

Operating Manual

Zünd Design Center - ZDC



Keep it in a safe place for future use!

Original operating manual

Software/Firmware version: ZDC 4.2

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1 Zünd Design Center - ZDC

The Zünd Design Center is an Adobe® Illustrator® plug-in for the creation of packaging and three dimensional POS displays made from folding carton, corrugated cardboard, sandwich panel, PP, PVC, MDF and foam board.

At the core of the ZDC is an extensive library. All included designs are parameterized. This means that you only have to determine the relevant dimensions. All other dimensions are calculated automatically.



- Select a design from the extensive library and enter individual dimensions if needed.
- Complete the design in Adobe® Illustrator® with logos, templates, and other design components.
- Check the three-dimensional folding result of your design at any time in the 3D preview.
- Configure the desired material settings, such as transparency or material thickness, for example.
- Export the design to create a customer presentation or 3D PDF presentations, as an illustration in .png format, an .mp4 video file or a three-dimensional object.

The Zünd Design Center includes creations by well-known packaging designers as well as standard designs (FEFCO). You can also start with an optimized template and create your very own design.



Tip:

Every design is already formatted so that you can import it directly into the Zünd Cut Center without any additional steps.

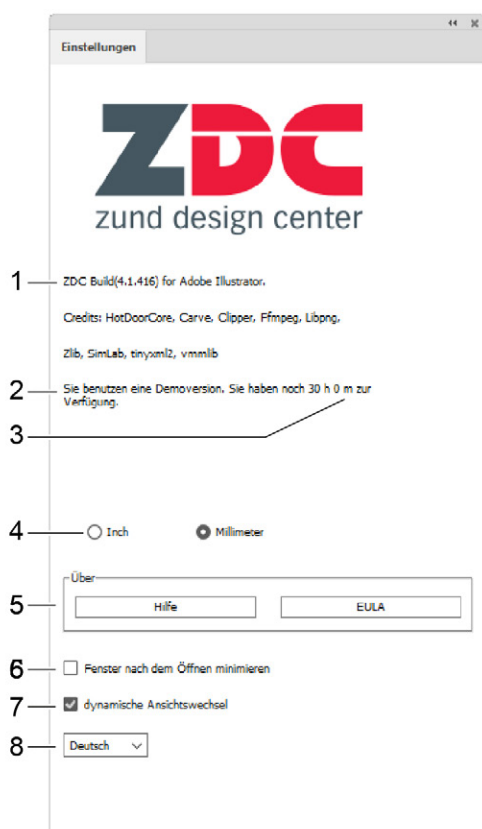
2 Program license

Depending on the license purchased, you can use the Zünd Design Center for either 1, 3 or 5 years. During this time, you will receive all program and design updates at no extra cost.

After expiration of the program license you can no longer use the ZDC. Contact your Zünd partner if you wish to extend the license and observe the information in the subsequent sections.

2.1 License information

The following license information is shown in the [Settings](#) on page 43 tab:



- | | | | |
|---|-----------------------------|---|---|
| 1 | Program version | 5 | Further information (Help/EULA) |
| 2 | Hardware key identification | 6 | Minimize the ZDC windows after opening a design |
| 3 | Remaining license duration | 7 | Switch dynamic view change on/off |
| 4 | Select unit (mm/inch) | 8 | Language selection (German/English) |



Tip:

When starting the ZDC, a corresponding message is displayed 30 days before your license expires.

2.2 Hardware key

The plug-in only works with a valid hardware key. This hardware key contains the license information required to use the plug-in. Insert the hardware key into an available USB port before starting the Zünd Design Center.

2.3 Extending the licence

Contact your Zünd representative to extend the ZDC license and let him or her know which operating system (Windows or Mac) you are using for the license extension.

Your Zünd representative will make sure you receive the correct license file. Please proceed as follows:

- A** Insert the hardware key into a free USB port.
- B** Double click to open the license file (.exe for Windows, .V2C for Mac).
- C** Confirm the dialogs.

Results

The license extension is applied. You can continue to use the ZDC for another 12 months.

3 System requirements and compatibility

Note:

Check the compatibility of the individual components with every update to your operating system, Adobe® Illustrator® or ZDC!

The Zünd Design Center requires the installation of Adobe® Illustrator®. The plug-in is compatible with the following versions of Illustrator and operating systems:

Windows

Operating System	CC 2017	CC 2018 (Oct. 2017)	CC 2019	CC 2020
Windows 7 SP1	X	X	X	X
Windows 8	-	-	-	-
Windows 8.1	X	X	-	-
Windows 10 (until 1909)	X	X	X	X

Not supported on Windows 10 versions 1507, 1511, 1607, 1703, and 1709

Mac

Operating System	CC 2017	CC 2018 (Oct. 2017)	CC 2019	CC 2020
OS X 10.14	-	-	X	X
OS X 10.15	-	-	-	X

4 Before installing on Mac computers

This section contains steps that are required before installing ZDC on Mac computers in order to avoid errors during the subsequent installation process.

4.1 Testing compatibility

Check the [System requirements and compatibility](#) on page 9 before you update OSX, Adobe Illustrator, and/or ZDC.

4.2 Anti-virus software

Disable or configure the existing anti-virus software so that new applications not identified by Apple can be installed.

4.3 Disabling and re-enabling Gatekeeper

OSX 10.12 has stricter security guidelines than earlier versions, so that programs not identified by Apple cannot be installed.

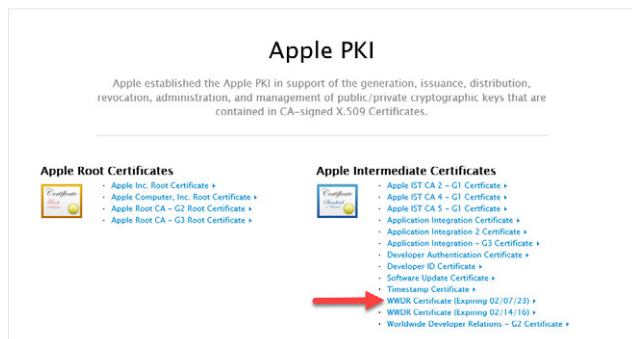
- A** Open the **system preferences**.
- B** Click **Security & Privacy**.
- C** Click the **Lock icon** on the bottom left.
- D** Enter the administrator password and click **Unlock**. Contact the system administrator if necessary.
- E** Click on the radio button **Anywhere**. When the prompt appears, click **Allow from anywhere**.

It is now possible to install applications without Gatekeeper blocking the installation.

Now install ZDC and then reactivate Gatekeeper by repeating steps A through D and reset the radio button to **Mac App Store and identified developers**.

4.4 Update expired certificates

- A** Visit <https://www.apple.com/certificateauthority/> to download the new **WWDR certificate (expires 02/07/23)**.



- B** Double-click on **AppleWWDRCA.cer** on the downloaded certificate.
- C** Enter the administrator password to open **Keychain access**.
Keychain access opens. The new certificate is visible.
Simply installing the new certificate will not suffice, however. The expired copy of the certificate must also be deleted. Expired certificates are not displayed by default.
- D** Click on **View > Display expired certificates**.
The text changes to **Display expired certificates**. Expired certificates are displayed with a white X in a red circle on the icon.
- E** Right-click on the expired certificate and select **Delete**.

4.5 Performing the installation

It should now be possible to install ZDC. Perform the installation as described in [Performing the installation](#) on page 13.

If the ZDC cannot be installed despite the steps described in this chapter, please contact your Zünd representative. Have the [installation report](#) available to assist in troubleshooting.

4.6 Creating an installation log

- A** Double-click on the installation file to start the ZDC installer.
- B** In the menu bar, click on **Window > Installation log** or press Command+L.
The installation log window opens.
- C** Continue with the installation until the error occurs. **Do not close the ZDC installer.**
- D** Click on the **Save icon** in the installation log window.
- E** Send the report to your Zünd representative.

5 Installation, uninstalling

5.1 Before installation

The version numbering changed with the release of ZDC build 324. This means that earlier versions of ZDC, V3 SP0, or older must be uninstalled before ZDC build 324 can be installed.



Tip:

Future versions will not require a clean install. See [Windows: Delete ZDC](#) on page 13 and [Mac: Removing ZDC](#) on page 13 on how to uninstall.

5.2 Performing the installation

- A Download the installation file from www.zund.com/de/download and save locally.
- B Insert the hardware key into a free USB port.
- C Click on the installation file:
 - ZDCsetupx.x.msi for Windows
 - ZDCsetupx.x.pkg for Mac/OS
- D Read and accept the end user license agreement.
- E Confirm the recommended installation path.
- F Click **Install** to start the installation.

5.3 Windows: Delete ZDC

- A Start the system controls.
- B Double-click the **software**.
- C Select the Zünd Design Center from the list of installed programs and then click **Delete** or **Add/Remove**. When a dialog box is displayed, follow the instructions.

5.4 Mac: Removing ZDC

- A Open the Finder.
- B Navigate to <Local drive>/Library/Programs.
- C Delete the folder **Zünd Systemtechnik**.
- D Click **Go To** in the menu bar while holding down the ALT key.
- E Select the entry **Library** from the dropdown menu.
- F Navigate to **/Programs**.
- G Delete the folder **Zünd Systemtechnik**.
- H Enter the administrator password and confirm with **OK**.
- I Right-click on the recycle bin icon in the dock.
- J Select **Empty recycle bin** from the dropdown menu.

6 Before the first use

6.1 Loading the ZDC plug-in

- A** Start the program Adobe® Illustrator®.
- B** Click on **window**.
- C** Click on **Zünd Design Center**.

6.2 Remembering layers when pasting

In Adobe® Illustrator®, active the setting **Remember layers when pasting** before starting work with the ZDC.



Tip:

This setting results in the original layer of an object being automatically copied from another file. When pasting the copied objects, the original layer is created in your current file and the object is placed into this layer.

