

Image Trapping options

Image trapping is one of the most important features of I-Trap™. The ability to properly trap image data is one of the features that define high-end high quality trapping. I-Trap™ provides an extensive set of tools for image trapping. While these tools provide the needed support for just about any type of image trapping, it is important to understand how to properly use these tools.

The Figure 1 shows the first sample document with which to demonstrate the image trapping capabilities. This is a Quark document with background Line Art colors and two images placed on the page. In the layer above the colored boxes is a Grayscale TIFF of a spider web. This is a single channel file with only black channel data. In the top layer is a CMYK image consisting of 100 C 100 Y (Green) and placed inside a clipping path to produce an outlined image. The green man reading a book is positioned to knockout parts of the grayscale image and the background tints. This image trapping example provides several complex trapping conditions.

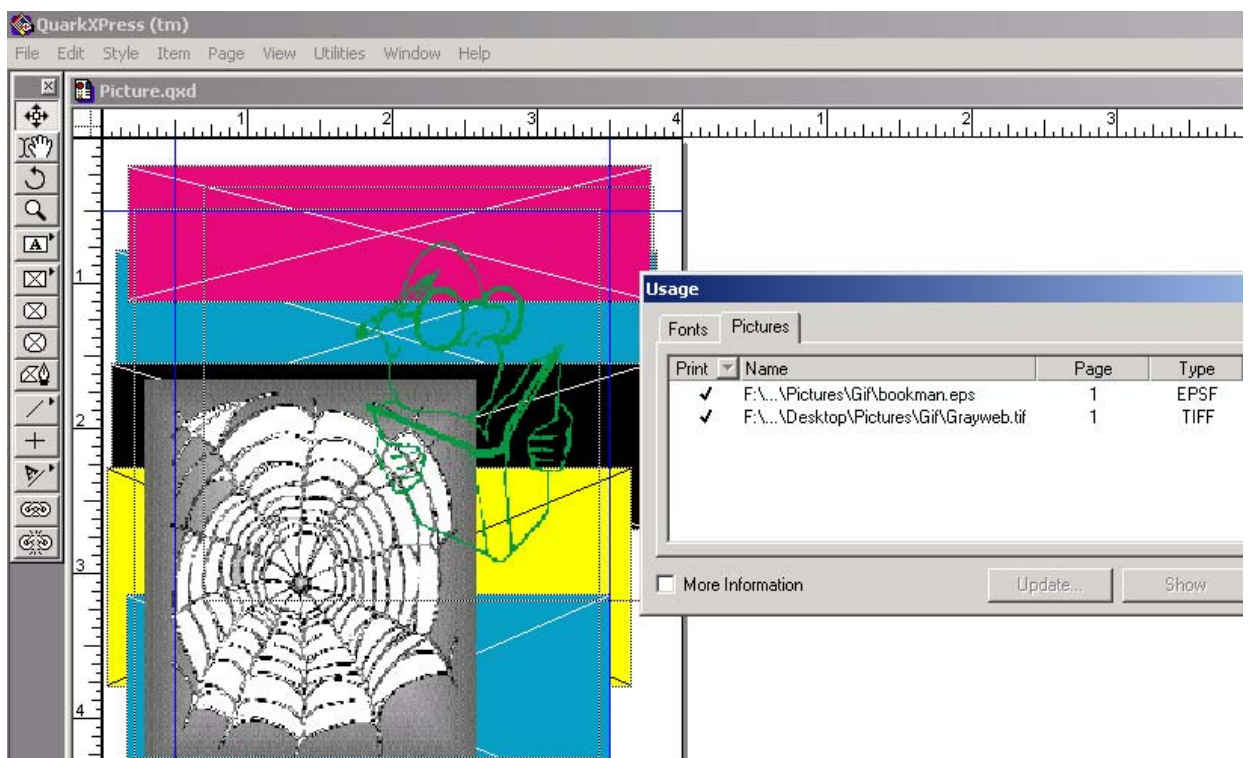


Figure 1

In this example, all Quark trapping is turned off and a composite PS is being sent to the rip.

The Figure 2 shows a sample job after being ripped and opened in I-Trap™ Viewer. As you can see from the info window, the cursor is placed over the green man. The blue-colored values in the **Extended Color Info** panel indicate this data under the cursor is considered image data.

