



Fiery® DesignPro



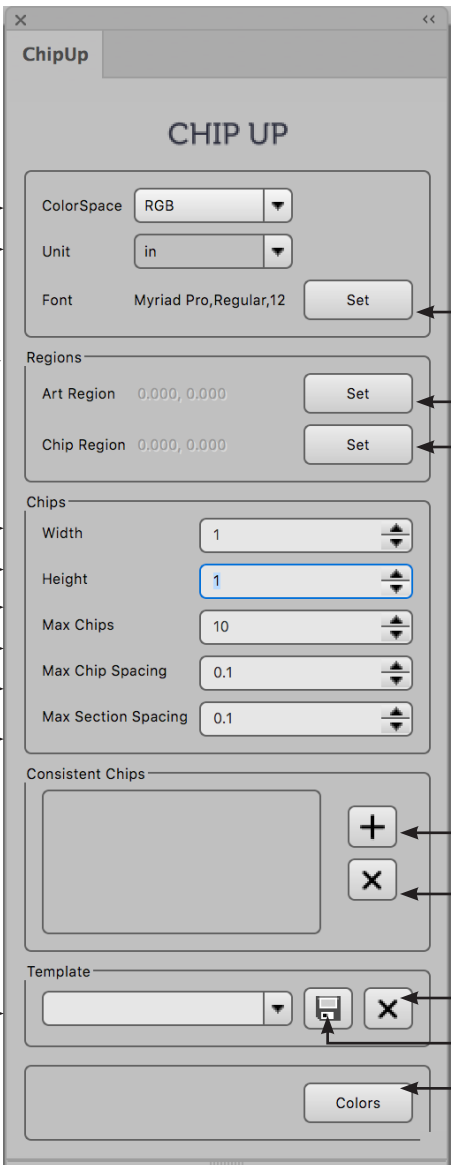
Chip Up

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Exploring the Layout of the Chip Up Tool

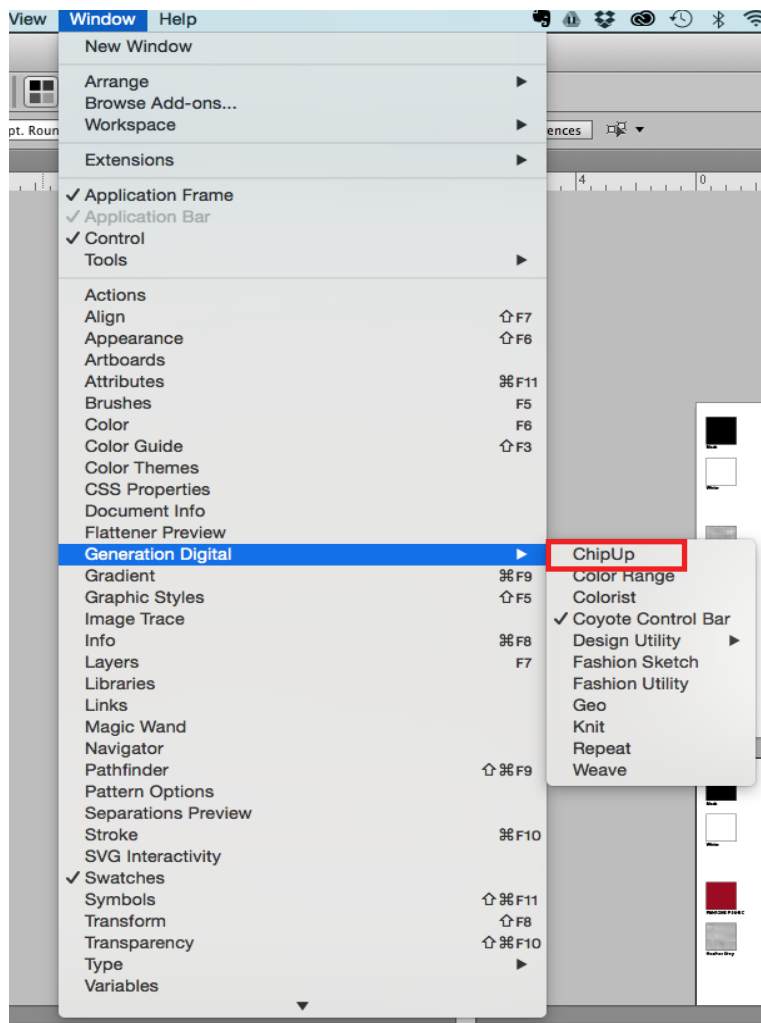
The Chip Up Tool allows you to quickly place color chips on a file of all colors in an artwork.