Requirements

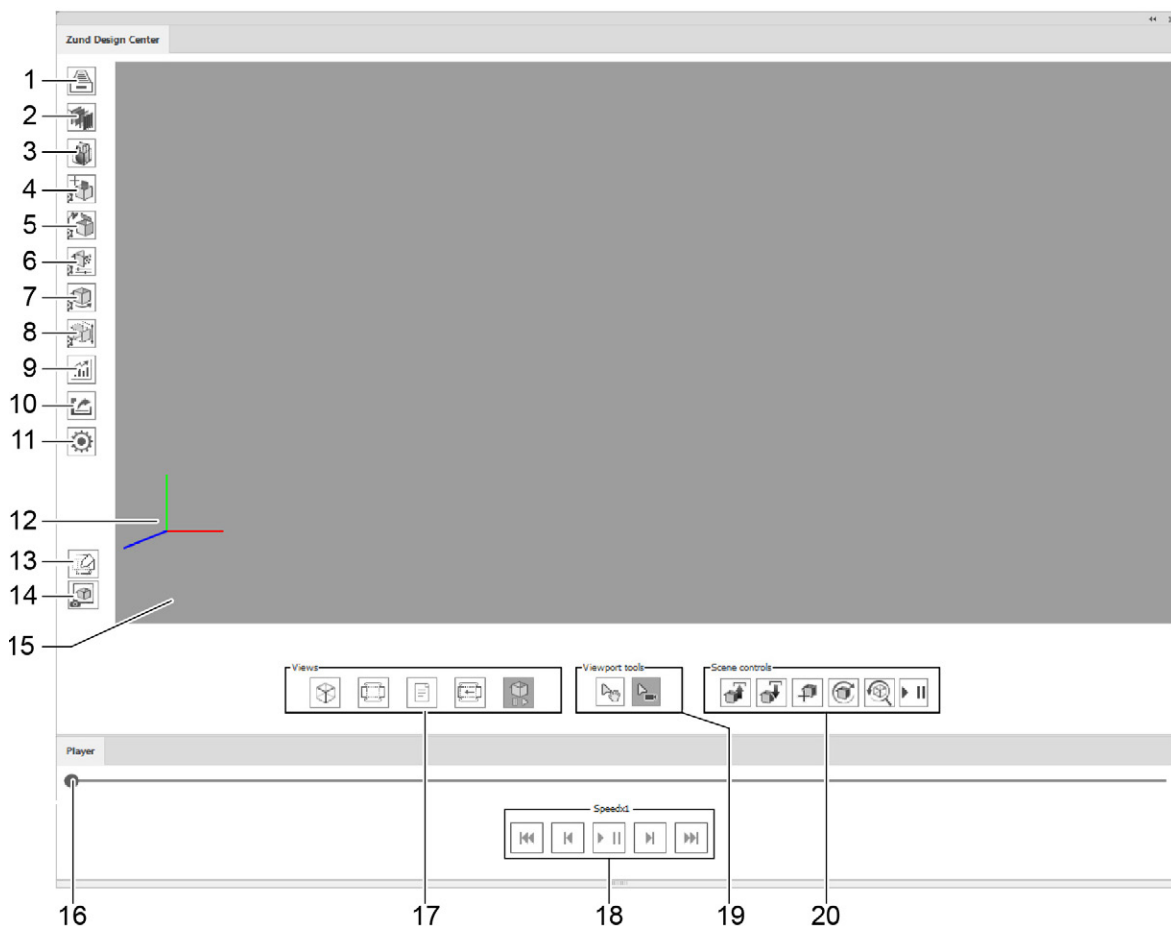
- In Adobe® Illustrator®, the **Layers window** is open (**Layers > window**).
- A** Click on the layer control panel in the **Layers window**.
 - B** Click on the entry **Remember layers when pasting**.

Before the first use

7 ZDC overview

Requirements

- In Adobe® Illustrator® if the **ZDC** window is open (**Window > ZDC**).


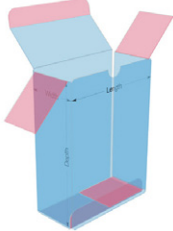
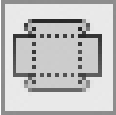
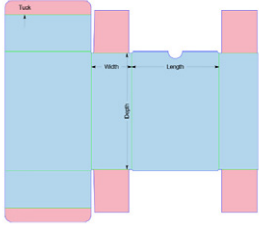

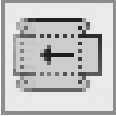

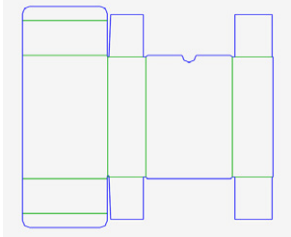




- | | | | |
|----|--|----|---|
| 1 | Library | 11 | Settings on page 43 |
| 2 | Materials | 12 | Coordinate axis |
| 3 | Object library on page 31 | 13 | Creating a new template on page 20 |
| 4 | Object manager on page 32 | 14 | Copy image |
| 5 | Light settings on page 35 | 15 | Preview window |
| 6 | Model options on page 36 | 16 | Time axis |
| 7 | Fold settings on page 39 | 17 | Design views on page 18 |
| 8 | Position settings | 18 | Controlling 3D animation on page 20 |
| 9 | Statistics | 19 | Views |
| 10 | Export settings on page 42 | 20 | Scene control on page 41 |

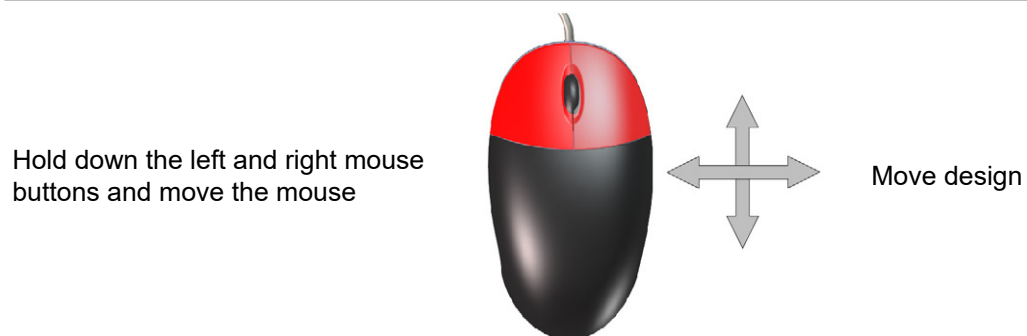
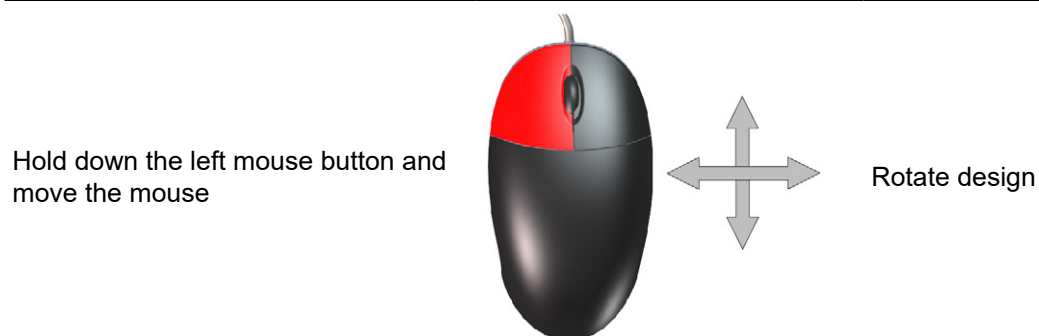
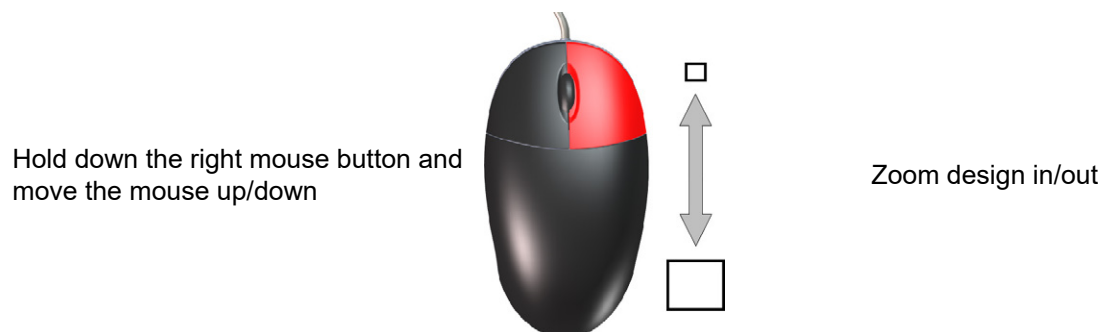
7.1 Design views

The preview of the selected design is available in five different views:

- Areas marked in pink are not visible in folded state or are located on the inside of the packaging.
- Light blue areas mark the surface of the design.

Static 3D view 	Fold preview of the design	
Static 2D view 	Cutout design view All dimensions that can be altered are shown in green.	
Info view 	Description of the parameters with tips on entering dimensions	Notes for this design Width should not be larger than Length. Depth should be the largest dimension.
Dynamic 2D view 	Dynamic display based on individually entered parameters Click the  button to refresh the view.	
Dynamic 3D view 	3D view of the design	

7.2 Controlling 3D view



7.3 Controlling 3D animation

You can influence the animation of the design using the following settings:



Manually run through the animation with the ability to freeze the animation at any point



Jump to the first frame of the animation



Reduce animation speed. A negative setting causes the animation to run backward



Play/pause animation



Increase animation speed. A positive setting causes the animation to run forward



Jump to the last frame of the animation



Start 3D folding animation



Reset view



Copy current view to the clipboard

7.4 Creating a new template



Tip:

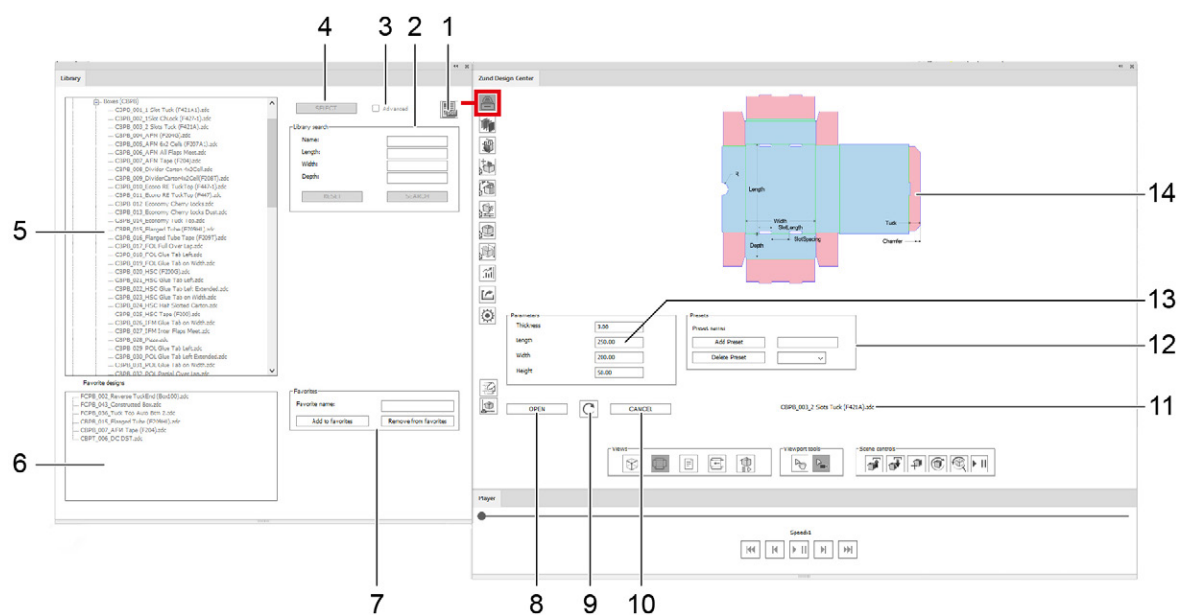
Use the **NEW TEMPLATE** function to create your own designs. With the predefined layers, assigning the correct processing method to your drafts is quick and easy. This makes the fold preview for your design much easier.

