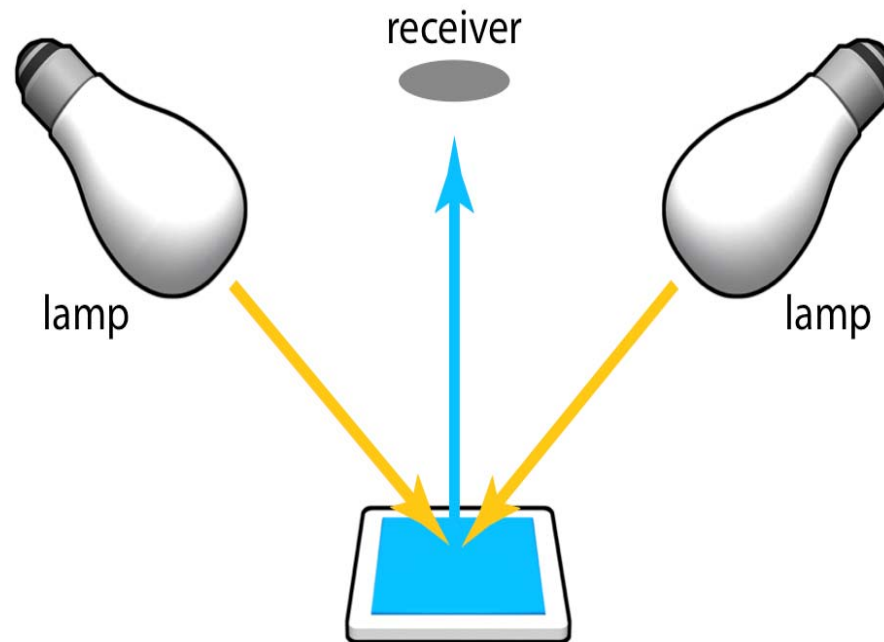


Measurement Challenges For Non Paper Substrates

Ray Cheydleur
Market Manager
Printing, Packaging and Imaging
X-Rite Pantone

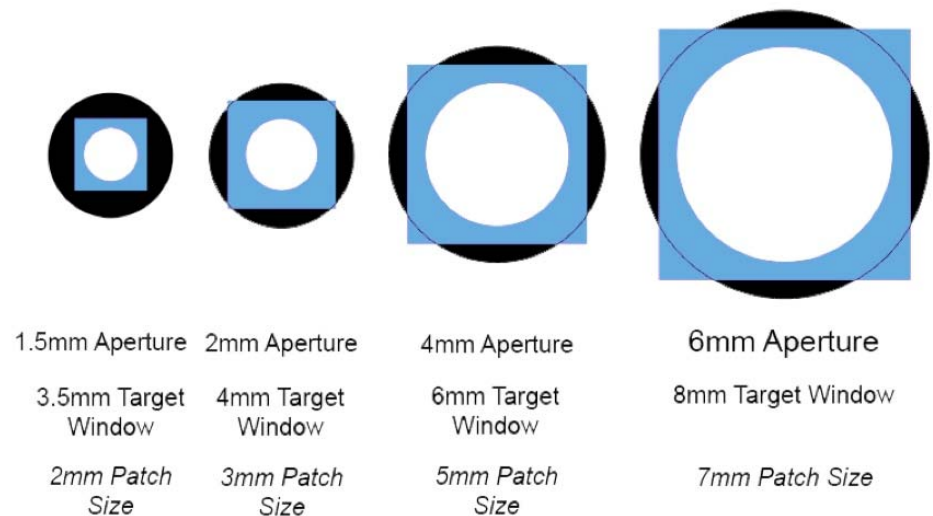
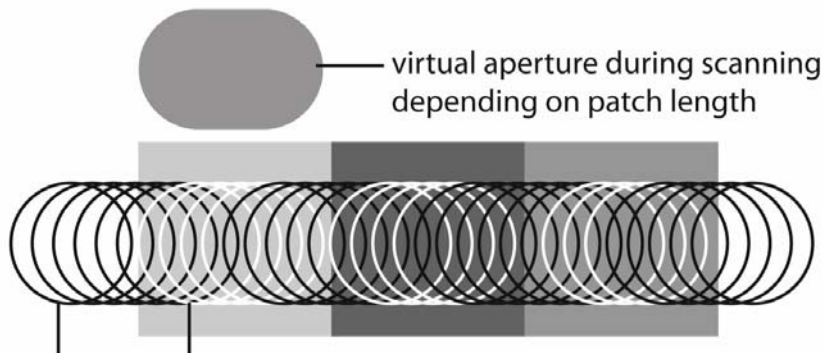
Let's start with the Basics

