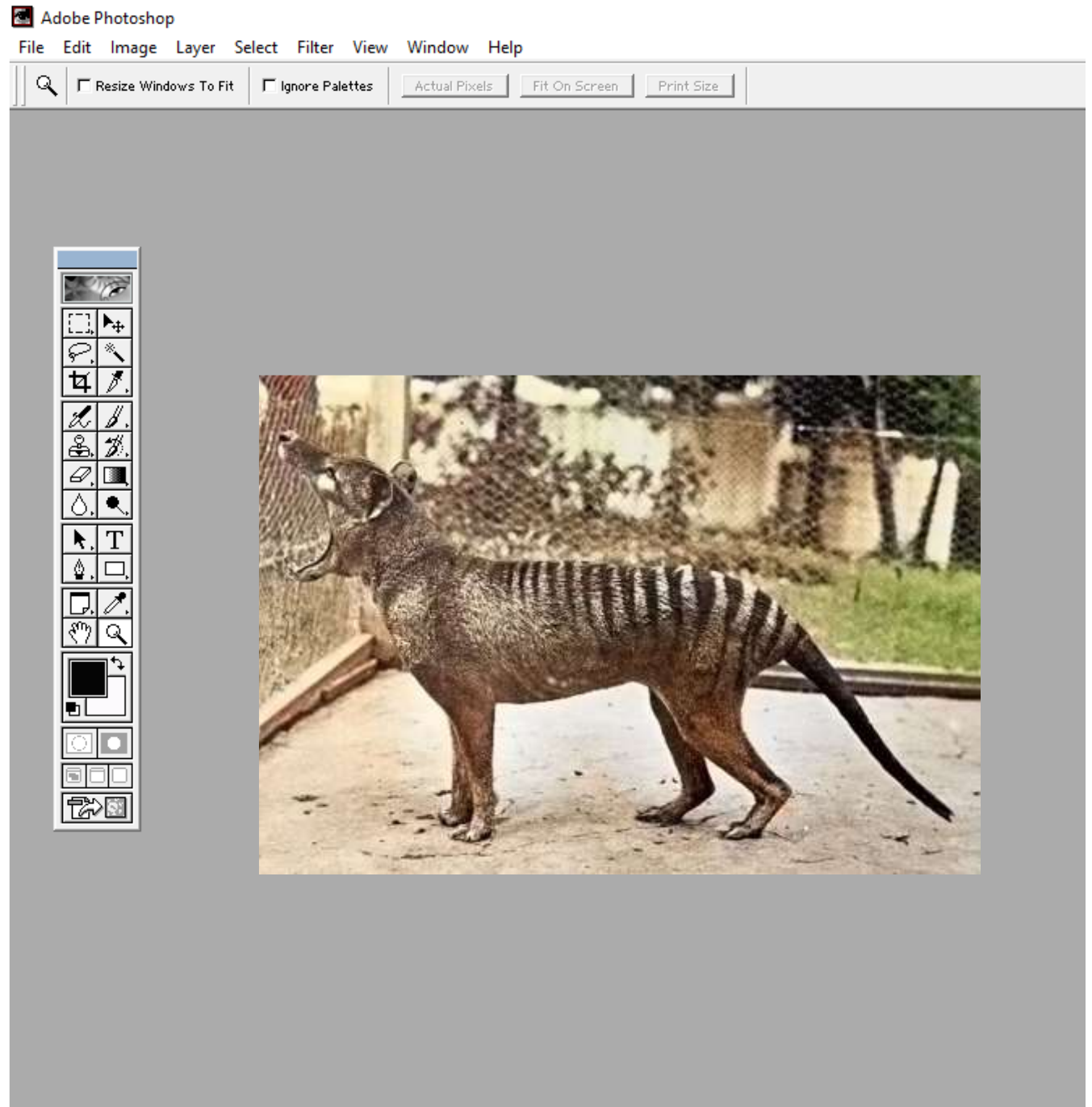


HALFTONE CREATION

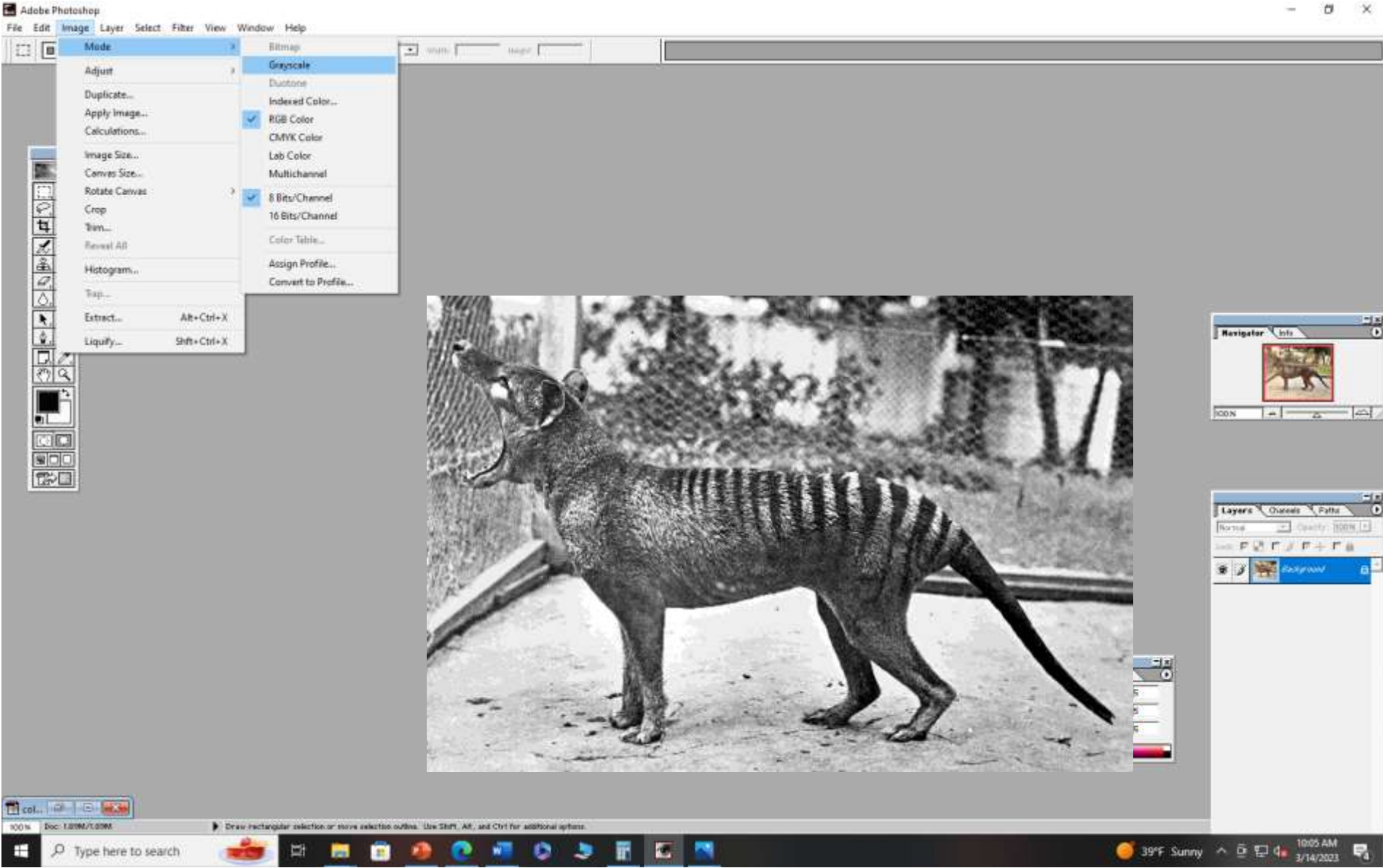
Step: 1

Open file



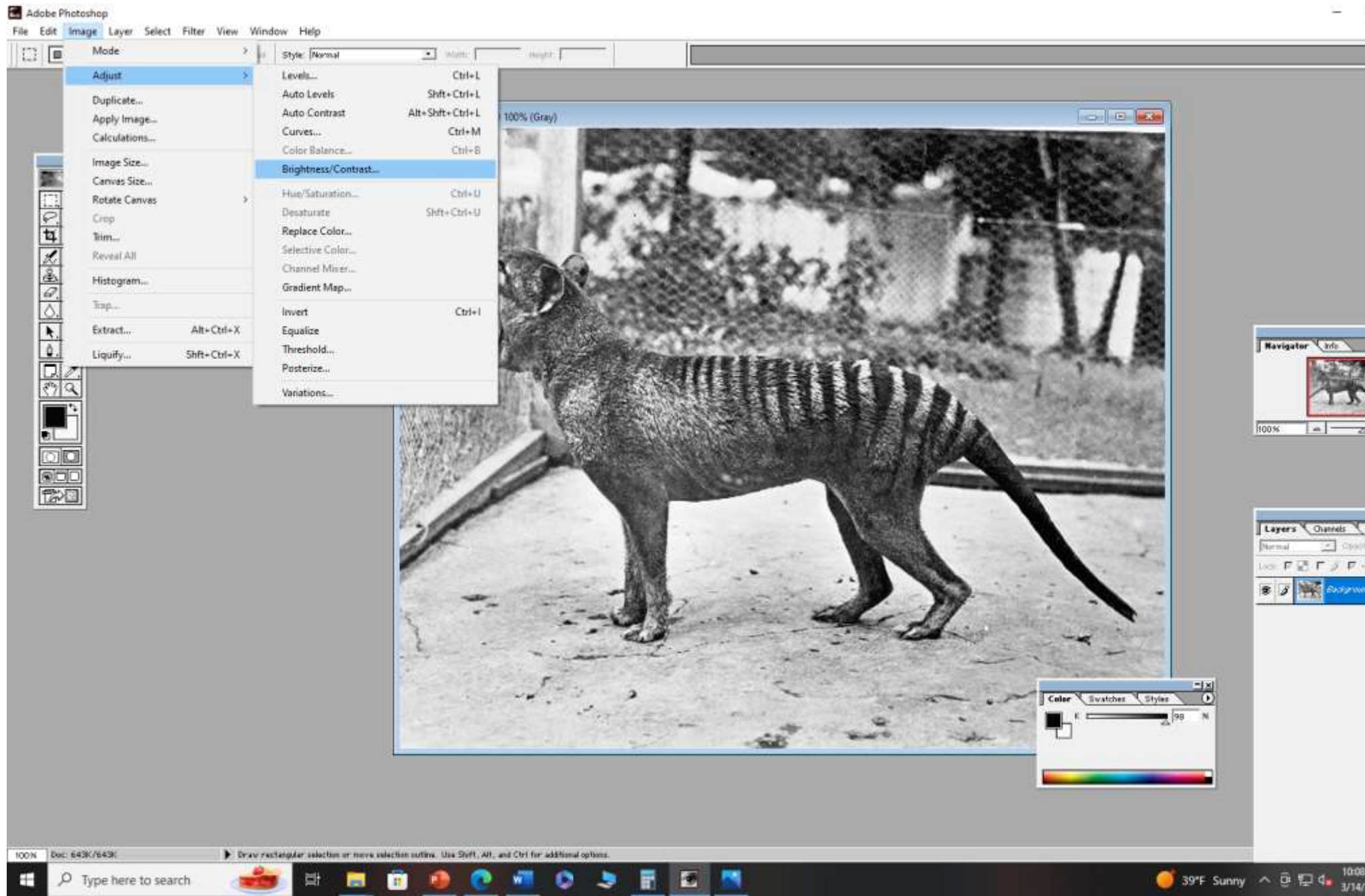
