

## **“Prep-Your-Own” Printing Instructions:**

***To prep your file for a LightJet print, follow the instructions below:***

**1) Your monitor should be properly calibrated & profiled** preferably with a Monitor Profiling package, such as the X Rite Eye One Display 2. If not, use the Adobe Gamma utility (Windows) or the Monitor Calibrator utility (Mac). See [this post on my blog](#) for more recommendations on monitor settings in particular, and Color Management in general.

**2) Soft Proof your image** – ***Although it is not strictly necessary***, you should consider soft-proofing your image in Photoshop. Download the LightJet profiles [here](#) or from our website, then place your profile here (this may vary slightly, depending on your OS):

***For Mac:*** Primary Hard Drive -> Library -> ColorSync -> Profiles

***For Windows:*** C:\WINDOWS\SYSTEM32\SPOOL\DRIVERS\COLOR  
(or download to your desktop, right-click on the profile icon and click “Install Profile”)

Once your profile is loaded on your computer, follow the instructions on the next page for Soft-Proofing.

***Now, do your Photoshop “Mojo” – When you are finished:***

**3) Save your image:**

- Save to your desired final print size at 300 ppi (200 ppi if larger than approx. 16’x24’)
- Save using Adobe 1998 RGB as your working space. Do not assign or convert your image to the paper profile.
- Save as a flattened RGB TIFF, 8 bits per channel, and do not use LZW compression.

4) Upload your image to me:

<http://www.wattsdigital.com/uploadfilestous.html>

**A note of caution:** You will never get your monitor to be a 100% accurate representation of your print, due to the different physical light properties between your monitor (emitted light) and your print (reflective light), as well as all of the variables involved. It will never be perfect, but it will be extremely close, eliminating time and waste. ***Please note that we are not responsible for your Color Management system or accuracy.***

**Consider a “Control” Test Print:** If time is not a major issue, a way to eliminate some surprises is to consider having a “control” test print made by us before submitting your files. This way, you can visually see how close your monitor is to matching your test print. A good source for these is [inkjetart.com](http://inkjetart.com). We are partial to their house test print and the Photodisc target and they can be downloaded for free. If you decide to have one of these printed to compare to your monitor’s image, we will print it for \$15 plus shipping, on any surface. Please call or email us for more details.

## Soft-Proofing and Gamut Warning

### Soft-proofing:

#### Purpose:

**Soft Proofing** is a previewing procedure that Photoshop uses to "see" the results of your **Printer Profile**. In other words, it allows you to view on your calibrated and profiled monitor what your image will look like when it is printed (using your Printer Profile). This is truly **WYSIWYG** – What You See Is What You Get!

**Note:** If you know what paper surface you will be using for a particular image, **Soft-Proofing** should be active before you start working on that image.



#### How it Works:

- 1) Go to "**View**" → "**Proof Setup**" → "**Custom**"
  - 2) Go to "**Device to Simulate**" and select your new paper profile from the drop-down list.
  - 3) "**Rendering Intent**" should be "**Relative Colorimetric**" and "**Black Point Compensation**" should be checked. Leave "**Display Options**" unchecked.
  - 4) Click "**OK**".
- You can toggle this soft proof on and off by going to "**View**" → "**Proof Colors**" or by using the speed key: Mac: "**Command** + **Y**" or Windows: "**Control** + **Y**".
  - Soft Proofing is active when the profile name shows up in the Document Window's title bar.
  - You can save this soft proof setup by clicking on the "**Save**" button. The saved name will now show up in the list, "**View**" → "**Proof Setup**".

## ***Gamut Warning:***

A **Gamut** is the range of colors that a color system can display or print. If your image has an “out-of-gamut” color, that color will not print as it is shown on your monitor.

**To set up the gamut warning:** You should first choose a bright fluorescent color to show your out-of-gamut colors when the warning is active. (You may have already done this in Chapter 6). To do this, go to “**Preferences**” (“*Command*”+ “*K*” on Mac, “*Control*” + “*K*” on Windows) → “**Transparency & Gamut**” (From the menu on the left) → “**Gamut Warning**” (double-click on the color box, and change to something that really stands out, like **RGB 255/0/255** (lime green) in the **Color Picker**).

**To Check Gamut:** Make sure that you are **Soft-Proofing** (A printer profile must be loaded), then go to “**View**” → “**Gamut Warning**”. The areas that are out-of-gamut will show up as the fluorescent color you picked above.

**To Correct:** Normally, I would not correct, I’d just note that the color is out-of-gamut, and expect it to be different on the print. But if you must, Use a “**Hue/Saturation**” adjustment layer to correct the out-of-gamut color until the fluorescent color disappears. You can do this either globally or locally with selection tools.

**To Turn Off Gamut Warning:** Go to “**View**” → “**Gamut Warning**” and click it again. If you prefer, you can use the available speed key shown by the menu item.

**Questions? Please [email](#) or call - - 1-800-443-9701 or 619-631-6348**