

4. Creating a duotone in QuarkXPress

It's possible to define duotones directly within QuarkXPress, without going through Adobe Photoshop first, but control over the results is limited, and, unlike Photoshop, you can't preview the results before output. The following procedure uses black and magenta, but you can define other colors by using the "Colors..." dialog ("Edit" menu):

1. Draw a picture box, and insert your map image using "Get Picture" from the "File" menu.
2. Clone the image by entering zero offsets in the "Step and Repeat..." dialog ("Item" menu). This will be the black component.
3. If you leave the black component as it is, the printed duotone may appear too heavy. To avoid this happening, modify the contrast of the black component. Do this by choosing "Other Contrast..." from the "Style" menu. In the dialog box which appears, use the grabber hand to move the diagonal line as follows:

This will make the black component a little lighter, but you may have preferences for other contrast settings - try some out.

4. Now work on the magenta component of the image. Send the black

component to the back (“Item” menu) to reveal the magenta component (it is still black at this stage). Deselect the picture by clicking anywhere outside the picture box - if you don’t do this, any further action you take will only apply to the image at the back.

5. Click inside the picture box to select the top picture. Using the “Colors” palette, click on the picture box icon (the one with the diagonal cross) and then on the word “Magenta.” The map will now be a magenta color.

6. QuarkXPress has an automatic “trapping” feature, which “knocks out” that part of an image which goes behind another. Consequently, if you were to separate your duotone as it stands now, the black component will not print at all (the magenta component knocks out the black component). To override QuarkXPress defaults, select “Overprint” from the pop-up menu in the “Trap Information” palette (make sure that the magenta component picture box is active).

. If you are using a color other than a process color, you may have to specify the halftone screen angle for the second color. Do this by choosing “Other Screen...” from the “Style” menu (the relevant picture box must be active first). Screen angles for two- and three-color printing are normally as follows:

Black (monotone): 45°
2nd color (duotone): 75°
3rd color (tritone): 105°

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