Click the button
NEW TEMPLATE



This opens a new .ai file. It already contains all of the *layers* and *spot colors* needed for importing the file into the ZCC.

7.5 Library



- | | | | |
|---|---|----|---|
| 1 | Open the PDF design catalog | 8 | Open design |
| 2 | Search library on page 22 | 9 | Refresh the dynamic display of the design view |
| 3 | Display/hide expanded design parameters | 10 | Reset selection |
| 4 | Selecting the design on page 22 | 11 | Name of the selected design |
| 5 | Available designs, sorted by material | 12 | Create/delete/select default settings |
| 6 | Saved favorites | 13 | Design parameters |
| 7 | Add/remove favorite | 14 | Design view |

7.5.1 PDF design catalog

The PDF design catalog provides a table overview of all the designs from the library.

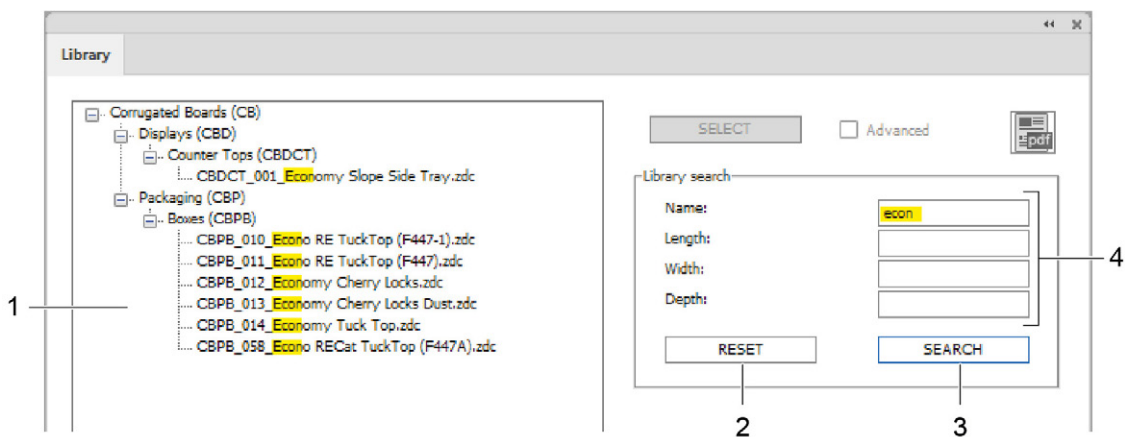
7.5.2 Search library

The search makes it quick and easy to find designs using exact dimensions or a name.



Tip:

If you want to package a specific product and do not yet have an exact idea of the packaging, you can search for the minimum required inside dimensions. The search result will include all designs with standard dimensions that match your product.



- 1 Search result
- 2 Reset search
- 3 Search
- 4 Search parameter

7.5.3 Selecting the design

A Select the desired design from the **Library**.

B Click the **SELECT** button.

Results

The design is selected. It is now possible to enter individual parameters and open the design in Adobe® Illustrator®.

7.5.4 Reset selection

Requirements


- A design was selected from the library with the **SELECT** button.

Click the button
CLOSE



The selection is canceled and the preview of the design and design parameters is hidden. Select a different design from the library as needed.

7.5.5 Entering individual design dimensions

- A** Select a design from the **Library**.
- B** Click the **Select** button.
- C** Input the individual parameters for the design.
- D** Click the  button.

Results

The **Dynamic 2D view** is refreshed and displays the design with the custom dimensions.



Tip:

Observe the notes in **Info view** when entering custom dimensions.

7.5.6 Switching between units

Select one of the two radio buttons in order to display the dimensions of the design in the desired unit:

- Radiobutton **Inches**
- Radiobutton **millimeters**



Tip:

If the **Import dimensions** checkbox in the [Open design](#) on page 25 dialog is selected, the dimensions are displayed in the selected unit in a separate layer after opening the .ai file.

7.5.7 Displaying the design dimensions

- A** Select a design from the **Library**.
- B** Click the **Select** button.
- C** If necessary, enter dimensions specific to the design.
- D** Click the **Open** button.
- E** Check the **Import dimensions** checkbox.

Results

The opened .ai file contains a separate layer with the dimensions of the design.



Tip:

Depending on which radiobutton is activated in the **Library** window, the dimensions are displayed in either inches or millimeters.

7.5.8 Open design

Requirements

- A design was selected from the library with the **SELECT** button.



Tip:

Change the dimensions of the design before opening if needed. All adjustable dimensions are visible in the preview window in **Static 2D view**.

Click the button
OPEN



A dialog with additional settings will open.

The 'Open file' dialog box contains the following elements:

- 1: Text field for the design name: 'FCPB_009_RTE Locks Top None Btm 2.zdc'
- 2: Text field for 'Parts count:: 1'
- 3: Text field for 'Min artboard size:: 342.00x264.00'
- 4: A checkbox labeled 'Show Dimensions' which is currently unchecked.
- 5: A 'Material:' section containing a dropdown menu set to 'Folding Carton', and input fields for 'Width' (1000.00), 'Height' (1000.00), and 'Thickness' (3.00).
- 6: An 'Edge offset:' input field set to 10.
- 7: A 'Part offset:' input field set to 10.
- A dropdown menu at the bottom set to 'Open as new document'.
- 'Cancel' and 'OK' buttons at the bottom right.

- | | | | |
|---|--|---|---|
| 1 | Name of the selected design | 5 | Select the material and the size of the size of the artboard |
| 2 | Number of individual parts in the design | 6 | Design's distance to edge of material |
| 3 | Minimum size of artboard | 7 | Distance of parts from each other (for multi-part designs only) |
| 4 | <i>Show design dimensions</i> | | |

**Tip:**

When opening a new design, you have the option of adjusting the size of the selected material. The indicated value corresponds to the dimensions of the artboard onto which the design is placed after opening.

Enter the dimensions of your material here (e.g. cardboard size, dimensions of panel material). By doing this, you are ensuring from the beginning of the project that the design will fit on the desired material. You also have the option of arranging multi-part designs optimally on various boards/panels.

7.5.9 Adding/removing favorites

Requirements

- A design was selected from the library with the **SELECT** button.

**Tip:**

Use the function **ADD TO FAVORITES** to mark frequently used designs as favorites.

Click the button

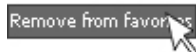
ADD TO FAVORITES



The selected design is added to the list of design favorites.

Click the button

REMOVE FROM FAVORITES



The selected design is removed from the list of design favorites.

You can also use the **Favorite name** field to give custom names to your favorite designs. The original name of the design will be retained and will appear after the user-defined name.

7.5.10 Default settings



Tip:

By creating the default settings, you can save your preferred individual parameters for every design - multiple different designs if needed.

7.5.10.1 Adding presets

Requirements

- A design was selected from the library with the **SELECT** button.

A Input individual parameters.

B Enter a name for the default setting.

C Click the **ADD PRESET** button.

7.5.10.2 Deleting default settings

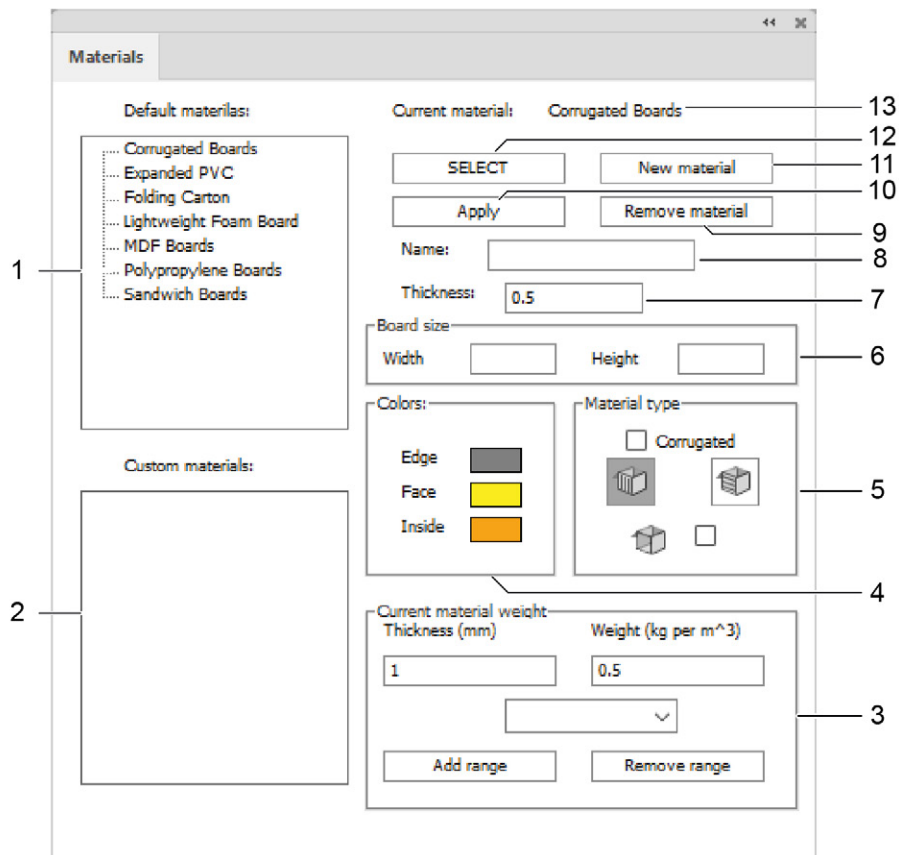
Requirements

- A design was selected from the library with the **SELECT** button.

A Select the preset to be deleted from the list.

B Click the **DELETE PRESET** button.

7.6 Materials



- | | | | |
|---|--|----|--|
| 1 | For selecting existing standard materials | 8 | Change the name of the selected material / input name for new material |
| 2 | Saved user-defined materials | 9 | Delete material |
| 3 | Input material weight and thickness | 10 | Apply changes |
| 4 | Color settings for the surfaces, insides and edges of the materials | 11 | Add material |
| 5 | Setting of the corrugation direction for corrugated cardboard and transparency | 12 | Select material |
| 6 | Size of material sheet | 13 | Name of selected material |
| 7 | Material thickness in mm | | |

7.6.1 Select material

Select a material with which the design should be simulated in fold preview. The customer materials you have created yourself or the following default standard materials are available:

- Corrugated boards
- Expanded PVC
- Folding boards
- Kapa board
- Polypropylene boards
- Sandwich boards

A Click on a material from the **Standard materials** or **Customer materials** list.

B Click the **Select** button.

