

Technical Sample

What factors are important in trapping?

Overprints, dropouts, and the size of the trap

Trapping involves the creation of an overlap between adjacent colors so that even when printing press registration is slightly off, the white of the paper will not show through between butting colors. This page illustrates three important trapping concepts: dropouts, overprints, and the size of the trap.

To the right are examples of a spot color overprinted on tinted areas ranging from 0 to 80%. Directly below that are examples of type dropped out of tints ranging from 10 to 100%.

To the far right are examples of traps of different sizes. The top example shows type with no spread or choke, as well as a rule that butts to a scan. If the registration during printing was perfect, you will see no gaps appearing between these colors. It is more likely that some narrow areas of paper will show through. The middle example shows the same elements with traps of .25 points, acceptable for the paper/press combination selected for this job. The bottom example shows what happens when too large an area is trapped (most traps are less than one point).

This page was created using QuarkXPress** 3.0. The scan was placed in the page in TIFF format. An extra text box was used to make the rule trap to the scan. The films for this job were output to a Linotronic* 330 imagesetter and a RIP 30. The job is printed in two colors: process black and a Pantone Matching System** color, PMS 179.

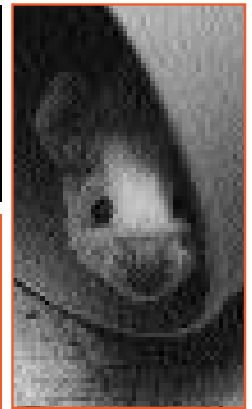
For more information on this subject, ask your Linotype-Hell representative for the technical information article on Trapping.

OVER
OVER
OVER
OVER
OVER
OVER

OUT
OUT
OUT
OUT
OUT
OUT

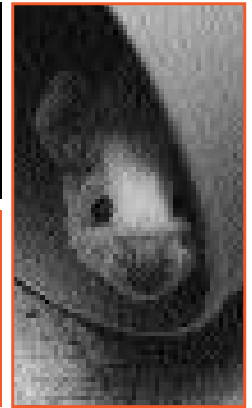
No
Spread

No
Choke



.25 pt.
Spread

.25 pt.
Choke



1 pt.
Spread

1 pt.
Choke

