

A Memory Effect in sheet fed offset printing

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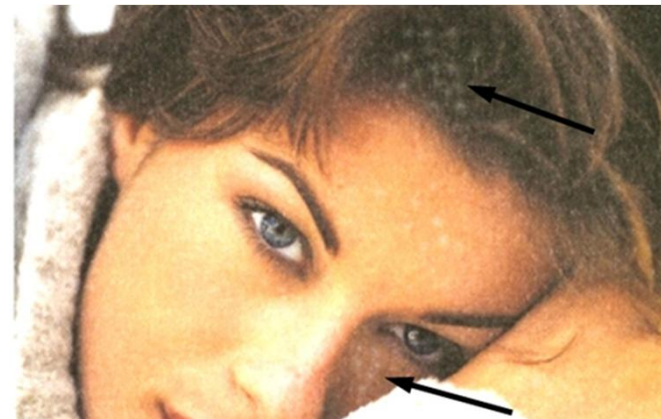
07.09.2015

Print Mottle in Offset Printing

“Non uniformity of perceived print density”



uniformly printed image



non uniformly printed image

3 common types¹⁾:

- Backtrap Mottle
- Water Interference Mottle
- Ink-trap Mottle

Sadovnikov, A., et al. (2008) Proceedings of SPIE- The International Society for Optical Engineering

Print Mottle in Offset Printing

Our initial aim:

- correlation between local paper properties and print mottle
- study local back trap mottle

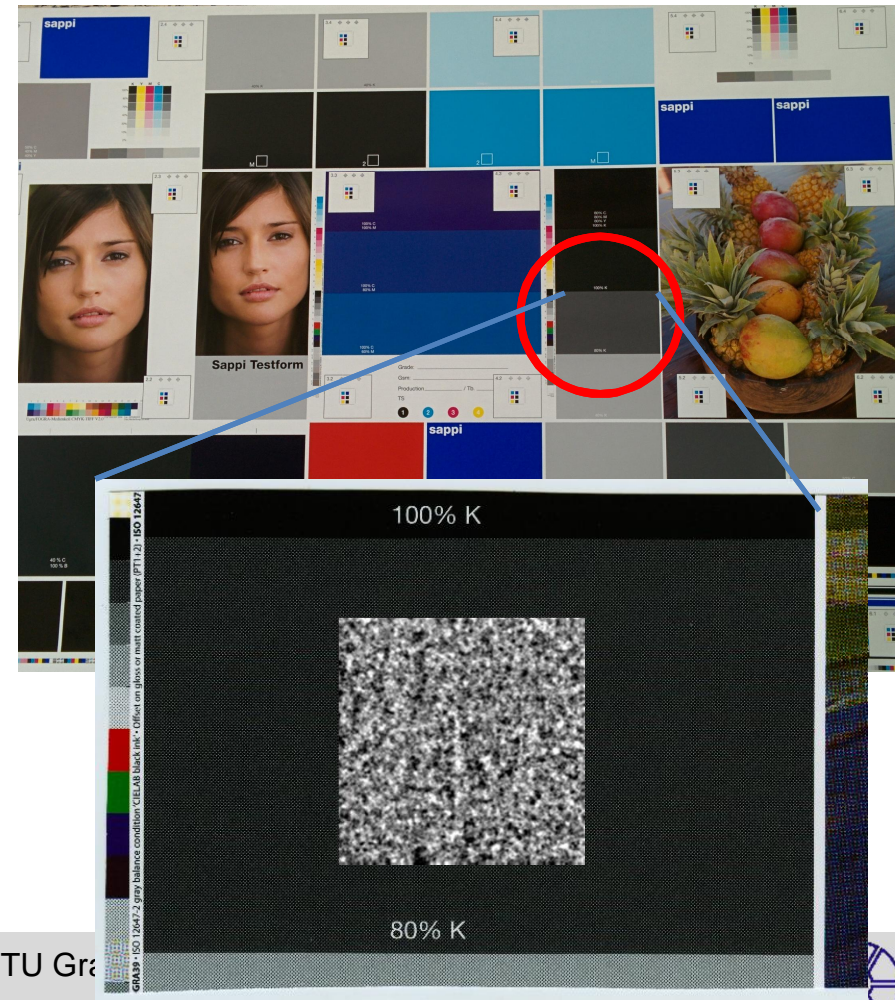
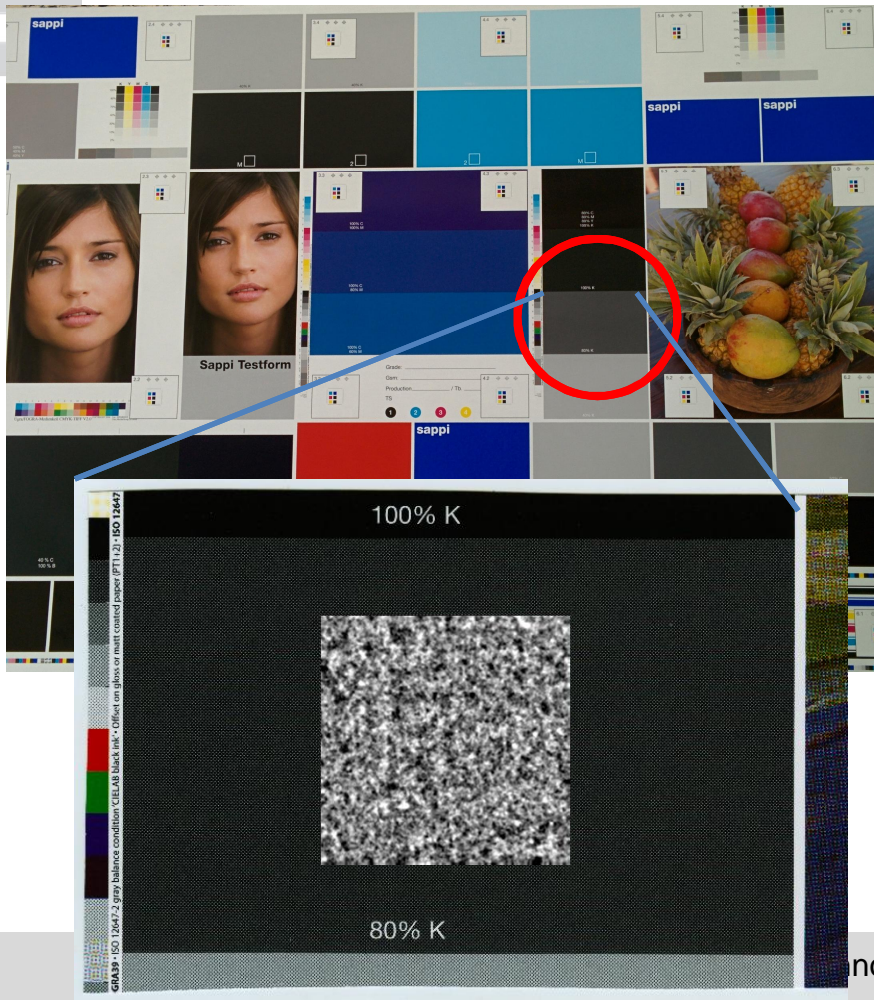
but

