

Disc artwork and inside case wrap

1. One disc geometry for game and soundtrack

PSD artwork: 120 x 120 mm, 1417 x 1417 pixels at 300 DPI, 8-bit.
Square PDF guide: 118 x 118 mm, matching the original PDF.
Printed disc diameter: 118 mm. Unprinted hub diameter: 23 mm.
Keep text, faces and logos between the 25 mm and 114 mm circles.
Fill the whole square, including the center; hide all guides before export.
The former 119/22 mm SVG guide was incorrect and has been replaced.

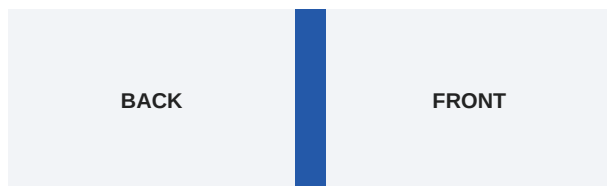
2. Finished PNGs carry your chosen colors

Export a flattened 8-bit PNG in sRGB with the guides hidden.
The factory reads the finished PNG; it does not apply Photoshop layers.
The legacy global Hue/Saturation adjustment has been removed from the corrected disc masters. For an older PSD, turn that layer off first.
Screen and printed color can differ with ink, media and printer profiles; use a physical proof to confirm color before the production run.

3. Inside layout: landscape, flip on the short edge

Read both artwork sheets upright. Do not mirror your text or images.
Inside LEFT: behind the outer front cover; the open case lid on the left.
Inside RIGHT: behind the outer back cover; the disc tray on the right.
For upload, send the whole Legal sheet as a PNG, cut tabs on: it is the print file.

OUTSIDE sheet



INSIDE sheet



Check the printer before the final art run

Print a plain-paper proof with LEFT/RIGHT labels at 100% scale.
Hold it to the light: inside LEFT must back outside FRONT, and inside RIGHT must back outside BACK. Fold it into the case to check.
Printer drivers can rotate sheets; use the proof to verify their setting.