

Activity 37: Create a rich black trap

Overview

Why you should complete this activity

The PDF Trap Editor is a Kodak plug-in for Adobe Acrobat software. Prinergy PDF Trap Editor lets you trap whole pages or selected objects, edit existing traps, set trap geometry, create keepaway traps, and add traps to a refined page in Adobe Acrobat.

This activity focuses on creating a rich black trap.

This activity is important because it illustrates how to:

- Use the PDF Trap Editor
- Create and apply a rich black trap

Recommended reading

- *PDF Trap Editor Plug-in Help*

What you'll need

For this activity you need to locate:

- Prinergy Activity Practice Files /Act_37_Rich Black Trap

The instructor or coach will provide you with the location of the practice files.

Note: The aim of activities 36 to 42 is to introduce and demonstrate the licensed Kodak PDF Trap Editor feature. Each activity is based on a particular scenario, and will provide the customer with an initial introduction to various options available as part of the PDF Trap Editor.

If you skipped Activity 1, consult the Activity 1 *Instructor's Notes* for information about best practices for managing activity practice files during a training session. Activity 1 also contains important information related to the Prinergy client and server relationship, which could be helpful to the customer.

What you need to know

A rich black trap concentrates on trapping the "booster" color used to create a rich black appearance. The booster color is trapped to avoid "show-through" of the color in the case of misregistration.

Typically, rich black is composed of 100% process black and 30-40% process cyan. It is a darker black that could more evenly cover a large area of artwork.

Note: If you are completing this activity on your own or coaching others in your shop, copy the Prinergy Activity Practice Files folder (available on the Kodak Partner Place internet portal at <https://partnerplace.kodak.com/>) directly to your workstation. For further information about these procedures, see Activity 1.