7.6.2 Performing material settings

The appearance of the selected material can be defined with the following settings:

Color (edges, face, inside)	Individual color setting for the edge as well as the outside and inside of the design
Material thickness	Input of the desired material thickness in mm
Weight	Input of the material weight in g/m ²
Corrugation direction (horizontal/vertical)	Indication of the corrugation direction for corrugated cardboard
Transparency	Transparency for transparent materials
Sheet of material	Enter the size of the material or panel

Important:

Confirm your selection by clicking on the **Apply** button.

7.6.3 Add material

A Click the **Add material** button.

A new entry appears in the list of customer materials.

B Click on the new customer material.

C Enter a designation for the new material in the **Name** field.

D Make all desired settings (color, transparency, corrugation direction, etc.).



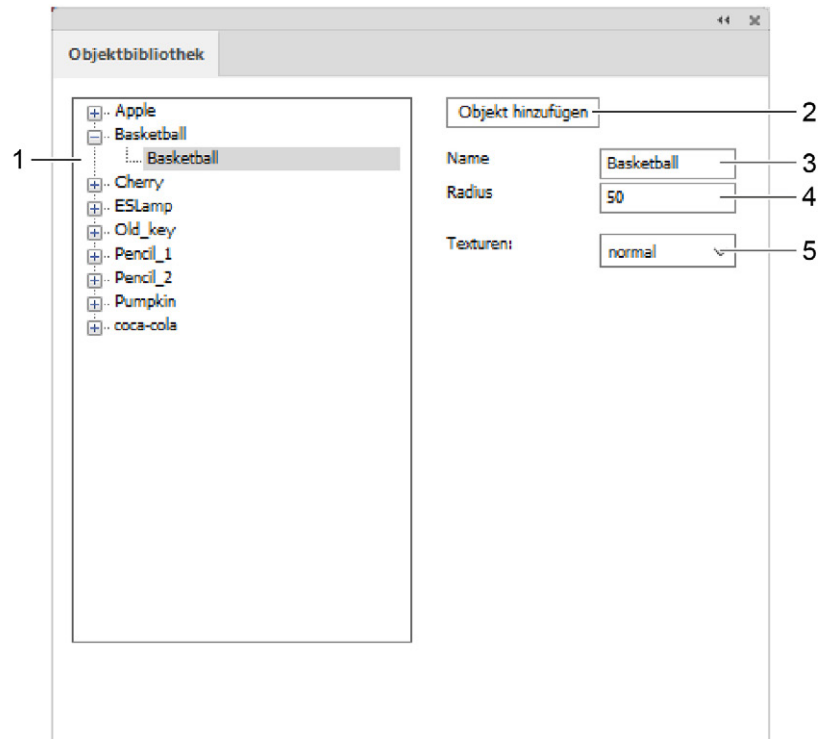
Tip:

Enter the actual dimensions of your material here (e.g. cardboard size, dimensions of panel material). By doing this, you are ensuring from the beginning of the project that the design will fit on the desired material. You also have the option of arranging multi-part designs optimally on various boards/panels.

E Click the **Apply** button.

7.7 Object library

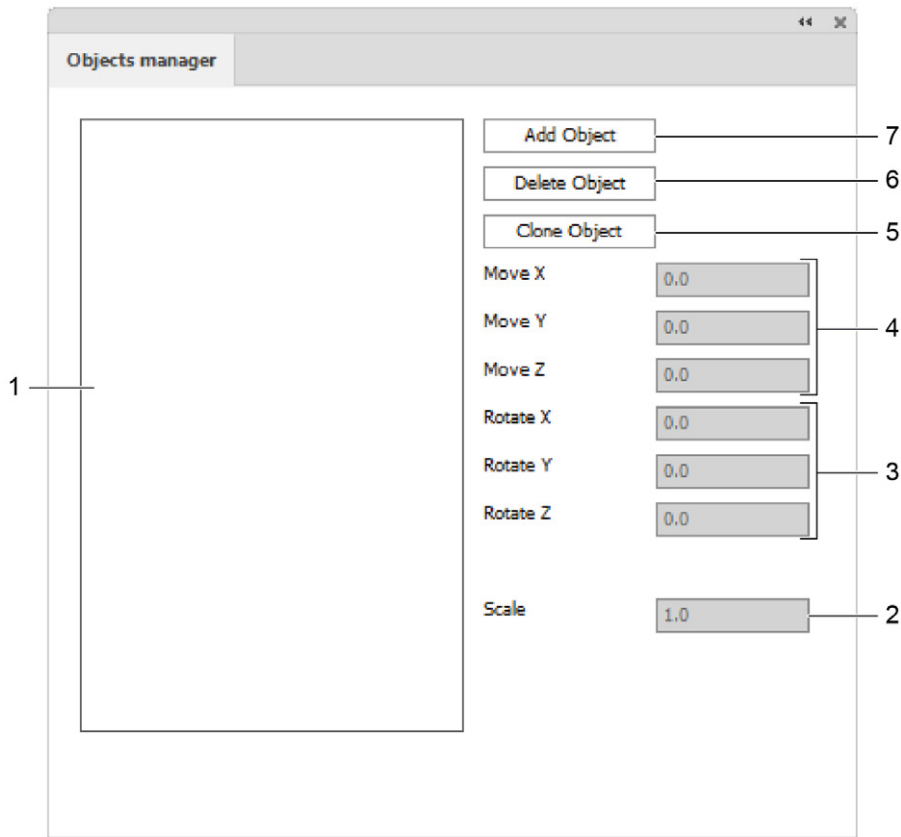
New objects can be inserted into the active scene with the object library. Use the object manager to edit inserted objects.



- 1 List of the available objects
- 2 Places the object in the active scene
- 3 Object name
- 4 Object scale factor
- 5 Selection of the surface properties of the object

7.8 Object manager

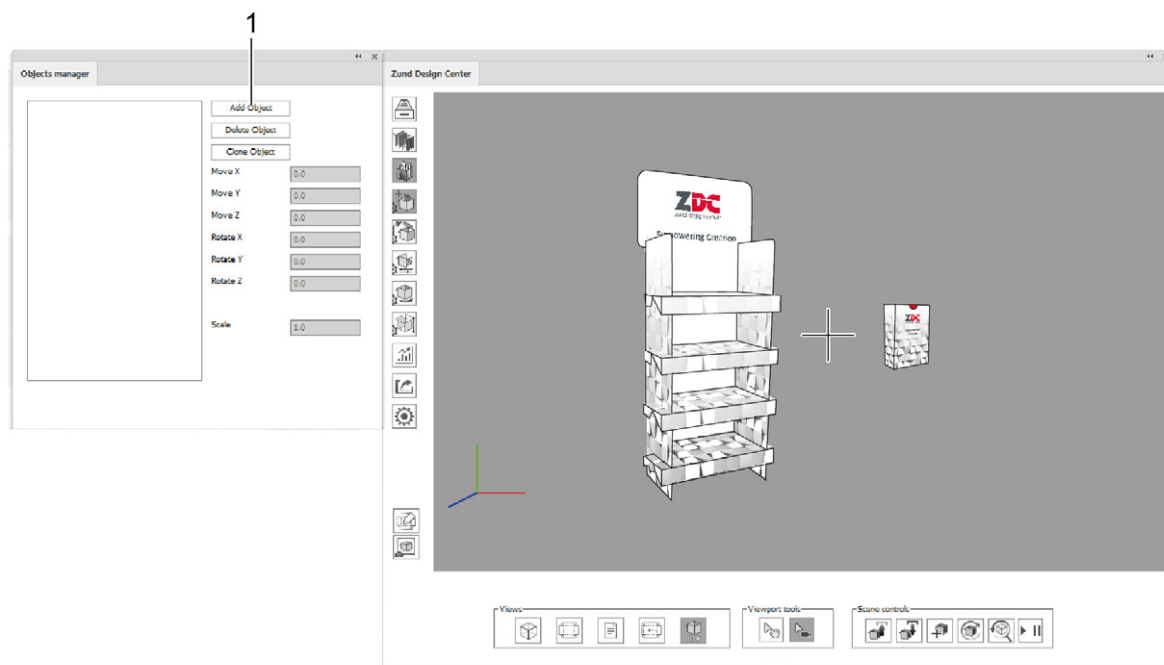
Objects in the active scene can be manipulated with the object manager.



- | | | | |
|---|--|---|--------------------------|
| 1 | List of existing objects | 5 | <i>Cloning an object</i> |
| 2 | Ruler | 6 | Delete object |
| 3 | Rotate the object along the X-/Y-/Z-axis | 7 | <i>Add object</i> |
| 4 | Move object in X/Y/Z direction | | |

7.8.1 Add object

Use this function to combine as many 3D objects as you would like in a single scene. For example, multiple small boxes can be placed in a large POS display or many different packagings from a series can be lined up next to one another.



1 Add object button

A Click the **Add object** button.

B Select an .obj file and click on **open**.

The new object is inserted into the existing scene. It can be rotated, moved, and scaled as desired.

7.8.2 Cloning an object

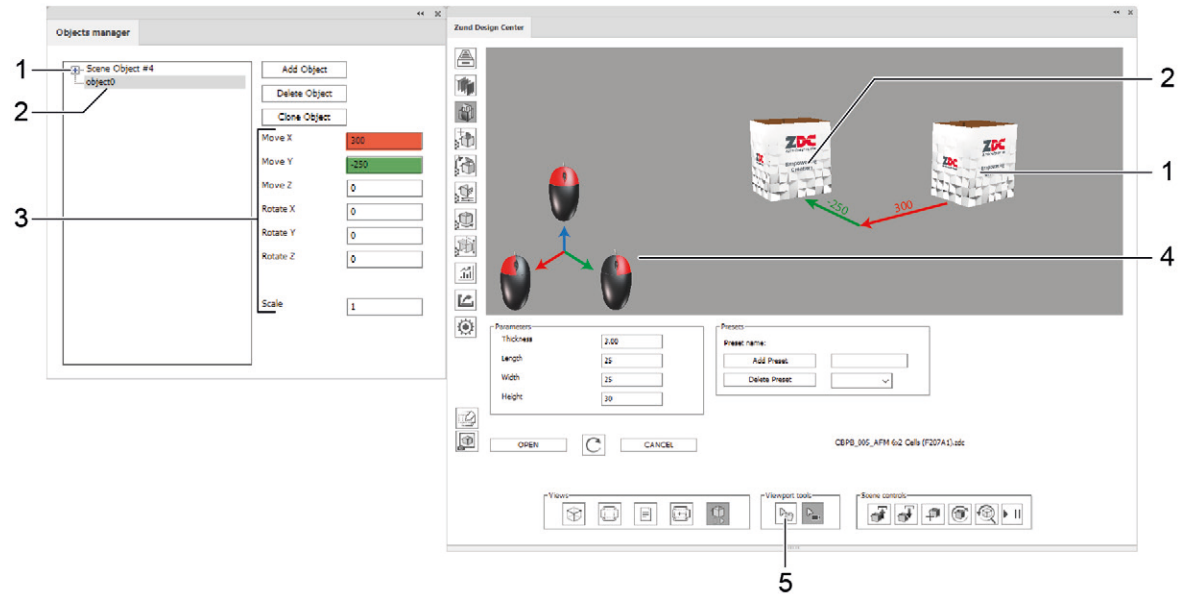
A Select an existing object from the list.