- instead of back trap mottle we found the Memory Effect

Memory Effect

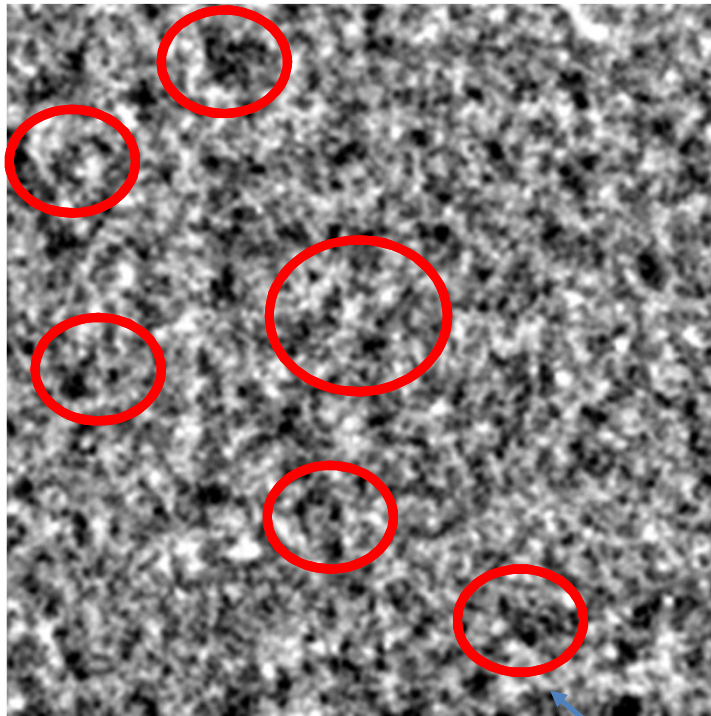
sheet nr.: 4

sheet nr.: 2587

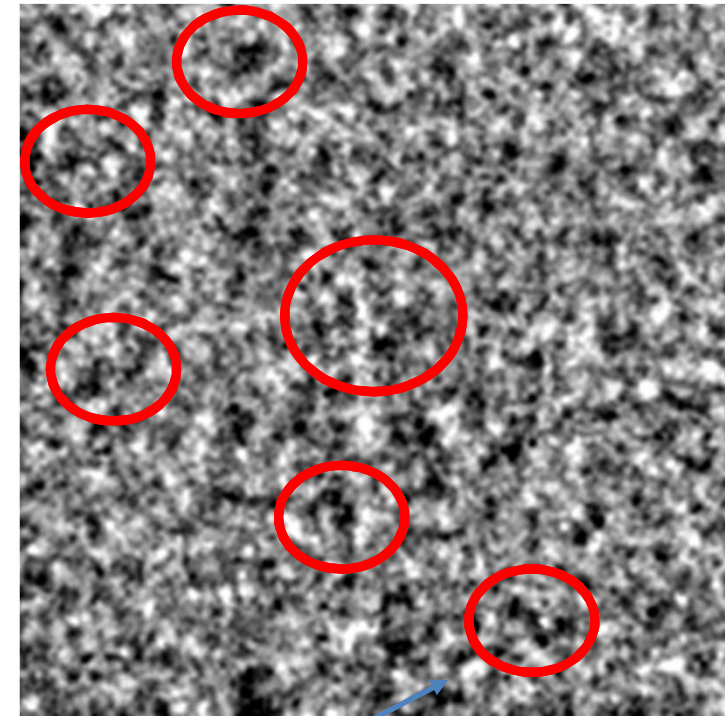


Memory Effect

sheet nr.: 4



sheet nr.: 2587



similar structures

The *exact same position* of colour fields on two different printed sheets.

Print Trial

Printing Machine:

Heidelberg SM XL 8

6 colours (sequence: K C M Y P B)

8000 sheets/hour

K: first black

C: cyan

M: magenta

Y: yellow

P: pantone blue

B: second black

Paper Samples:

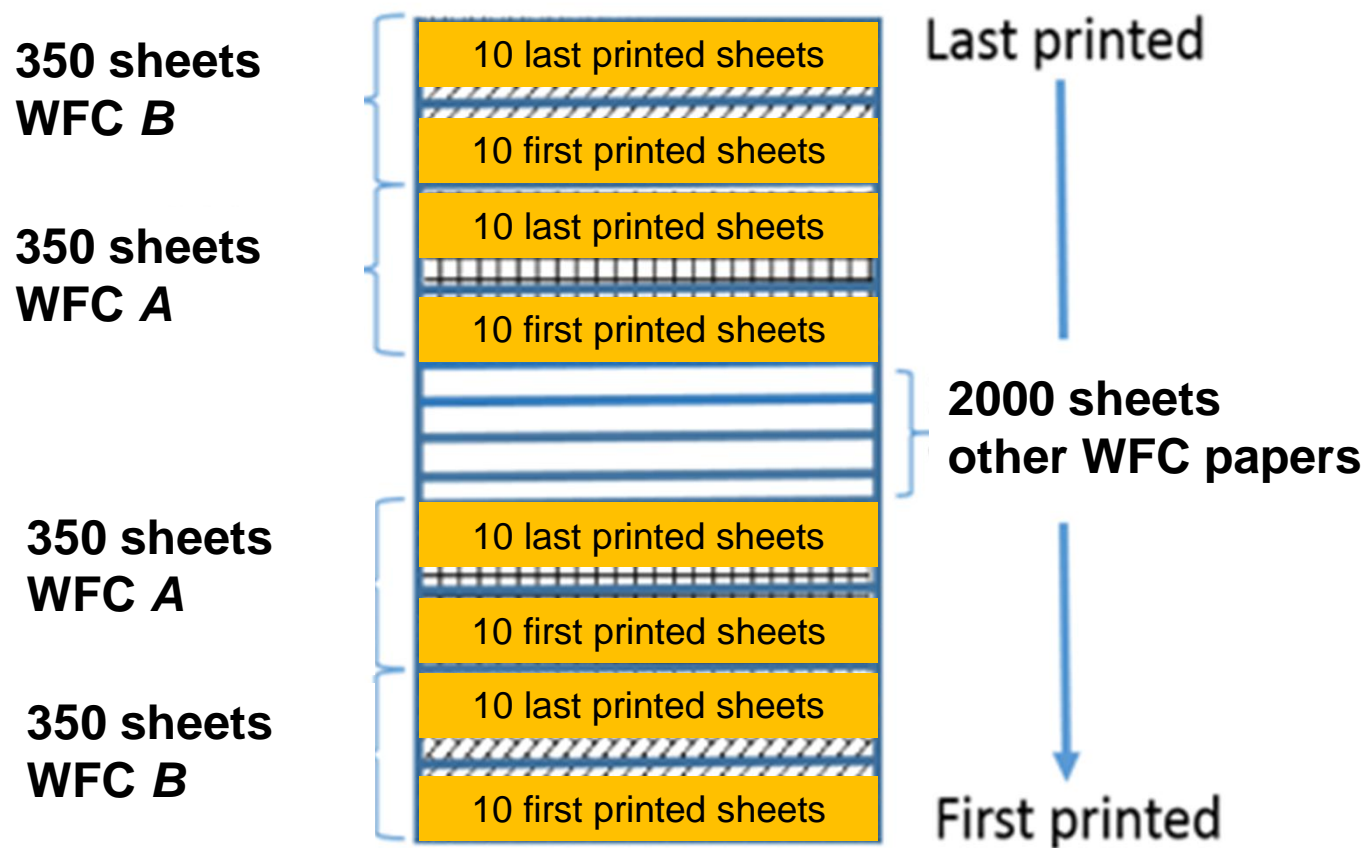
Wood Free Coated (WFC) 115 g/m², cw: 24 g/m² per side

two samples:

