

Prep To Print

HOW TO PREPARE YOUR FILES
FOR THE ULTIMATE PRINT



Prep to Print Workshop

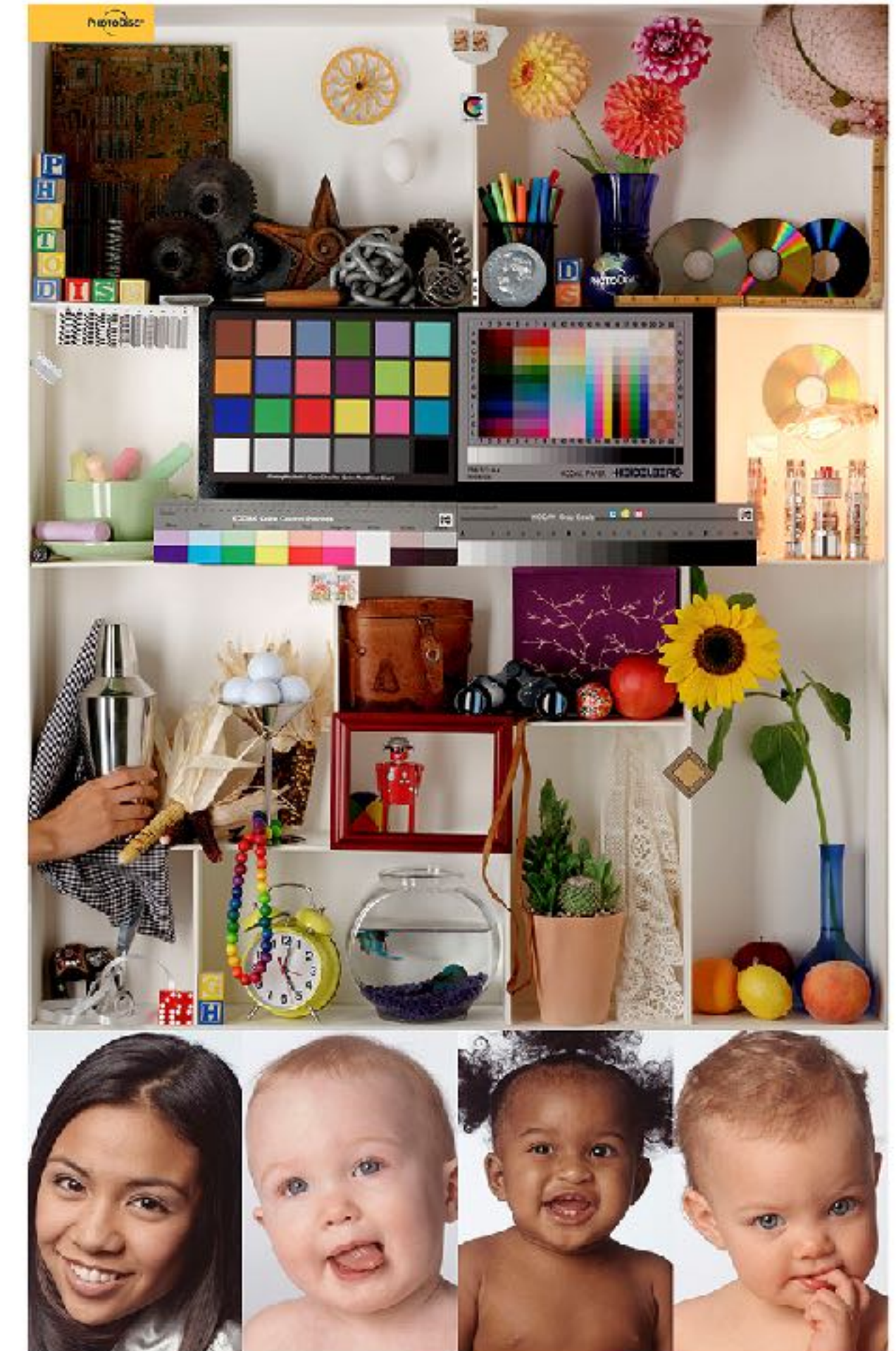
Contents:

- MONITOR CALIBRATION PRINT
- PROFILES - WORKING IN A COLOUR SPACE
- RESIZING OUR FILES IN PS & LR
- SHARPENING OUR FILES IN PS & LR
- CHECKING LUMINOSITY
- SOFT PROOFING OUR IMAGES

Monitor Calibration Print

The first thing we need to do is check our screen
Having a monitor that is correctly calibrated, or at least close to calibration is the MOST important part of digital photography.

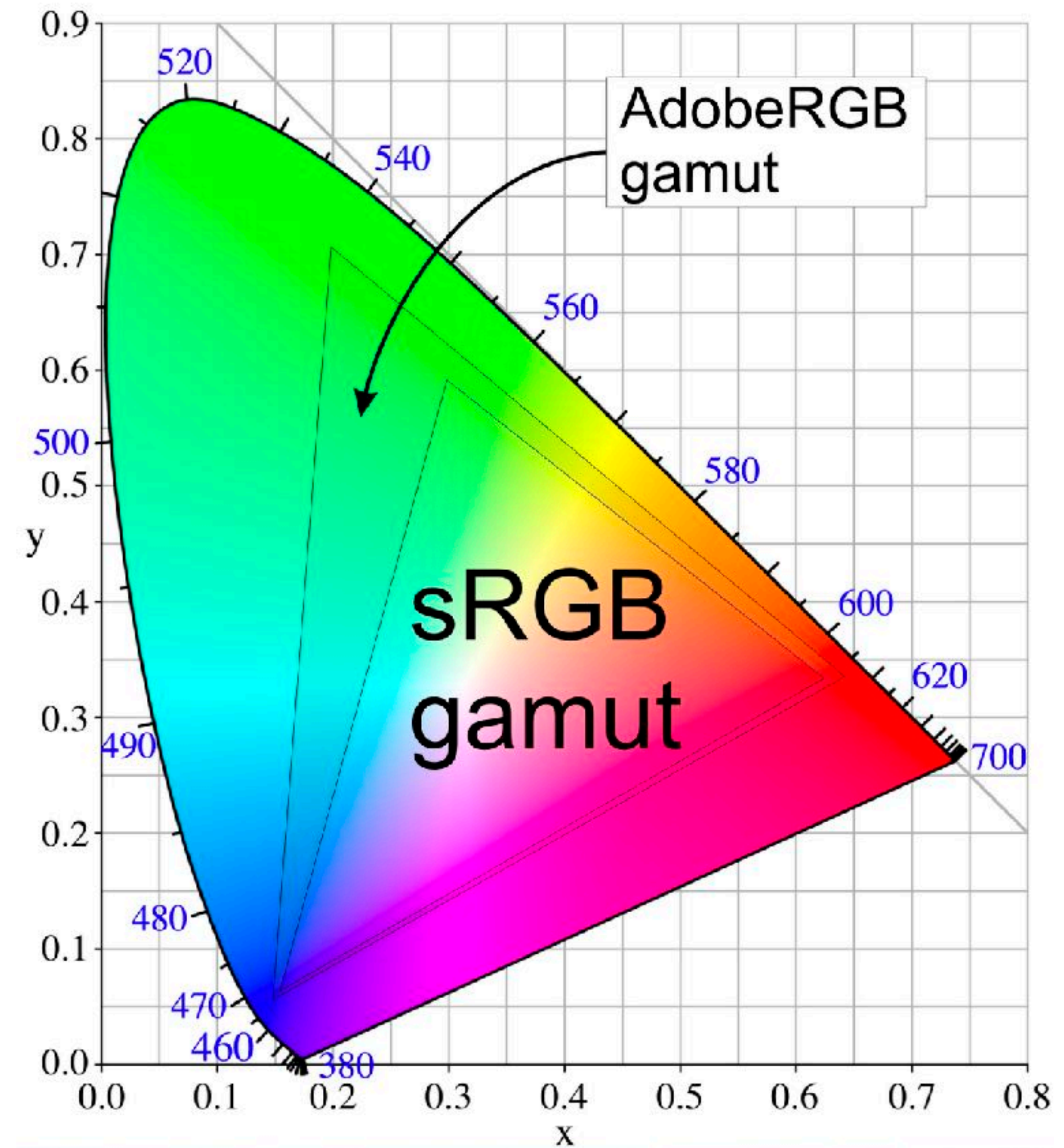
If your monitor is wrong, i.e it has a colour cast or is set with too much luminance, THEN everything is WRONG, you are editing WRONG, viewing your image WRONG. I can't stress how important this is. Open the downloaded file into your editing program and compare it to the printed version.
Instructions come with the print to help you view it in ideal conditions.