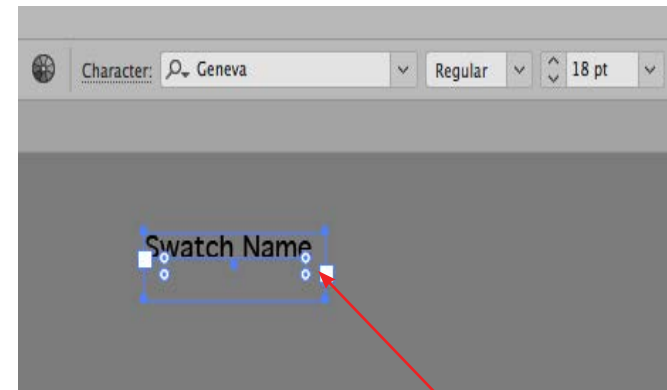
The screenshot shows the 'ChipUp' tool interface with the following sections and annotations:

- ColorSpace:** A dropdown menu set to 'RGB'. Annotation: *Options for Color Mode*
- Unit:** A dropdown menu set to 'in'. Annotation: *Options for units*
- Font:** A text field containing 'Myriad Pro,Regular,12' and a 'Set' button. Annotation: *Sets font options chosen in the AI font menu options to the current document or Template*
- Regions:**
 - Art Region:** A text field with '0,000, 0,000' and a 'Set' button. Annotation: *Sets the size of the art region*
 - Chip Region:** A text field with '0,000, 0,000' and a 'Set' button. Annotation: *Sets the size of the chip region*
- Chips:**
 - Width:** A spinner control set to '1'. Annotation: *Chip width option*
 - Height:** A spinner control set to '1'. Annotation: *Chip height option*
 - Max Chips:** A spinner control set to '10'. Annotation: *Total chips per page allowed*
 - Max Chip Spacing:** A spinner control set to '0.1'. Annotation: *Space between chips*
 - Max Section Spacing:** A spinner control set to '0.1'. Annotation: *Space between chip sections*
- Consistent Chips:**
 - A large empty box for color selection.
 - A '+' button. Annotation: *Adds colors from Swatches*
 - An 'X' button. Annotation: *Deletes selected colors from box*
- Template:**
 - A dropdown menu for template selection. Annotation: *Template name*
 - A save icon button. Annotation: *Saves chosen options to a template*
 - An 'X' button. Annotation: *Deletes current template*
- Colors:** A 'Colors' button at the bottom. Annotation: *Places color chips on the file*

Chip Up allows users to quickly and easily generate and call out colors for multiple pieces of art on separate artboards with different colorways. To start, we'll set up an Illustrator document with artboards and artwork ready to go. Select the Chip Up tool from the Coyote Control Bar, or from Window>Generation Digital>Chip Up. Then go into the Chip Up tool and set your color workspace to RGB or CMYK