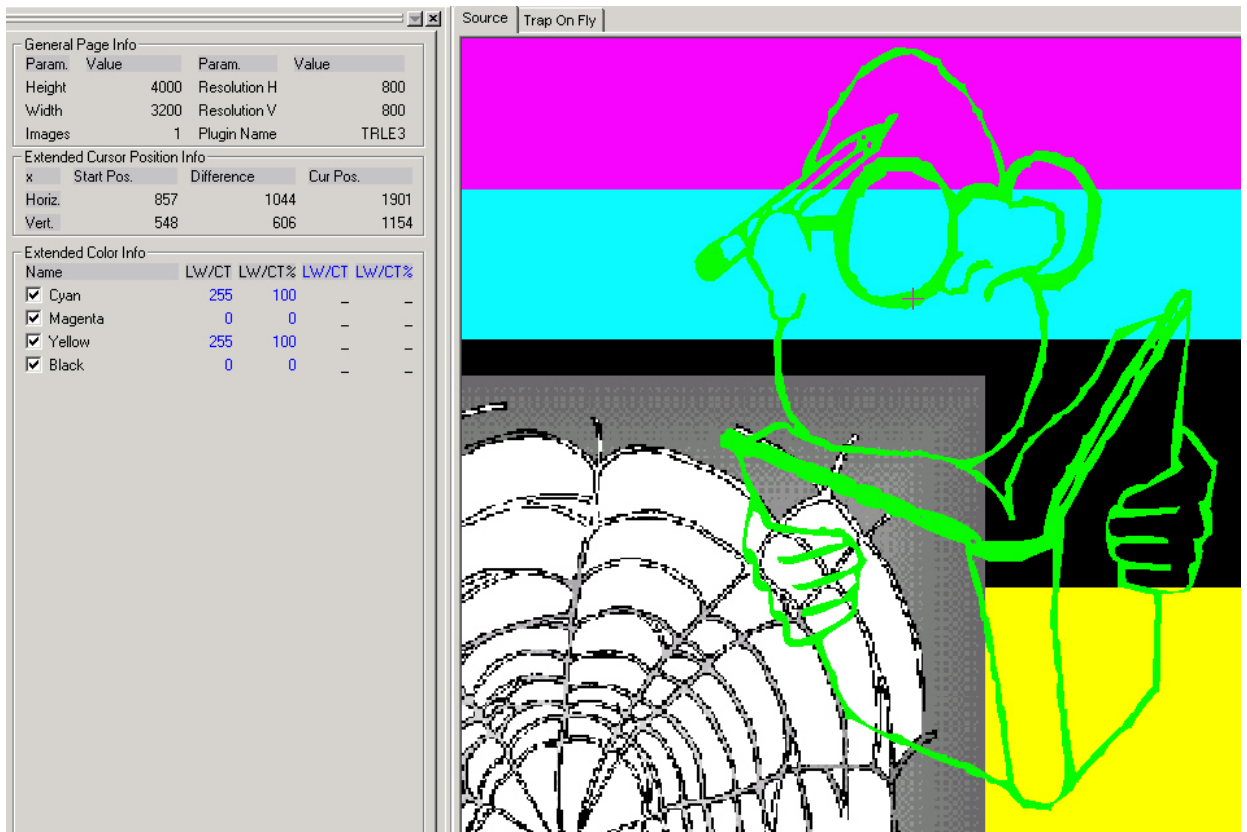


Figure 2

The Figure 3 shows a sample page with *image trapping turned off* and highlight trapping set to Red. Here you can see traps between the tint boxes but neither of the images shows any trapping.

