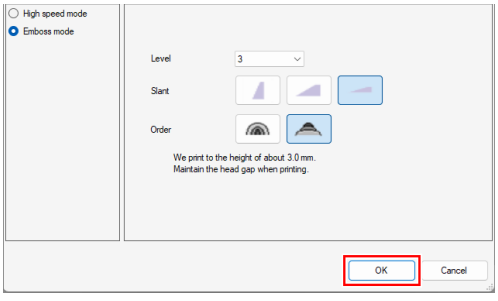


- The [2.5D Texture Maker] dialog appears.

4 **Check the 2.5D Texture Maker settings and click [OK].**

- Change any settings as needed here.
- For setting details, see "Settings"(P. 22).



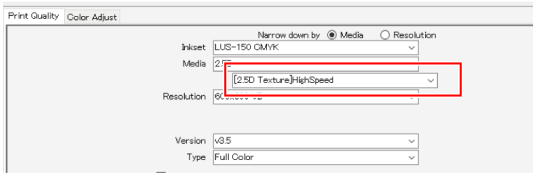


5 **Select the [Print Condition] icon.**

6 Make sure the appropriate profile is selected.

- For [2.5D Texture(High speed mode)]

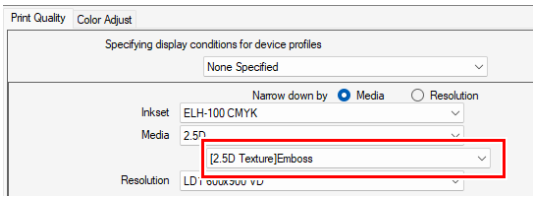
(1) Confirm that the media is set to "[2.5D Texture] High speed mode" device profile.



(2) Color job to be composited with the 2.5D job: Select the device profile for color.
(For UCJV330, UJ330H) Select a device profile for color printing with the same resolution as in the device profile set for the 2.5D job.

- For [2.5D Texture(Emboss)]

(1) 2.5D Job: Confirm that the media is set to the "[2.5D Texture] Emboss mode" device profile.



(2) Color job to be composited with the 2.5D job: Select the **LD1 mode** device profile for 2.5D color.

In High speed mode or Emboss mode, the layer of mixed CMYK colors may be visible at image edges. If so, it can be covered by expanding the white ink area with size correction in [Layer].

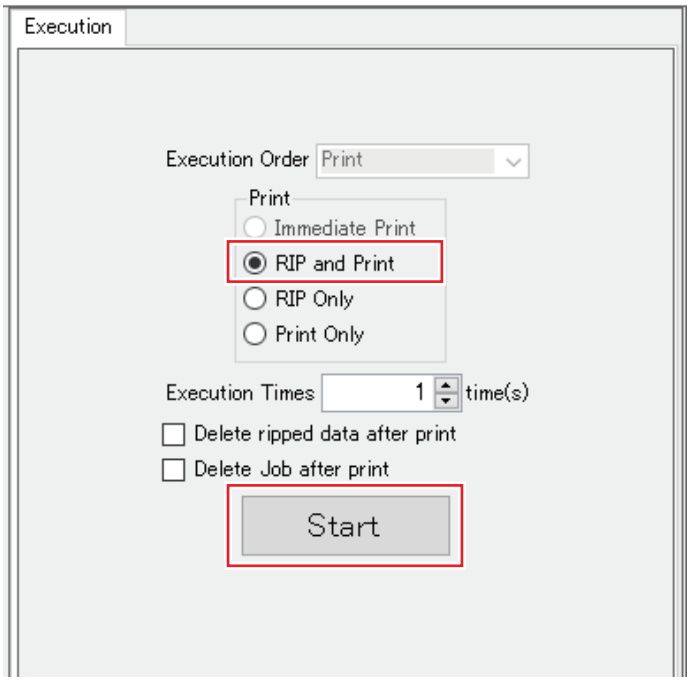
(1) Select the 2.5 Texture job and click [Layer].

(2) In the [Special color size correction] - [White] settings, select [Correct the size], select [Thickening], and enter suitable values for [Scan] and [Feed].

RasterLink: Printing

1 **Click the [Execute] icon.**

2 **Select [RIP and Print] and click [Start]. Print as you usually do with your printer.**



Tips for Image Data

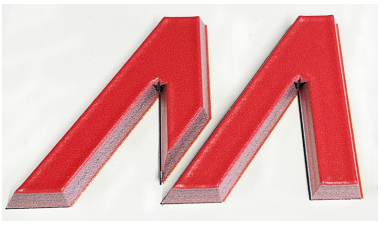
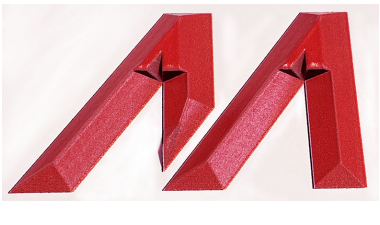
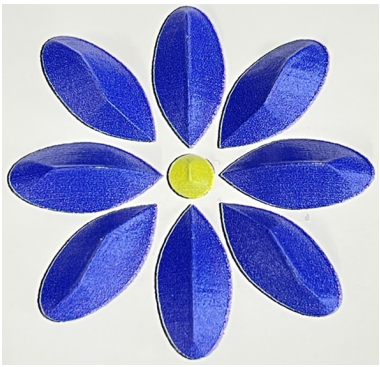
● Examples of slant settings

When setting a large slant for sharp-angled to straight-angled data in RasterLink, unintended printing results may occur as shown in the "With slant" photo in Example 1.

Even when no data has sharp-angled to straight-angled, unintended results may occur as shown in the "With slant" photo in Example 2, such as distorted lines at high positions.

In such cases, adjust the method with grayscale images.

The print result will be as shown in the "Adjusted in grayscale" photo.

	No slant	With slant	Adjusted in grayscale
Ex.1			
Ex.2			

Chapter 4 Error message



This chapter

This chapter describes the error messages displayed by 2.5D Texture Maker.

Displayed Messages and the Conditions Under
Which They Are Displayed 56

4.1 Displayed Messages and the Conditions Under Which They Are Displayed

The following table describes the messages displayed by 2.5D Texture Maker and the conditions under which they are displayed.

Error message	Indicate condition
A 2.5D Texture (Standard mode) profile is not selected. Select a 2.5D Texture (Standard mode) profile.	A 2.5D Texture (Standard mode) profile is not selected although 2.5D Texture (Standard mode) is set as the job attribute.
A 2.5D Texture (High speed mode) profile is not selected. Select a 2.5D Texture (High speed mode) profile.	A 2.5D Texture (High speed mode) profile is not selected although 2.5D Texture (High speed mode) is set as the job attribute.
The selected profile does not match the ink set of the printer in use. Select another profile.	The ink set of the printer in use is different from the ink set of the selected 2.5D Texture profile.
A 2.5D Texture profile is selected. Select another profile.	A 2.5D Texture profile is selected although a job attribute other than 2.5D Texture is set.
A 2.5D Texture(Emboss mode) profile is not selected. Select a 2.5D Texture(Emboss mode) profile.	A 2.5D Texture (Emboss mode) profile is not selected although 2.5D Texture (Emboss mode) is set as the job attribute.

2.5D Texture Maker Guide

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MIMAKI ENGINEERING CO.,LTD.
2182-3 Shigeno-otsu, Tomi-shi, Nagano 389-0512 JAPAN

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