- WFC A
- WFC B

Print Trial

for evaluation: 80 printed sheets



Investigated color fields

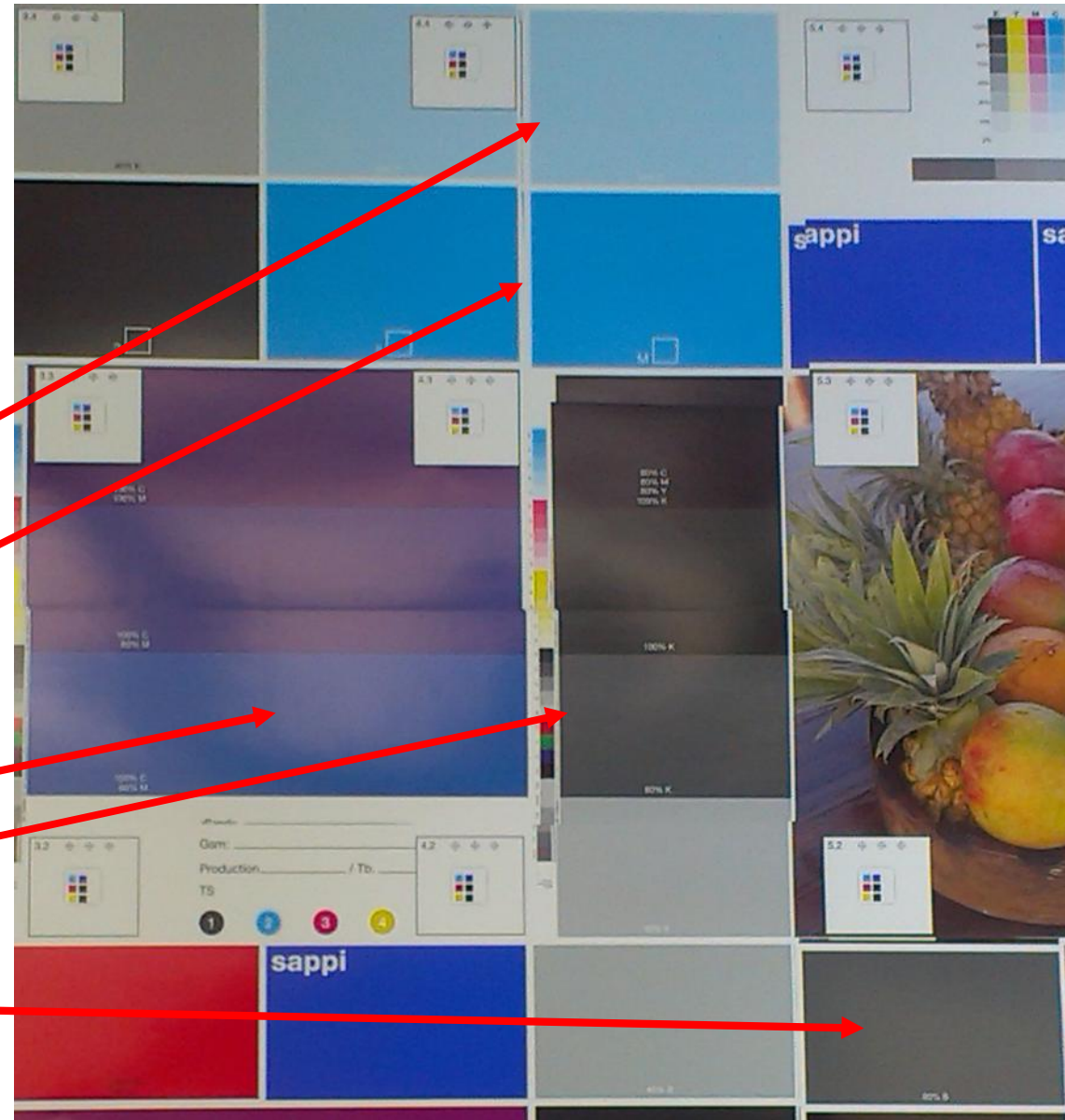
40% C

100% C

100% C 60% M

80% K

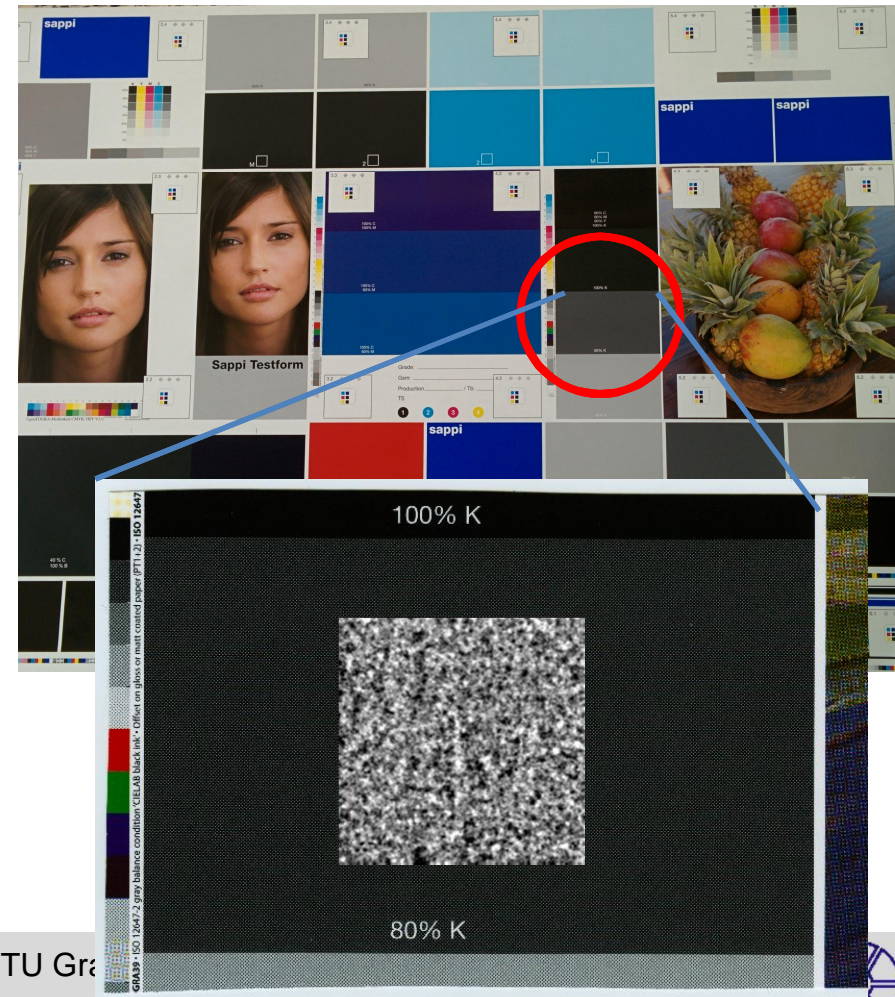
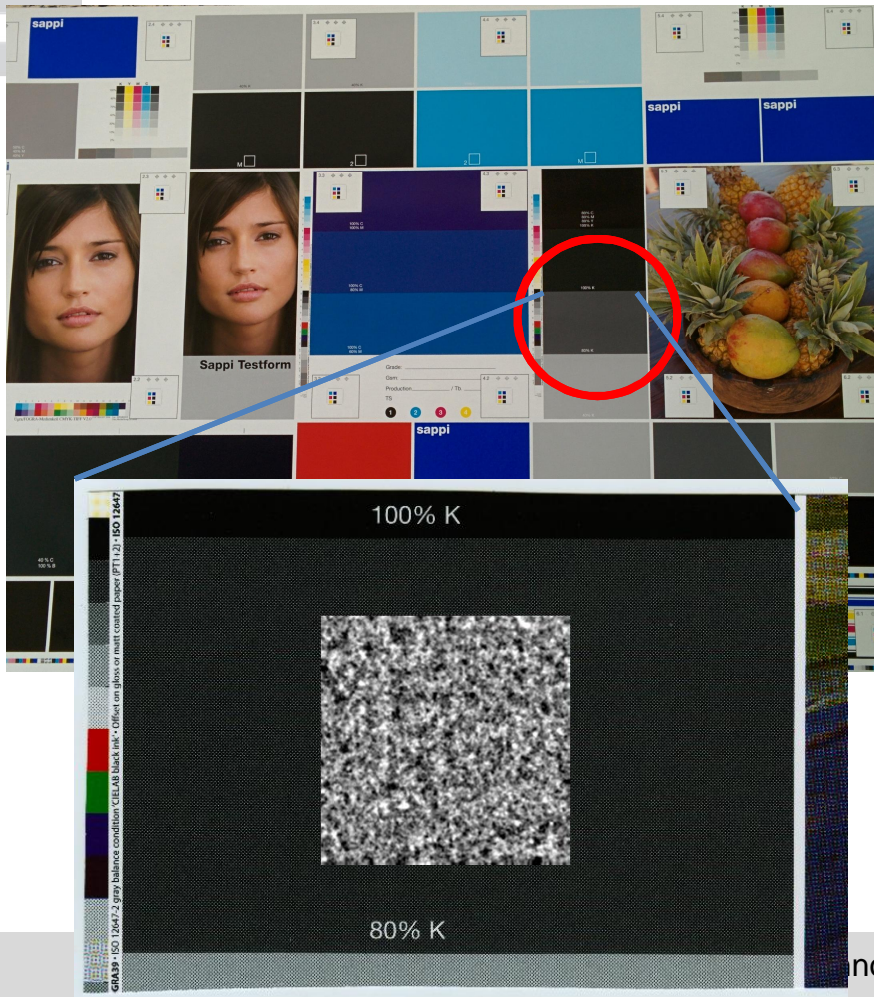
80% B