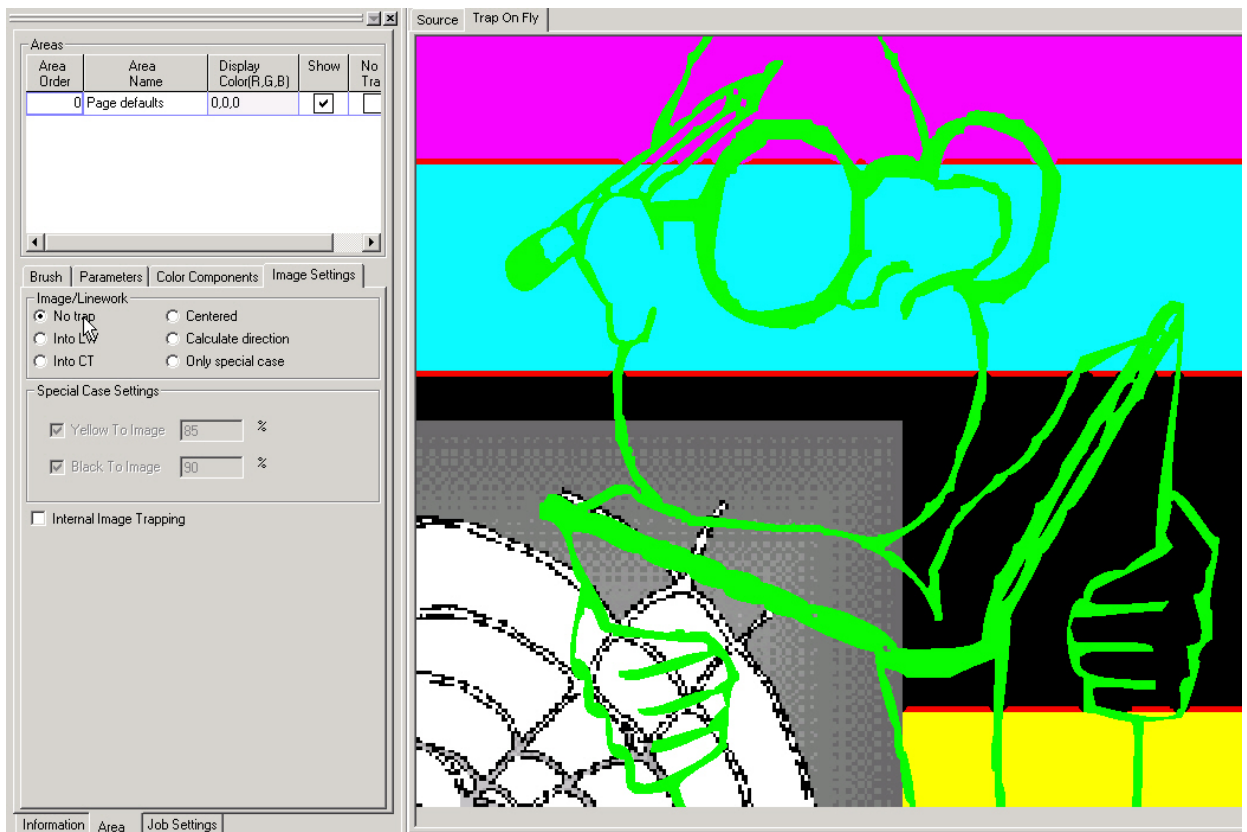


Figure 3

Note! When viewing highlight traps, you are only looking for placement. The highlight color can be very deceiving and actual traps should be viewed in their normal color.

The Figure 4 shows a sample page with image trapping set to *Trap Into the Line Work* and the special cases for yellow and black turned on, and highlight trapping set to Red. Here you can see traps between the tint boxes and both images are trapped to the tint boxes as well. There are no traps between the two images.