Step:2

Image-
Mode-
Greyscale



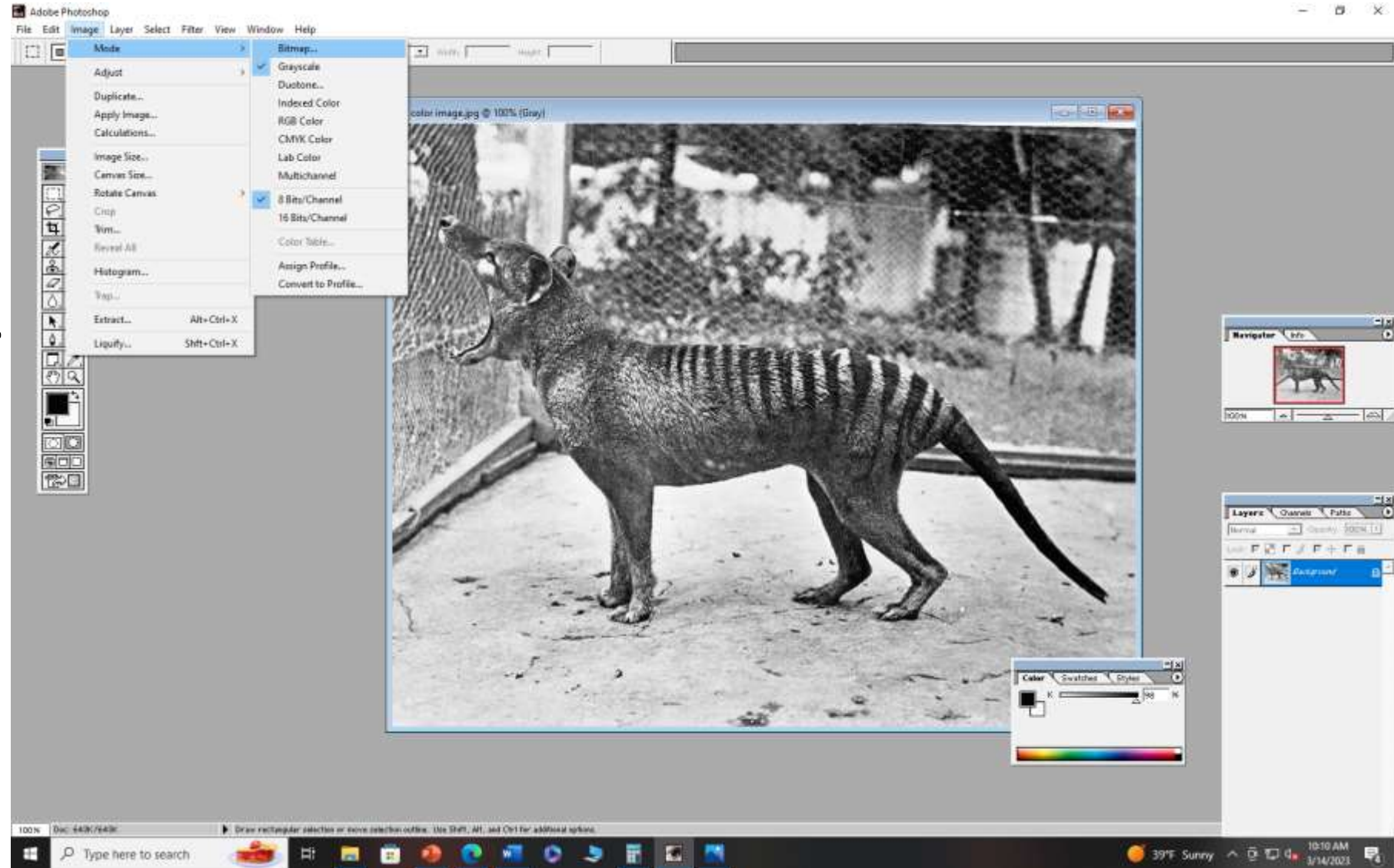
Step:3

Image-
Adjust-
Brightness
/Contrast



Step:4

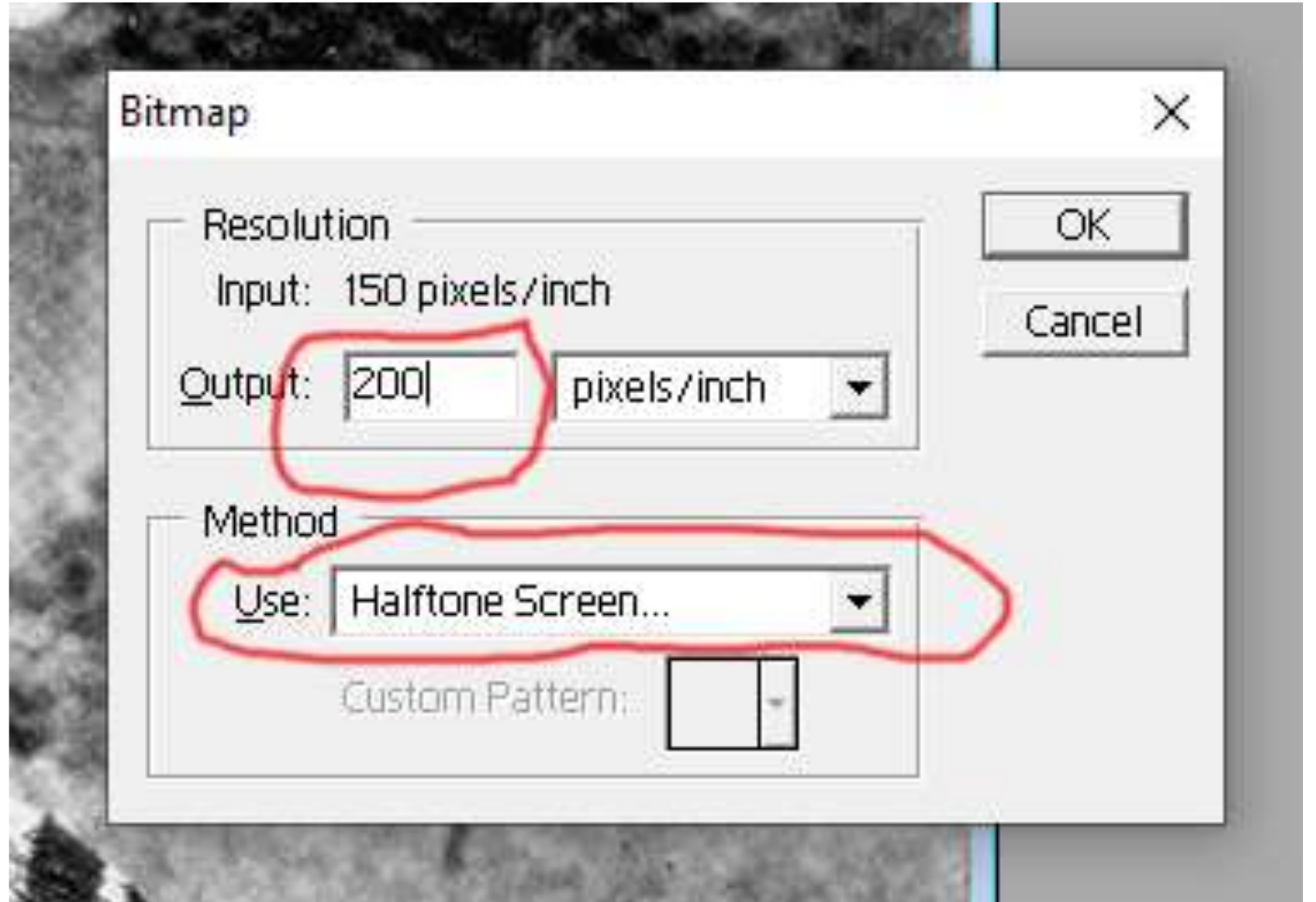
Image-Mode-
Bitmap



Step:5

Output should equal the screen mesh or less (most screens are 230)

Move the use tab to 'Halftone'.



Step:6

- **Frequency** is dots per line. The lower the number the larger the dots. 53 is a good standard.
- **Angle** = direction of dots (not a major factor unless you are layering halftones, in which case they should all be 15 degrees different).
- **Shape** does not affect how easy or hard printing is, it is an aesthetic choice.