B Click the **Clone object** button.

7.8.3 Move objects

Requirements

- The **ADD OBJECT** button adds at least one more object to the originally opened design.



- 1 Original object
- 2 Additionally loaded object (selected)
- 3 Parameters for moving, rotating, and scaling the selected object
- 4 Coordinate system
- 5 Object selection

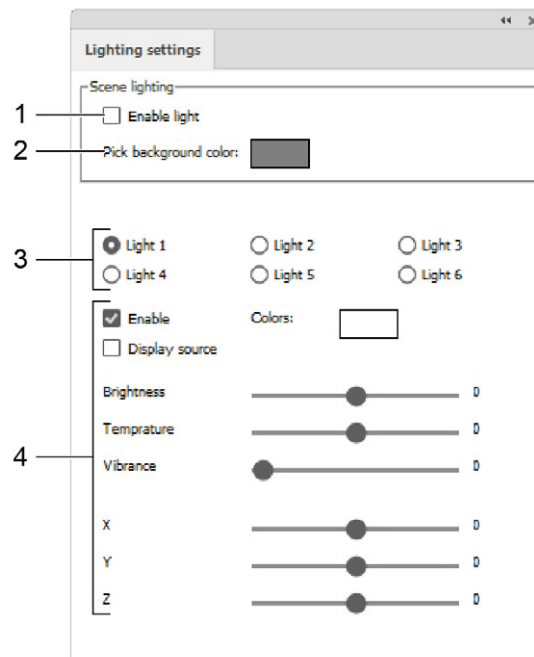
Move objects with parameters

- Select the object to be moved from the list.
- Enter positive or negative parameters for moving, rotating, or scaling.

Move objects with the mouse

- Select the **OBJECT SELECTION** button.
- Mark the object to be moved.
- Press and hold the corresponding mouse button to move the object.

7.9 Light settings



- 1 Activate/deactivate light
- 2 Selection of a custom background color
- 3 Light sources 1-6
- 4 [Adjusting individual light settings](#)

7.9.1 Adjusting individual light settings

By adjusting various light sources you can change the mood of the model rendering in the 3D view.

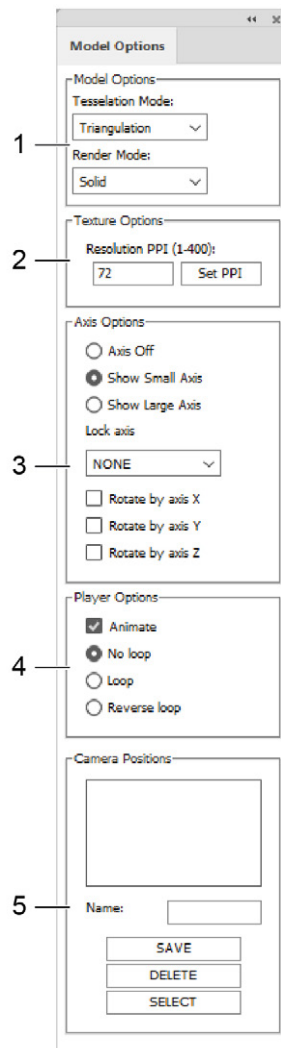


Tip:

Each light source must be switched on separately for it to be active.

- A** Check the **Activate light** checkbox.
- B** Select one of the light sources 1-6.
- C** Check the **Activate** check box.
- D** Set the desired color, brightness, temperature, mood and position.
- E** Repeat steps B-D for other light sources, as needed.

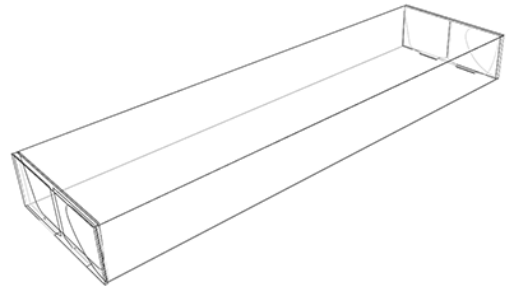
7.10 Model options



- 1 *Model options (tessellation, render mode)*
- 2 *Resolution in PPI*
- 3 *Axis options*
- 4 *Playback options*
- 5 *Camera positions*

7.10.1 Model settings

Representation as Wire mesh model Display of the contour of the design



Representation as Body model

All objects on the *Face Graphics* layer are shown on the outside. A shaded surface area in different colours is used in the display for each area.



7.10.2 Resolution options

Resolution PPI

The resolution of the textures used can be set from 1-400 ppi. The higher the value, the higher the resolution of the 3D preview.



Tip:

Note that the required rendering time increases as the resolution is increased.

7.10.3 Axis settings

The following settings are available for the coordinate axis:

Hide axes	Do not display coordinate axes
Small axis display	Show small coordinates axis
Large axis display	Show large coordinates axis
Fix axes (None/X/Y/Z)	Lock individual axes
Rotation around X axis	Rotate design around X axis
Rotation around Y axis	Rotate design around Y axis
Rotation around Z axis	Rotate design around Z axis

7.10.4 Playback options

Animation	Switch fold animation on/off
Continuous loop off	Switch off looping
Continuous loop	Switch on looping
Reverse continuous loop	Play back looping backward

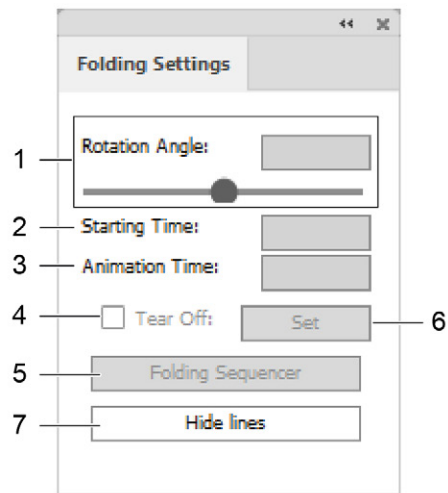
7.10.5 Save camera positions

- A** Set the desired view in the preview window (see [Controlling 3D view](#) on page 19 for more).
- B** Enter a name for the current view in the **Name** field.
- C** Click the **Save** button.

The new camera position will be shown in the list and will be available for the current design from that point on. If the view is changed, you can restore the camera position at any time by clicking the **Select** button.

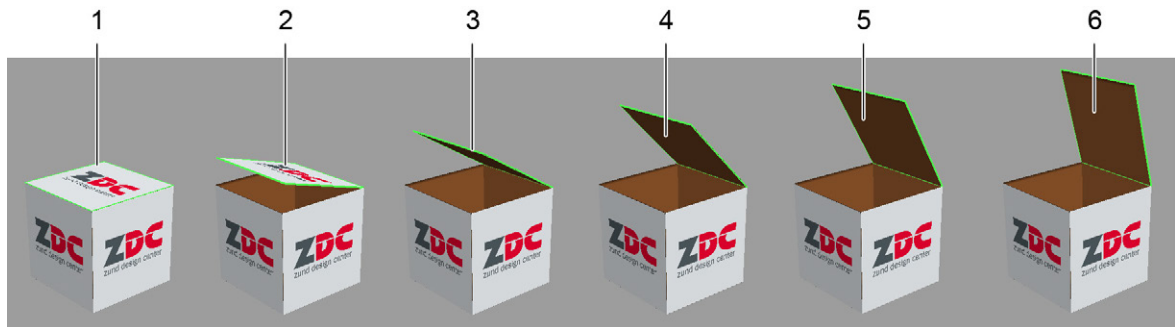
7.11 Fold settings

The animation of the fold preview can be individually set for each path of the crease and V-Cut layers. You can define the folding sequence and enter the angle at which the surfaces are folded.



- | | | | |
|---|--|---|---|
| 1 | Rotation angle at which the two bordering surfaces are folded together on the selected path. | 5 | Open folding sequence menu |
| 2 | Starting time of the animation in sec. | 6 | Confirm entries |
| 3 | Duration of the animation in sec. | 7 | Overlay of all construction, bending, V-cut, and intersection lines with a white area |
| 4 | Tear the material along the selected path | | |

7.11.1 Defining folding properties



1 Angle: 90°

2 Angle: 75°

3 Angle: 60°

4 Angle: 45°

5 Angle: 30°

6 Angle: 15°



Tip:

If you do not change the values, all folds will be made simultaneously at a 90° angle.

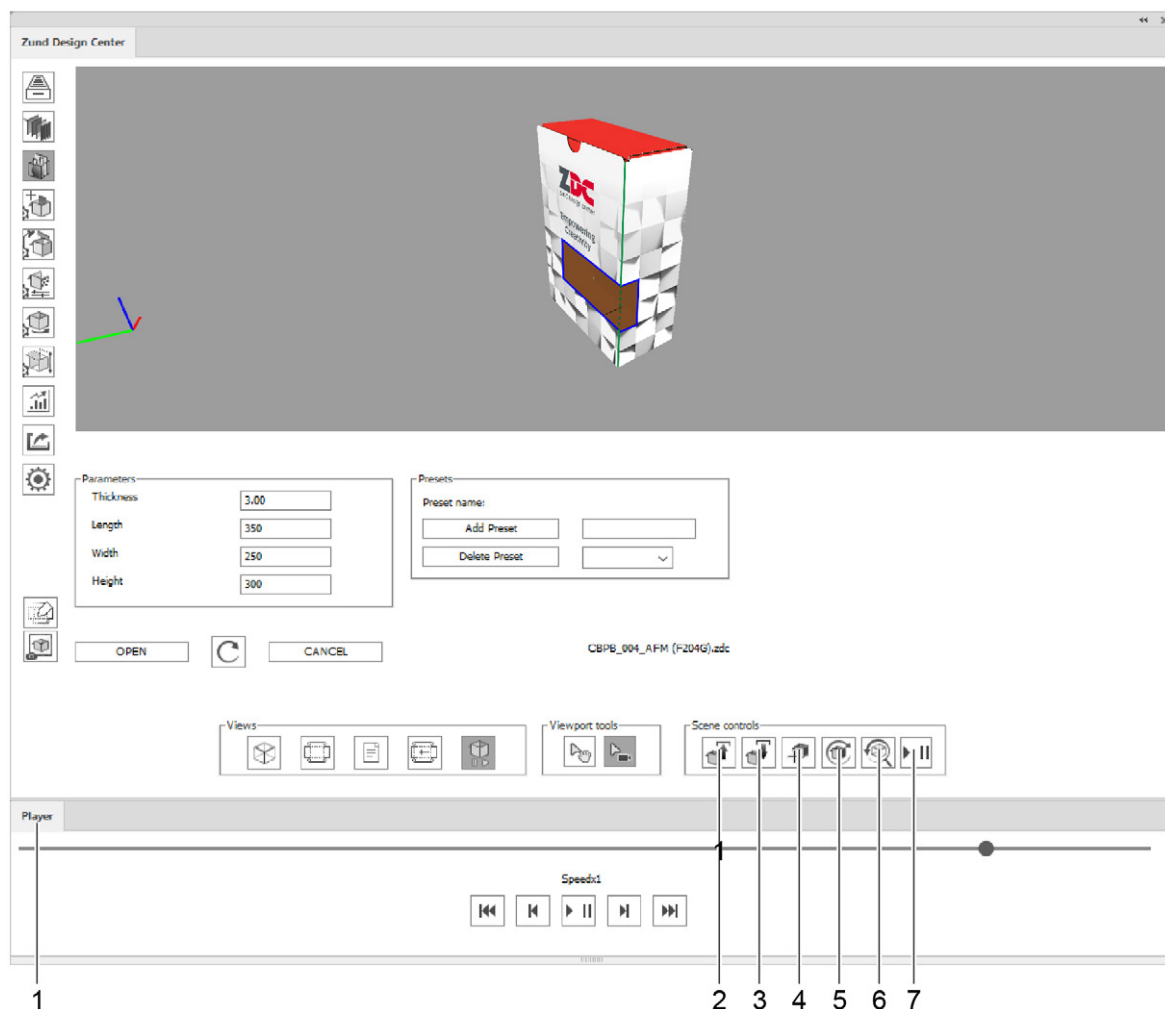
A Select at least one path of the crease of V-cut layers.