- Classic paper measurement is done with a 0:45 or 45:0 measurement device
- Spectrophotometer (a.k.a. Spectro) – A device that illuminates a sample, and measures the amount of light reflected (or transmitted) at various wavelengths



Aperture Size

- **Traditionally in print the smallest aperture appropriate for the linescreen or DPI is used**
 - Substrate is very smooth and homogeneous
- **In grand format this is not always the case**
 - Printer may be capable of finer DPI
 - May not be used depending on application/speed
- **Non paper substrates are often rougher**
 - Better to use a larger aperture
- **Other options**



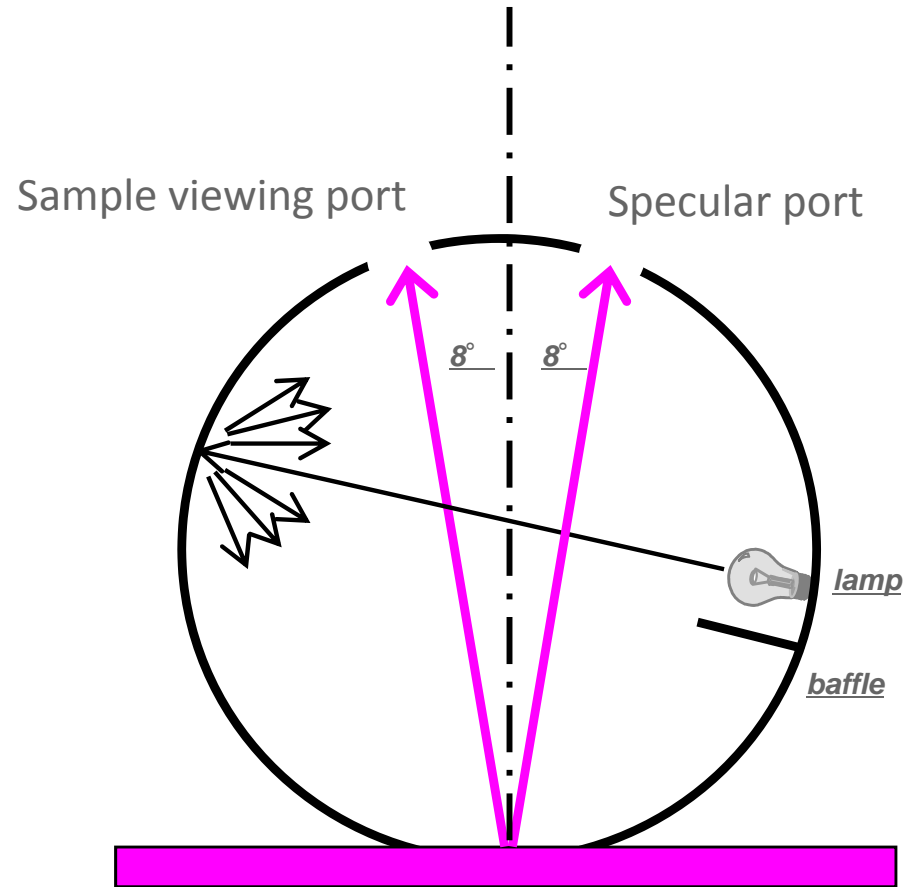
Non 0:45 devices

- Sphere D:8
- Transmission
- Imaging Spectros
- Multiangle spectros

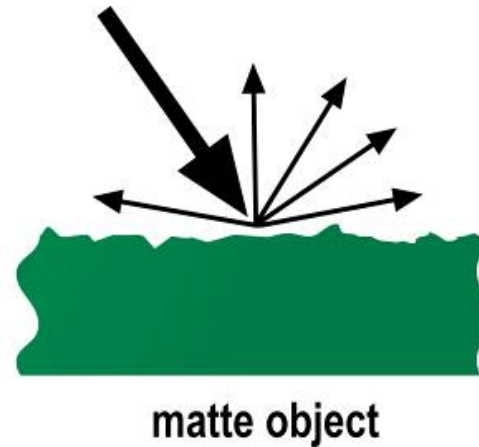
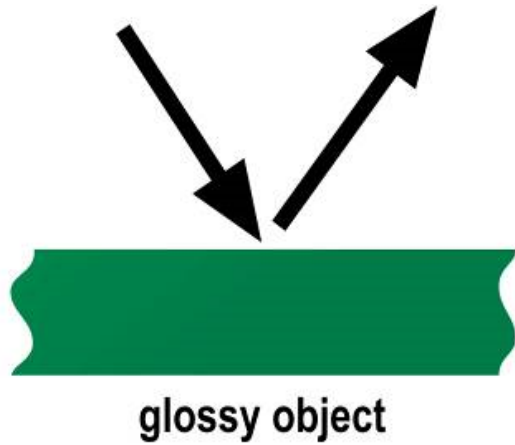


Traditional Industrial Geometry

- Sphere D:8

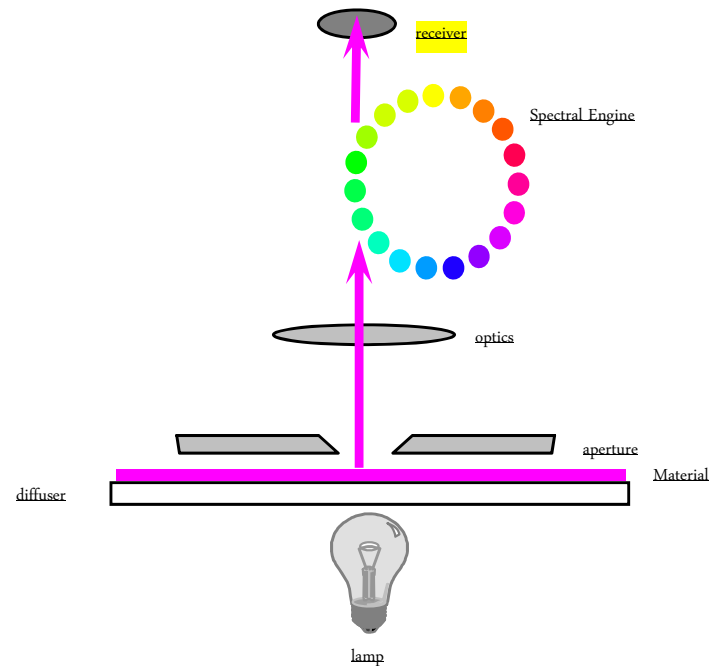


So Glossy, Flat or Matte – Is that all?



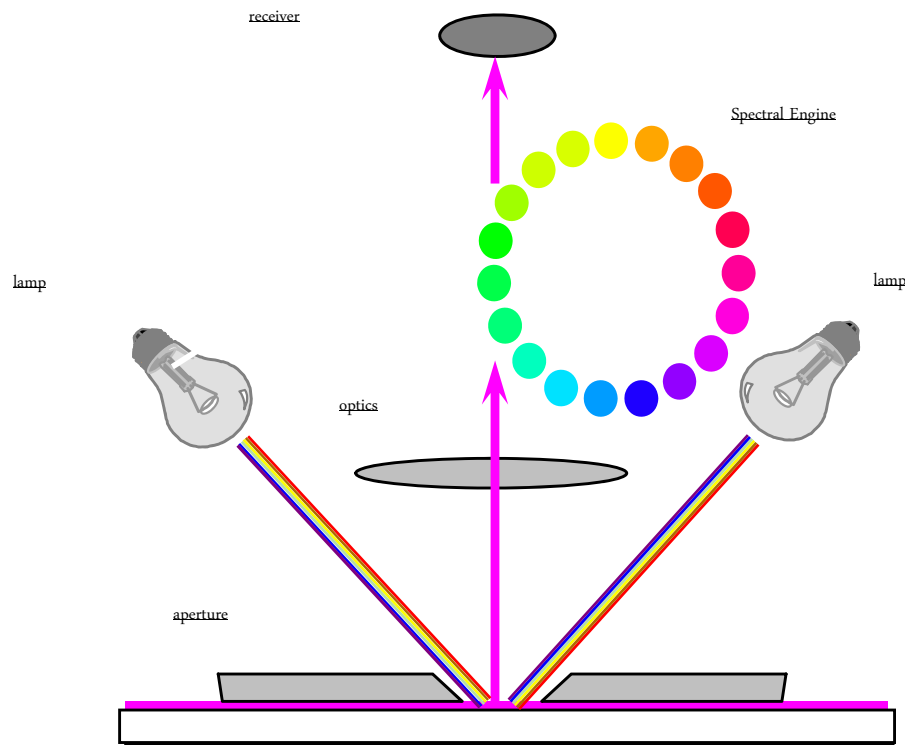
Transmission

- **Aperture Size**
- **Definition of the light**
 - D50
 - “D50”
 - Other
- **Material being measured**
 - Vinyl/Film
 - Fabric
- **End use**
 - Day/Night backlight