ILFORD SMOOTH PEARL - DEAN COOPER PHOTOGRAPHY



Profiles - Colour Spaces



Colour Spaces

A colour space is a range of colours within the whole colour spectrum.

Unfortunately our devices can not record or display the full colour spectrum so we need to have an understanding of the choices available to us.

For photography the two main colour spaces we use are sRGB and Adobe RGB.

As you can see from the graph Adobe seems bigger, so it seems the obvious choice.

So when do we use each of these profiles??

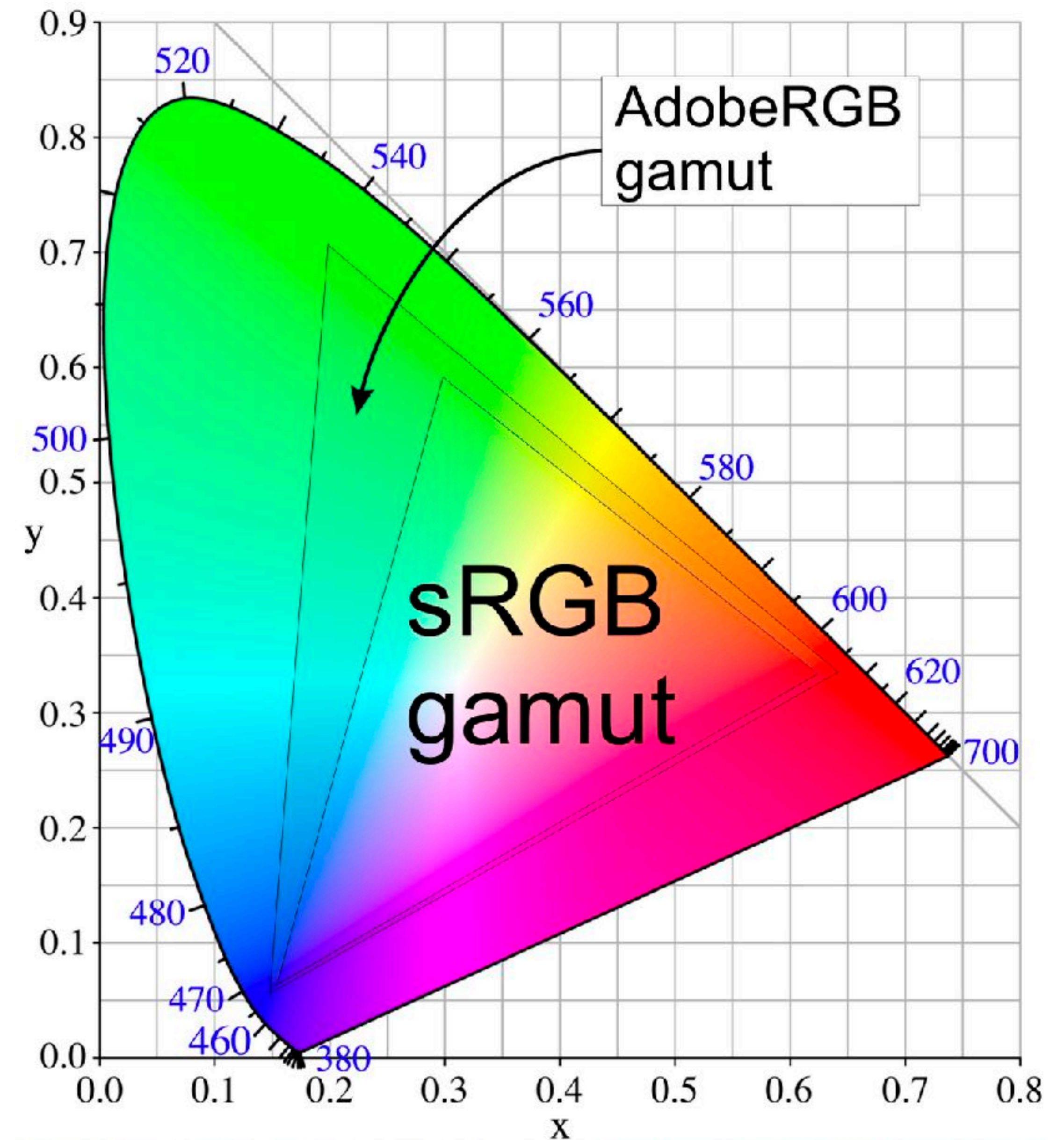
If shooting Raw then it makes no difference, as a raw file has no profile when captured, it is simply data.`

A Raw file is tagged with a profile once it is opened into an editing program.

A Jpeg file will be captured in camera with sRGB or Adobe RGB.