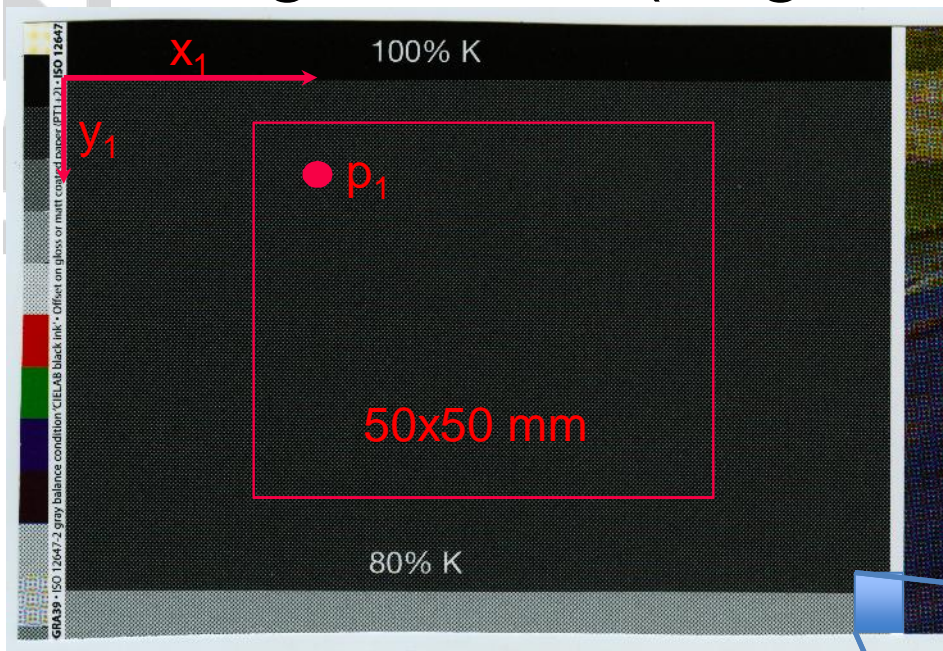
Registration (Alignment) of Colour Fields

sheet nr.: 4

sheet nr.: 2587

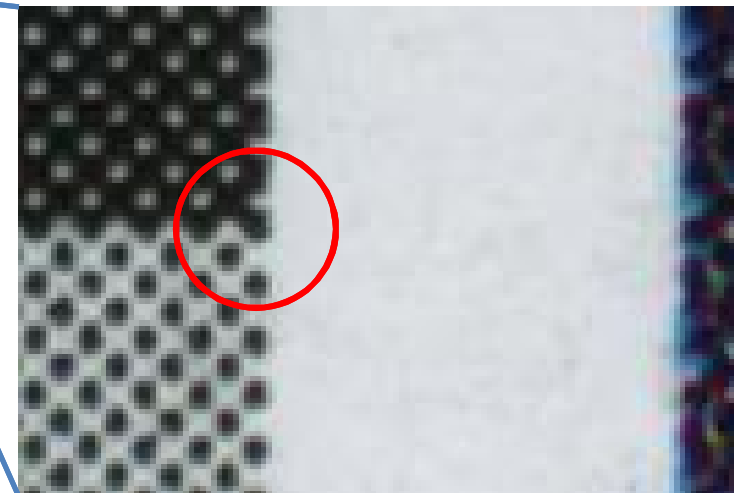


Registration (Alignment) of Colour Fields



Registration was performed with corner of color field as marks¹⁾.

Result →
stack of 80 aligned images
for each examined colour field

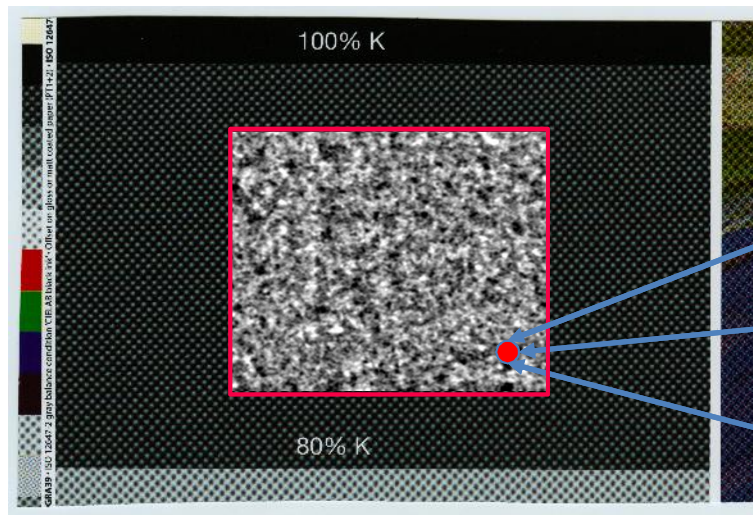


Size of colour field: 100x70mm
Scanned at 1200 dpi = 21.17 $\mu\text{m}/\text{pix}$

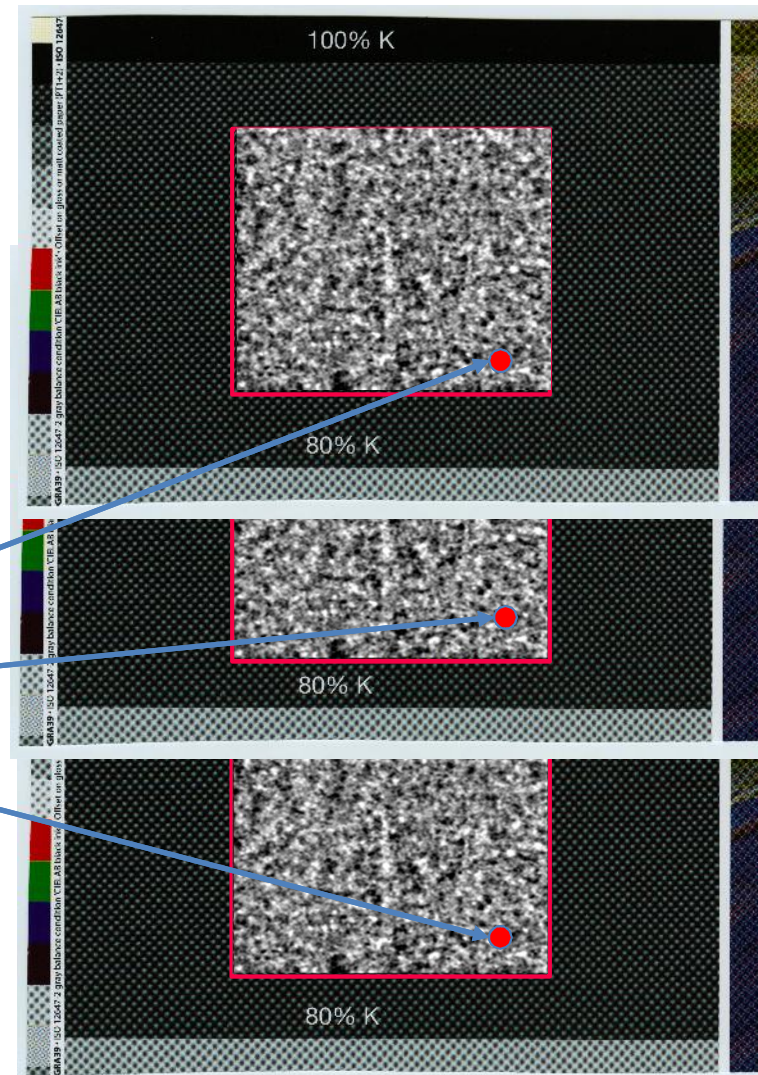
¹⁾ Hirn, U. et al., (2008). Registration and point wise correlation of local paper properties. *Nordic Pulp and Paper Research Journal*, 23(4): pp. 374–381.