Traditional Spectro

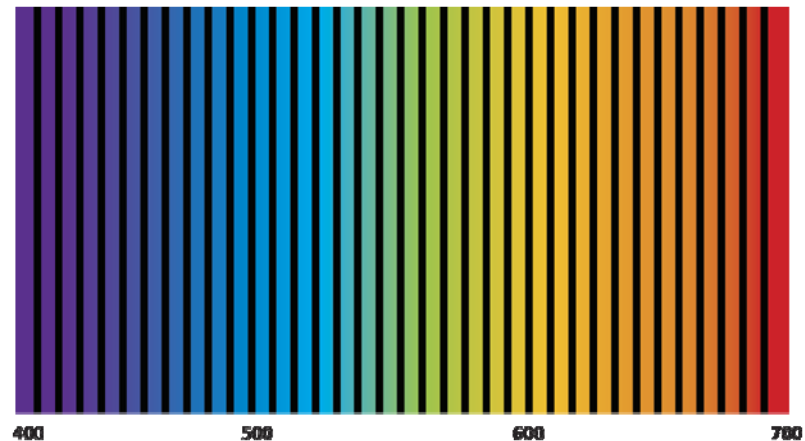
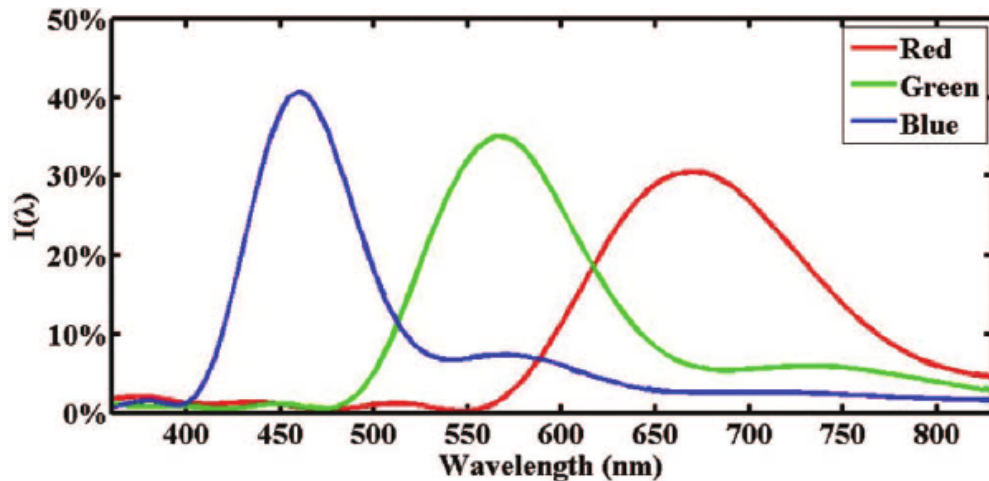
- Capture the light reflected by the sample that is inside the aperture – a single set of reflectance data