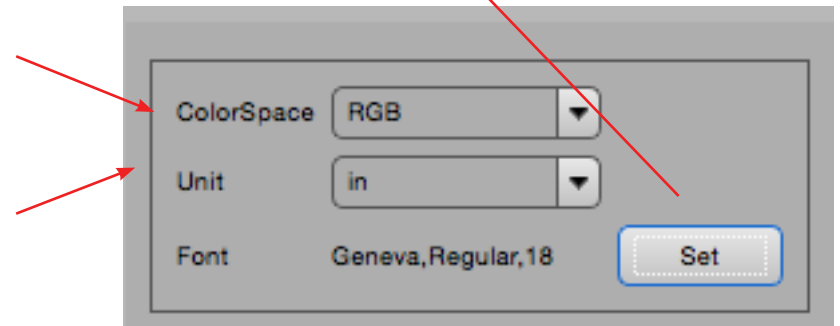


You can set the font and font size to text already on the page, and then hit the "Set" button at the top of the tool to save your font for color chip names.



Set Color Mode for swatches

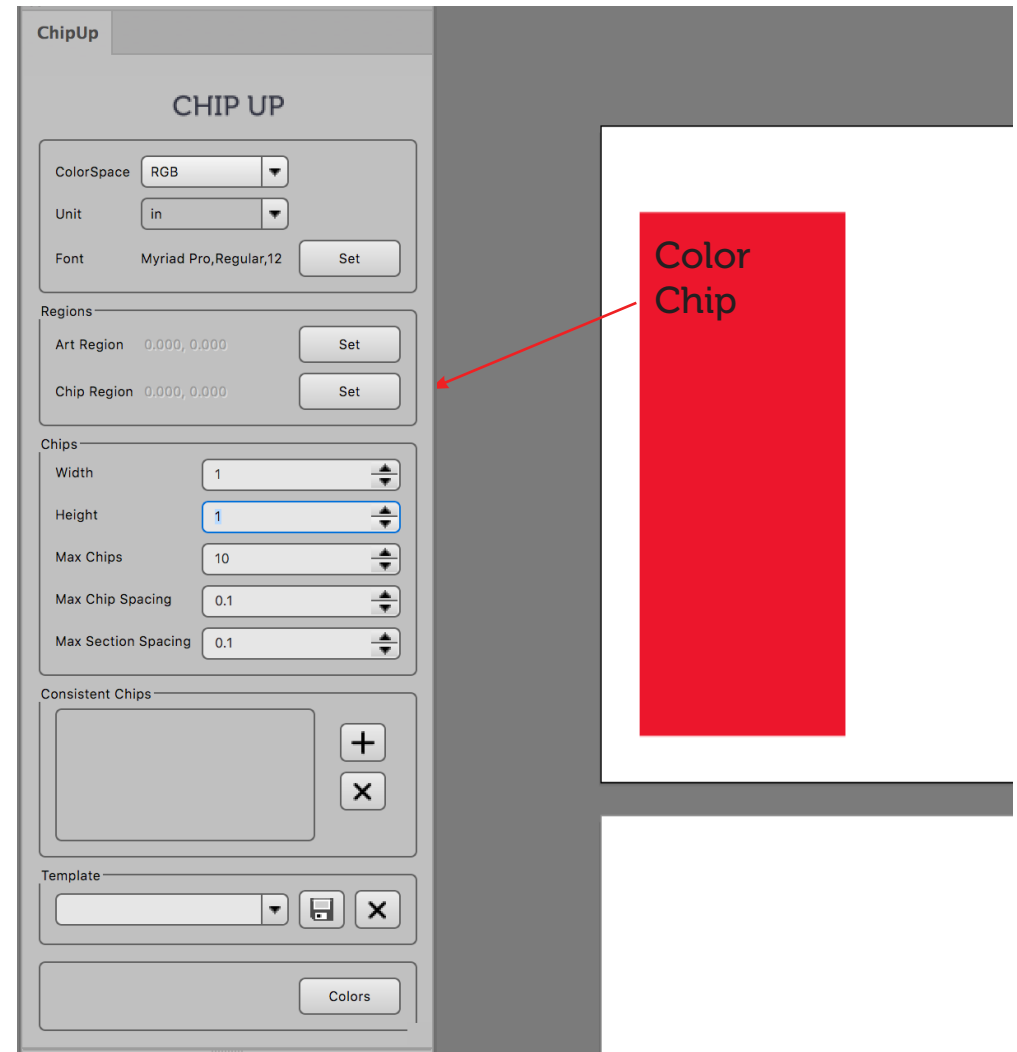
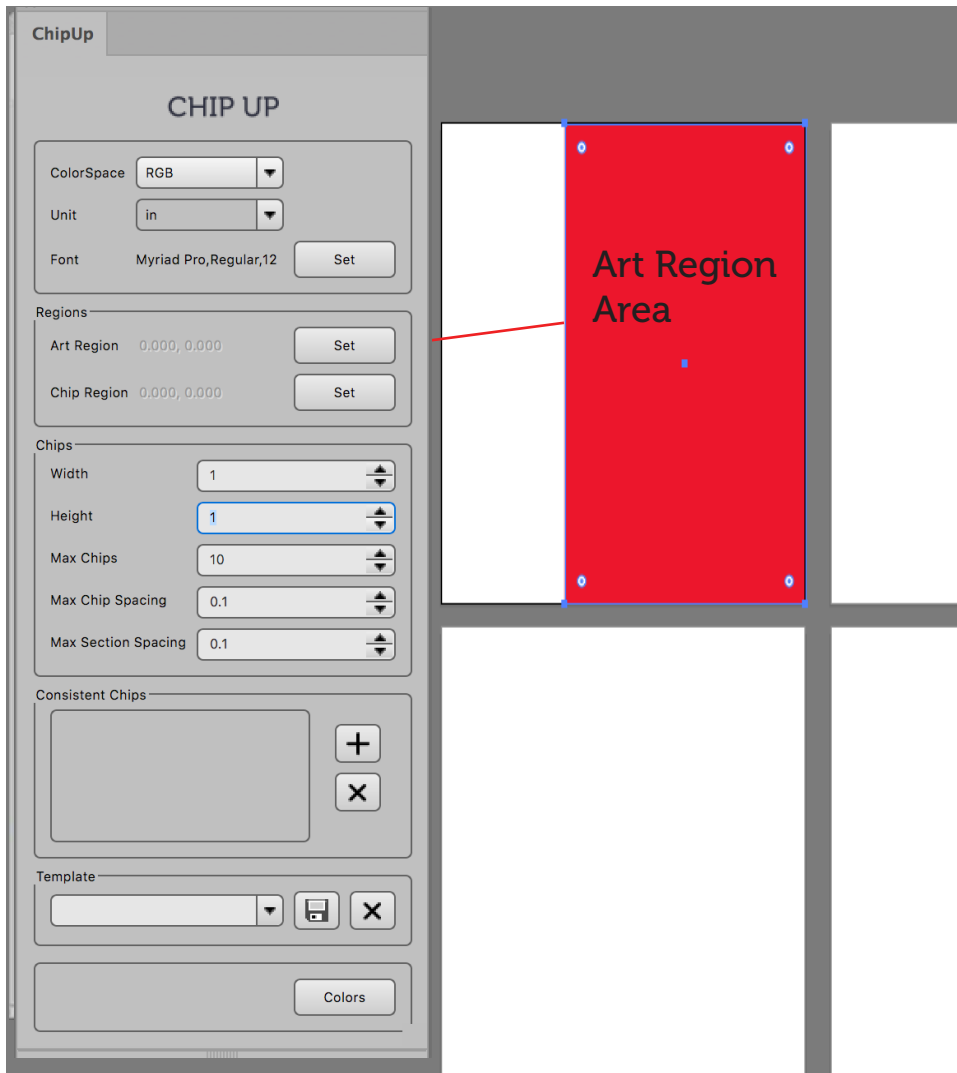
Units for Color Chip size and spacing