Adobe RGB is a better profile for printing, hence we are best to capture or start our Raw editing in Adobe RGB

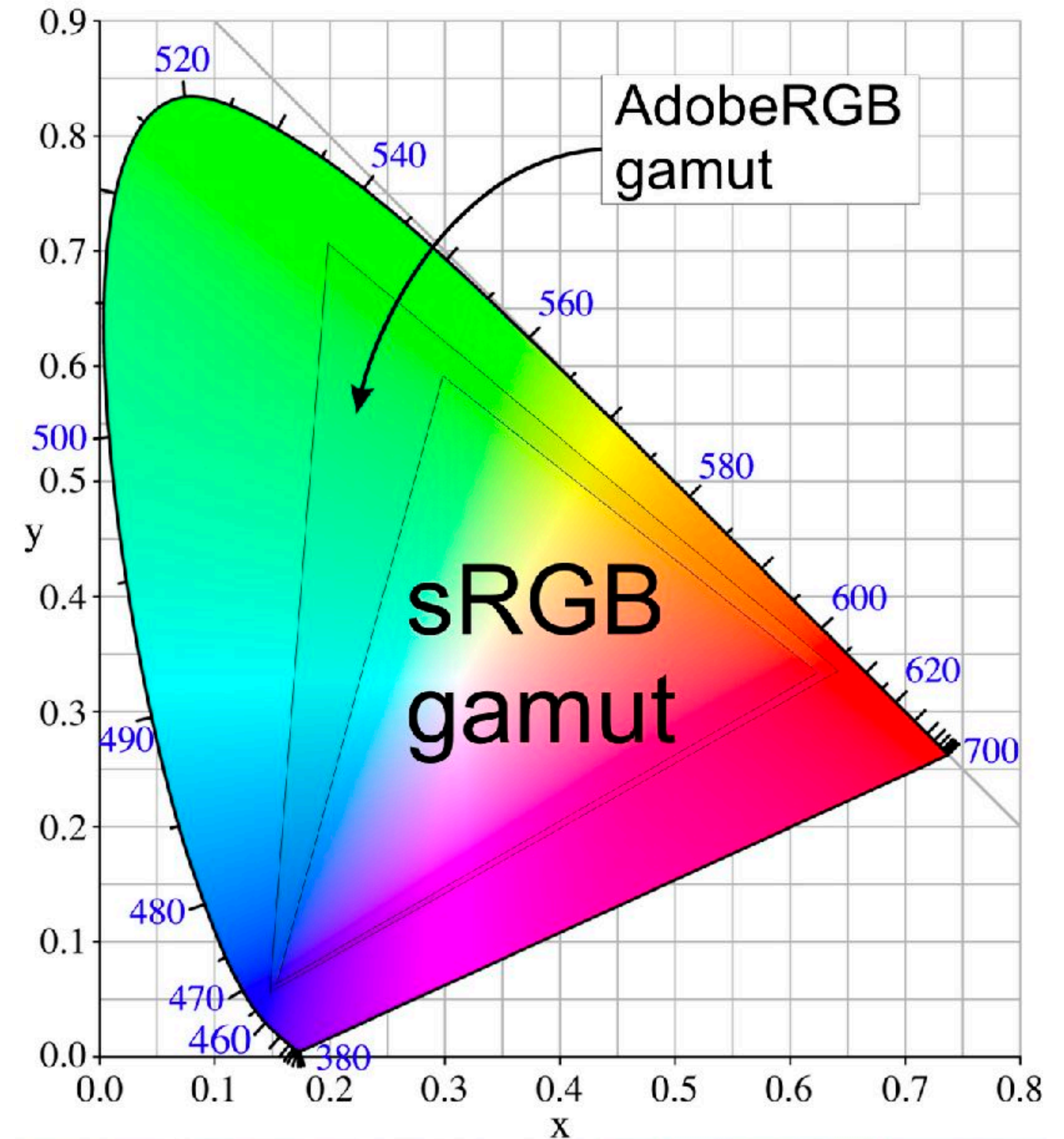
LR uses ProPhoto which is slightly bigger than Adobe and is fine also.



sRGB when and why!!

99% of the world uses sRGB.

Anything destined for a website or social media will want to be in sRGB, if it isn't then it will be converted to sRGB and this is where you can get a colour shift. Some print outlets also use sRGB, always ask before printing



Tagged Profiles

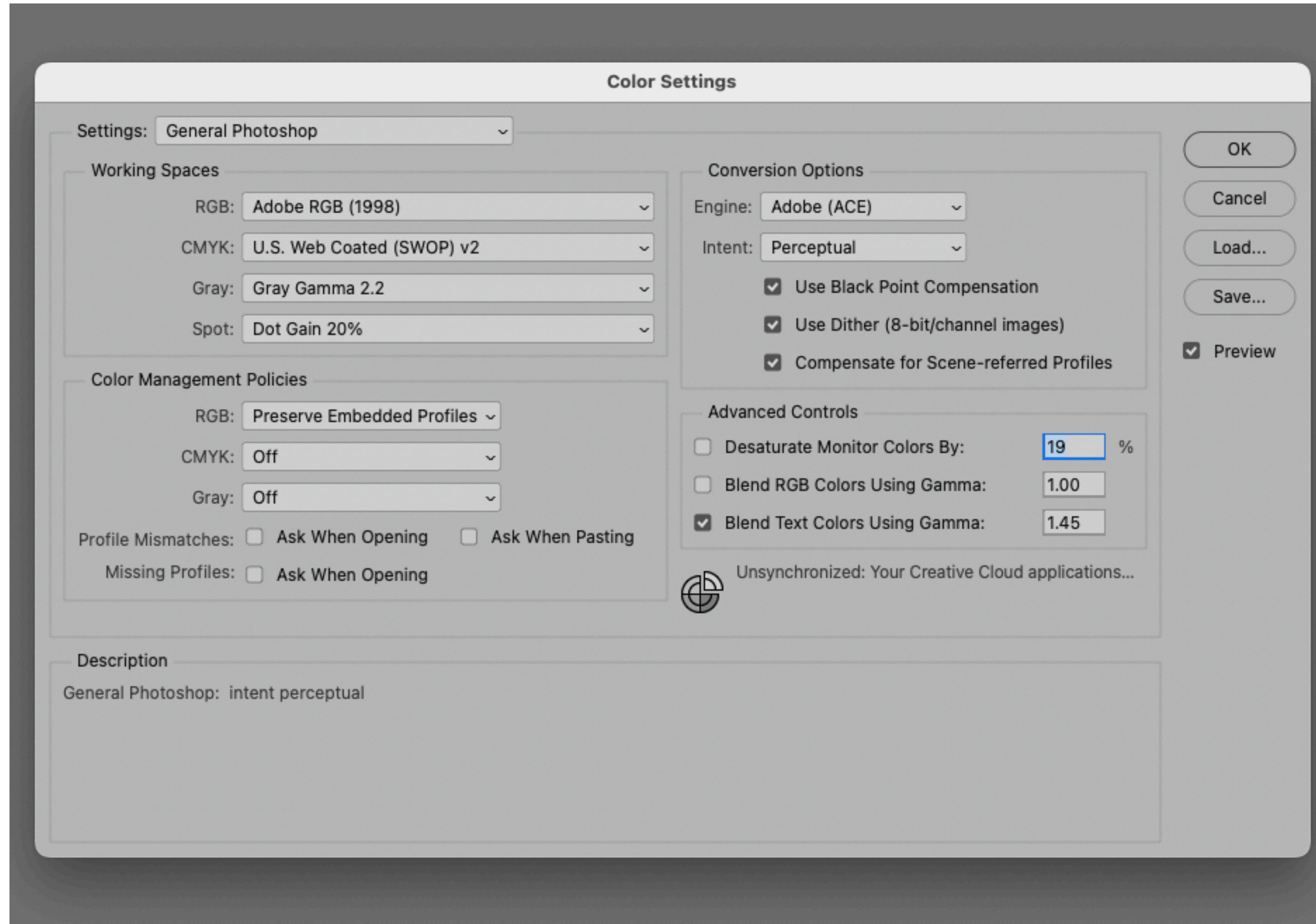
In **PS** we can set our colour settings as so as that when an image is opened the profile is applied and embedded. When this happens it is referred to as a tagged profile.

