SUBMITTING FIGURES FOR PUBLICATION

FIGURES PREPARED WITH A COMPUTER PROGRAMME (VECTOR GRAPHICS)

- Due to compatibility issues the only font that is acceptable for computer-generated figures is **ARIAL**. Figures containing **CALIBRI** will be returned for corrections. Make sure that figures fulfil this requirement especially when they are prepared with e.g. MS Excel.
- **Figures should be saved directly from the application(s) they have been created with** (using 'Save As' or 'Export' option in the 'File' menu of the programme) in as vector-graphics. Suitable file formats are e.g., EPS, PDF, WMF, EMF or SVG (**for SigmaPlot, only three latter apply**). When saving graphics, text should be saved as text not as outlines or paths. Please note that the afore-mentioned formats can also contain bitmaps, so even if the file format is correct it does not mean that it contains vector-graphics.
- **Figures that have originally been made with Excel or Adobe Illustrator** can be sent to us in their native file formats: .xls for Excel, and .ai or .eps for Adobe Illustrator (ver. 16 (CS6) or older), '.cdr' ver. 12 or older for CorelDraw).
- **Figures that have originally been made with CorelDraw** should be saved as follows: (1) select Save As from the File menu; (2) form the 'Save as type' drop-down menu in the Save As window select 'AI - Adobe Illustrator (*.ai)'; (3) in the 'Adobe Illustrator Export' window, select the following options: 'Compatibility' = 'Adobe Illustrator CS6', 'Export range' = current document, and 'Export text' = 'As text'; (4) press OK.
- **If a programme with which a figure has been made does not offer any of the above file formats**, a file containing vector graphics can be created by printing the figure to file instead of to a printer. The only requirement is that the printer driver selected for this operation should either be PDF (virtual printer) or any laser printer (in which case a postscript file with the extension '.ps' is created).
- **Vector graphics (computer-generated graphics) may be edited using only programmes that handle this format properly**. These are e.g., Adobe Illustrator or CorelDraw. A figure saved as EPS, PDF, WMF, EMF or SVG from a programme it has been created with can then be opened in e.g., Adobe Illustrator and annotated or edited. **Do not copy/paste, move or export figures for saving or editing to e.g. Word, Photoshop, PowerPoint**. If you need assistance with creating and editing figures, please contact the Editorial Office (editor@sekj.org)
- **IMPORTANT**: please note that EPS, PDF, WMF, EMF or SVG can also contain bitmaps, i.e. even if a final figure is saved in a correct format it does not automatically mean that its mode is vector graphics.
- **File formats such as JPG, TIF, PNG, BMP or GIF cannot be used to submit figures prepared with a computer application**.

DRAWINGS (BITMAP GRAPHICS)

Drawings should be scanned on a flatbed scanner not photographed. The background of a scanned drawing should be white.

Recommended scanning modes depending on the medium:
- black-and-white line-drawing (no shades just lines): bitmap 1200 dpi.
- black-and-white drawing with shades or photo: greyscale 300 dpi.
- colour drawing with shades or colour photo: RGB or CMYK 300 dpi.

Recommended file formats are: JPG, TIF or EPS. To avoid too large files, illustrations meant to be printed in black-and-white should be converted to this mode before saving.

The figures should be sized so as to make them fit the journal's page (format B5: W 176 x H 250 mm). Properly-sized figures should not exceed the following bit sizes:

Graphic mode	File size (MB)
Bitmap (true resolution 1200 pixels/inch)	< 12
Greyscale (true resolution 300 pixels/inch)	< 6
RGB (true resolution 300 pixels/inch)	< 18
CMYK (true resolution 300 pixels/inch)	< 24
Other modes (e.g. Lab colour, Indexed colour)	not acceptable

If a file size is greater than listed above, it means that the figure size, mode, and/or resolution are incorrect.

DIGITAL PHOTOGRAPHS (BITMAP GRAPHICS) should be submitted in JPG format. Their resolution should equal the native resolution of the camera.