Derek Doar's

Photography and Photoshop



PHOTOSHOP TUTORIAL 19

Soft Proof your Image for Printing in Photoshop CC

1. Here is an image that I have completed in Photoshop. It looks on my calibrated monitor, just how I would like it to look as a print on my chosen paper.



2. The problem is that when I printed it onto my chosen Matt Art Paper, even using the correct icc. custom paper profile, the print had lost some of the punch that the screen displayed particularly in the blacks

displayed, particularly in the blacks.



3. My printer knows how to print the colours because I had a custom icc profile created for each of the papers that I use.

My monitor knows how to display colours because I have calibrated my monitor.

The problem is normally the limitations of each paper, in particular matt art papers which do not display such a deep black as the gloss/semi-gloss and lustre finish.

The Questions are:

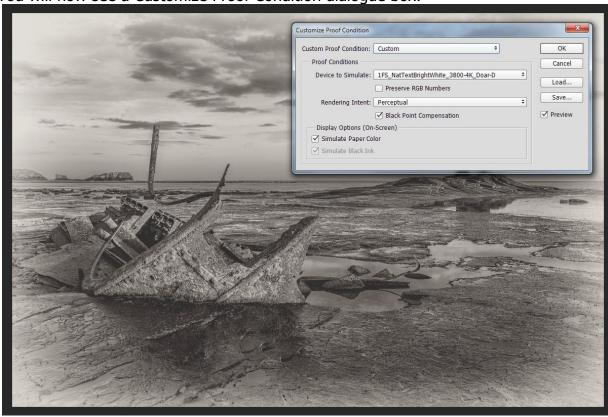
- (a) Can we get information on how each paper displays colour?
- (b) Can we get the monitor to use this information and display it on-screen?

The answer for (a) is that the icc paper profile contains the information on how each paper displays colour.

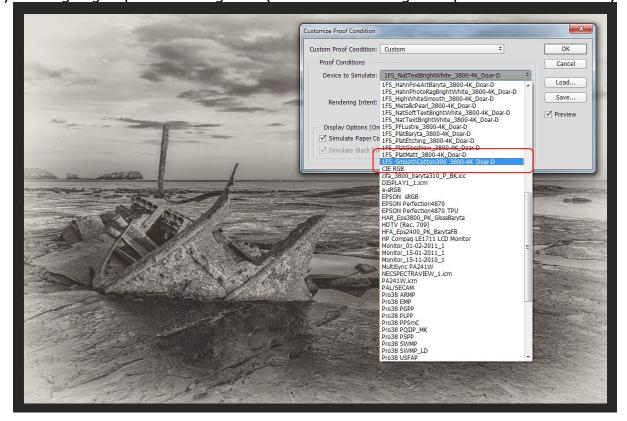
The answer for (b) is, we can use this icc paper profile temporarily, in place of the monitor icc profile, to display this information on the monitor in a procedure called **Soft Proofing.**

With an image on the screen, select View/Proof Setup/Custom PS File Edit Image Layer Type Select Filter 3D View Window 🔍 🗸 🕀 📵 🔲 Resize Windows to Fit 🔲 Zoom All V/indo Ctrl+Y Proof Colors Working CMYK Gamut Warning Shift+Ctrl+Y VON TRU Working Cyan Plate Pixel Aspect Ratio Working Magenta Plate Pixel Aspect Ratio Correction Working Yellow Plate 32-bit Preview Options.. Working Black Plate Ctrl++ Working CMY Plates Zoom In Ctrl+-Zoom Out Legacy Macintosh RGB (Gamma 1.8) Fit on Screen Ctrl+0 Internet Standard RGB (sRGB) 100% Ctrl+1 Monitor RGB 200% **Print Size** Color Blindness - Protanopia-type Color Blindness - Deuteranopia-type Screen Mode NAT SOFT TEX BW Extras Ctrl+H PLATINUM GLOSS Show Ctrl+R Snap Shift+Ctrl+; Snap To Lock Guides Alt+Ctrl+; Clear Guides New Guide... New Guide Layout... New Guides From Shape Lock Slices Clear Slices

