

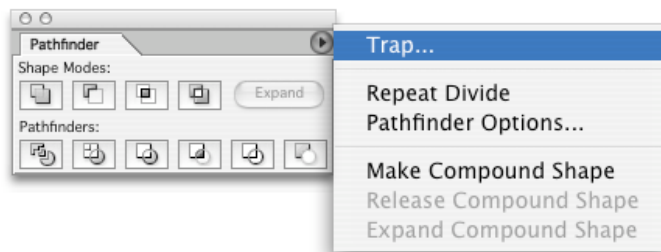
**Illustrator 10.0® Manual Trapping – Al Tucker, Center for Arts & Technology
Using 3 spot colors from Pantone Solid Uncoated/Coated Palette**



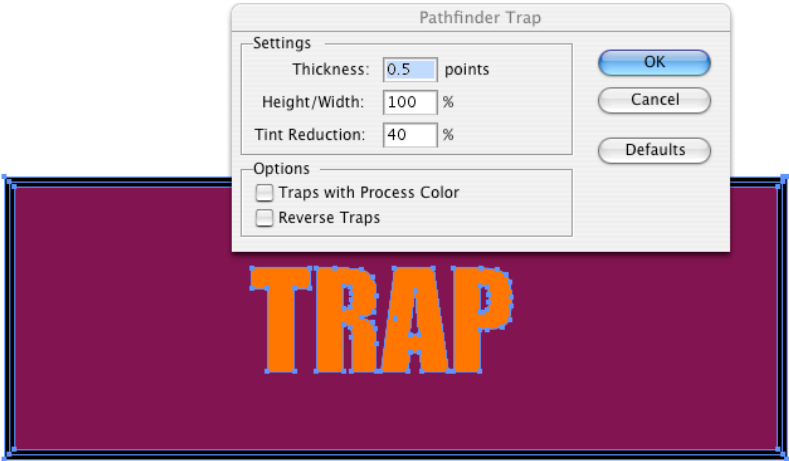
Step One:	All strokes including those that are part of filled shapes need to be converted to outlines before trapping can occur. To do this, Select All and choose: Object>Path>Outline Stroke. This turns the stroke into an outline. All Type or text also needs to be converted to outlines as well if we are going to trap them. To convert text to outlines choose Type>Create Outlines. Essentially you have turned the text into uneditable shapes. If we are going to overprint a dark thin text over a light color or screened area, trapping may not be advisable.
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Step Two:	Open the Pathfinder Palette by choosing Window>Pathfinder. There is a dropdown menu that can be accessed by clicking on the arrow in the upper right hand corner. When the drop down menu appears, choose Trap...
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Step Three: The Trap dialogue box opens and a number of options are available. Thickness determines how far the lighter color (Pantone Orange 158) is going to move or spread into the burgundy. If more trap is necessary in the height or width it can be adjusted by using a percentage in Height/Width. Tint Reduction allows one to use a screen percentage for the trap and will result in a less visually noticeable trap. If you are creating spot color traps for a screen press, this setting would be at 100%.



The sample below shows what occurs when a trap is applied to two spot colors. You can visually see what is occurring when the orange ink spreads or overlaps the burgundy background. This sample is somewhat of an exaggeration and would not be considered visually appealing. A key idea in trapping is to make the trap seem invisible if possible.