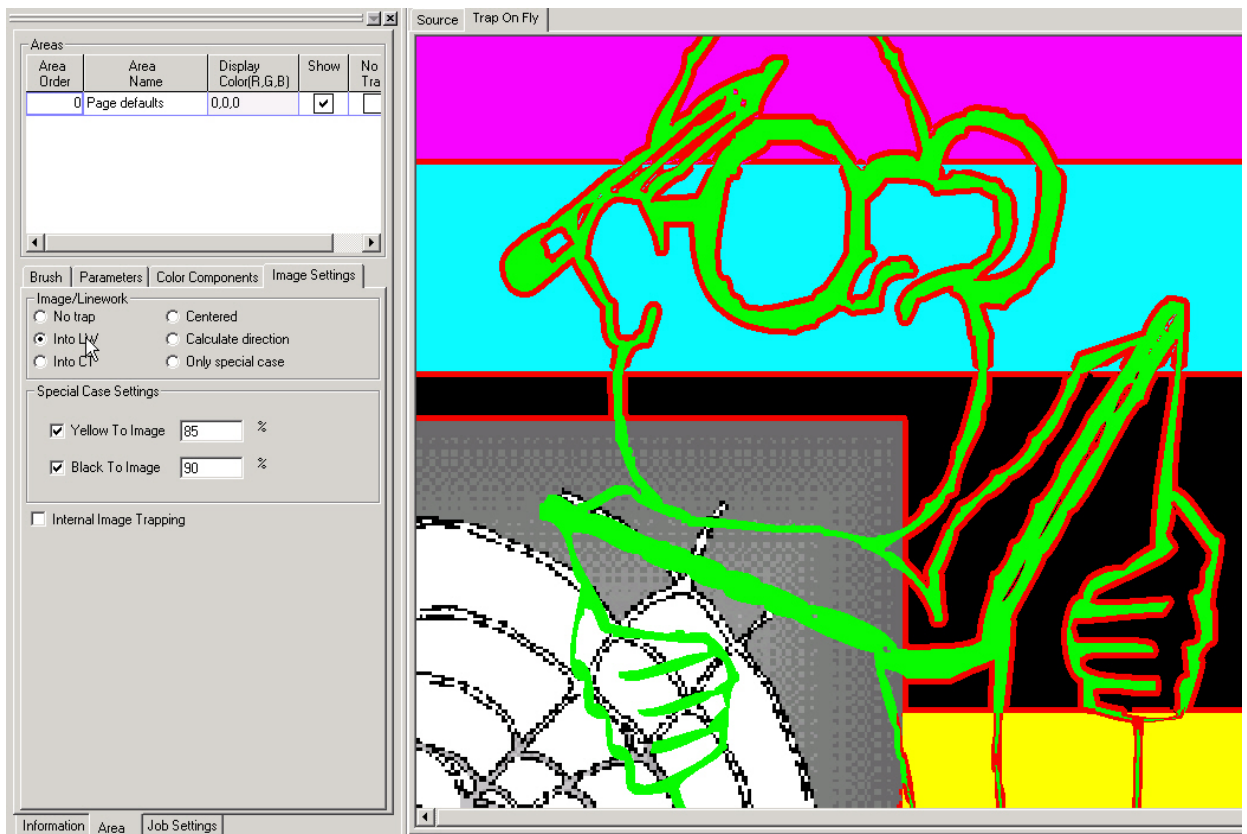


Figure 4

The **special case trap rules** for yellow and black will override other image trapping rules when they are enabled. The yellow case rule will always trap the yellow tint box into the image as you can see in the bottom right corner of the page. The black case rule will always trap the image into the black tint box.

The Figure 5 shows a sample page with image trapping set to *Trap Into the CT* and the *Special Cases* for yellow and black turned on, and highlight trapping set to Red. Here you can see traps between the tint boxes and both images are trapped to the tint boxes as well. There are no traps between the two images.