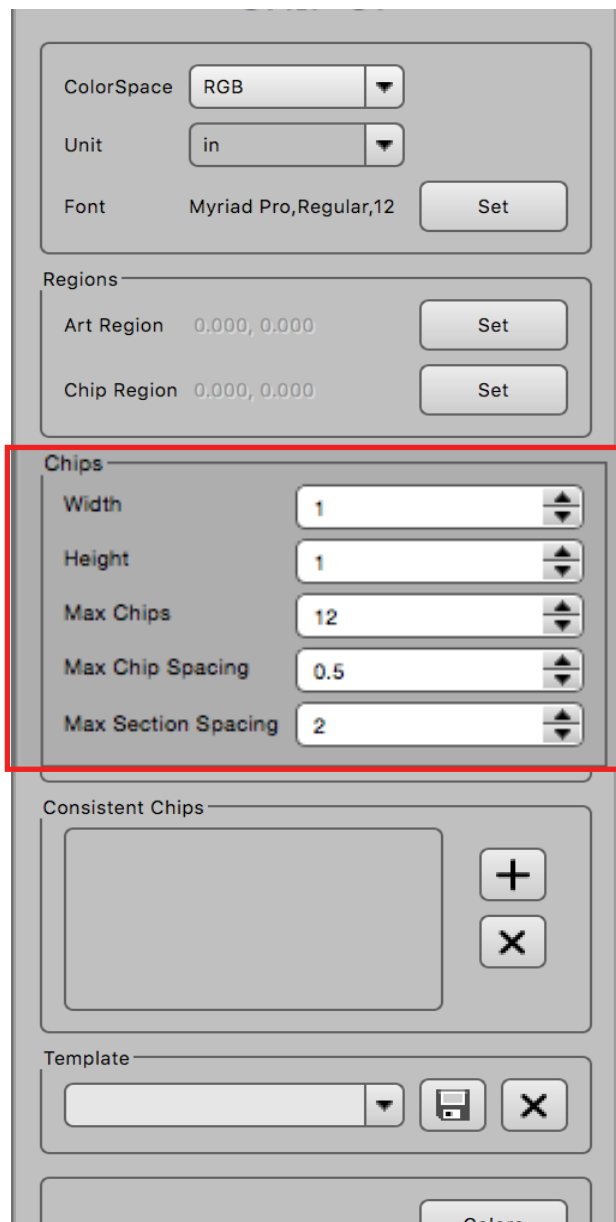
Set swatch name font and size

Creating Regions

Set up your artboards where you will place each colorway art and callouts. You can set up artboards in the new document window or with the Edit Artboards tool. Once the artboards are set up, use the rectangle tool and place it over the artboard where the art will be. Select the rectangle area and click the SET button next to the Art Region. Only set it for the first artboard. The tool will apply the art and chip regions to the other artboards as well.