When opening a Raw file in **LR**, it takes care of itself by applying Pro Photo as the profile.

To get to these settings

Top menu
edit/colour settings

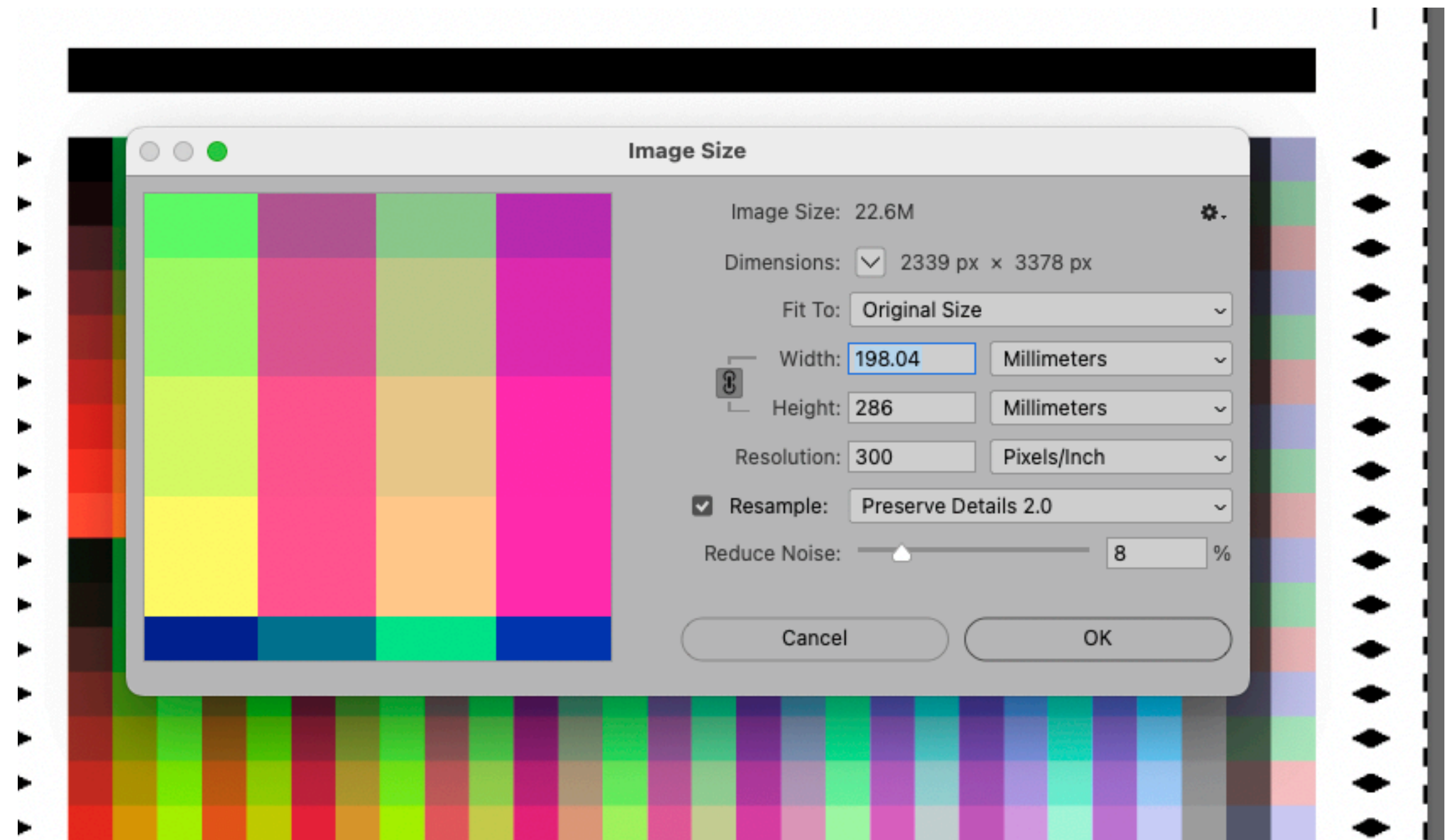
I have a YouTube video on setting this up



