Created by
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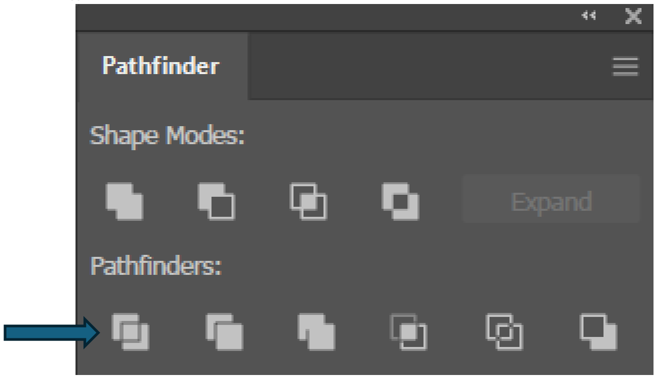
Illustrator- Trapping tutorial

Offset Path Method

1. Create a rectangle filled with a solid color.
2. Create some text over the shape and fill it with a solid color also.
3. Convert the text into Outlines.
    a. Right-click and choose Create Outlines. (Ctrl Shift O)

Create a knockout (removing the color from the shape behind the text)

1. Select both objects. (Ctrl A)
2. Open the Pathfinder panel and click the Divide button. (Panels are accessed from the Window option in the main menu.)



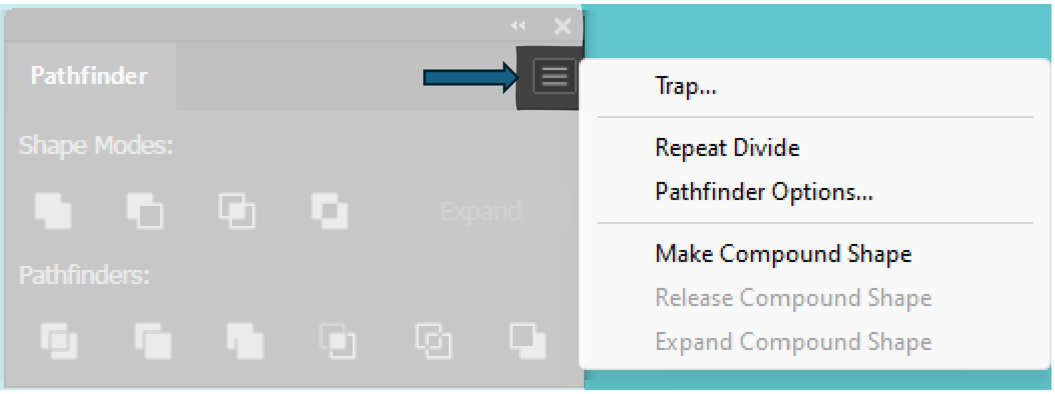
    a. Look in the layers panel to all the separate objects, you will want to Ungroup them before re-grouping. (Ctrl Shift G)
    b. Select all the letter shapes and group them. (Ctrl G)
    c. Select all the background shapes and group them also. (Ctrl G)

Offset the Path to Create Trapping

1. Select the background shape. If the text shapes are used, you can begin to lose detail.
2. Go to the main menu / Object /Path/ Offset Path.
    a. In the Offset Path window set the offset value to the value in printer instructions. (.25pt is a good size to start with.)

Using the Trap Command

1. Recreate the same setup as outlined earlier or undo the Offset Path command.
2. Select the over lapping shapes.
3. Open the Pathfinder panel, if necessary.
4. Click the panel options button in the upper right of the panel and choose Trap from the menu.


Pathfinder
Shape Modes:
Expand
Pathfinders:
Trap...
Repeat Divide
Pathfinder Options...
Make Compound Shape
Release Compound Shape
Expand Compound Shape

5. In the Pathfinder Trap window set the Thickness to the desired size. (.25pt is the default)
    a. If necessary, use the Defaults button to rest the settings.

Trapping is used to ensure overlapping shapes are printed without any thin gaps between the colors. The paper or printer could shift sometimes, causing thin lines of unprinted space to occur. By adding trapping you minimize the chances of those gaps.