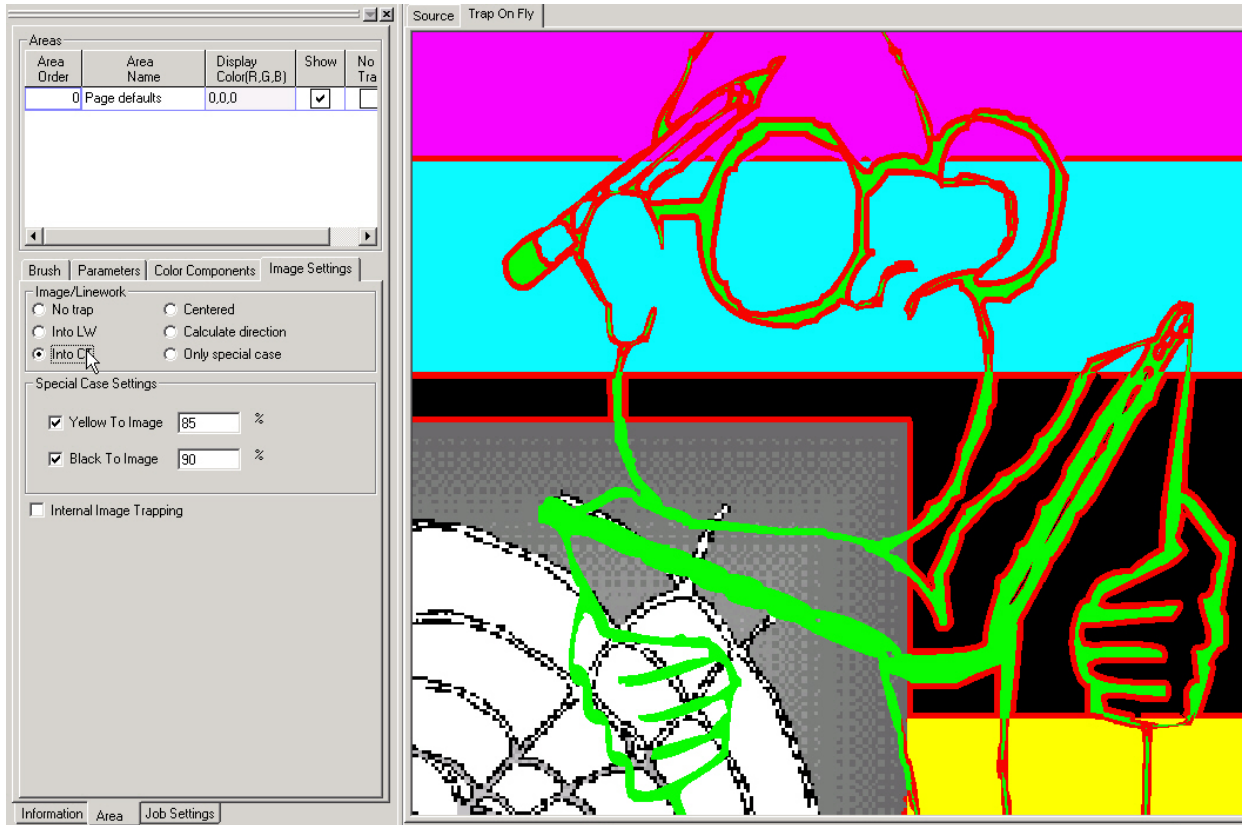


Figure 5

Here you can clearly see the effect of the black special case rule. Regardless of the fact that image trapping is set to Trap Into the CT, with the black special case enabled, the image data traps into the black tint box.

The Figure 6 shows a sample page with image trapping set to *Only the Special Cases for Yellow and Black*, and highlight trapping set to Red. Here you can see traps between the tint boxes and both images are only trapped to the black and yellow tint boxes. There are no traps between the two images.