Preparing Files

Resizing - Checking Luminosity - Sharpening - Soft Proofing

Lets head to PS and LR to cover this topic



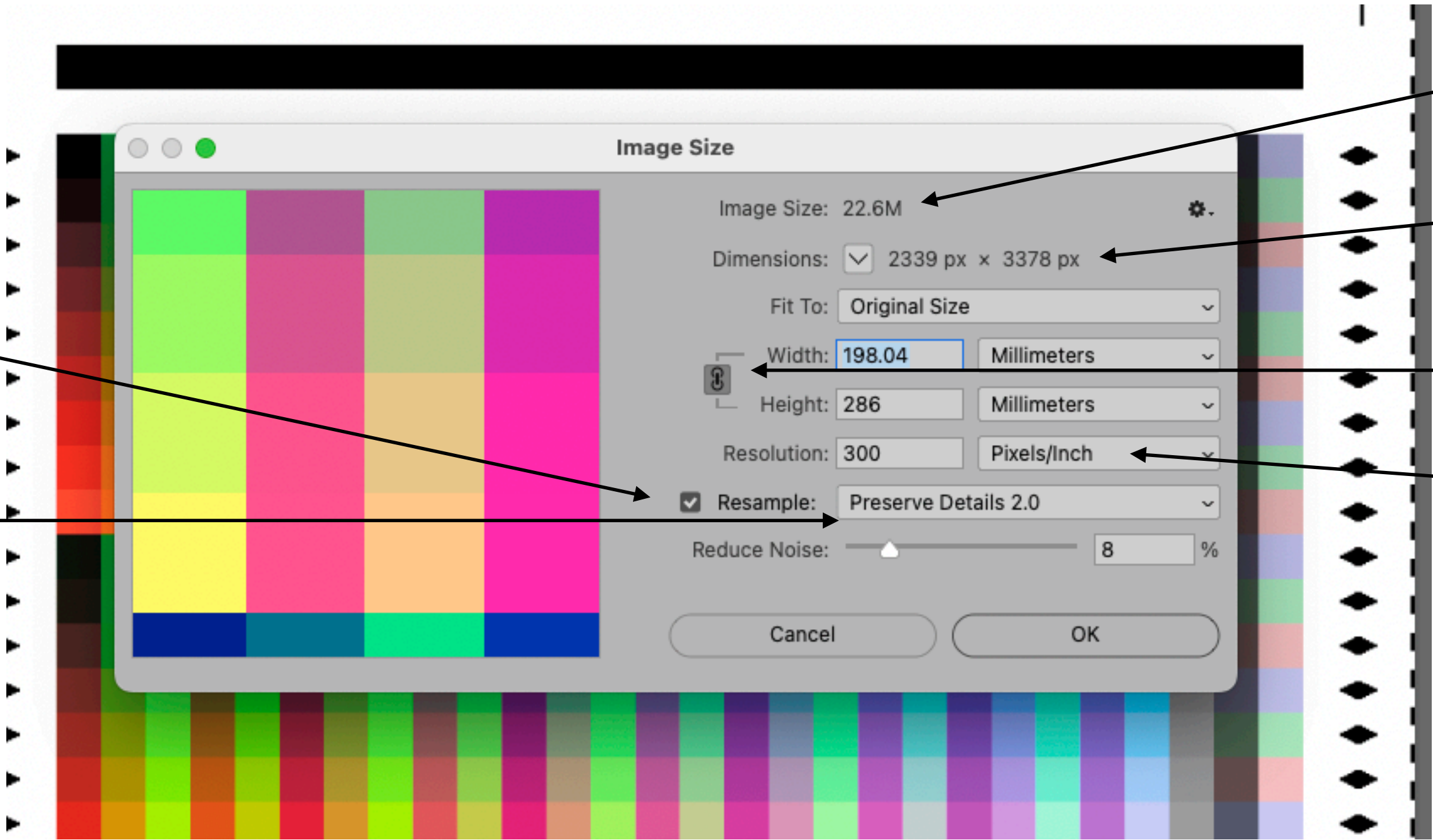
Preparing Files

Resizing in Photoshop

Top menu bar
image/image size

When ticked the image will resize

Preserve Details 2.0 for best upsizing



File size

Image resolution

Maintains proportion

Set to 300 pixels/inch for printing

Preparing Files

Resizing in Lightroom

You can't resize an image in LR.
You would Export it at a new size
File/Export

Export location

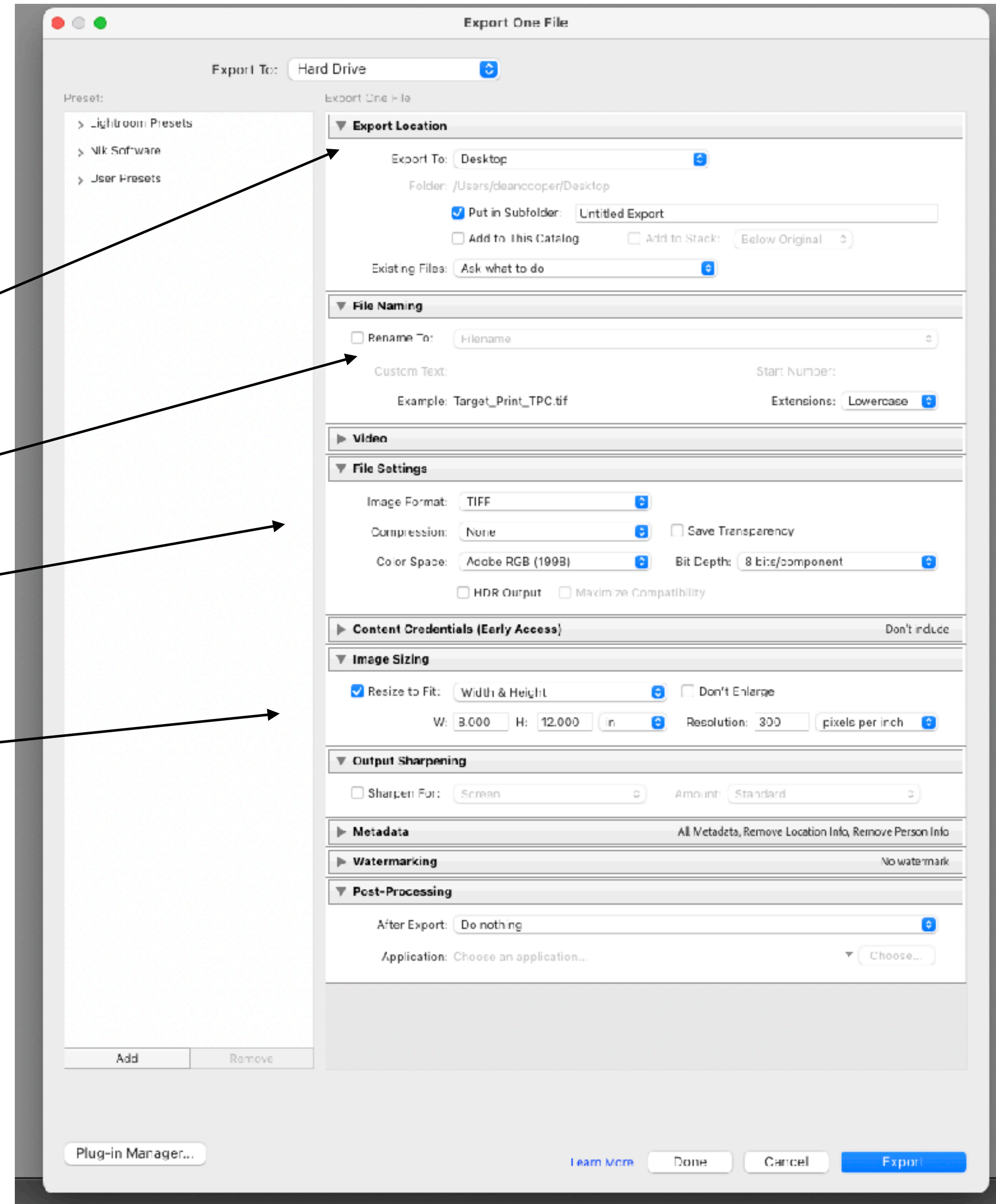
Renaming option

File type options

Resize here:
Tick "resize to fit"
Choose width x height
Choose resolution of 300ppi

What I don't like!!