Registration and Filtering of Colour Fields

pass band filtering (FFT) in 1-16 mm wavelength band
 → relevant region for print mottle



First printed (Nr. 1)



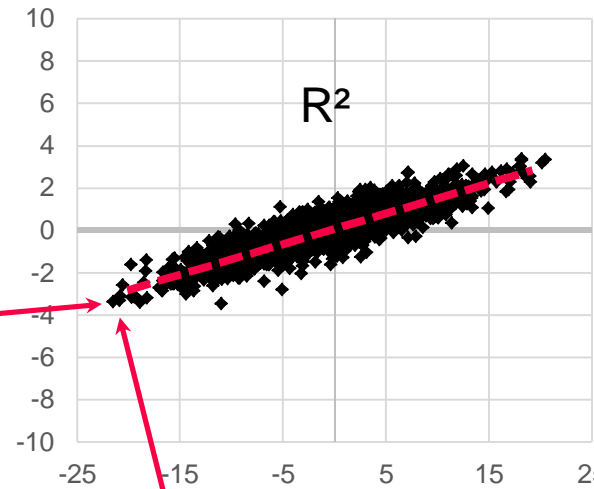
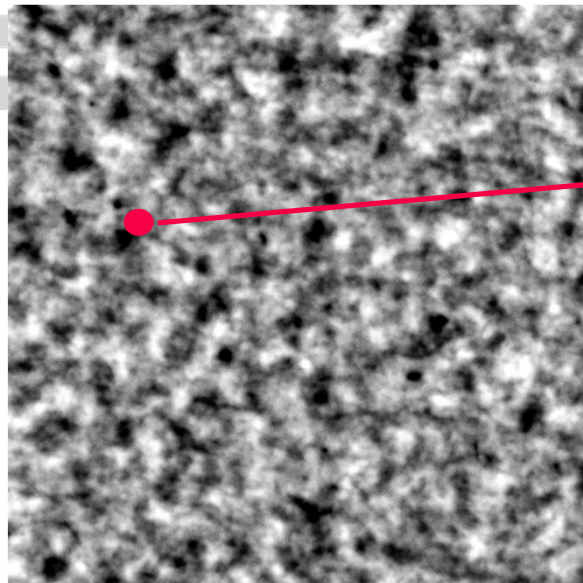
Nr. 2

Nr. 3

...

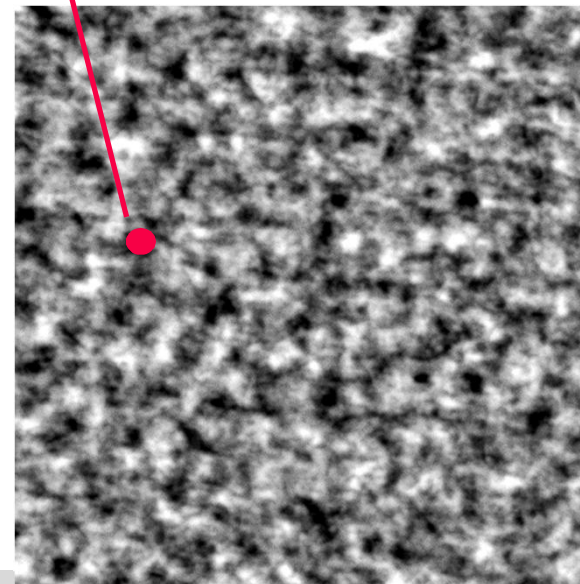
Similarity of Print Mottle Patterns $\rightarrow R^2$

image of 1st printed sheet



point wise correlation

image of 2nd printed image



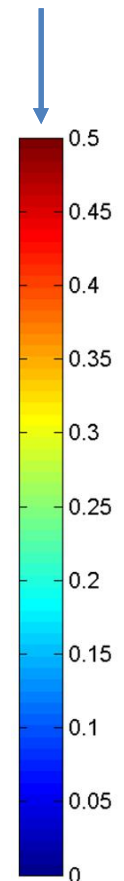
pass band filtered (FFT) images
(1-16 mm wavelength band)

Sample size: 50x50 mm

Similarity Matrix

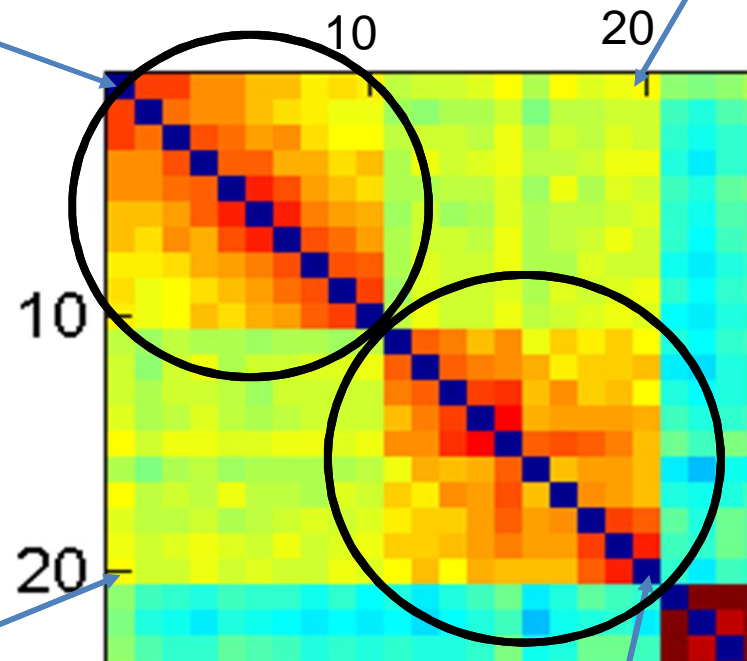
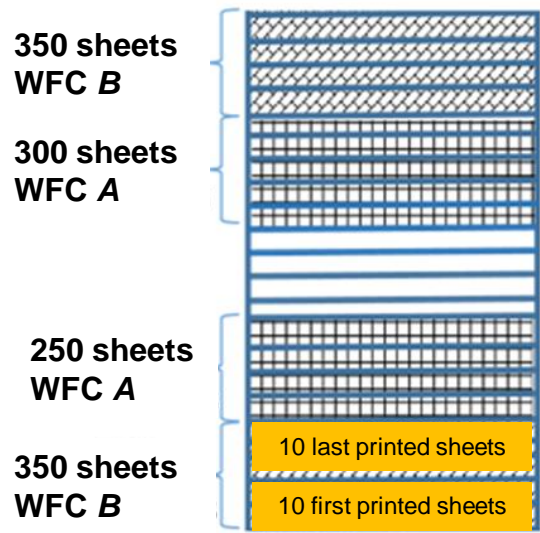
Each image was point wise correlated to all others
Example: first printed black (80%K)

