## Image Requirements

Cover art submitted to ACX must meet the following requirements:

#### Technical Requirements

- · Images must contain both the name of the title and author(s).
- Images must be no smaller than 2400 x 2400 pixels in size.
- The resolution of these images can be no smaller than 72 dpi.
- Images must be squared. The squared cover must be a true squared cover and cannot be rectangular with colored borders on the side (e.g., CD case cover/jacket).
- · Images should be at least 24-bit.
- · Images cannot refer to physical CD's or media other than the audio presented.
- · Jewel cases, promotional stickers, and cellophane are not allowed.
- · Pornographic and offensive materials are not allowed.

## Acceptable File Types

JPG in RGB format only.

#### **Delivery Methods**

· Upload through ACX.com only.

### File Naming

Each image file should be named with a condensed name of the title. Alpha numeric characters only.

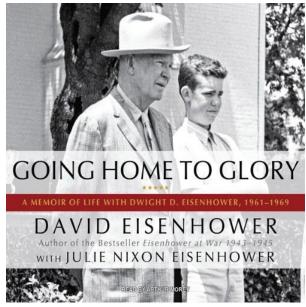


# Adhering to Image Specifications

Below are image samples that depict what a properly formatted cover should look like, and some examples that would be rejected.

Cover A displays an appropriately formatted image that would be accepted into production. Native size 2400x2400 pixels (not to scale in this document), with a resolution of 72dpi. Some elements had to change size or placement to accommodate the square size.

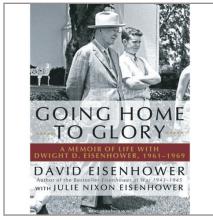
Cover **B** is an example of a cover that's been rejected for not meeting spec. Although sized appropriately, we do not accept covers that add borders on the sides (in this example, white bars) of the original cover sized for print editions. We are asking for true square covers (which may mean layout changes) to add into our production.

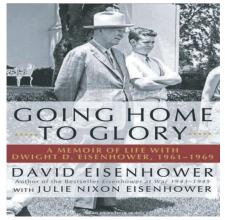


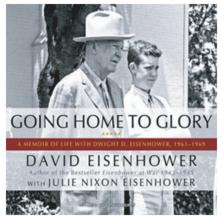
Cover A

Another incorrect example is  ${\bf C}$ . It is essentially the same

rectangular image in **B**, stretched to meet our image spec. This also goes for smaller sized images, Cover **D**, being scaled up to meet the size spec. Although this does meet our size requirements, there is too much noise and pixelation added to the image when scaling up that prevents sharpness and readability.







Cover B Cover C Cover D

