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**Graphic technology — Vocabulary —  
Part 2:  
Prepress terms**

*Technologie graphique — Vocabulaire —  
Partie 2: Termes de préimpression*



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## Foreword

ISO (the International Organization for Standardization) is a worldwide federation of national standards bodies (ISO member bodies). The work of preparing International Standards is normally carried out through ISO technical committees. Each member body interested in a subject for which a technical committee has been established has the right to be represented on that committee. International organizations, governmental and non-governmental, in liaison with ISO, also take part in the work. ISO collaborates closely with the International Electrotechnical Commission (IEC) on all matters of electrotechnical standardization.

International Standards are drafted in accordance with the rules given in the ISO/IEC Directives, Part 2.

The main task of technical committees is to prepare International Standards. Draft International Standards adopted by the technical committees are circulated to the member bodies for voting. Publication as an International Standard requires approval by at least 75 % of the member bodies casting a vote.

Attention is drawn to the possibility that some of the elements of this document may be the subject of patent rights. ISO shall not be held responsible for identifying any or all such patent rights.

ISO 12637-2 was prepared by Technical Committee ISO/TC 130, *Graphic technology*.

ISO 12637 consists of the following parts, under the general title *Graphic technology — Vocabulary*:

- *Part 1: Fundamental terms*
- *Part 2: Prepress terms*
- *Part 3: Printing terms*
- *Part 4: Postpress terms*
- *Part 5: Screen printing terms*

## Introduction

Documentation gives rise to numerous international exchanges of both intellectual and material nature. These exchanges often become difficult, either because of the great variety of terms used in various fields or languages to express the same concept, or because of the absence of, or the imprecision of, useful concepts.

To avoid misunderstandings due to this situation and to facilitate such exchanges, it is advisable to select terms to be used in various languages or in various countries to express the same concept, and to establish definitions providing satisfactory equivalents for the various terms in different languages.

This part of ISO 12637 contains terms and definitions associated with the prepress stage of printing.

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# Graphic technology — Vocabulary —

## Part 2: Prepress terms

### 1 Scope

This part of ISO 12637 defines a set of prepress terms which may be used in the drafting of other International Standards for graphic technology. In order to facilitate their translation into other languages, the definitions are worded so as to avoid, where possible, any peculiarity attached to one language.

### 2 Terms and definitions

#### 2.1

##### **aliasing**

jagged or staircase effect in a raster image, caused by an insufficient number of image elements

NOTE See also ISO 12651:1999, definition 4.38

#### 2.2

##### **assembly**

placing digital, film or paper elements together in order on a suitable substrate or file

NOTE See also ISO 12637-1:2006, definitions 2 and 3.

#### 2.3

##### **bit-mapped image**

image represented by an array of picture elements, each of which is encoded as a single binary element

NOTE 1 See also ISO 12651:1999, definition 4.02.

NOTE 2 This is representation of characters or graphics by individual pixels, or points of colour/no-colour arranged in a row and column order (analogous to a graph paper grid). Each pixel is represented by either one bit (black and white printing) or up to 32 bits (higher quality colour printing). Physically the bit map exists only as digital information in the computer memory until transformed into an image on a monitor or print output device.

#### 2.4

##### **bleed**

additional printing area outside the nominal printing area necessary for the allowance of mechanical tolerance in the trimming process

[ISO 15930-3:2002, definition 3.1]

#### 2.5

##### **blind exchange**

exchange of compound entities that requires no exchange of technical information between sender and receiver in order to render the printed page as intended by the sender