

# Helmet Decals

Our helmets are decorated with decals; just like all the helmets used on the field of play. We even use the same material just a little thinner. Decals are printed using two different processes, inkjet and thermal transfer. Each have advantages and limitations that are important to know.

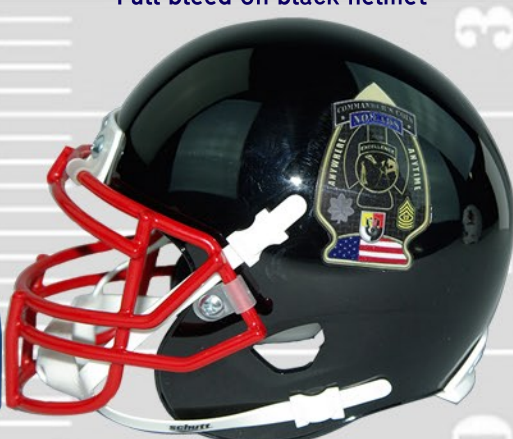
## Inkjet Printed

We can print from a high resolution raster images such as Jpg, Bmp, TIFF or PDF files, we can also print vector files in EPS, AI or PDF. We can even print a photograph to put on the helmet. With this process the material we print on is either white or clear. Clear material can only be used with white helmets. Any decal going on a colored helmet must be printed on white material so the decal shape must be full bleed. Its very difficult to cut intricate shapes and still be able to apply the decals. Exact PMS matches are not possible nor can we completely match the helmet colors when using full bleeds. Regular shapes which we can cut close to the image are best for full bleeds.

Complicated shape with lots of detail on black and white helmets



Full bleed on black helmet



### Advantages

- Many colors
- Fine detail
- Gradients and half tones

### Limitations

- Printed on white material
- Limited PMS color matches
- Regular enclosed shapes only

## Thermal Ribbon Transfer

Thermal transfer printing applies layers of colored foils to either clear or white substrates. Gradients and half tones are not possible, The number of colors is limited to 5 or 6 in total. Decals can be applied to any color helmet successfully.



### Advantages

- Can be printed on clear material
- Can print white
- Can hit most 3000 colors
- Can be applied to any color helmet

### Limitations

- No gradients and halftones
- 5-6 colors maximum
- Fine detail doesn't reproduce
- Cant reproduce photos
- Some PMS colors can't be reproduced