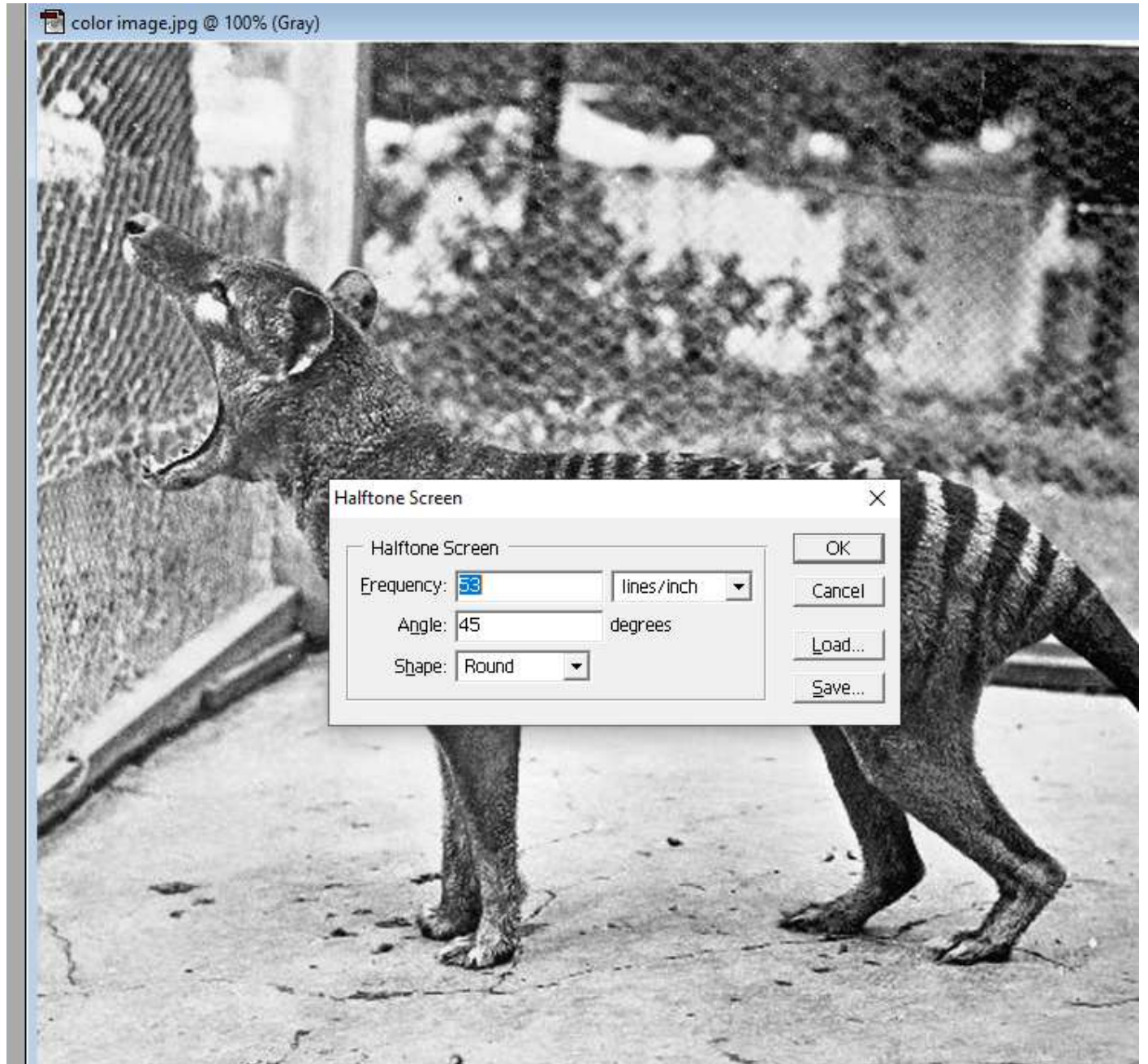


Image is now a
halftone!

