

# Easy file setup: Adding *FROST* to your document.

## Setting Up Your InDesign File

1. Add a new layer in the layers pallet and name it Frost. (Example **A**)
2. Move the Frost layer to the top in the layers pallet. (Example **B**)
3. Add a new color in the swatches pallet and name it Frost. (Example **C**)  
Important: Frost is the default name in our DFE. You must use the same swatch name across all applications you use. The swatch name is case sensitive.
4. Designate the Color Type as Spot.
5. Set the Color Mode to CMYK: 0/100/0/0. You can choose any of the 4 process colors and set it to 100%.

You are now ready to assign the color Frost to fills and strokes of text and shapes.

## Applying Frost

It's easy to apply Frost to text and graphics created in InDesign or pasted from Adobe Illustrator to print as a watermark or over photographs, text and graphics containing color.

1. Draw a shape in InDesign or copy and paste a graphic from Illustrator into your InDesign document.
2. Designate the fill and/or line to be Frost.
3. Move all Frost elements to the Frost layer.
4. Choose overprint if overlapping other images. Select Window > Attributes > Overprint Fill and/or Stroke. (Example **D**)

## Tinted effects

A tinted effect is created by layering two identical objects on top of each other. The objects on the top layer will print with Frost allowing the color from the object below to show through.

1. Paste or create a vector graphic and fill it with a light color or tint.
2. Copy your graphic and paste in place on the Frost layer.
3. Apply the color Frost.
4. Chose Window > Attributes > Overprint Fill and/or Stroke. (Example **D**)

## Applying Frost to raster effects

Raster effects such as soft edges or gradient fills created in Photoshop can be designated to print with Frost by adding a spot channel in Photoshop.

