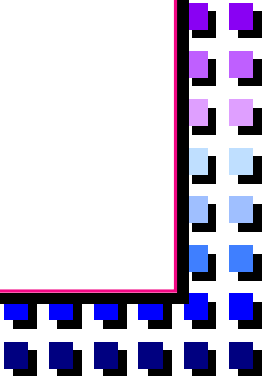


**Altering images to  
compensate for  
misregistration between  
two or more adjacent  
colors**



# Poor Trap

- **Presses cannot register perfectly**
- **If positive and negative images are the same size, a sliver of unprinted paper will appear between images**



# Good Trap

- Results when one image is slightly altered (spread or choke)
- Allows press some room for variation



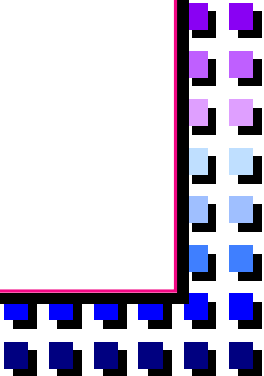
# Always alter the lighter color

- Alteration will be less visible
- Red image on left was altered (it's lighter)
- Pink image on right was altered (it's lighter)



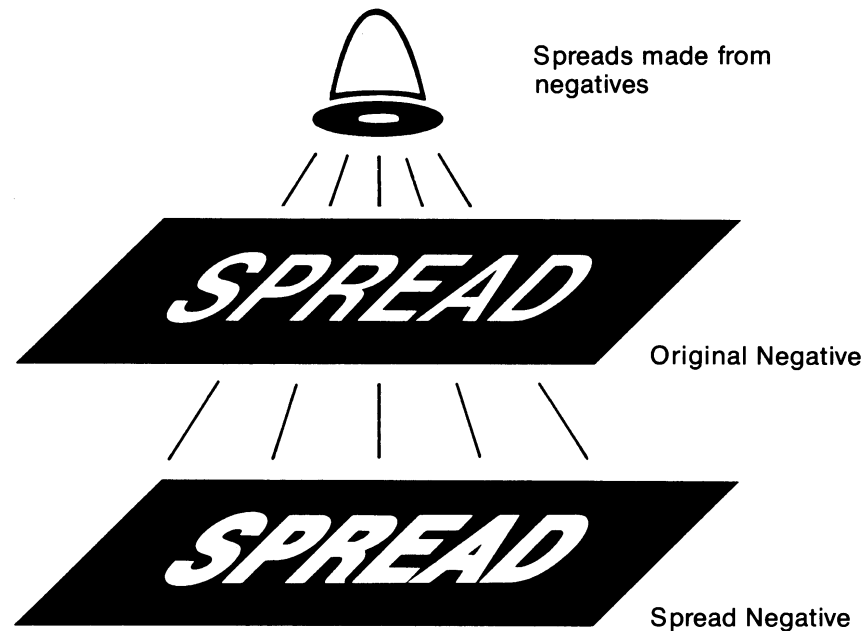


## To alter images you may:

- Use photomechanical means (if you already have films)
  - Use built-in trapping algorithms in desktop publishing programs
- 

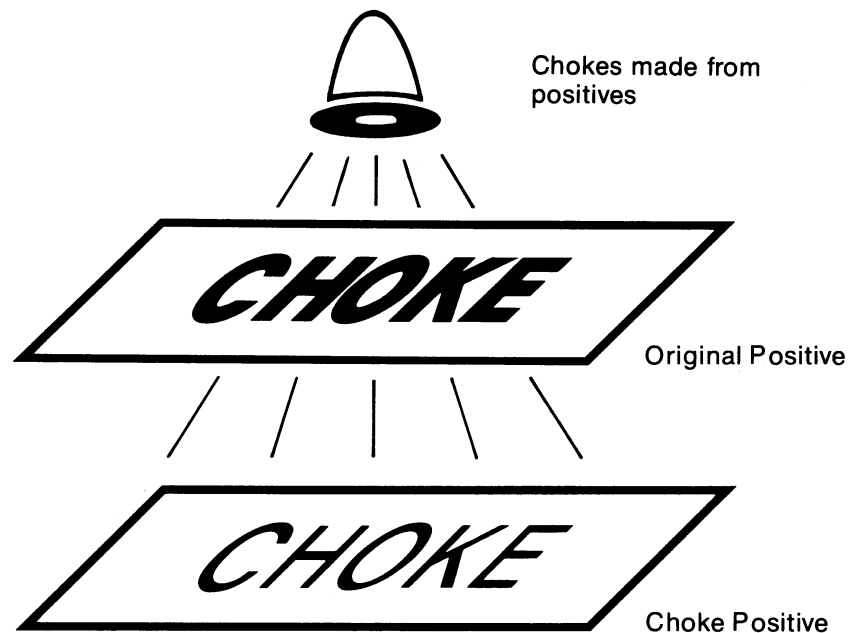
# Photomechanical traps from negatives

- This product is called a “spread” or “fatty.”