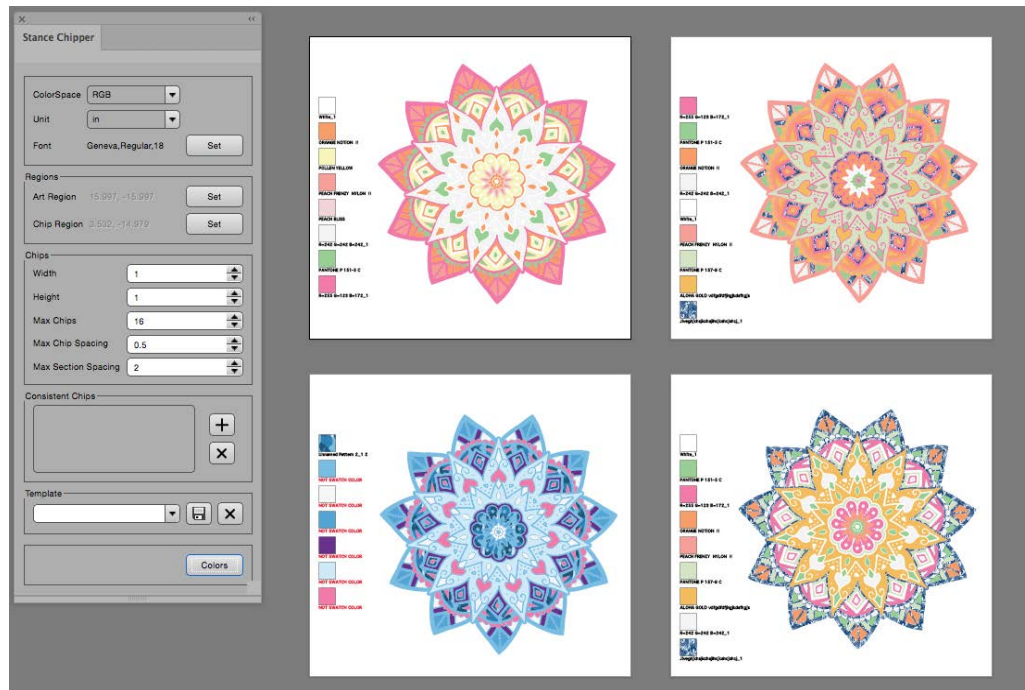


Once the regions are set you can delete the rectangles from the page. Then go and set the color chip height and width and spacing in the "Chips" section of the tool. The Max number of chips equals the total numbers of color chips allowed per page. Max chip spacing is the spacing between color chips, and max section spacing is the spacing between sections. Chips can be separated into sections based off if they are set as constant chips or not.