Scale of R^2 [-]



R^2 between 1st printed and 1st printed

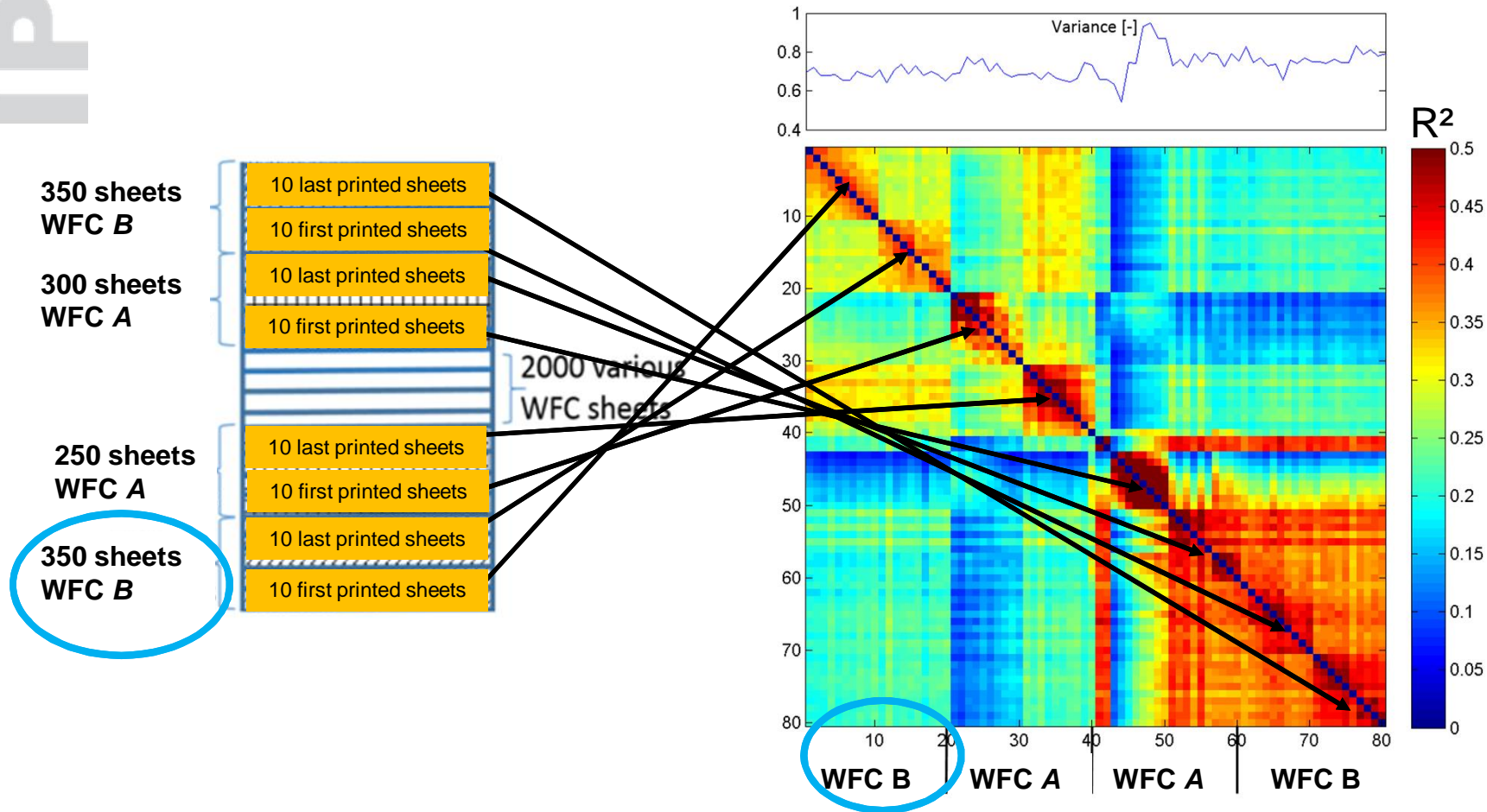
R^2 between 1st and 20th



R^2 : 20th and 1st

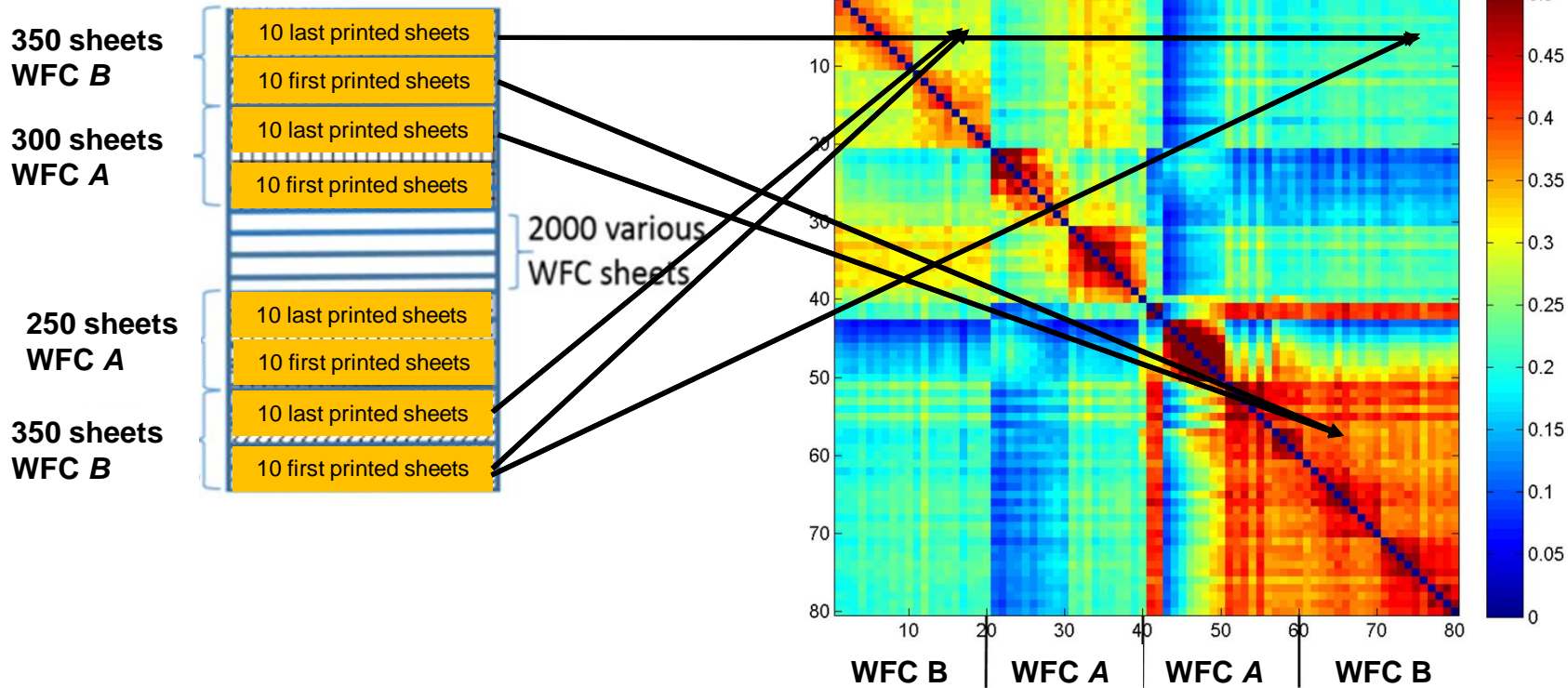
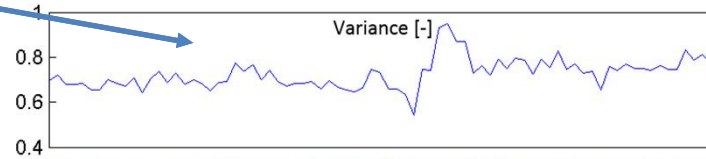
R^2 : 20th and 20th

