

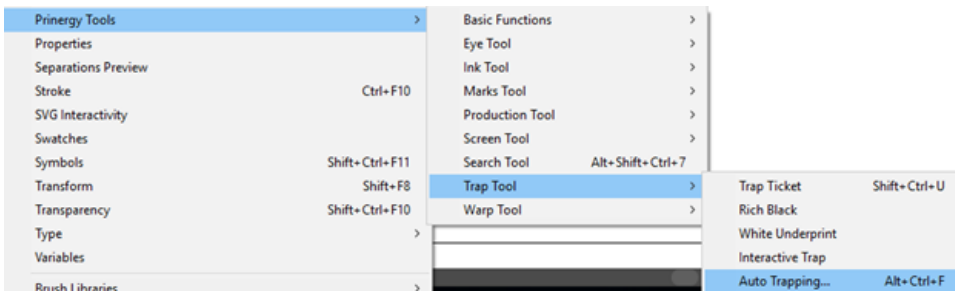
Activity 1: Applying Auto Trapping to a file


Trapping is a printing technique in which adjacent printed colors are slightly overlapped to ensure that white space does not appear between the colors if there is mis-registration on press.

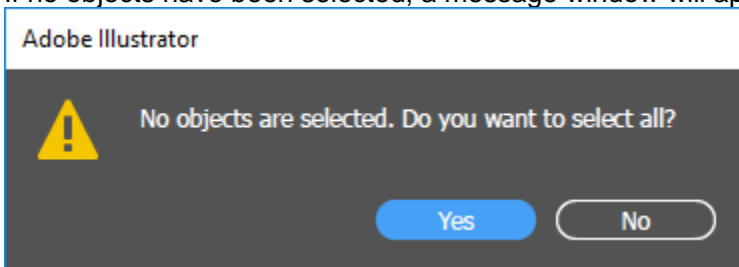
The goal of this activity is to use the Prinerger Tools [Auto Trapping](#) function to trap a file.

Task 1: Apply Auto Trapping to a file

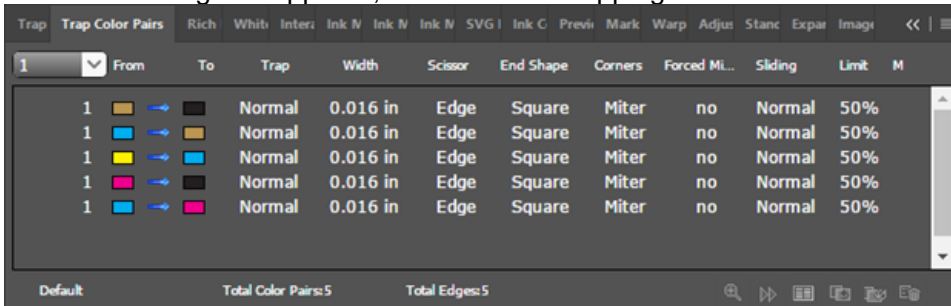
1. Launch the Adobe Illustrator application.
2. Open this document:
3. In the Illustrator menu bar, from the **Window** menu, select **Prinerger Tools > Trap Tool > Auto Trapping**.



4. In the Trap dialog box, from the **Trap Ticket** list, select **Default**.
5. Click the Trap button: . If no objects have been selected, a message window will appear asking if you want to select all objects.



6. To apply trapping to the entire file, click **Yes**. After trapping, a new trapping layer will be automatically generated, and the dialog box of the trapping color pairs will appear. When this dialog box appears, the automatic trapping has finished.



Task 2: View the trapped objects

To view the trapped objects, toggle the **View** icon  on and off in the **Prinerger Trap-1** layer.

Color Prop **Layers** Librai Swat Brush Symb Color

				Prinergy Trap-1	
				Layer 1	