

Mahjong Artwork Standards

HOW TO PREPARE AND DELIVER VECTOR FILES FOR CUSTOM TILE FACES

The file rules for custom acrylic mahjong tile faces, as published at wetopacrylic.com/mahjong/artwork/. Hand this sheet to your designer as the brief. We do not supply templates and we do not design, trace or vectorize; standard classic faces are available with no artwork at all. Your files are used only for your production and are never published.

1 What we need

Outlined vector artwork: one artboard per unique face, plus the common back, at 1:1 tile size.

The unique-face inventory determines the artboard count. Repeated tiles reuse one drawing; add separate artwork for any custom back. There is no fixed 35-artboard requirement.

2 File formats

FORMAT	STATUS	WHAT IT MUST BE
Accepted for production		
.ai — Adobe Illustrator	Preferred	Fonts outlined, strokes expanded, one named artboard per face. The format our production files are built from.
.pdf — Vector PDF	Accepted	Exported from a vector application with live paths, not a flattened or print-to-PDF export. A PNG or JPG placed inside it is still raster.
Quoting only — not production files		
.svg / .eps — Outlined vector export	Re-save as .ai or vector PDF	We do not run production from SVG or EPS: re-save from Illustrator as .ai (preferred) or a vector PDF with all text outlined, then send that.
PNG / JPG — Raster image	Quoting only	Fine for the quote and for showing the concept. Cannot drive engraved linework, and a PNG placed inside an .ai is still raster.
Raster PDF — Canva, flattened or scanned PDF	Quoting only	Same as a PNG. Give it to a designer to rebuild as outlined vectors, one artboard per face, then send the .ai.
AI-generated images — Concept boards	Quoting only	A reference, not production artwork. We quote from it; the sample waits until every face is an outlined vector.

No artwork at all? Standard classic faces are always available, and the quote does not wait for files: send the brief with artwork status "in progress" and your expected date.

3 Artboard rules

One artboard per unique face	Name each artboard by tile, for example "bam-3", "joker", "back". Repeated tiles reuse one artboard; the common back is its own artboard.
Artboard size = the tile face at 1:1	30 × 23, 32 × 23 or 36 × 25 mm (1.18 × 0.91, 1.26 × 0.91 or 1.42 × 0.98 in), or your custom body. We do not supply a template; these published dimensions are what your designer sets the artboard to.
Text and strokes	Every font converted to outlines; every stroke expanded to a filled shape. Fonts we do not have substitute silently, and strokes scale differently from fills on the engraver.
No live effects	Expand blends, drop shadows, pattern fills and other appearance effects into plain paths before export. Anything that is not a plain filled path is not a true vector and cannot be engraved.
Images embedded, never linked	The Links panel is empty. Embed every raster element used in UV-print areas at full resolution; a linked image left on your desktop arrives as a grey box.
Colours named	A Pantone or hex value on every fill. Keep "engrave + fill" and "UV print only" areas on separate layers or in two colour groups.
Sheet colour is not artwork	The tile body colour is named on the brief, as a stock sheet code from the colour board or a Pantone target, matched from sheet material and approved on the physical sample. Fill and print colours follow the proof.
Minimum stroke, edge margin, bleed, safe area	No fixed numbers are published; they depend on the design and the tile size. A hairline that reads on screen can close up at 23 mm wide, so we flag anything too fine, and mark what must extend or pull back at the edge, on the digital proof before the sample is cut.

4 The five-check gate

Samples and production wait until the artwork passes all five checks. We do not repair files on your behalf — we tell you which check failed and you send a corrected file.

- 1 True vector** — AI or vector PDF. A placed PNG or JPG is still raster and cannot drive engraved linework.
- 2 Outlined text and strokes** — Convert every font to outlines and expand strokes before export.
- 3 One artboard per unique face** — Name each artboard and map it to the face inventory. Repeated tiles reuse artwork; the number of unique designs sets the artboard count.
- 4 Embedded images** — The Links panel must be empty. Embed every image used in UV-print areas.
- 5 Named colors** — Name face colors separately from body sheet codes. Choose stock sheet or a custom Pantone-matched sheet; approve the physical sample.

5 Process-specific notes

Engraving + UV colour fill / engraving + paint fill — The artwork is cut 0.3 mm into the face and the recess is filled, with UV-printed colour or by hand with paint. Draw every engraved element as a closed, filled shape with one named colour. A recess cannot carry a gradient, shading or photographic detail; if the design needs those, choose UV print for that area or for the set.

UV print + surface coating — Full colour printed on the face and sealed under a clear coat, no recess. Multiple colours, gradients and photographic detail are allowed; how fine detail and skin tones reproduce at tile size is confirmed on the digital proof and then on the physical sample. Print colours follow your file and the approved proof and are separate from sheet colour.

Not sure how a face will cut? — Send one representative face, usually a joker, as an outlined .ai before drawing the rest. It goes through the same five checks, and anything too fine is flagged on its digital proof. The redraw stays with your designer.

6 What we do and do not do

- We do not design, trace, redraw or vectorize artwork, and we do not supply editable templates. Production runs from your dimensions plus your outlined vector files.
- Standard classic faces are available with no artwork at all.
- After the file passes the gate you receive a digital proof of every unique face and the common back laid out on your tile body. You approve it, the paid sample set is cut from it, and the approved physical sample becomes the production standard. Files that fail a check go back to your designer with the reason.
- Your files are used only for your project, never published or reused for another buyer. Reasonable NDAs can be signed after review. Send proposed terms before confidential files; common industry manufacturing methods cannot be treated as exclusive customer property.

7 Delivery

- Send a Drive or Dropbox link with download access (the configurator has a field for it), or attach the files to your email as one ZIP. Check that the link opens without a sign-in request before you send it.
- One .ai file with all artboards, named <brand>_<design>.ai. If you export one file per face, name each <brand>_<design>_<tile>.ai with the tile name identical to its artboard name.
- Include a PDF proof sheet showing every face as a thumbnail with its artboard name, and a short colour list saying which Pantone or hex goes where.
- When: the quote does not wait for artwork. Send the brief now with your artwork status and expected date; the sample waits until the file passes the gate.

8 Before you send — tick every line

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| ☐ True vector .ai or vector PDF; no placed PNG or JPG | ☐ Links panel empty; images embedded at full resolution |
| ☐ One named artboard per unique face + the common back | ☐ Pantone or hex on every fill; engrave / print layers split |
| ☐ Artboards at 1:1 tile face size, in mm | ☐ Sheet colour per layer named on the brief |
| ☐ Fonts outlined, strokes expanded, effects expanded | ☐ Proof-sheet PDF and colour list; files named by tile |