

3D Foiling (MGI, similar)

Foil over a varnish mask. Mask quality = foil quality.



What it is

Raised varnish base + foil = tactile metallic effect. Digital process, variable data possible.

Quick limits

- Smooth stocks 135–450 gsm
- Min line ~0.2 mm
- Gradients in mask = variable height
- Registration tolerance $\sim \pm 0.4$ mm

Do

- Use clean vector mask for varnish
- Vary density for 3D texture
- Combine with flat foil/UV
- Test height on actual stock

Don't

- Avoid textured/uncoated stocks
- Don't place too close to edges
- Don't use complex overlapping masks
- Avoid poor registration tolerance

Always confirm tolerances with your print provider.