Here we have chosen to resize to 8"x12"
We don't get a conformation that the file will resize
exactly to those proportions!!



Preparing Files

Sharpening in Photoshop

The best way to sharpen is via a High Pass Filter
Create a new pixel based layer CMD J
Apply a high pass filter to this layer

Top menu - filter/other/high pass

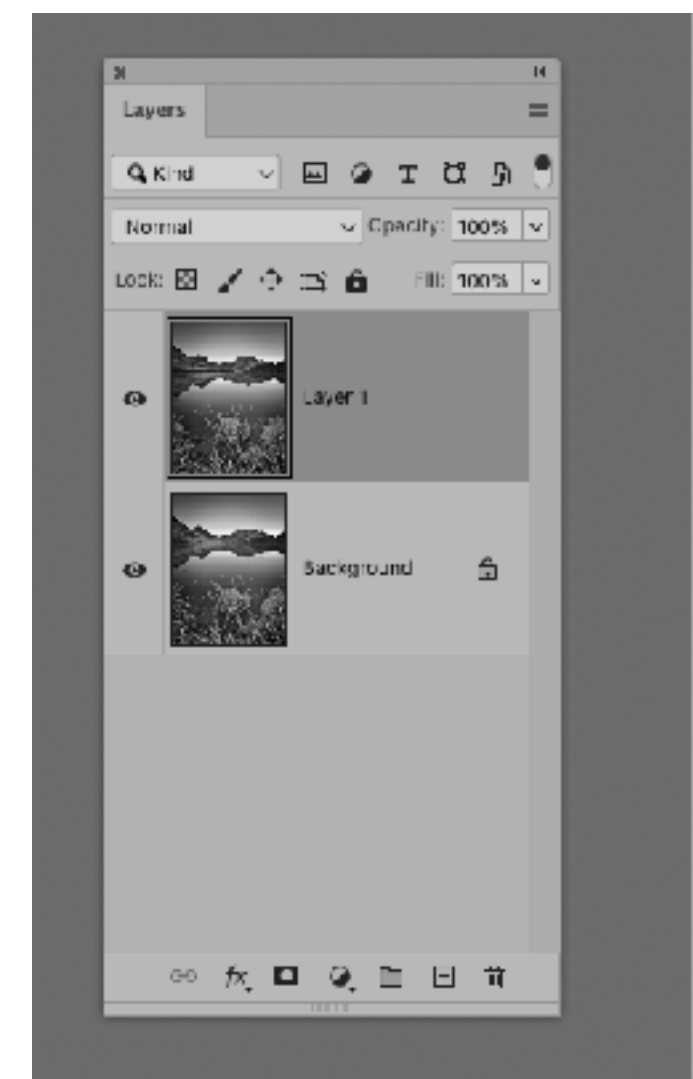
For a full sized file I use a radius of 2.4 pixels

Hit Ok and the layer will go grey.

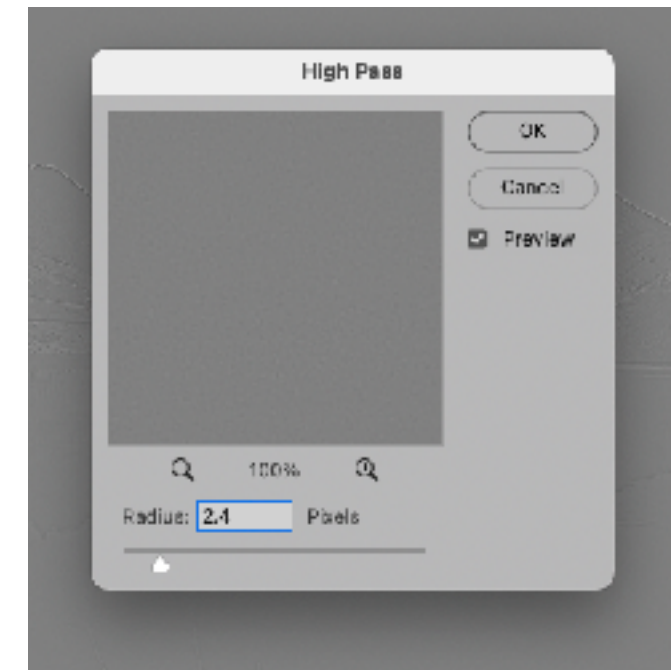
If you zoom into the image you will see we have created an embossed look. What this has done is it has found the edges of the image.

Now change the layer blending mode to Overlay or Soft Light
This will now sharpen only the edges of the image and not areas like sky or water

1. Duplicate layer



2. I use 2.4 pixels



*3. Change blending mode to Overlay or Soft Light
Soft Light has less effect*



Preparing Files

Sharpening in LightRoom

Lightroom mimics the high pass filter, its quite brilliant and so easy to use.

Head to the develop mode:

and down to the details panel.

Amount 0-150 - mid range is normal

Radius 1.0 is std. this will sharpen at a radius of 1 pixel, if you go higher you may get halos on edges

Detail - targets the amount of detail you wish to sharpen

Masking - hold option key and use slider. Increase to mask out areas like the sky



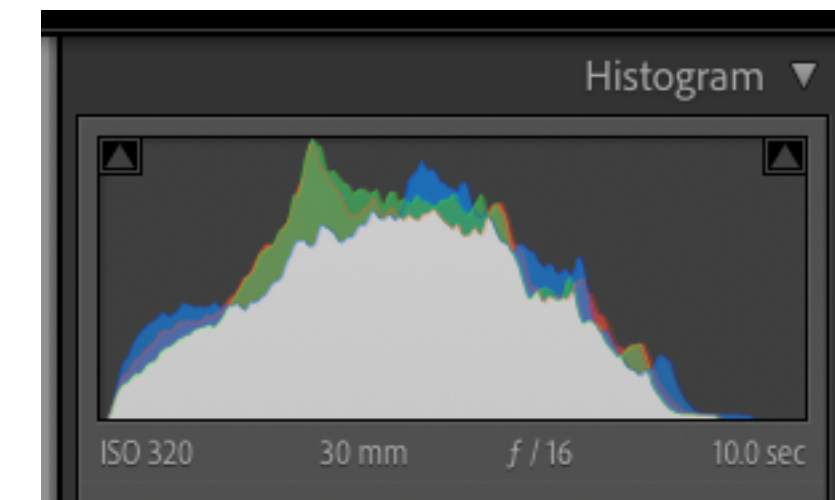
Remember that sharpening is determined by the size of the file. The higher the resolution the more it will require.