Imaging Spectro

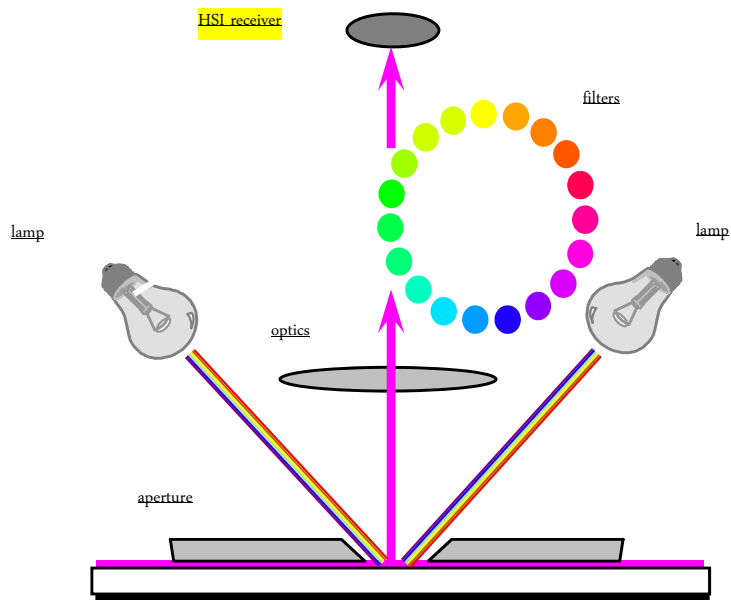
- **HSI – Hyper Spectral Imaging**

- Uses a “true-color” camera, capable of providing reflectance data per pixel vs. typical RGB color cameras



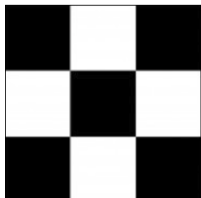
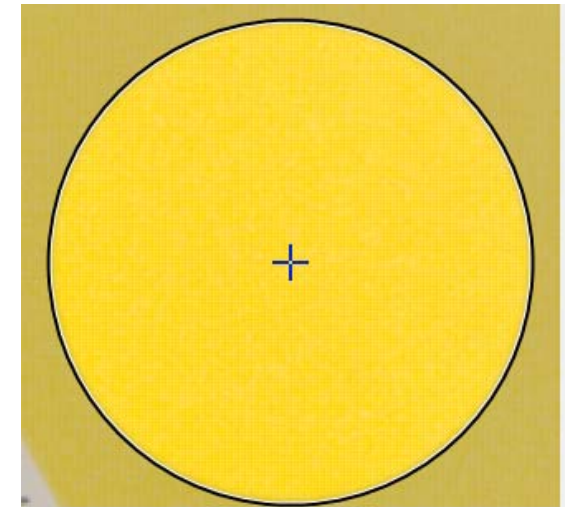
Imaging Spectro

- Capture the light reflected by the sample that is inside the aperture – a set of reflectance data per pixel



Use Case #1

- **Standard Spot Measurement (Simple)**
 - Whatever fills the aperture is measured
 - Combined reflectance data for all pixels
 - Mimics a traditional Spectro maintaining inter-instrument agreement



Sample



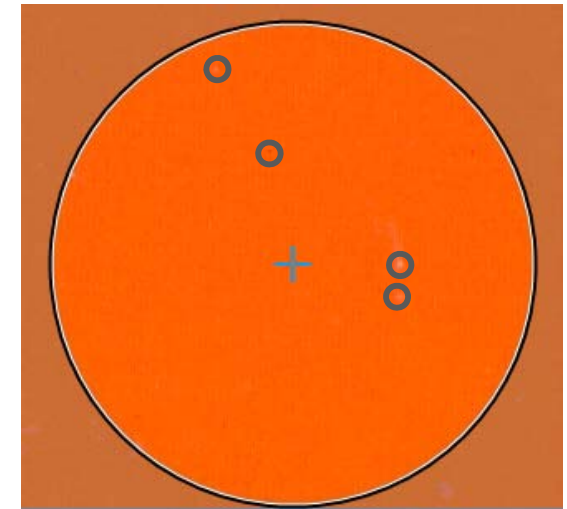
Traditional



HSI Simple

Use Case #2

- **Removing artifacts/defects (Smart Spot)**
 - Measure the full area
 - Smart Spot algorithm eliminates the pixels that are outliers – defects, pin-holes, shadows, highlights, etc.
 - Compare Simple & Smart Spot for print quality



Smart Spot vs Simple

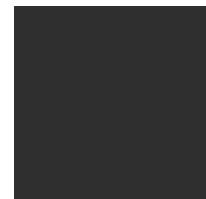
DL*	Da*	Db*	DE*	DE2000
0.72 L	0.07 R	1.60 Y	1.75	0.67