B Enter the desired values into the fields **Rotation angle**, **Start time** and **Animation time**.

C Click the **Set** button.

7.12 Scene control

A scene contains the location and positioning of one or more objects.



1 Player window

Controlling the speed of the 3D animation

2 Save scene

Saves the current status of the scene as a *.ZDCP file. The Illustrator document must be saved first.

3 Load scene

Loads a scene from a *.ZDCP file.

4 New scene

Creates a new, empty scene.

5 Update scene

Updates the active scene.

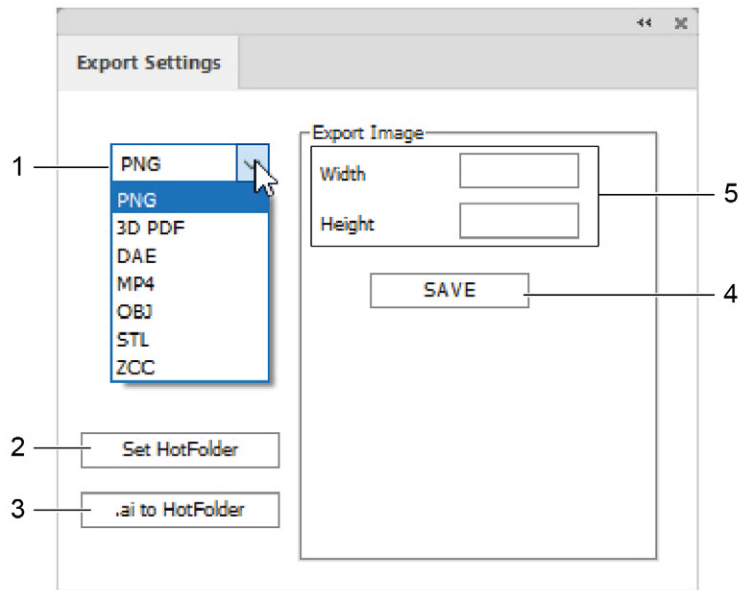
6 Reset

Moves the objects in the scene to their initial orientation.

7 Open player window

Opens/closes the player in a separate window. The window can be docked to the ZDC window.

7.13 Export settings



- | | | | |
|---|--|---|--|
| 1 | Selection of export format
(PNG, 3D-PDF, DAE, MP4, OBJ, STL, ZCC) | 4 | Format-specific settings
(e.g., dimensions, duration, frame rate, etc.) |
| 2 | Select HotFolder | 5 | Save |
| 3 | Save .ai file in HotFolder | | |

Important:

Always open a 3D PDF with Adobe Reader and activate the reproduction of 3D content (**Edit > Default settings... > 3D & multimedia > Activate reproduction of 3D content**).

7.14 Settings

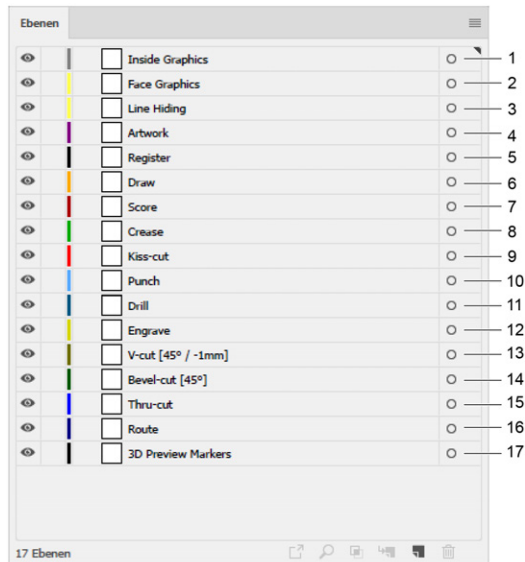


- | | | | |
|---|-----------------------------|---|---|
| 1 | Program version | 5 | Further information (Help/EULA) |
| 2 | Hardware key identification | 6 | Minimize the ZDC windows after opening a design |
| 3 | Remaining license duration | 7 | Switch dynamic view change on/off |
| 4 | Select unit (mm/inch) | 8 | Language selection (German/English) |

8 Illustrator

8.1 Layers

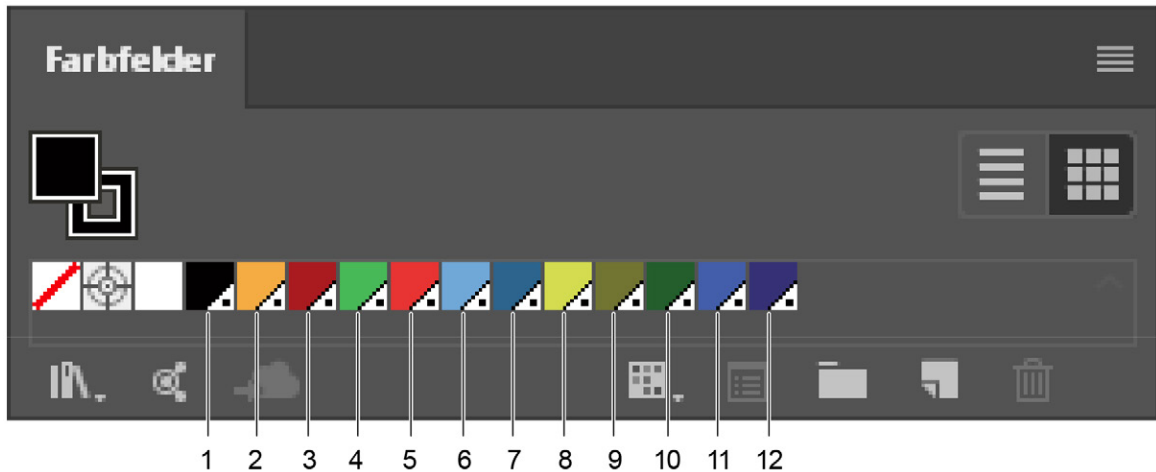
Each design already includes all of the layers necessary for importing the file into the ZCC. Make sure that the correct layer is activated before making any changes.



1	Inside graphics	Design elements for the inside of the design	10	Punch	Punches
2	Face graphics	Design elements for the outside of the design	11	Drill	Holes
3	Line hiding	Overlay the lines with a white area	12	Engrave	Engraving contours
4	Artwork	Graphics layers for continuing job processes	13	V-cut	V-cut contours Separate layer for each angle setting (0°, 15°, 22.5°, 30°, 45°)
5	Register	Registration marks	14	Bevel-cut	Oblique cut contours
6	Draw	Drawing contours	15	Thru-cut	Cutting contours
7	Score	Score contours	16	Route	Routing contours
8	Crease	Groove contours	17	3D preview markers	Definition of the connecting points of multi-part designs
9	Kiss-cut	Kiss-cut contours			

8.2 Spot colors

When you open a design from the library or create a new template, the .ai file contains spot colors that are already defined for each processing method:



- | | | |
|----|-----------------------|---------------------------------|
| 1 | Register 100% | Registration marks |
| 2 | Draw 100% | Drawing contours |
| 3 | Score 100% | Score contours |
| 4 | Crease 100% | Crease and perforation contours |
| 5 | Kiss-cut 100% | Kiss-cut contours |
| 6 | Punch 100% | Punches |
| 7 | Drill 100% | Holes |
| 8 | Engrave 100% | Engraving contours |
| 9 | V-cut 100% | V-cut contours |
| 10 | Bevel-cut 100% | Oblique cut contours |
| 11 | Thru-cut 100% | Cutting contours |
| 12 | Route 100% | Routing contours |

When creating your own designs, use the spot colors predefined as **contour colors** for the respective processing methods. This method makes it easy to quickly recognize how a shape will eventually be processed (cut, creased, etc.).

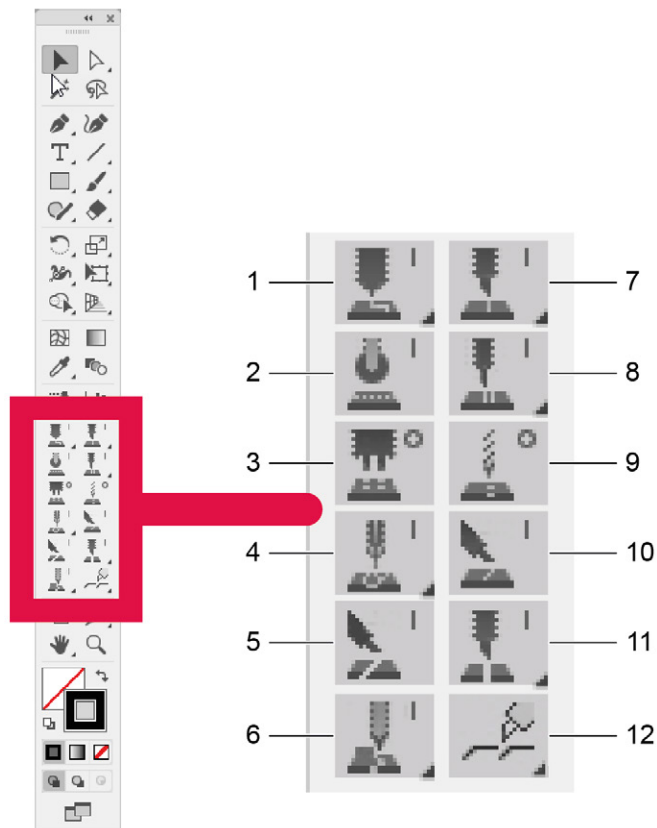


Tip:

Many common RIPs automatically recognize contours with spot colors as objects that should not be printed. In this way, a processing path can be recorded and assigned to a processing method without this contour becoming visible in the printout.

