

Level 3 Inspection

Labels/Overlays

Graphics

- No visual defects larger than .010” in the longest dimension are allowed when viewed with the unaided eye at 18” using standard illumination.
- No more than 2 defects may be present per piece.

Windows

- No visual defects are allowed when viewed with the unaided eye at 18” using surface and light table subsurface illumination.
- Slight surface scratches are allowed as long as they don’t disrupt normal viewing function.

Colors

- All colors are visually checked against the customer approved color chip or PMS book, whichever is called out on the GVP job folder, using the Pantone Color Booth with the daylight lamp active.

Materials

- Materials are verified against the customer supplied print.
- Base stock and adhesive, if present, are to be free from any damage.

Dimensionals

- When the binned parts reach final inspection, a single part is required to record the dimensions on the Inspection Checklist and also to verify that the correct die/or laser file was used.
- Die Cut Parts
Each die is manufactured to the tolerance levels listed on the Print/Proof and a die strike is performed once the die is received and also at the beginning of the run where it must be verified by a Manager/Supervisor prior to proceeding.
- Laser Cut Parts
A first article laser cut is performed at the beginning of the run and verified by a Manager/Supervisor prior to proceeding.

Printed on Parts

Graphics

- No visual defects larger than .010” in the longest dimension are allowed when viewed with the unaided eye at 18” using standard illumination.
- No more than 2 defects may be present per part.

Colors

- All colors are visually checked against the customer approved color chip or PMS book, whichever is called out on the GVP job folder, using the Pantone Color Booth with the daylight lamp active.

Materials

- Materials are to be free of any damage.

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