I add sharpening once only at the end of an edit to the full size file!!

Checking Luminosity

This is so overlooked yet so simple to do in both PS and LR.
The biggest complaint with printing is that prints look too dark.
This can be caused by our screen being too bright, but also it can be that the file is actually dark.
In PS we can open a Histogram window
Top Menu bar - window/histogram

In LR we can have the histogram visible in the develop mode, it's the first panel



The histogram graphs all of our tones, blacks on the left through to whites on the right. The height of the graph is the number of pixels that are that tone.

If the histogram is weighted to the left then your image has a lot of dark tones in it.

We also need to view a print in good strong lighting, in a dim room a print will LOOK dark, but its not.

“ A histogram never lies”

Soft Proofing

In Photoshop

We have a fantastic soft proofing tool in both PS and LR. we can turn it on and off and it will use our selected Paper Profile to emulate how the image will print on that paper. We can also use this feature in PS to see if any colours are out of gamut.

Proof Setup

I would suggest you spend the time to set these up for the papers you print on.

On the top menu bar

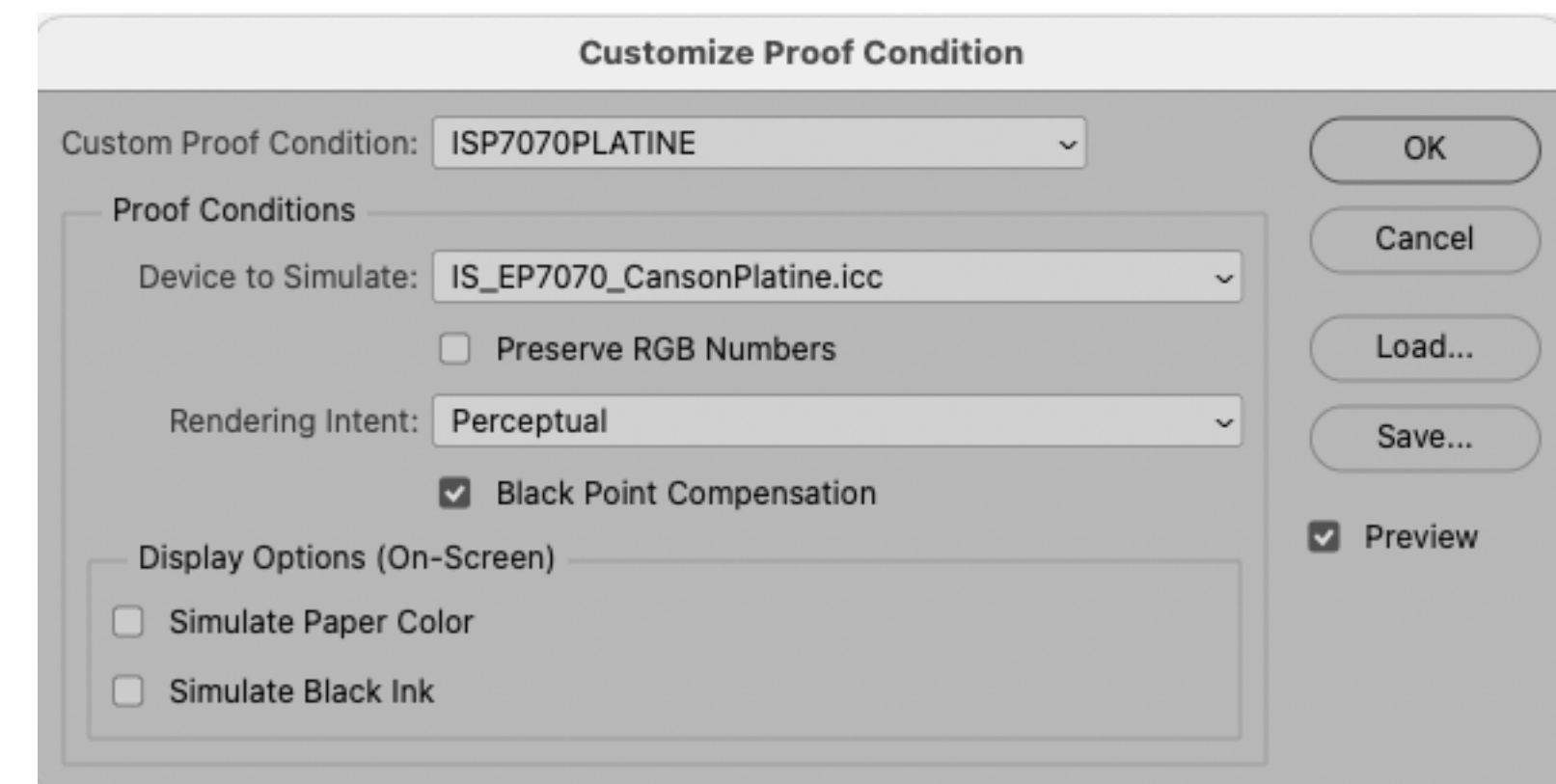
View/ Proof Setup/Custom

Click on “Device to Proof” and choose the paper profile you have pre loaded in PS

Keep other settings the same as I have them and then SAVE as the paper type.

It will now appear in the drop down when you go to:

View/proof setup



NB: You need to have the printing profiles on your computer, if you are using my printing service then I would send you my profiles that you would use for the different paper options available

Where do I put them?

