

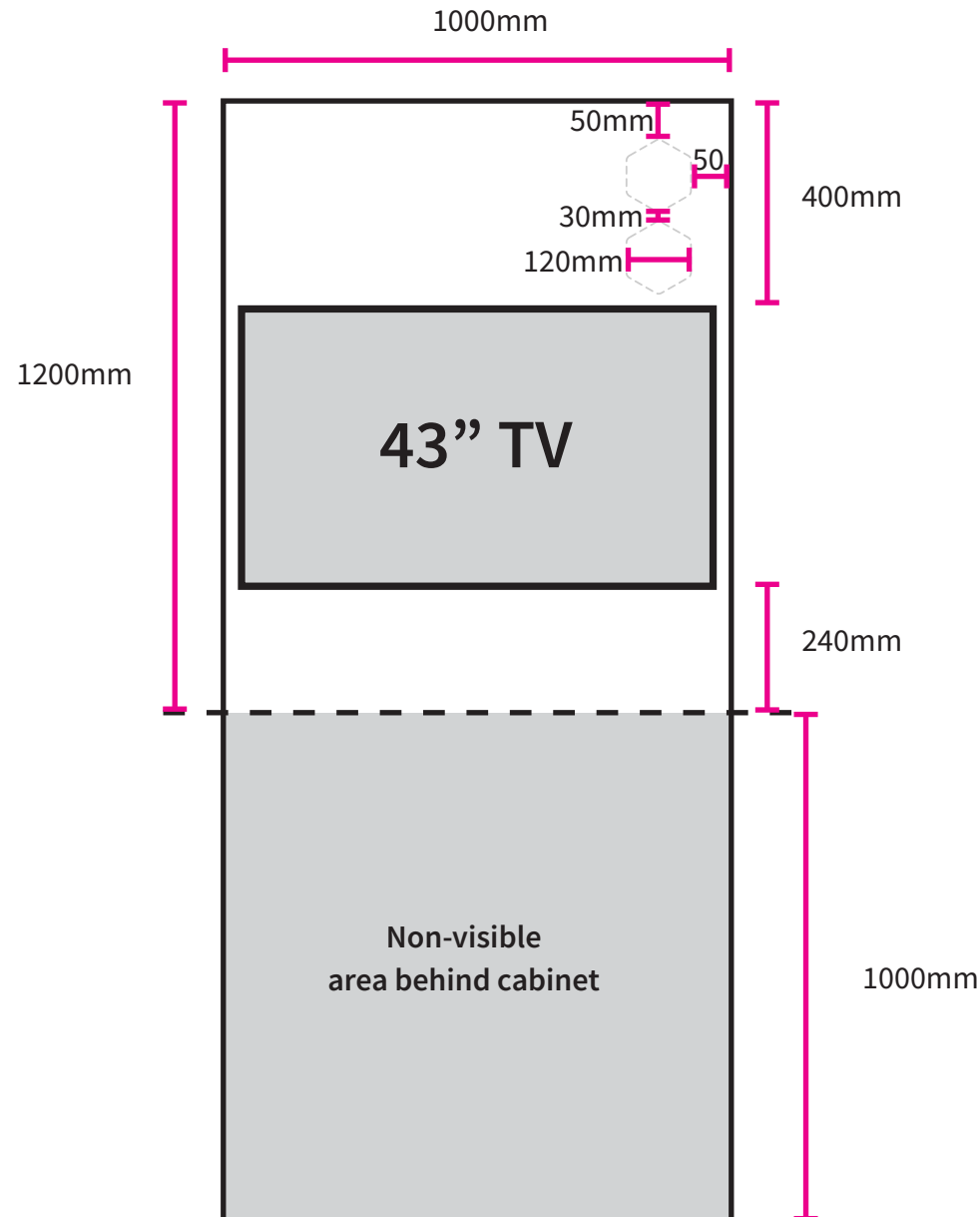
## Kiosk Includes:

- 1M wide x 2.2M high Backwall with graphic
- 1M x 1M 450 mm deep Locking Cabinet
- 43" Monitor
- 5 Amp power with EU Schuko socket 220 volt



## Panel: Back Wall Graphic

- Graphic size 1.0m wide x 2.2m deep (bottom 1000mm will not be visible)
- Add 150mm bleed on all sides
- Place your FinOps Foundation certification badges exactly where indicated: 120mm wide, 50mm from the edge and 30mm apart





# GOLD Turnkey

## General Info

- Back Wall Graphic - Included in package
- Graphic Deadline: **October 1st 2024**
- Submit graphic files to [jessica@finops.org](mailto:jessica@finops.org)
- Sponsor must submit print-ready artwork
- If design work is required, additional fees may apply
- If changes are made after a proof has been approved, additional fees may apply
- See artwork submission guidelines
- All artwork must be submitted and approved by graphic deadline
- Artwork not approved by the above deadline may incur additional costs
- You will receive a digital proof

## Guide for the Production of Graphic Files

Maximum size of file: 1 GB

File format: PDF, CMYK, High Resolution (see notes on resolution on next page)

Crop marks: Do not add any crop marks or other types of marks

Bleed: 150mm on all sides



# GOLD Turnkey

## Important Notes

### File resolution (DPI)

- Files can be sent in different scales for big sizes (10%, 25%, 50%, etc) and must be named as the scale of the content
- If files are saved in a smaller scale, the resolution should be higher to reach 300 DPI when printed at actual size (100%)

### COLOR

- All files should be created with CMYK colors
- Before printing, all RGB/Pantone will be converted to CMYK
- Pantone reference should be sent as well

### FONTS

- All text must be outlined/vectorized before creating the PDF file
- Keep the space between letters as it will be installed

### IMAGES

- All images must be inserted in a clipping mask
- Make sure bitmap images/photos are high quality, 300dpi at print size and are not pixelated
- Graphics should be vector rather than bitmap where possible