SOFT PROOFING WITH PHOTOSHOP

CALIBRATING AND PROFILING YOUR MONITOR

- Using the i1 Display / ColorMunki hardware / software or an equivalent device (available at the Digital Studio), calibrate & profile your monitor. This is the important first step to soft proofing.

LOADING PROFILES INTO YOUR COMPUTER

    a. Profiles are available for download at the Digital Print Studio's website.
       http://www.cfa.arizona.edu/digitalstudio/downloads
    b. Download the profiles for the papers/printers you use onto your computer.

2) Profiles to folder for Photoshop
    a. Put the profiles here on your hard drive:
       Mac: Hard Drive > Library > ColorSync > Profiles
       PC: "C" Drive > Windows > System32 > Spool > Drivers > Color
       (once profiles are loaded Photoshop may have to be restarted if it is open while loading the profiles)

SOFT PROOFING IN PHOTOSHOP

- Open your image in Photoshop.
- Under the VIEW menu, choose Proof Setup>Custom
- Under PROOF CONDITIONS/DEVICE TO SIMULATE, select your paper profile
- Under DISPLAY OPTIONS (ON-SCREEN), check the SIMULATE PAPER COLOR box.
- Select the rendering intent. Use either Perceptual or Relative Colorimetric (see info on next page).
- Note you can name and save the settings for the different profiles here which will then show up under VIEW>PROOF SETUP
- Click OKAY and you will see the soft proof version of your image
- You can toggle the soft-proof view with the keyboard shortcut Command-Y.

RENDERING INTENT

- Rendering Intent is how to map colors out of gamut when moving between different color spaces. There are two main rendering intents in Photoshop.
- Perceptual Rendering: attempts to preserve color relationships so that visual relationships remain. (Shifts colors over in an image when color is out of gamut). Use this for images with intense clear or saturated colors outside gamut.
- Relative Colorimetric: moves colors out of gamut into color space keeping the colors already inside the gamut the same. Use for images with not so intense and saturated colors outside the gamut. This is the most widely used rendering intent.
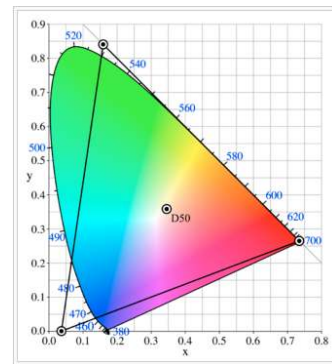
COLOR GAMUT
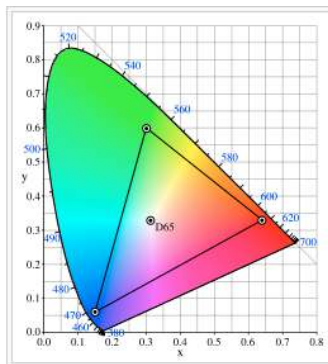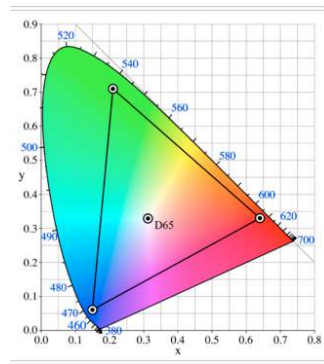
sRGB   Adobe RGB 1998   Pro Photo RGB

- A color gamut is a range of available colors or a color space.
- The most widely used digital color gamuts are sRBG, Adobe RGB 1998 and Pro Photo RGB.
- Pro Photo RGB is the widest gamut, but Adobe RBG 1998 is recommended for images to be printed in the Digital Print Studio.
- sRBG can be used for electronic images intended for the web, email, etc.