Sample



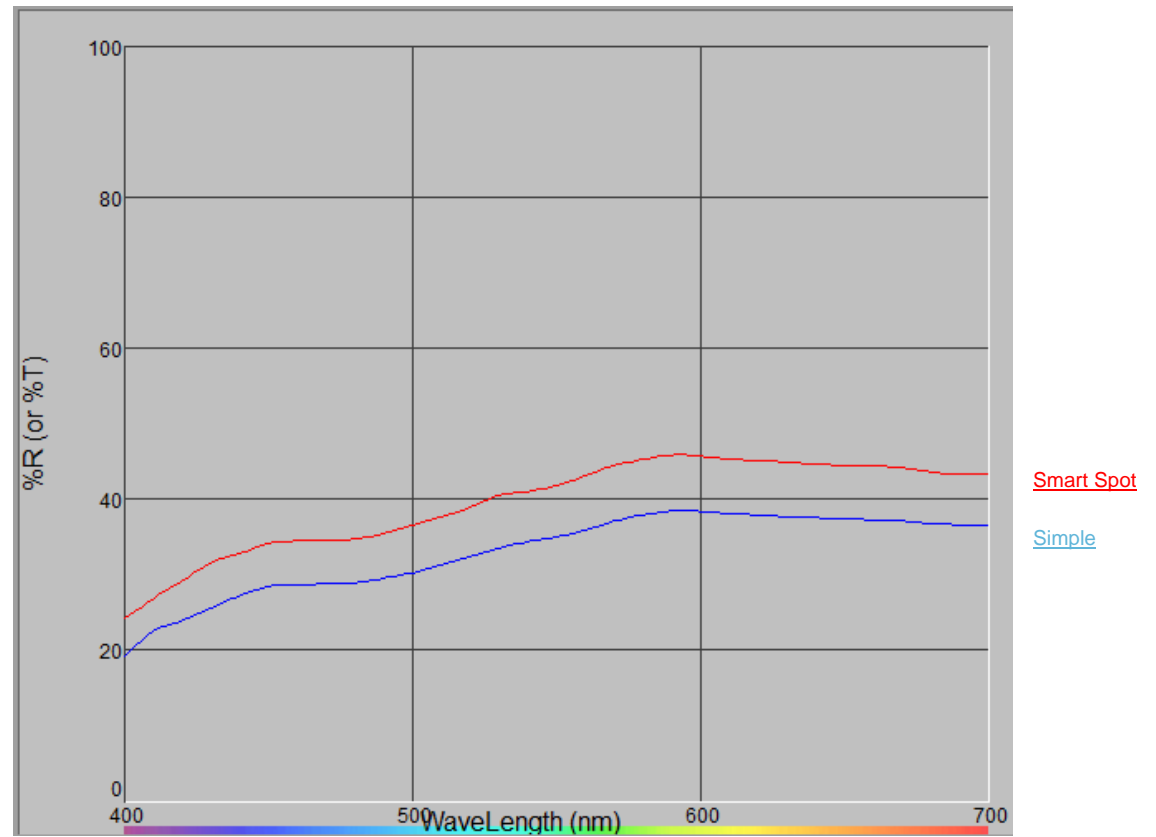
Traditional



HSI Smart

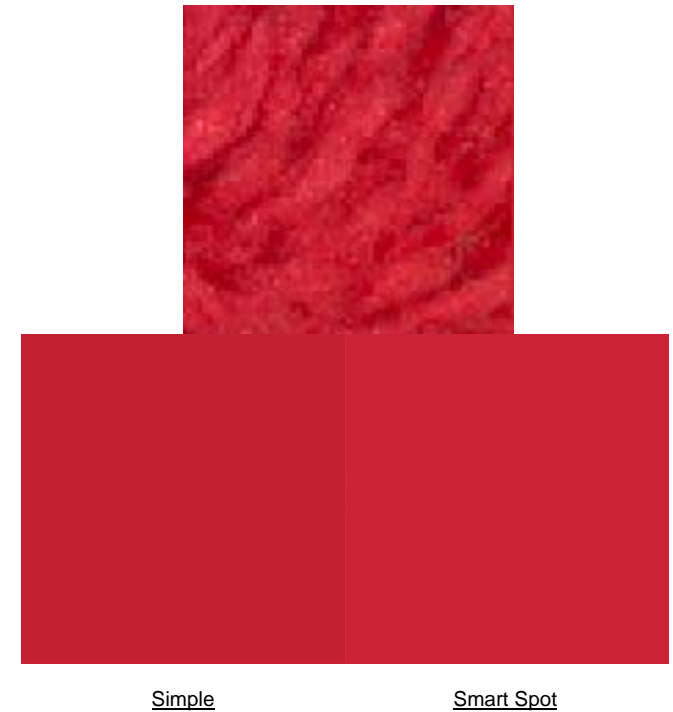
Use Case #2

- **Stucco – an extreme example**



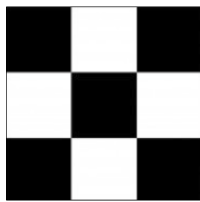
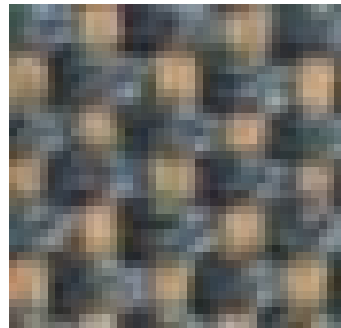
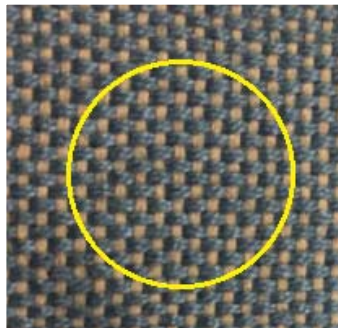
Use Case #3

- **Color Standards & Formulation**
 - Customer provided color standards can provide challenges
 - Smart Spot provides the real desired color



Use Case #4

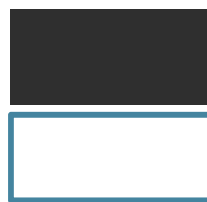
- **Multi-Color Measurement**
 - Does not require a full patch for each color
 - A textile example



