

LASER PRINTER GRAYSCALE HALFTONE TUTORIAL - ADOBE ILLUSTRATOR

A Quick Tutorial for importing images into Illustrator & printing as a halftone.

- 1. Use "File<Place..." to import and image into your illustrator document. This image can be of various types and resolutions. We're going to convert it to vector in the next step.**
- 2. Use the select tool to select your image. "Then go to "Object<Live Trace<Tracing Options..." to determine how you want to convert your image. To be able to print the image as a halftone with the laser printer, you must select "Grayscale" The number of colors you choose determines how much range of value you will get in your final image (or how detailed the image will be. This number does not have to be very high to get a readable halftone image).**
- 3. Click Preview once you have your options set. If you like the way it looks, click "Trace".**
- 4. Once the image is traced, then you have a vector in different percentages of black that will be converted to halftone by the laser printer. You can click "Expand" from the toolbar and select different objects in your image to adjust the colors accordingly. Remember, when you click on an object and look at its color in the color window, it must be at 100% to print as a solid black; anything less than 100% will be a halftone!!!**
- 5. To print this image as a halftone positive, open the print dialog. Under "Output" you must set the Mode to "Separations (host-based) You can then click on the colors below to adjust the halftone size and angle. Since our original image is grayscale, the only color checked should be process black. You should also make sure that the "Overprint Black" box is checked.**
- 6. The frequency should not be set to more than 55 lpi for 230 mesh screens. The smaller this number, the bigger the halftone dots will be. The angle should be 86 degrees to avoid a moire in the screen. The default halftone is open to experimentation: circle, square, line, etc.**