

Austin Signal Vinyl Record Artwork

General information

Please send only JPEG, TIFF, or PDF's, in as high res as you can manage. Please do NOT send Photoshop files, layers, etc. Just finished images. Also, for jacket images – they need to be SQUARE. As in, all the sides are the same length. Your CD jacket cover may not be square. Check it please before sending. Also, regarding CD artwork – it may not be high-res enough to look good blown up. If it's all you have, then by all means let's use it.

Lastly, please keep anything important (text or images) away from the edges of the images. Like, 1/8 of an inch.

I am NOT a graphics guy, and really don't want to be. Actually, I'm not sure what kind of guy I actually am, but I'm definitely not a graphics guy. So, any time I spend fiddling with images is time that I'm not cutting. If I do have to spend time with your graphics, I will make your record sound bad. So, so bad.

So there.

More below.

12" Records

I need 2 images, one for the front jacket cover and one for the back jacket cover. JPEG or PDF as mentioned so passionately above. They will be 12x12" when printed. SQUARE. Did I mention that already?

Center labels – same deal - PDF or JPEG or TIFF. 3.75" in diameter. No text/image within 1/8 " of the edge. NO MARK for the center hole. I know where it goes.

7" Records

Jacket images, front and back. JPEG, TIFF, PDF. You know the drill. They will be – yes! 7x7". And again, they will be SQUARE.

Center label - 3.75" in diameter, a center hole 1.75" in diameter will be in the middle. I would prefer you not mark the center hold – just let your artwork bleed into the middle.

10" Records

Just like 12", only 10". Center labels are the same.

Inserts

I can have inserts printed, either 1 sided or 2 sided. They should be 7", 10", 12" – depending on the record. Same deal, SQUARE. Important to keep images/text away from the edge.

Thanks for considering Austin Signal. I really appreciate it. And remember to floss each day. Otherwise you'll be sorry. Just sayin.