Creating Rasterized UV and Multi-Level Raster UV Files in Illustrator

1. Open your ESP file in Adobe Illustrator.
2. From the menu, go to File > Export As.
3. Please confirm the following settings:
   - GIF/MP: Export file format
   - Optimize: Choose “Delta Optimized” and select a small value
   - 410x410
   - GIF
   - Save for Web & Devices

4. Create a new layer above your ESP layer and name it “UV”.

CAUTION:
- All objects for Raster UV should be in the same layer (ESP/UV).
- ESP file must have at least 3 levels of hierarchy.
- Please confirm the settings on the ESP layer to ensure that the ESP file is saved correctly.
- All layers for Raster UV must have 3D effects applied (e.g., Scaling, Rotation, Opacity, etc.).
- Depending on the complexity of the ESP file, you may need to adjust the export settings to get the best results.

In order to create Multi-Level Raster UV, you must vary the opacity and adhesion.

5. Save your ESP file as ESPUV.

CAUTION:
- Make sure all ESPUV objects are on the safety zone and do not cause any clipping issues.

6. Drag the ESPUV layer onto the ESP layer to merge.

7. Check your ESPUV file to ensure no clipping issues.

8. Open your ESP file for further editing.

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WARNING:
- Keep all ESPUV objects in the safety zone and do not cause any clipping issues.

- Make sure your ESP file is well organized and easy to read.

- Export your ESP file as ESPUV.