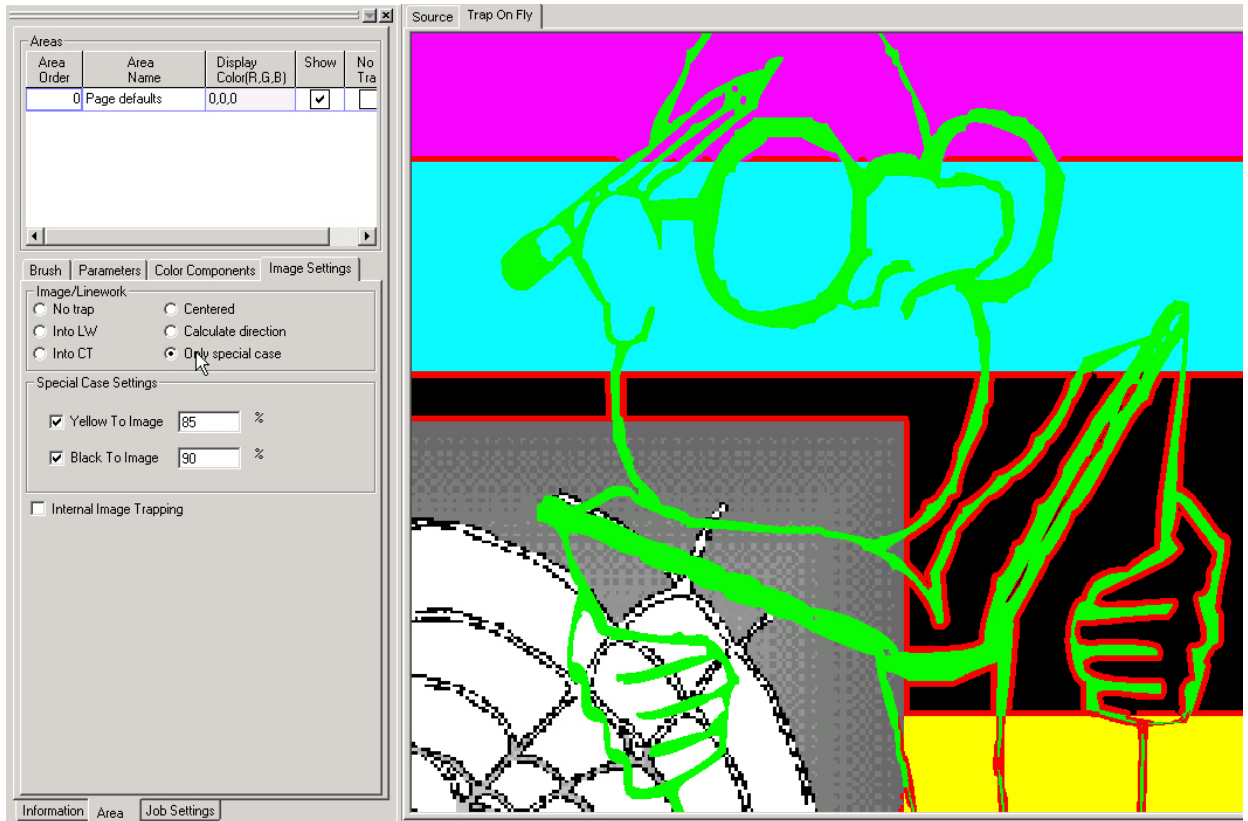


Figure 6

This is a suggested default setting for a general case trapping as it applies image traps in the most inconspicuous ways.

The Figure 7 shows a sample page with image trapping set to calculate the image trap condition based on the same rules as it uses to apply line art trapping and the special cases for yellow and black turned on, and highlight trapping set to Red. You can see that portions of the images are trapped where needed and nowhere else. The green man is trapped to Magenta but not to Cyan.

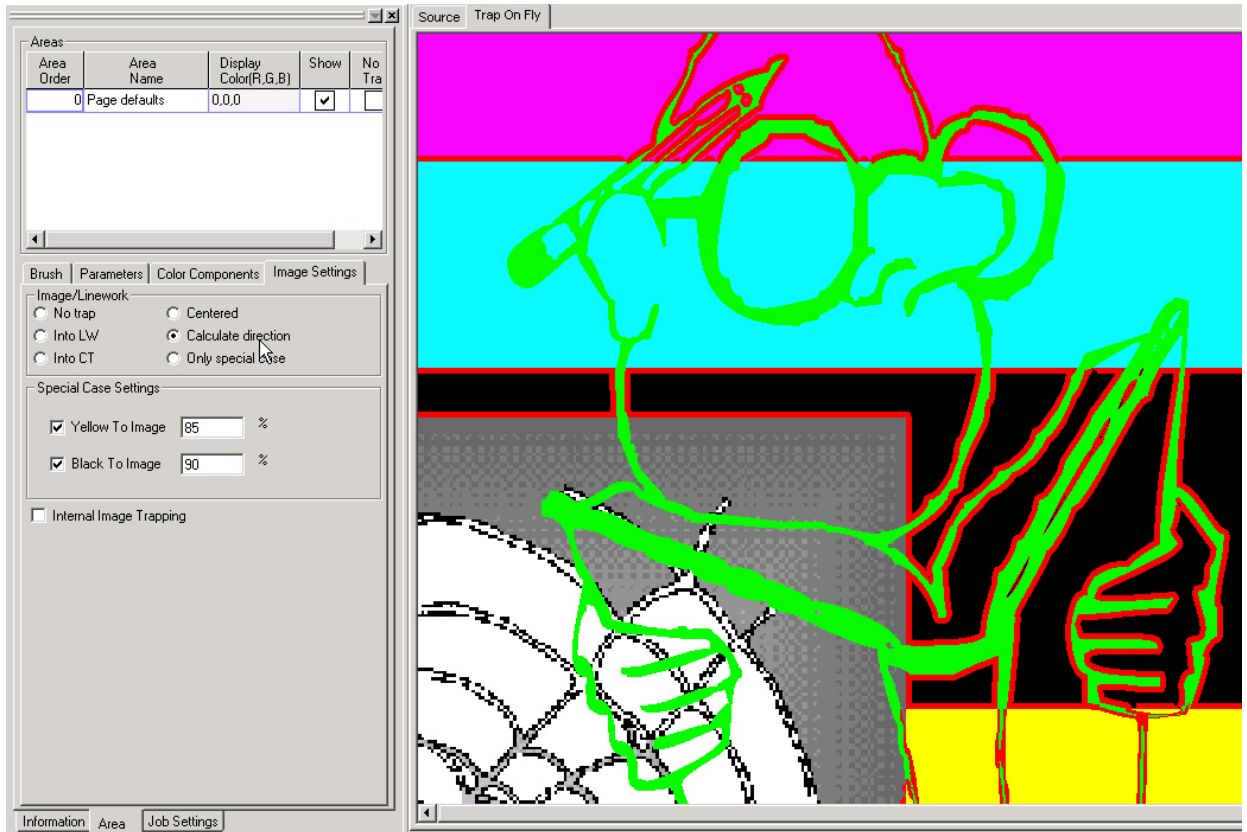


Figure 7

While in this case this appears to be correct trapping, this type of trapping can produce traps with uneven edges for images, which can be distracting in some cases.

