Printing Process Guide



- **Step 1: A. Natural Nail/coloured background:** Perform a basic manicure and remove/push back cuticles, clean nail area etc. > apply base > cure.
 - **B.** Sculptured/hard gel/soft gel/colour gel/acrylic nails/cutex (with or without tips) > apply base gel > cure > perform usual routine for building, sculpturing, or overlay > buffed, smooth surface to work on.
 - **C. Press-on's** > apply base gel > cure > perform usual routine for gel/gel colour overlay.
- **Step 2: NM** Apply a thick layer of nail mask to the surrounding skin area and in nail groove. Dry naturally until transparent.
- **Step 3: A. PG4 translucent white** Used mostly over natural nails with photos and fuller colour designs > apply an even layer of print gel > DO NOT cure.
 - **B. PGO transparent** Usually used with a colour background (apply a thinner layer as this liquid is slightly runnier) > DO NOT cure. Use PGO + white background for best results.
 - **C. PG5 transparent glitter** Used over natural or coloured backgrounds with medium sized glitter pieces > DO NOT cure.
- **Step 4: Printing -** Wi-Fi on > GPS on > app connected to the printer > place finger FLAT inside and click upward > check finger alignment is equal, central, and tip of finger more to the end of the platform > choose design > adjust size of nail using cropping red block > make sure the design or image covers the whole nail (go over sides of nail slightly) > press print > keep finger STILL and FLAT on platform until printing is done > click finger downward > remove finger VERY CAREFULLY AND AS STRAIGHT as possible from machine. **NB DO NOT bend finger upwards when inserting, printing, or removing from machine (cartridge nozzle could get blocked, wet, or damaged).**
- **Step 5: Cure print** Dry until Matte (which means the print is fully dry) > check for any shiny areas (wet areas) and cure longer if needed for black inks and photos > remove the NM.
- **Step 6:** TS Apply topcoat gel / top seal gel of your own choice and confidence > cure.