

Print Workflow

Note: This is for sending it off to a lab. If you print yourself, the steps won't be too different. You'll want to Google your printer model and download its ICC profile. The printer website should have installation and use instructions.

(Optional) A. **Make sure your photo's resolution is good enough.** This step is only needed if you're not sure if it's large enough. (If you know you haven't shrunk it, it's probably fine for most printing sizes)

1. Open image in Photoshop
2. To see the current resolution, choose Image > Image Size
3. The resolution box should say 240. Sometimes 200 is "good enough," and more than 240 (300 is a common number) should be plenty. The width and height tell you the maximum size you can print the image right now.

IF the resolution says 72, **uncheck** Resample image and type 240. Now the width and height will reflect print size.

It's ok if the size is **bigger** than what you plan to print (it is 16x20" and you are printing 8x10"), but if sharpening is important to you, resize to desired dimensions, and proceed to step 4.

B. **Sharpen** for print. We've done this in Lightroom, here's **Photoshop**:

1. In Photoshop make sure your image is one layer (Layers > Flatten Image).
2. Duplicate the background layer (Command-J). Select the top layer.
3. Filter > Sharpen > Unsharpen Mask. Amount = 120, Radius = 1, Threshold 3. Click OK.
4. Re-apply what we just did with **Command-F**, then change the blend mode (in the layers menu) from Normal to **Luminosity**. Now adjust the **opacity** slider to control the overall amount (start at 50% with a test print).

C. Finally, before you send it off to the lab, we'll convert the color space to **sRGB**.

1. Edit > **Convert to Profile**
2. Change Destination Space to **sRGB IEC61966-2.1** (fancy term for sRGB).
(Use this if your image colors don't look right on the web, too)

If your print is too dark, bring down exposure in Lightroom or in **Photoshop**:

1. Flatten the image (Layer > Flatten Image)
2. Duplicate layer (Command-J)
3. Change the top layer's blend mode to **Screen** and lower the opacity to 25%.
4. Try another print. If it's still too dark, bring opacity up, if it's too bright, bring it back down.

If your print is too light

Same as above, but use **Multiply** instead of screen. Start at 20% instead of 25%.

Soft Proofing will give you an idea of what your print will look like, but it doesn't beat a test print.

1. Figure out what color profile your printer uses and install if needed
2. View > Proof Setup > Custom...and find your profile.
3. To turn on soft proofing, choose View > Proof Colors (or Command-Y).
4. To see what colors won't show up in print choose View > Gamut Warning
To "fix" out of gamut colors, adjust the vibrancy or saturation.

Make your edits with the Proof Colors turned on. Notice your colors won't be as saturated.