Height and Width of color chips

Space between color chips



Place the artwork on each artboard in the artwork region. Any artwork that is not inside of the art region will not generate a color chip. You can also create regions over existing art on the first artboard as well.

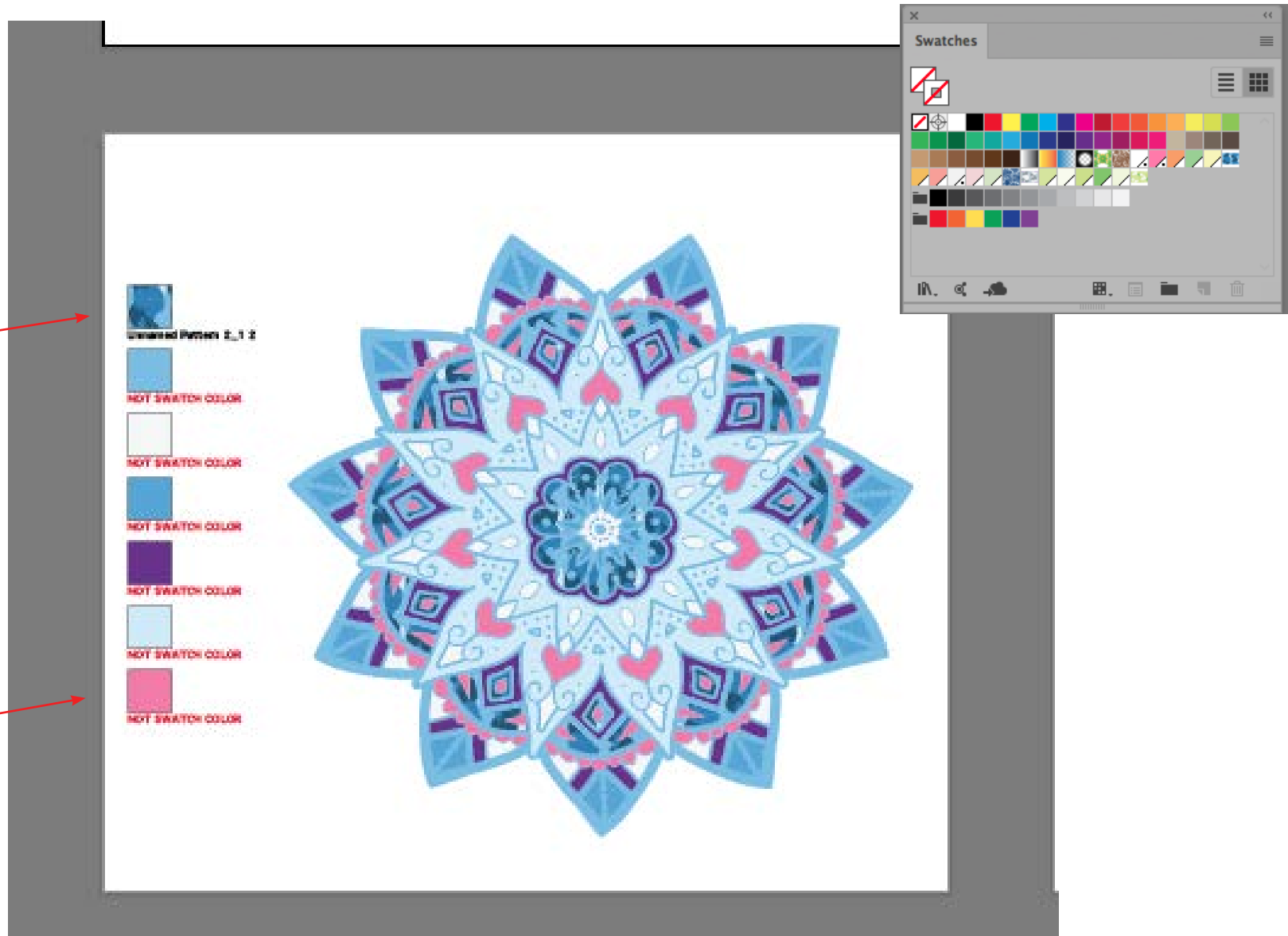
With the regions set, click the COLORS button after artwork has been placed in the art region to populate artboard colors. Chips will appear vertically in the chip region area for each artboard.