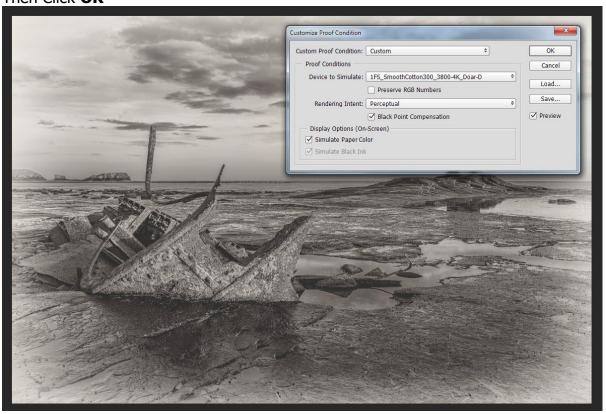
5. You will now see a Customize Proof Condition dialogue box.



6. In the **Device to Simulate** dialogue box, select the correct icc profile for the paper that you are going to print the image on. (Here I am choosing Fotospeed's Smooth Cotton)

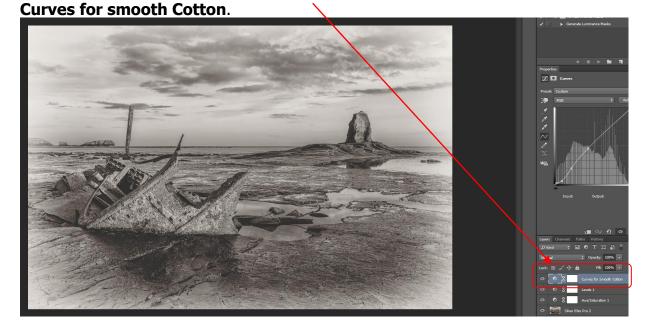


Select your preferred Rendering Intent.
Tick the Black Point Compensation Box.
Tick Simulate Paper Color (this will also put a tick in the Simulate Black ink box).
Then Click OK

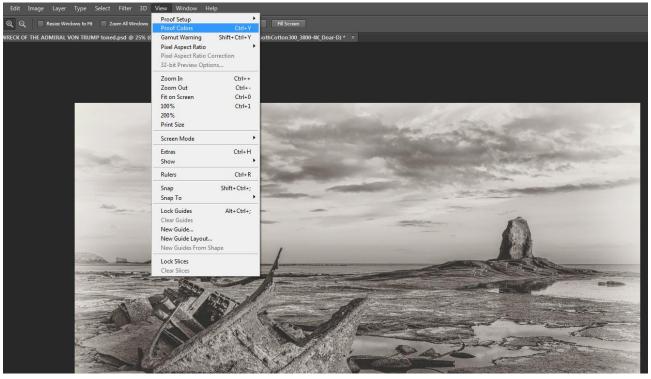


8. Modify the image on-screen, to how you want it to print on your chosen Paper. I would suggest creating new adjustments layers and naming them so that you know that it is a soft proofing adjustment. If you do this, you can switch it on or off as desired.

Here I have just done one Curves adjustment Layer and named it



9. When you wish to switch off the Soft Proofing, all you need to do is select View, then click on Proof Colors to un-tick it as here



10. Here is the original image when viewed under Soft Proofing. (Proof Colors switched on)



11. Changed image with soft proofing adjustment layer added and viewed under Soft Proofing (Proof Colors switched on)



- 12. Print your new image with the new adjustment layer changes active and you should now see the improved results in your new print.
- 13. If you now make sure that Proof Colours is un-ticked as in fig 9. Your printed image should look closer to what you see on your screen

14. IMPORTANT

Remember to make sure that Proof Colours is un-ticked as in fig 9 when you have finished soft proofing to return to normal viewing mode.

I do hope that you found this tutorial useful.

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