80% K, pass band 1-16 mm

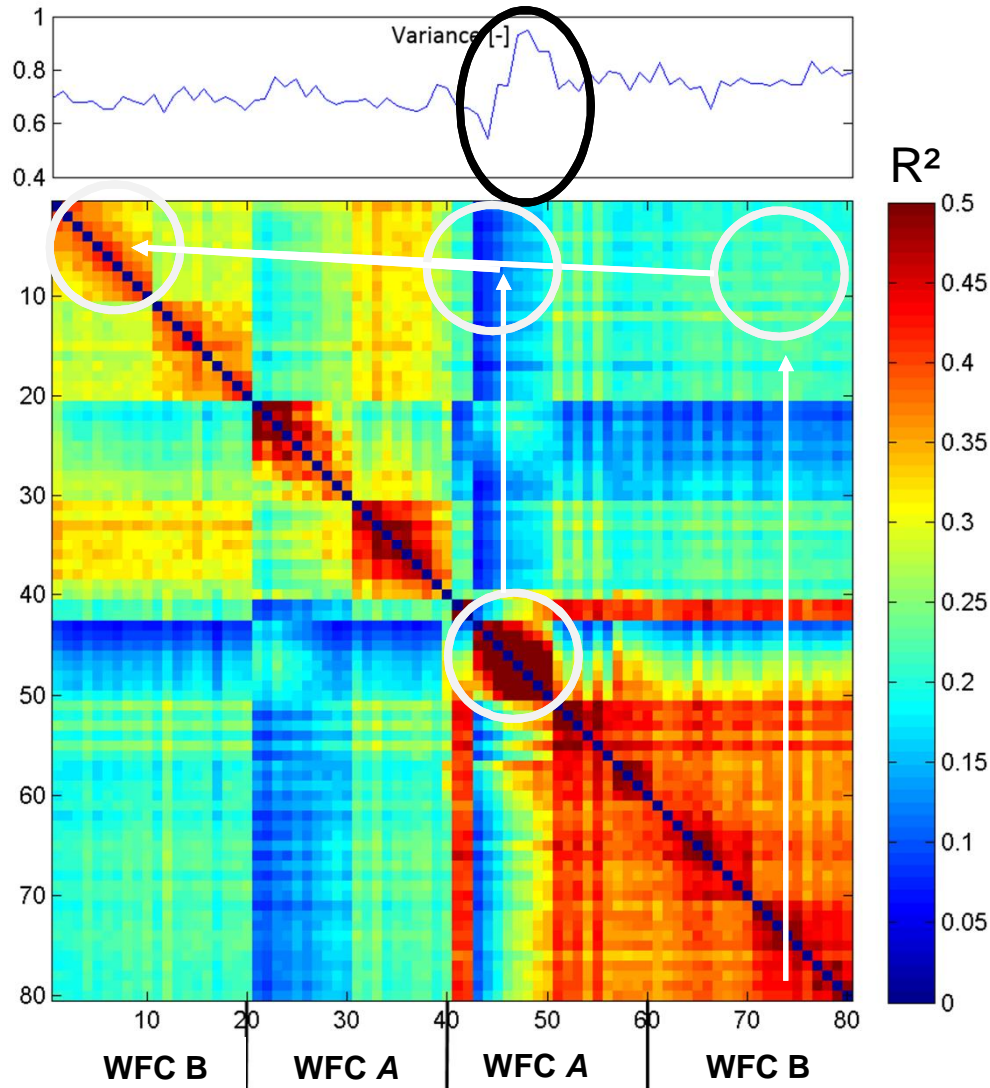


80% K, pass band 1-16 mm

calculation of variance of each image

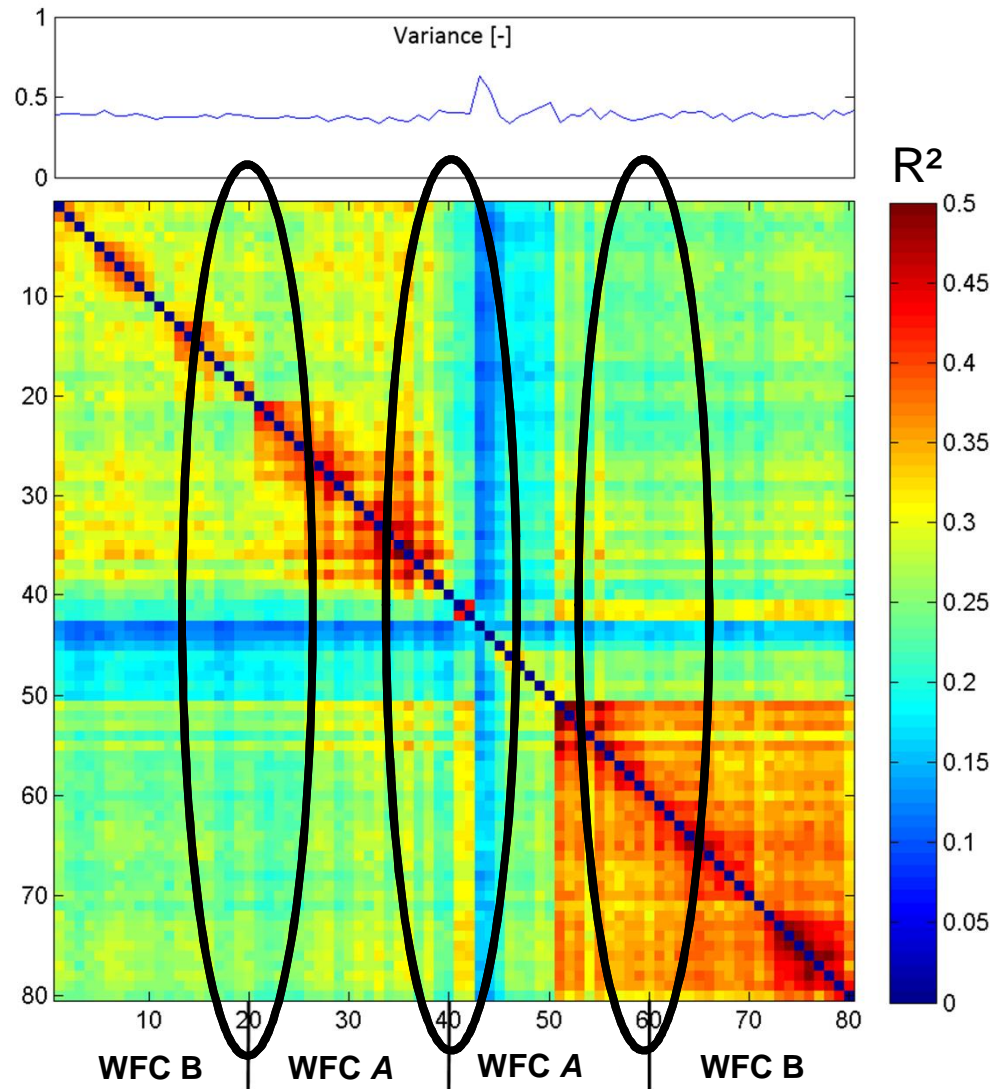


80% K, pass band 1-16 mm



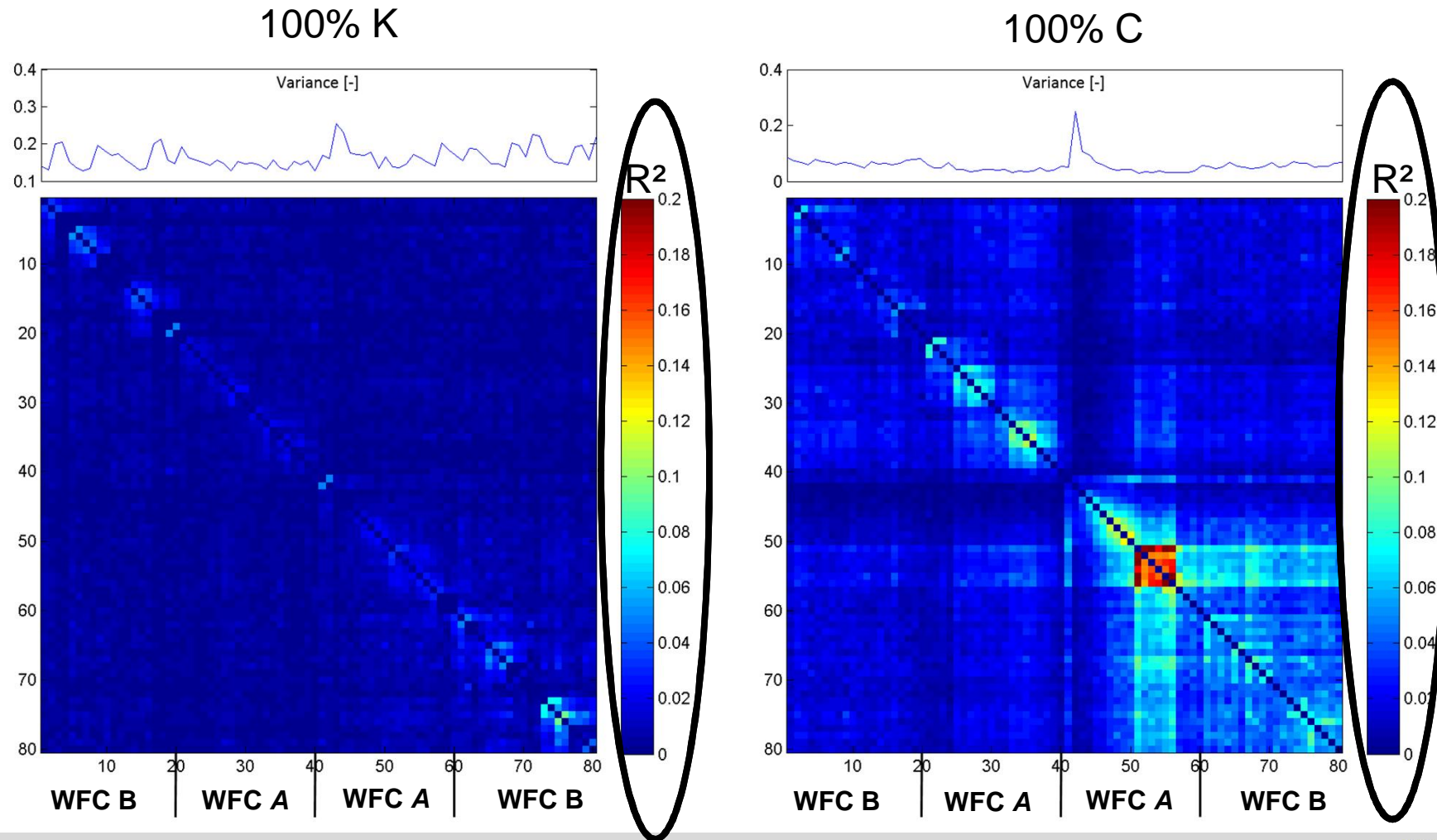
- high similarity between images close to each other in the stack ($R^2 = 0.40-0.50$)
- print defect rises variance ($R^2 > 0.50$)
- structure seems to reoccur after print defect
- reasonable similarity between images over more than 3000 sheets ($R^2 = 0.20-0.30$)

100% C & 60 % M, pass band 1-16 mm



- high similarity between images close to each other in the stack
 - Memory Effect appears over different paper grades
- pattern could be transferred by rubber blanket

Full Tone Colour Fields (1-16 mm)



Conclusion

- We have developed a method to detect similarity of print mottle patterns

Memory Effect patterns:

- are systematically transferred