The Figure 8 shows a sample page with image trapping set to calculate the image trap condition based on the same rules as it uses to apply line art trapping and the *Special Cases* for yellow and black turned on, and highlight trapping turned to off, and *Internal Image Trapping* turned on. You can see that the green man is trapped to the web image in a real trap color. To create better-looking traps between the green man and the web, you should try to increase the Vignette threshold value so that there should be no “bulbs” along the trap line.

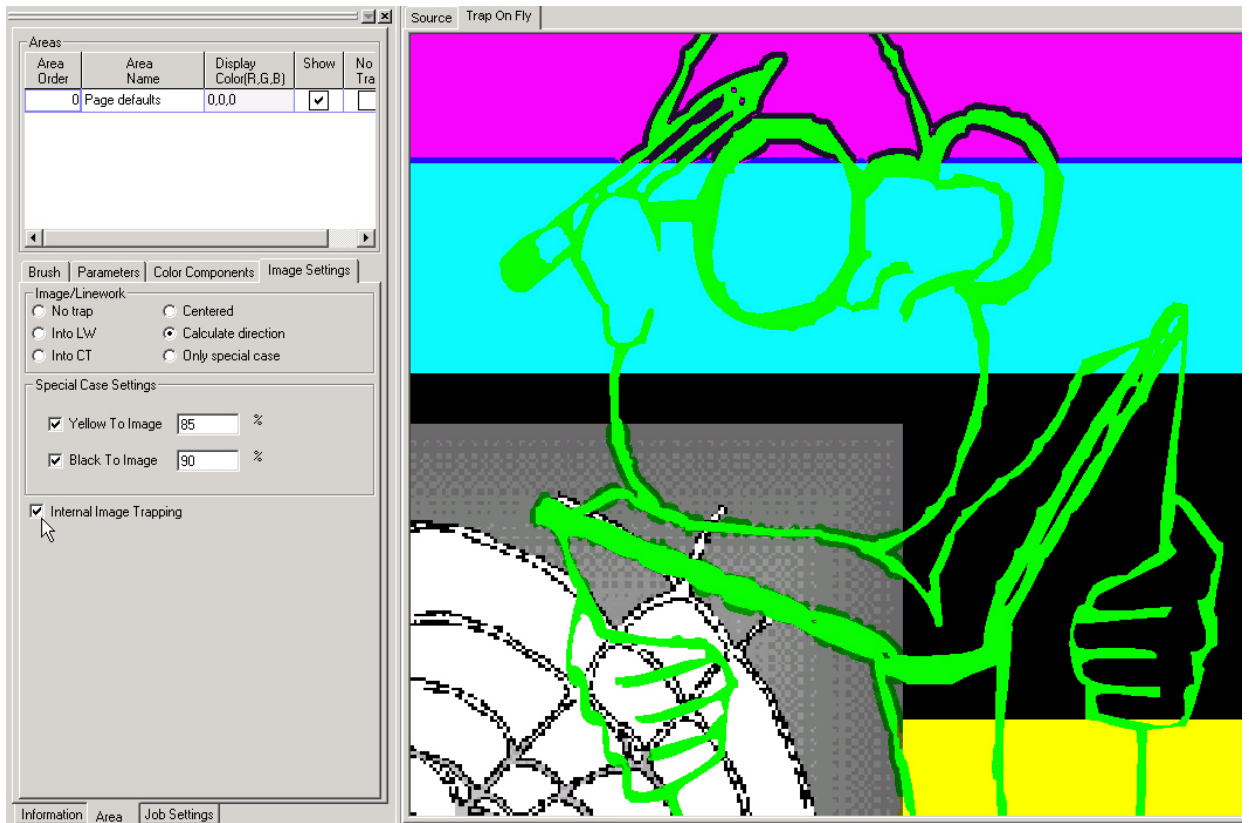


Figure 8