8.3 ZDC tool palette

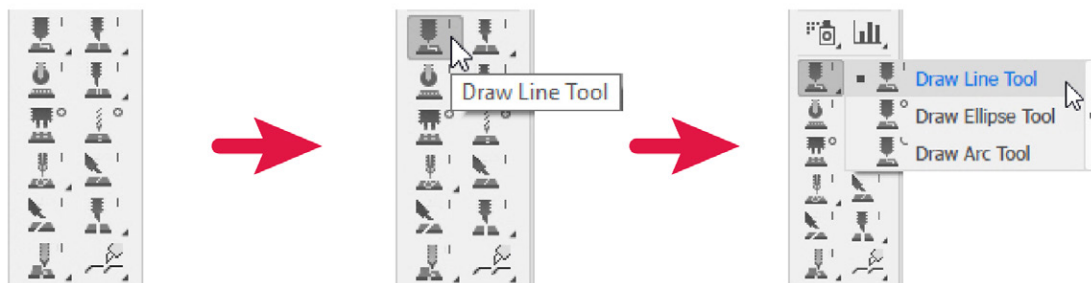
The standard control panel from Adobe® Illustrator® was expanded with special ZDC tools that simplify the creation of custom designs or the editing of stock designs:



- | | | | |
|---|-------------------------------|----|--------------------------------|
| 1 | Draw line/Ellipse/Arc tool | 7 | Score line/Ellipse/Arc tool |
| 2 | Crease line tool | 8 | Kiss-cut line/Ellipse/Arc tool |
| 3 | Punch ellipse tool | 9 | Drill ellipse tool |
| 4 | Engrave line/Ellipse/Arc tool | 10 | V-cut line tool |
| 5 | Bevel-cut line tool | 11 | Thru-cut line/Ellipse/Arc tool |
| 6 | Route line/Ellipse/Arc tool | 12 | Tear strip tool A/B/C/D |

8.3.1 Displaying hidden tools

Some tools can be expanded to reveal hidden tools. Clicking on the small triangle in the lower right corner of the tool will reveal any tools hidden there.



A Navigate the mouse pointer to a tool with a small triangle in the lower corner.

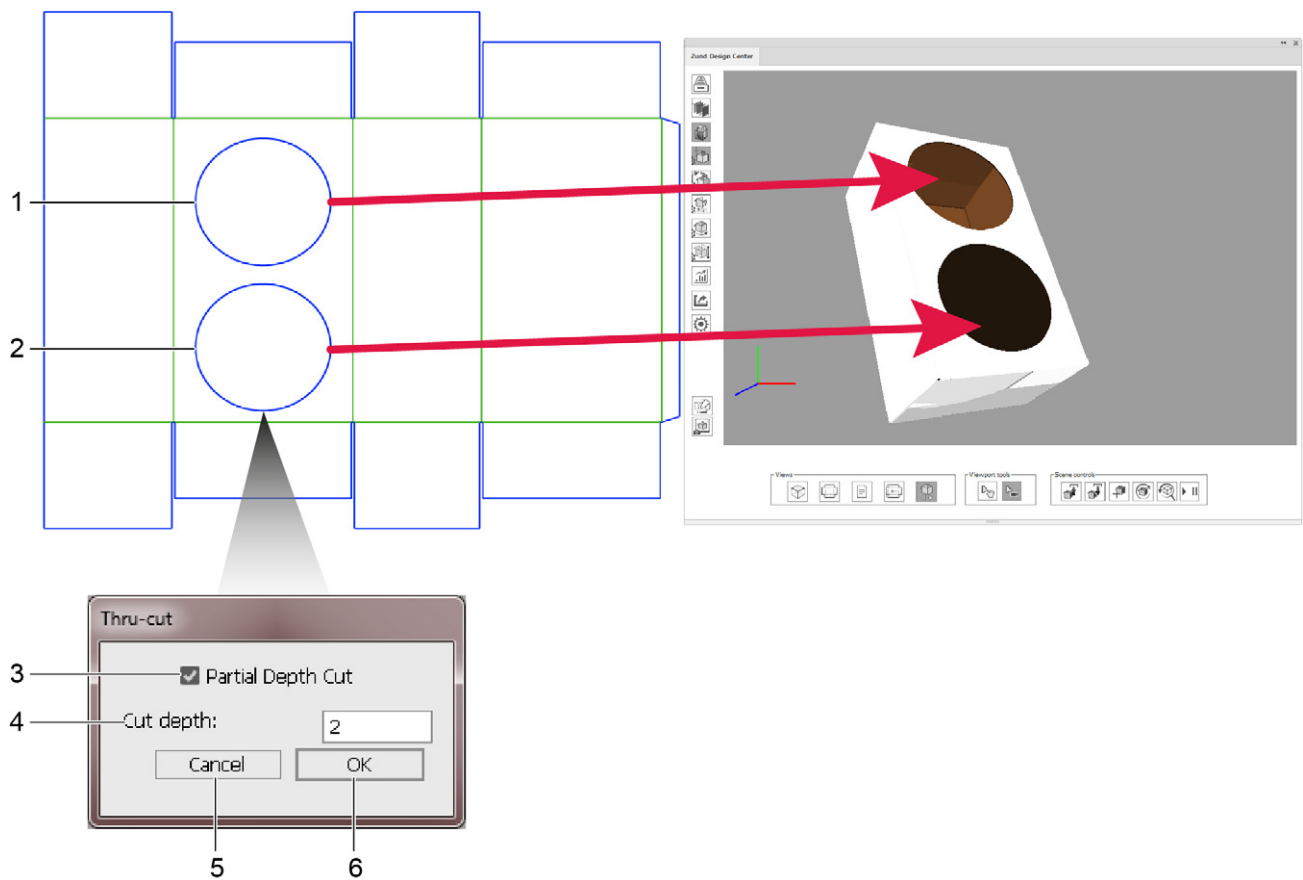
B Click and hold the right mouse button over the visible tool.

Results

The hidden tools are displayed and can be selected.

8.3.2 Partial depth cut

Some ZDC tools support a partial depth cut. The contour drawn with the tool is not cut out completely in the process, but rather the material is only cut down to a user-defined depth.



- 1 Shape without partial depth cut
- 2 Shape with partial depth cut
- 3 Select/deselect partial depth cut

- 4 Processing depth for partial depth cut
- 5 abort
- 6 confirm

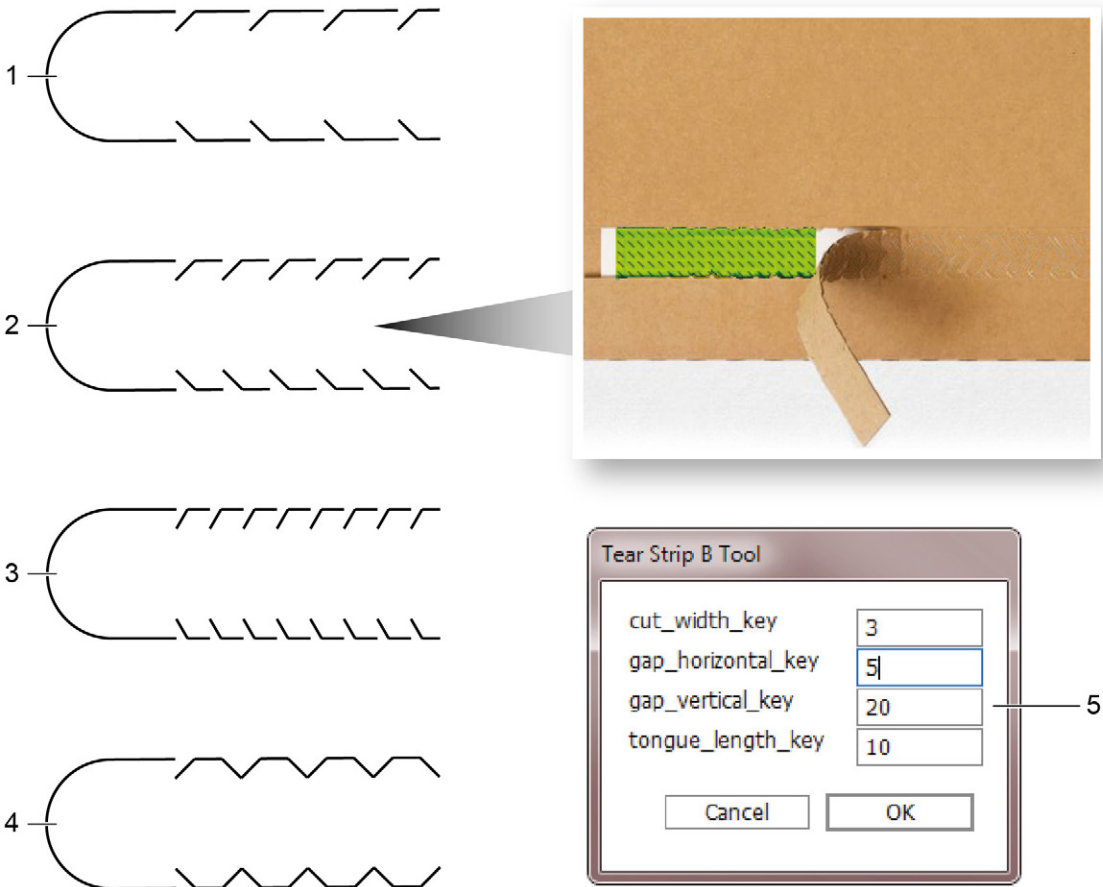


Tip:

With the partial depth cut, for example, shapes can be cut into the top layer of corrugated cardboard, thus structuring the surface.

8.3.3 Tear strip tools

Tear strip tools allow you to draw professional tear strips with just a few clicks, making it easy to open your packaging. The ZDC offers four different preset types of tear strips, which you can optionally configure further.



