How To Create A Tile Mural

A. Items Needed
1. Photoshop v 5.0 or higher
2. High-quality scanned image
3. Thermal mat or heat resistant fabric
4. Heat tape

B. Plan Your Mural
1. Plan the size of the final mural, and the individual tile size (4.25", 6", etc.).
2. Scan your image. The larger the mural size intended the higher the quality of scan.
3. Color correct and proof the image.
4. Enlarge the image to the desired size. Try to keep the size in increments of the tile size (plus $1/10^{th}$" to allow for image bleed and registration during the transferring process.
   a. If the mural size is very large, you will break the image up into quadrants to more speedily manage print output.
5. Enlarging can be accomplished 1 of 4 ways:
   1. Photoshop or Corel Draw.
   2. Genuine Fractals.   Mural software programs currently on the market i.e. Mural 7 by Novelty Pro.
   3. Using a RIP software, available by several companies but intended for large format printers. Ergosoft is the best choice for Epson 3000 printers.

D. Using Photoshop
1. Bring the image into Photoshop v5.0 or higher.
2. Do all your color correcting on the original image size. This will spare you painstaking wait times you would experience if you color corrected the enlargement.
3. Go to Menu Bar. Select **View**, **Show Ruler**, and **Snap to Guides**.
4. The best technique is to enlarge in 3 or 4 small 150% increments to get to the final size. This will preserve the pixel information better than enlarging at a 1 step enlargement.

D. Using Genuine Fractals
1. Open the image in Photoshop.
2. Color correct, but do not sharpen.
3. Save it as a Genuine Fractals image, with a file name extension of .stn.
4. Close the image.
5. Open the same file, but with the .stn extension. As it opens, it lets you input all the size and resolution and enlargement information desired. GF suggests a max. of 400% enlargement. For best quality enlargement, choose **"Lossless"** when prompted.
6. The file opens in Photoshop. You may enlarge up to 200% more if desired.
7. Sharpen as needed.
8. At this point, make a single tile selection, move it to a critical area of the image, print and transfer it to test for color and resolution satisfaction.

E. Cropping
1. Crop the image to the desired final size.
2. Keep in mind the tile size you are going to use. If the image allows for some poetic license, I would hold off on a final crop decision until I see where the lines of the tiles are going to fall. This way you can nudge the image one way or the other to avoid splitting an eye or a lip.

F. Create Marquee To Tile Size
1. Add $1/10^{th}$ of an inch large than the actual tile size. This allows for quality registration and bleed of image off the tile. So, if the tile is 6" square, create a fixed size marquee of 6.1" x 6.1".
2. Place the marquee in the upper left hand corner of the image.

3. Do not take the manufacture's word for the real dimension of the tile -- measure it yourself!

G. Drag down the Ruler Guide Lines
1. Position the cursor to the left side of the screen just over the ruler bar.
2. Press the left mouse button and drag a *guide line* to the right until it snaps onto the left side of the marquee. (If the line doesn't snap, select "snap to" in the view drop down menu.) Again drag another line to snap to the right side of the marque.
3. Do the same thing from the top ruler -- click and drag 2 guide lines down until they snap to the top and bottom of the marquee.

H.   Relocate the Marquee
1. With the marquee tool still selected, click and drag the marquee one tile to the right and continue one tile down. (Or, you can drag the marquee at a 45° angle, down and to the left).
2. Click and drag a guide line from the left ruler bar and the top ruler bar, and snap them into place on the right-most and bottom-most side of the marquee box, respectively.
3. Continue with this process until you have completely tiled the image.
4. If your image is very large, i.e. 96 tiles, I advise breaking the master file image up into 8 smaller quadrants of 12 tiles each, in order to speed up the computer processing time that occurs on large images.

I. Determine Layout
1. Print a small version of the image.
2. With pen in hand, draw tile lines over the picture. Assign an alpha numeric (row-column) designation to each tile A1, A2…B1, B2, etc., to the last tile. This will help you accurately layout, install, and reprint a tile if necessary.

J. Print the Tiles
Okay, you are satisfied with everything… the layout, the quality of the test print, etc. Now you have to organize the print job. The tile position and orientation can be a puzzle if you have a big job.
1. As you print each transfer, write its alpha-numeric location on the front of the transfer paper over the image. When you tape (or place) the transfer to the tile, write the *same* alpha/numeric location on the back of the tile.

K. Tips
1. Do not use two different printers to print the same job. Each printer and monitor is slightly different. This will result in mis-match of colors.
2. Notate which printer did the job, in case you have to reprint some of it again in the future.
3. Pack the tiles, with slip-sheets of plastic (bags) to protect them. Organize them in rows. This makes it easy for the installer.
4. Measure the tile to verify the actual size. Then add 10% enlargement.
5. Write the alpha-numeric location on the tile right reading when the tile is head-up. This lets everyone know the proper placement of the tile.

Please direct any further questions or comments to: Laser Reproductions toll-free phone: 877-795-1500.