CREATING GRAPHICS for use in the *Current Events Bulletin*

General guidelines

- **Create graphics at 100% of the size at which they will be printed.**
- **Do not use a line/rule weight less than .5 point at 100%.**

  If you must scale your figure, be sure that you compensate by making line weights thicker. A .5 point line scaled at 50% becomes a .25 point line. Line weights below .5 point MAY disappear during the printing process.

- **Shades of gray (screens) should not be lower than 10% or higher than 85%.**

  Screens outside this range are either too light or too dark to print correctly.

- **Type point size should be no less than 10 points at 100%.**

  If you must scale your figure, be sure that you compensate by making the type point size larger: 10 point type scaled at 50% becomes 5 point type, which would not be readable.

- **Color graphics to be printed in black and white or grayscale should be converted to black and white or grayscale before being submitted to the AMS.**

  When color graphics are printed in black and white or grayscale, sometimes lighter colors, such as yellow, disappear, or colors, such as red and blue, appear to be the same tone. It is preferable that you convert your color graphics to grayscale and check to be sure that all the elements in your graphics print as desired.

Font usage

- **Whenever possible, fonts used in graphics should match those used in text.**
- **Fonts should be fully embedded into your graphic when saving the file.**

  If the fonts are not embedded in your graphic, it is possible that the font will be replaced with a default font such as Courier and the characters will not print properly. If you are unable to embed the fonts in your graphic, convert the fonts to paths (or outlines) prior to exporting the file to EPS. This can be done in the application in which they were created (consult the documentation for your graphics program for assistance).

Resolution requirements

- **Line art (black and white (no grays))—600 pixels per inch (PPI) @ 100%**
- **Halftone (grayscale figure (photographic with no text or lines))—300 PPI @ 100%**
- **Combination halftone and line art—600 PPI @ 100%**
- **PLEASE NOTE:** If you must scale your graphic, be sure to compensate by making the resolution higher. A 300 PPI graphic scaled at 200% becomes a 150 PPI graphic. Resolutions below 300 PPI will look jagged.

File naming

- **File name should be no longer than 20 characters in length, including an extension.**
- **Use only lowercase letters, numbers, a dash, or an underscore in the file names.**
- **File names should be specific and descriptive, not generic: smith-fig-3.eps is better than fig3.eps.**

Placing figures in your paper

- **Use a standard TeX graphics inclusion macro package.**
  The recommended graphics inclusion package for LaTeX2e is graphicx. Be sure that commands used to include graphics in TeX are compatible with Radical Eye Software's dvips.
- **Do not place graphics for use in TeX files in subdirectories.**
- **Set figure captions in TeX, not in the graphics program.**