- 1 Tear strips type A
- 2 Tear strips type B
- 3 Tear strips type C

- 4 Tear strips type D
- 5 Configuration options

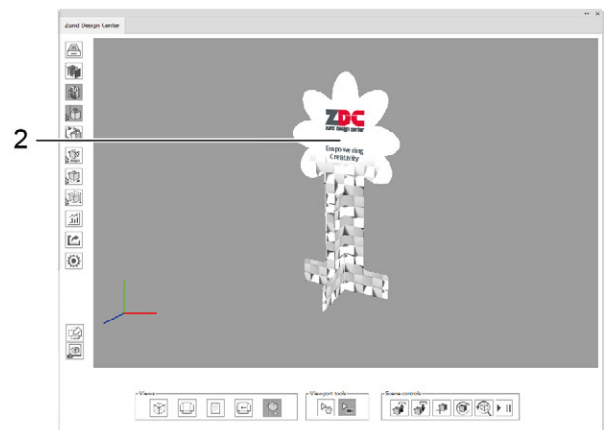
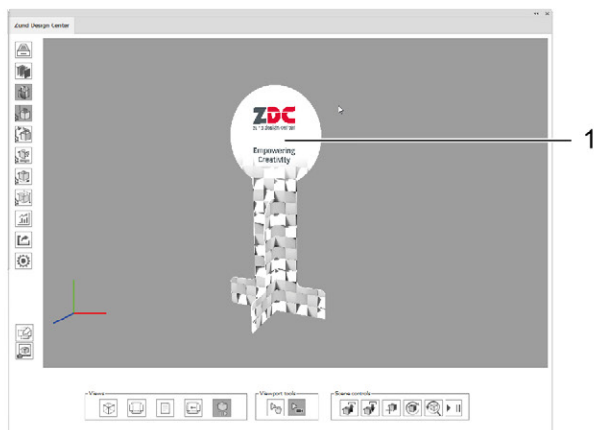
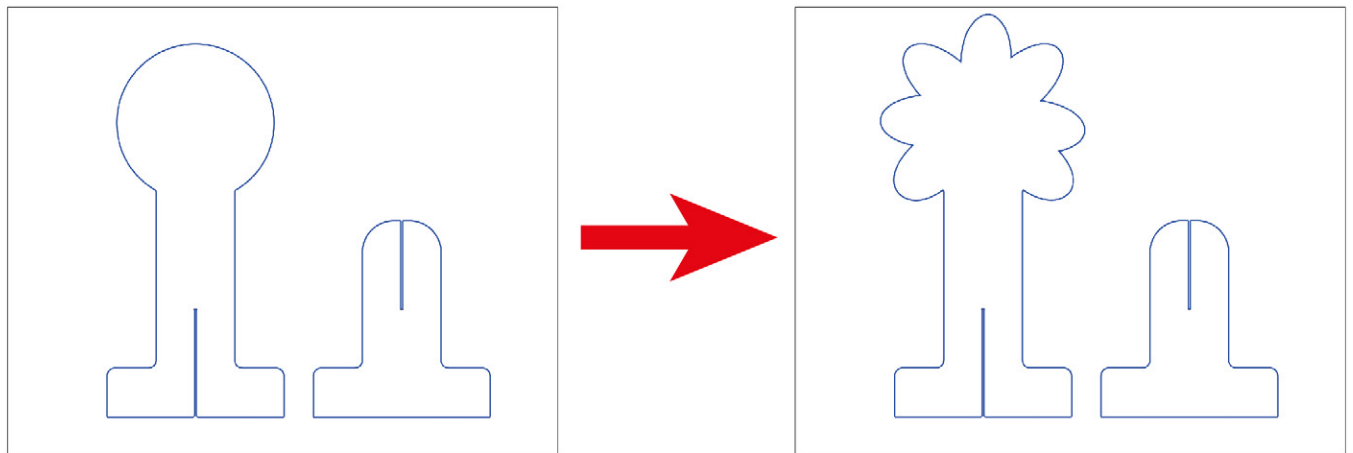


Tip: As soon as you draw a tear strip with the tear strip tool, a new "Tear Strip Lines" layer is automatically created.

9 Tips & tricks

9.1 Individually adapting the design contour

You may use the designs already available in ZDC as a basis and adapt as needed to create your own individual designs.

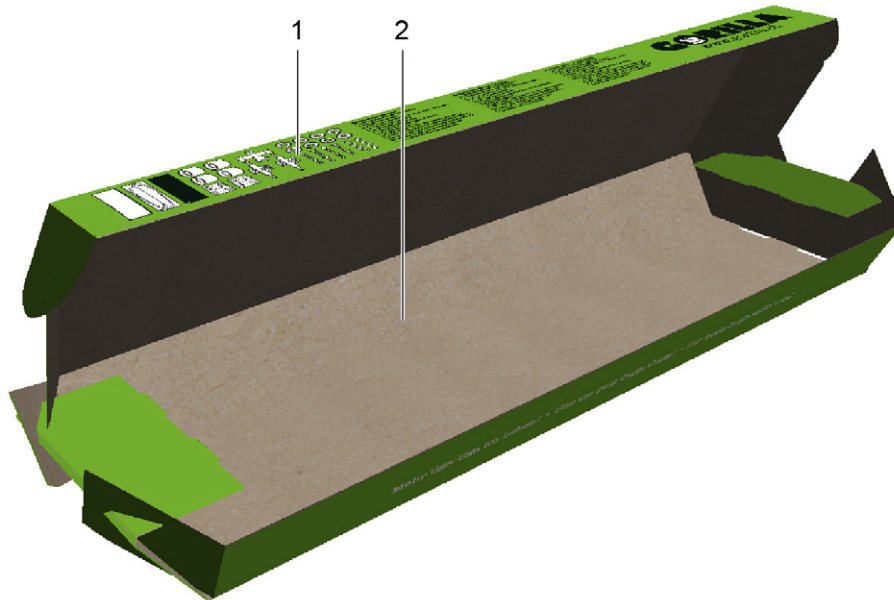


- 1 Original design
- 2 Design with individually adaptable contour

- A** Open a design from the library to serve as a basis for your project.
- B** Individually adapt the contour.

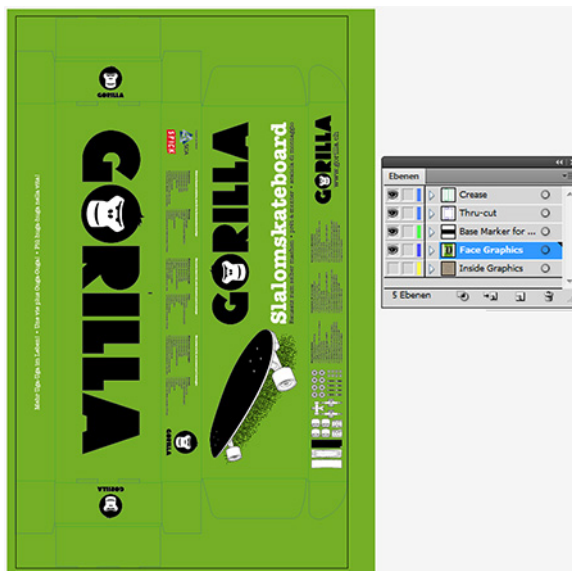
9.2 Place design elements

Using the *Face Graphics* and *Inside Graphics* layers, you can simulate the design of your packaging true to life. Place colored surfaces, texts, logos, images etc. in this layer.

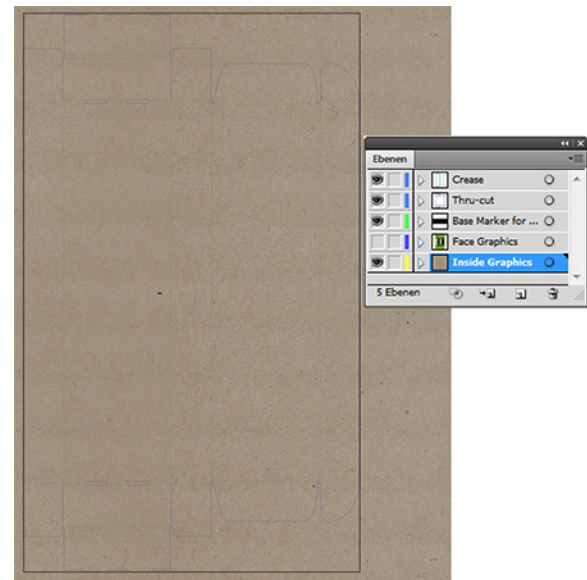


- 1 Face graphics: exterior of the design
- 2 Inside graphics: interior of the design

Face graphics

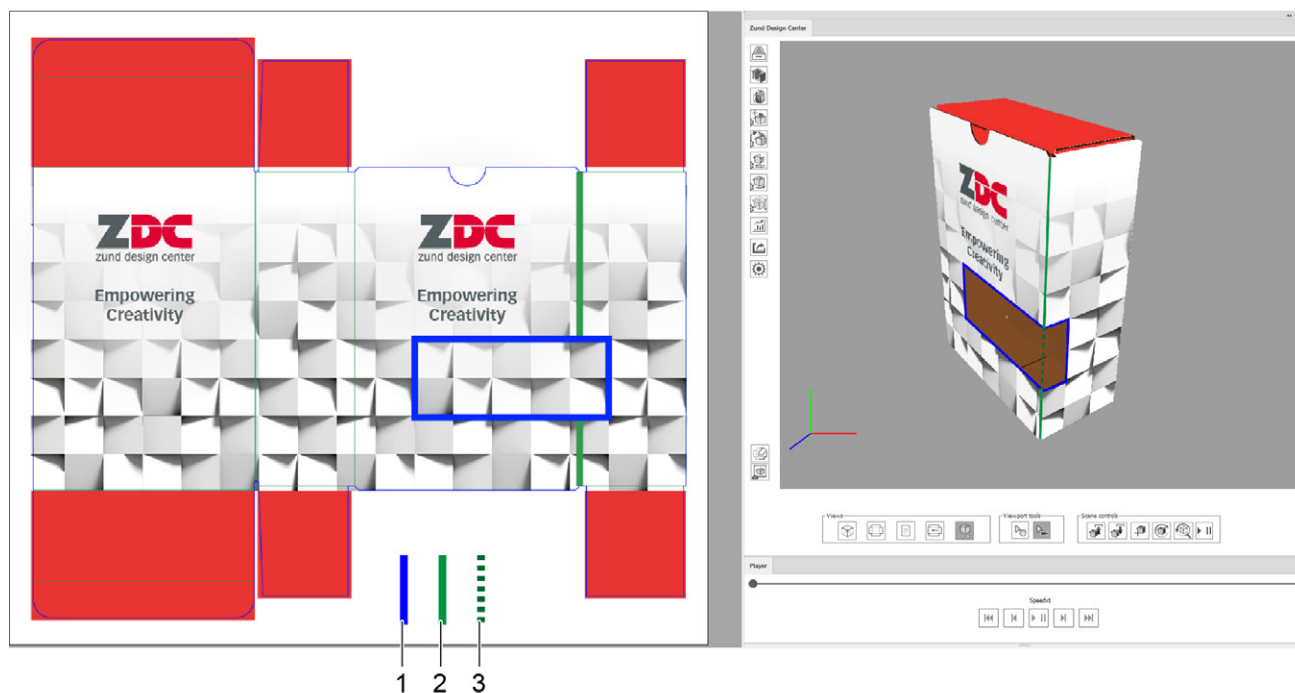


Inside graphics



- A** Activate either the Face Graphics layer or Inside Graphics layer.
- B** Place the shapes, graphics, or text. The plug-in supports all functions performed in Adobe® Illustrator®.

9.3 Creating cut-outs



- 1 Cut-out, cutting contour on the thru-cut level
- 2 Groove contour on the crease level
- 3 Section of the groove contour to be removed

- A** Open the design for which you would like to create a cut-out.
- B** Activate the thru-cut level.
- C** Draw the desired contour for the cut-out.
- D** Remove the contours of the crease levels that pass through the cut-out.

