

Matching Your Monitor view to Your Prints

I've addressed this often with friends, and it never seemed that clear for PS6, so I thought I'd post it for posterity here since I finally have a handle on it. It works well for any printing method that starts with a gray scale file. Print out an image, many like the step wedge but a full scale image works better for me, with the gray scale pasted in to it. Save the file, let the print dry.

- 1) Open the file, go to image/ mode/ assign profile, select "don't color manage this document".
- 2) Go to edit/ color settings. Check Advanced Mode, check preview. At working spaces, scroll gray up to "custom dot gain".
- 3) Adjust the curve so that the image on the monitor matches your print, name the curve in the space provided. Click OK.
- 4) You should now see your curve as the gray working space, click on it and scroll up to save gray, it should automatically have selected your colorsync profile folder on the Mac, no idea where it goes on a PC, hopefully PS automatically brought up the right location by default. No need to rename it, save.
- 5) You should now still have the color settings box open, don't hit ok! Hit cancel so all your working spaces will remain as before, this new curve will only be used for preview.
- 6) Go to View/ Proof setup/ Custom. Scroll down to the bottom, your new curve should be there, select it. Check "preserve Color Numbers", unlike previewing with color profiles. Hit ok.

You can now toggle it on and off, and use it to preview any gray scale file that is tagged in any space. It's been working well to use while making tonal adjustments on files to be printed with quads. My apologies if you all had this squared away before. For some reason it eluded me for a bit in PS6.

Tyler