

Scaling a trap color

The colors of adjacent objects are added together to make their mutual trap color. This can result in a trap color that is too dark and visible. You can reset colorants so that trap colors will be lighter. Pastel colors benefit the most from trap color scaling, since their traps are often noticeably darker than the contributing objects if scaling is not used.

Of the actual colorants used for a specific trap color, those from the lighter adjacent color are scaled. That is, the color separations for adjacent dark and light objects are subtracted, the difference is reduced by the color scaling percentage, and the result added to the separation with the lesser value.

- [Scaling a trap color for all inks](#)
- [Scaling a trap color for one or more colorants](#)