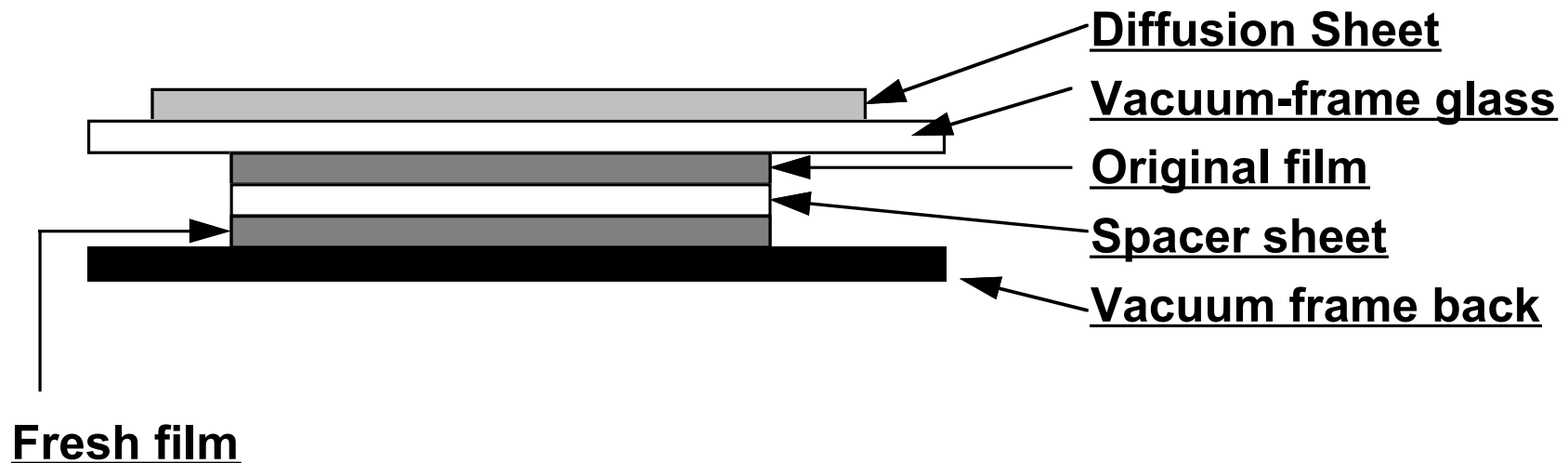


# Photomechanical traps from positives

- This product is called “choke” or “skinny.”