- appear on the *exact same* location in one colour field
- reoccur or stabilise after print defects
- are traceable over more than 3000 sheets
- only observed for screen printing

Memory Effect seems to be generated by printing machine

Acknowledgments



FFG

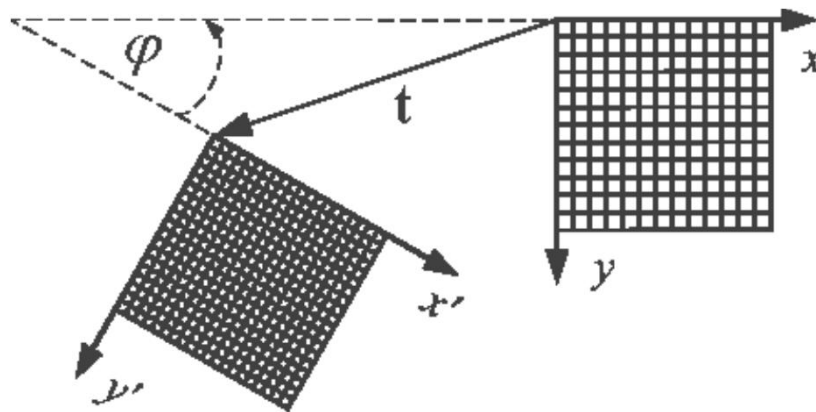
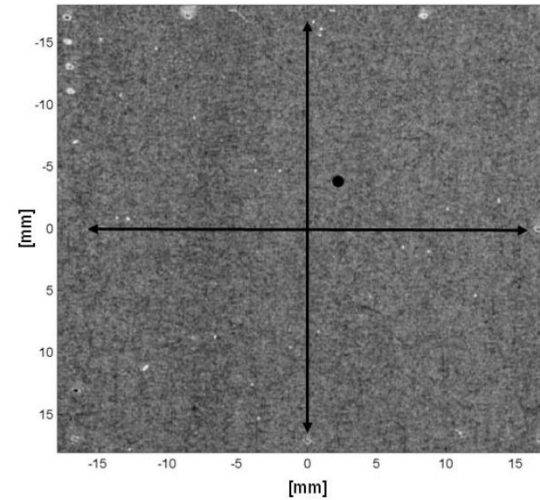
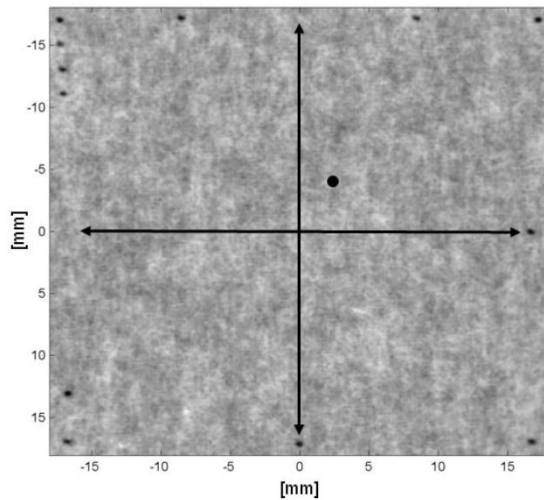


sappi

ANDRITZ



Shape Preserving Coordinate Transform



$$\begin{pmatrix} x' \\ y' \end{pmatrix} = \mathbf{t} + s \cdot \begin{pmatrix} x \\ y \end{pmatrix} \cdot \mathbf{r}$$

$$= \begin{pmatrix} t_x \\ t_y \end{pmatrix} + s \cdot \begin{pmatrix} x \\ y \end{pmatrix} \cdot \begin{pmatrix} \cos \varphi & \sin \varphi \\ -\sin \varphi & \cos \varphi \end{pmatrix}$$

- x, y target image coordinates
- x', y' source image coordinates
- \mathbf{t} translation vector
- \mathbf{r} rotation matrix
- φ rotation angle
- s scale parameter