Sample



Traditional



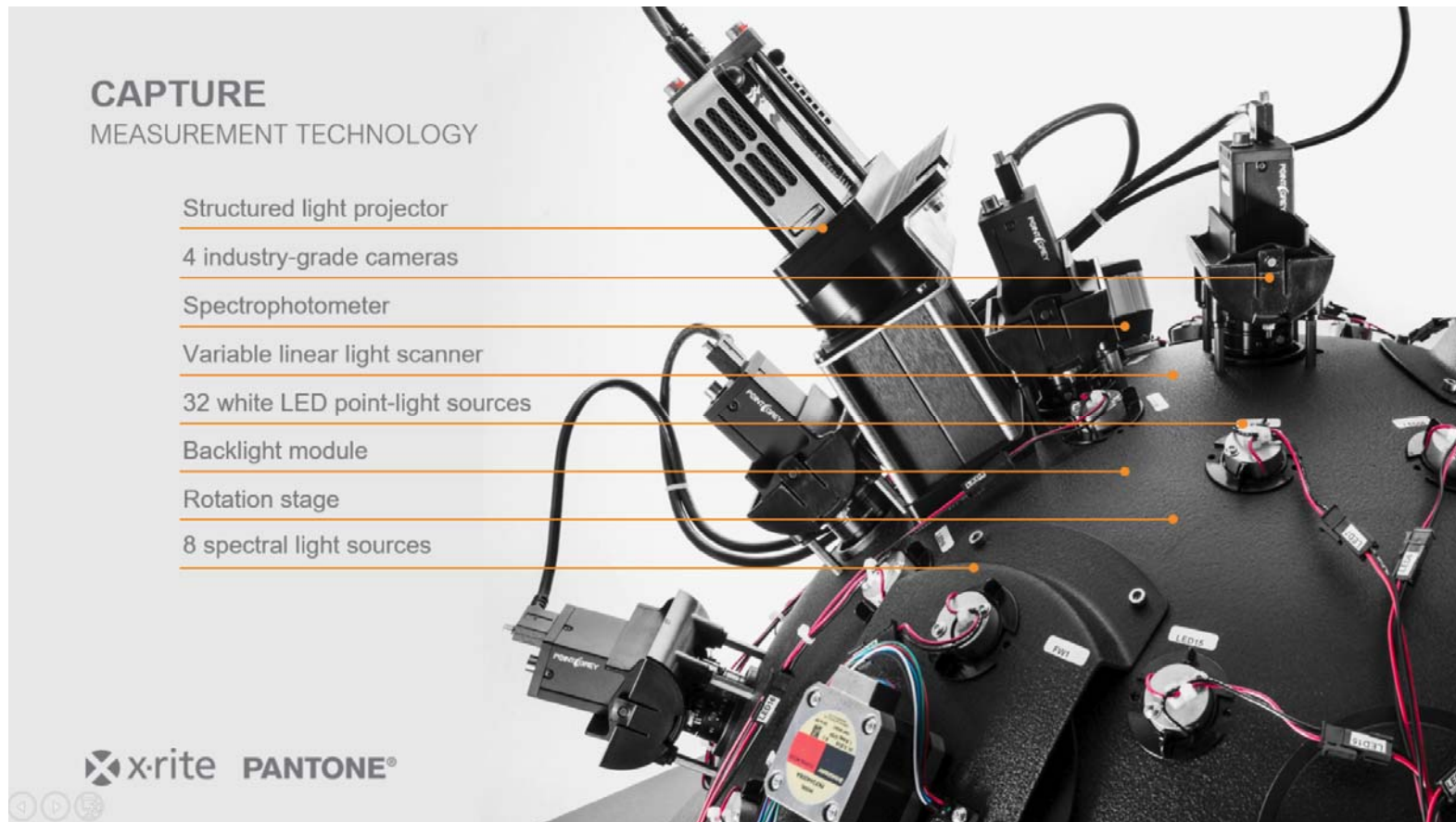
HSI Multi

Imaging Devices in Other Workflows

- TAC Ecosystem
 - Total Appearance Capture TAC7
 - Pantora Material Hub
 - AxF Files
 - Virtual Light Booth
- Material capture for 3D design



Imaging Devices in Other Workflows



Imaging Devices in Other Workflows

PANTORA 1.5 | TRANSLUCENCY WORKFLOW

1 SAMPLE

- Multi-thickness step chip material sample (polished surface)



- New Split Black and White Backing



x-rite PANTONE

2 CAPTURE

- TAC7 Scanner (4 minutes scanning time)

3 DIGITAL TWIN

- Virtual material in AxF

4 VISUALIZE

- Ray tracing with AxF V-Ray Plug-In. Realtime rendering will be supported in VLB with firmware 1.2 and Pantora 1.6