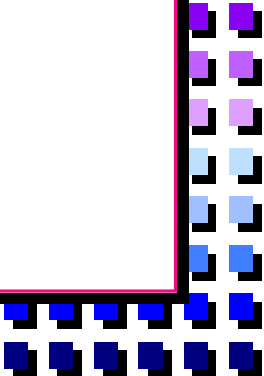


# Set-up of the vacuum frame to photomechanically alter images





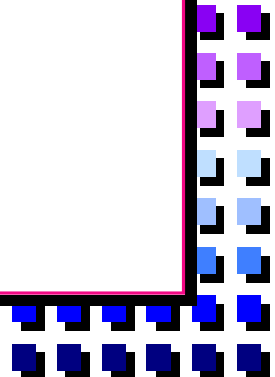
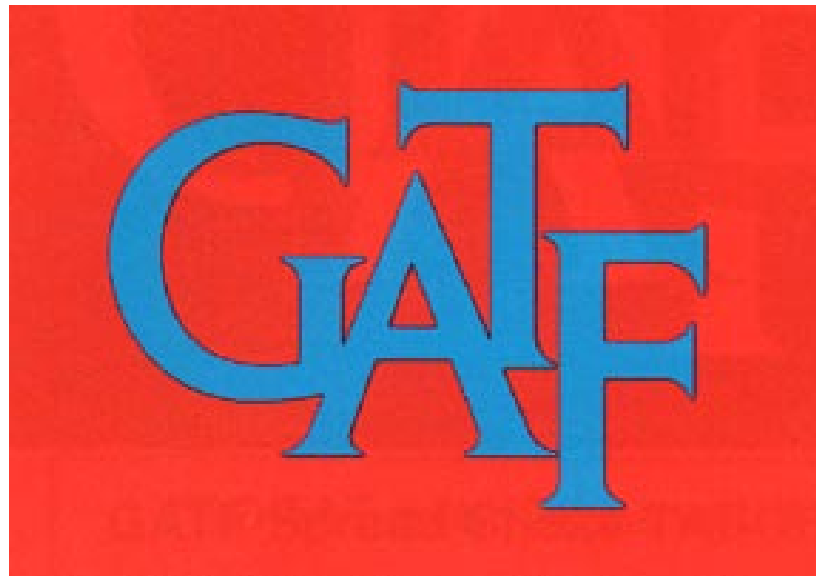
# To photomechanically alter an image you need ...

- **Space between the original film and the new film**
    - Use clear spacer sheets
    - These sheets absorb light, so exposure time must be increased
  - **Diffused light**
    - Point source light will not spread or choke images
    - Point source light can be diffused by passing it through a diffusing sheet
  - **Increased exposure time to adequately expose areas illuminated by angled light**
- 



# You must control the amount of alteration

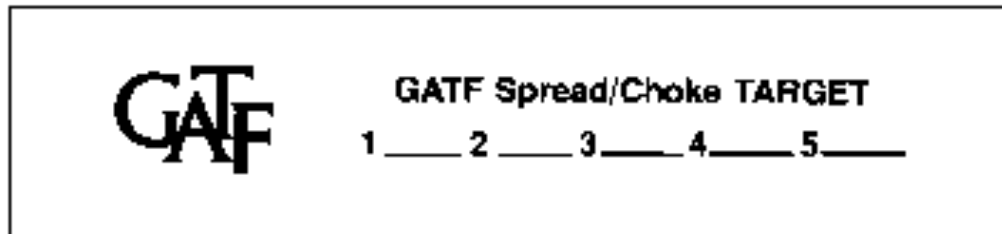
- Here is an example of too much alteration:



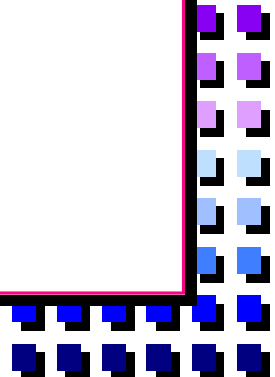


# Control amount of alteration using GATF Spread/Choke Targets

- Use the target in positive form when making chokes



- Use the target in negative form when making spreads



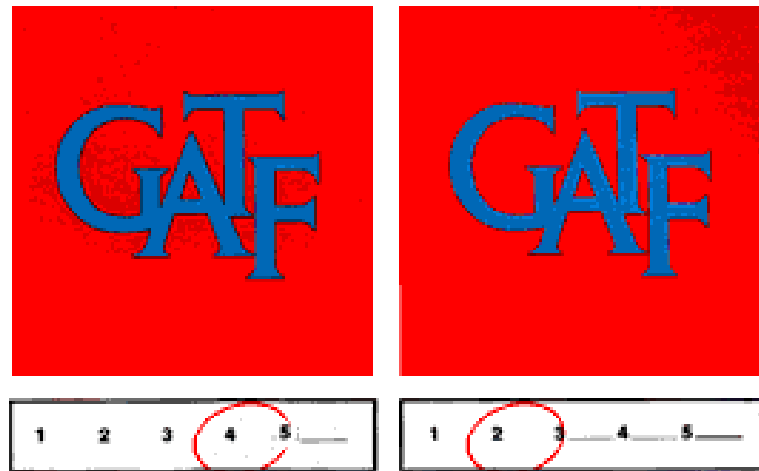


# Controlling the amount of image alteration

- Longer exposure time
  - More spacers between original and new film
- 

# Controlling the amount of image alteration

- Increase amount of alteration if great difference in image and background colors;
- Increase amount of alteration if image type is bold;
- Increase amount of alteration if press is in poor mechanical condition.



Poor

Good