Windows: C|Windows\System32|spool|drivers|color

MAC: /Library/ColorSync/Profiles

Soft Proofing

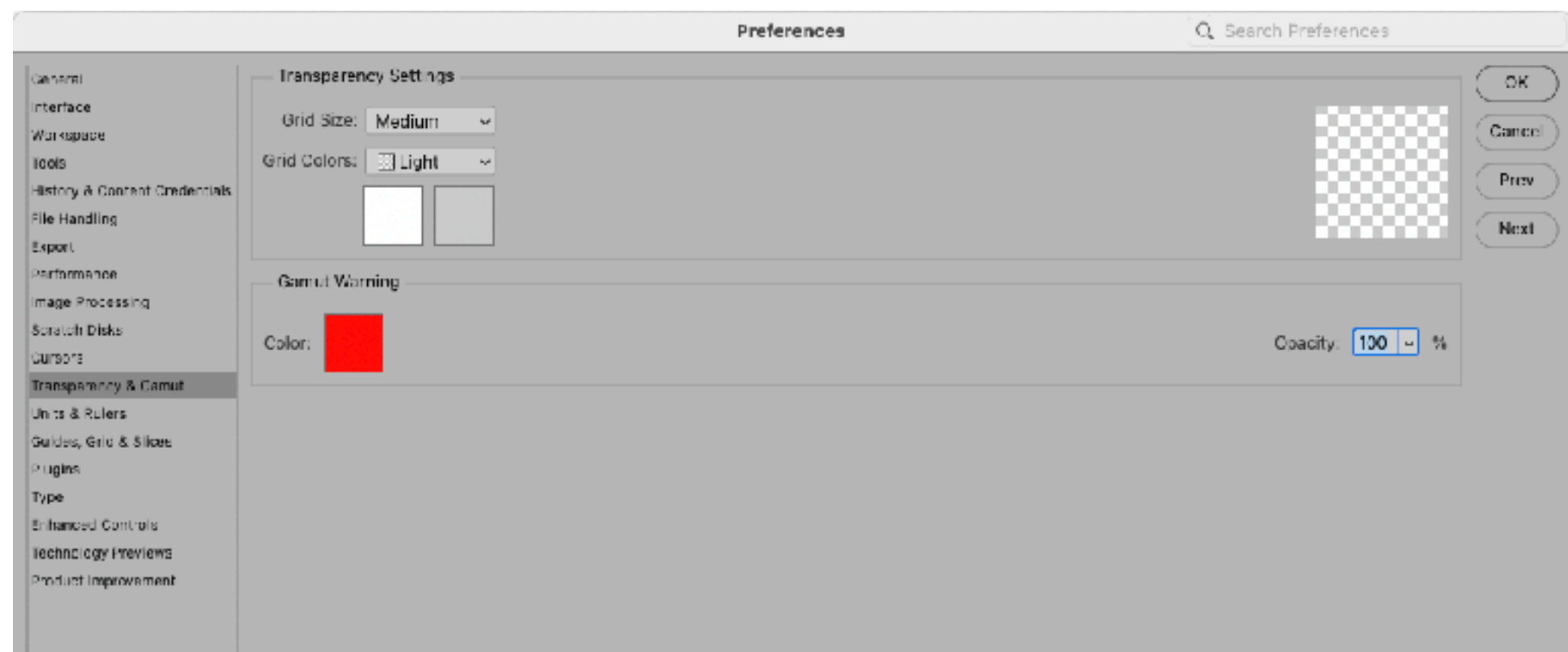
In Photoshop

You can now use the keyboard shortcut of CMD Y to turn soft proofing on and off

Out Of Gamut Colours

One of the best features here is that by using the keyboard shortcut CMD/SHIFT/Y we now display Out of Gamut Colours. In our preferences we can choose a colour for out of gamut pixels to appear
CMD K

Transparency and Gamut



Out Of Gamut Colours

Keyboard shortcut CMD/SHIFT/Y



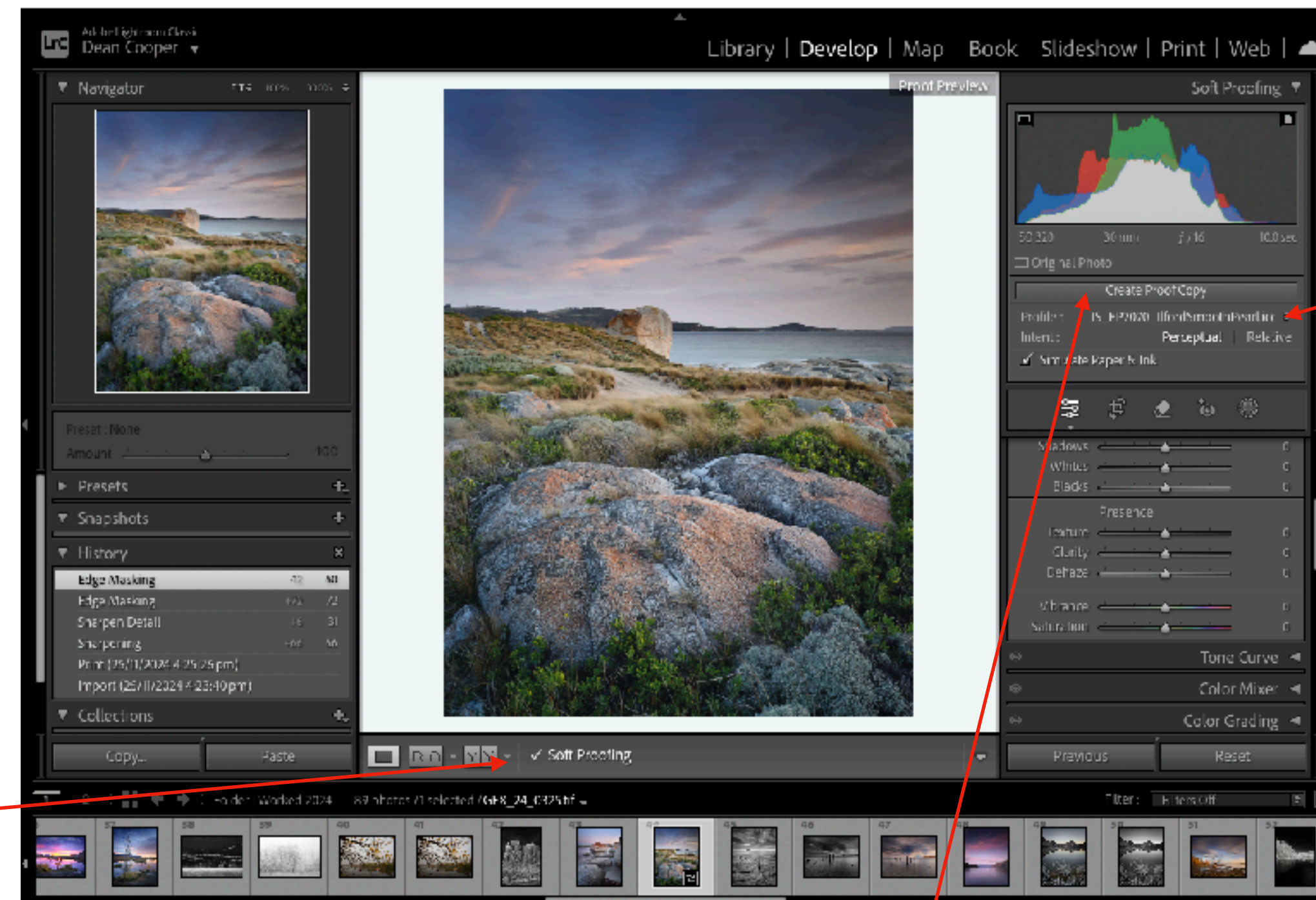
Soft Proofing

In Lightroom

You can soft proof in LR but there is no option to see out of gamut colours

In the Develop mode, tick the soft proofing box and choose the paper type to proof

Tick this box



Choose profile here
Click other to add a new paper profile

You can make a Proof copy, handy if you are editing an image purely for printing