The image displays the 'ChipUp' tool interface on the left and four artboards on the right. The interface includes sections for 'CHIP UP' settings (ColorSpace: RGB, Unit: in, Font: Myriad Pro,Regular,12), 'Regions' (Art Region and Chip Region), 'Chips' (Width, Height, Max Chips, Max Chip Spacing, Max Section Spacing), 'Consistent Chips', and a 'Template' section. A red circle highlights the 'Colors' button at the bottom of the interface. The four artboards show the same mandala artwork with different color schemes applied, each with a corresponding legend of color chips and their names (e.g., 'ORANGE NOTION II', 'PEACH FRENZY NYLON II', 'PEACH BLISS', 'PANTONE P 151-5 C', 'ALCANTARA GOLD').

Swatch names will appear below each color chip. Chips with colors not currently in the Ai Swatches box will have "NOT SWATCH COLOR" called out beneath it in red.

You can also use pattern swatches

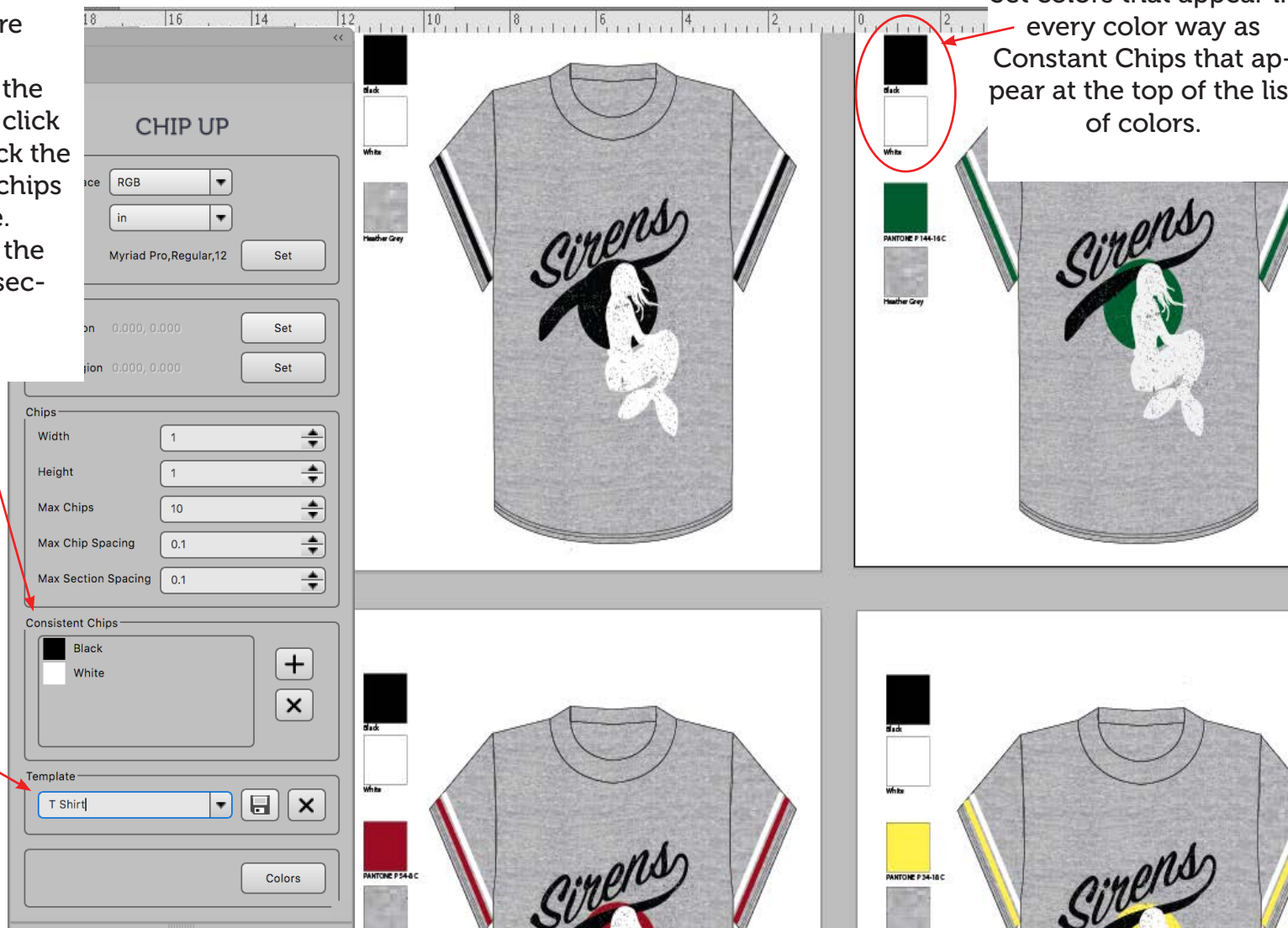
Colors not present in the swatch palette will be called out in red




Setting Constant Chips and Saving



You can prioritize chips that are common in each colorway by setting constant chips. select the colors from the swatches and click the plus button. When you click the "Colors" button, the constant chips will be at the top of each page. Chips below these are spaced the width set in the chip spacing section of the tool.

Set colors that appear in every color way as Constant Chips that appear at the top of the list of colors.



You can save your presets for font and chip settings as well as the art and chips regions as a template by giving them a name and clicking the  button.

Chip Up Quick User Guide

1. Open an AI artwork document
2. Open the Coyote Chip Up tool by going to Window > Generation Digital > Chip Up or by clicking the  button on the Coyote Control Bar
3. Choose the template or set up options manually on the file for the chip placement, size, region placement and art region
4. Hit Colors at the bottom of the Chip Up tool
5. This will place the chips on the page of all colors used in the artwork
6. Save Chip Up presets by naming them in the template section and clicking the  button.

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