x-rite PANTONE®

v-ray | 3ds Max

Translucent plastic chip measured with a TAC7

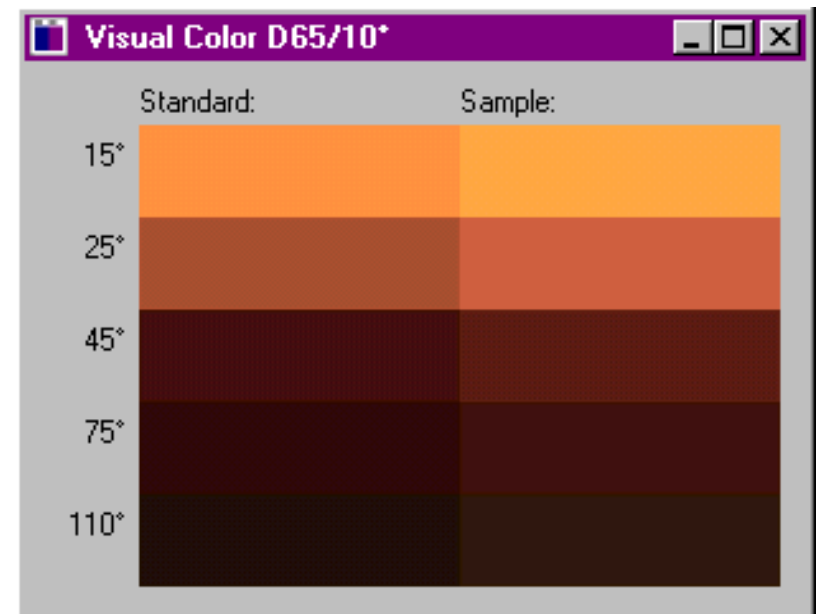
Imaging Devices in Other Workflows

- **MA-T Multi-Angle Instruments**
 - Traditional & Imaging
 - 6 or 12 measured angles
 - Imaging for effect QC



Multi-Angle Measurements Why We Use Them

- **Change Optical Properties with Illumination and Viewing Angles**
 - Metallic
 - Extend / enhance the gloss or specular appearance
 - Mica / Interference additives
 - Change appearance at all viewing angles. Some may introduce strong shifts in both lightness and hue
 - Pearlescent
 - Make surfaces appear to shimmer
 - haze effects





*International
Color Consortium*

Thank You