

Printing  
**Black  
&  
White**  
Photography

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Plano Photography Club

*Thank You*

Kat & Reagan Ferguson

*Thank You*

[www.//reaganferguson.com](http://www.reaganferguson.com)

I'm just one guy.





Shoot to kill.  
Losing all your color.  
Be the processor.  
Ready, set...  
It looks good on paper



Shoot to kill.

Shoot Raw





# Shoot to kill.

Shoot Raw

Use the lowest possible

ISO/ASA



# Shoot to kill.

Shoot Raw

Use the lowest possible

ISO/ASA

Calibrate your monitor.







Losing all your color.

Channel Mixer (PS only, I think)



# Losing all your color.

Channel Mixer (PS only, I think)  
Black and White Conversion



# Losing all your color.

Channel Mixer (PS only, I think)  
Black and White Conversion  
Other methods



# Losing all your color.

Channel Mixer (PS only, I think)

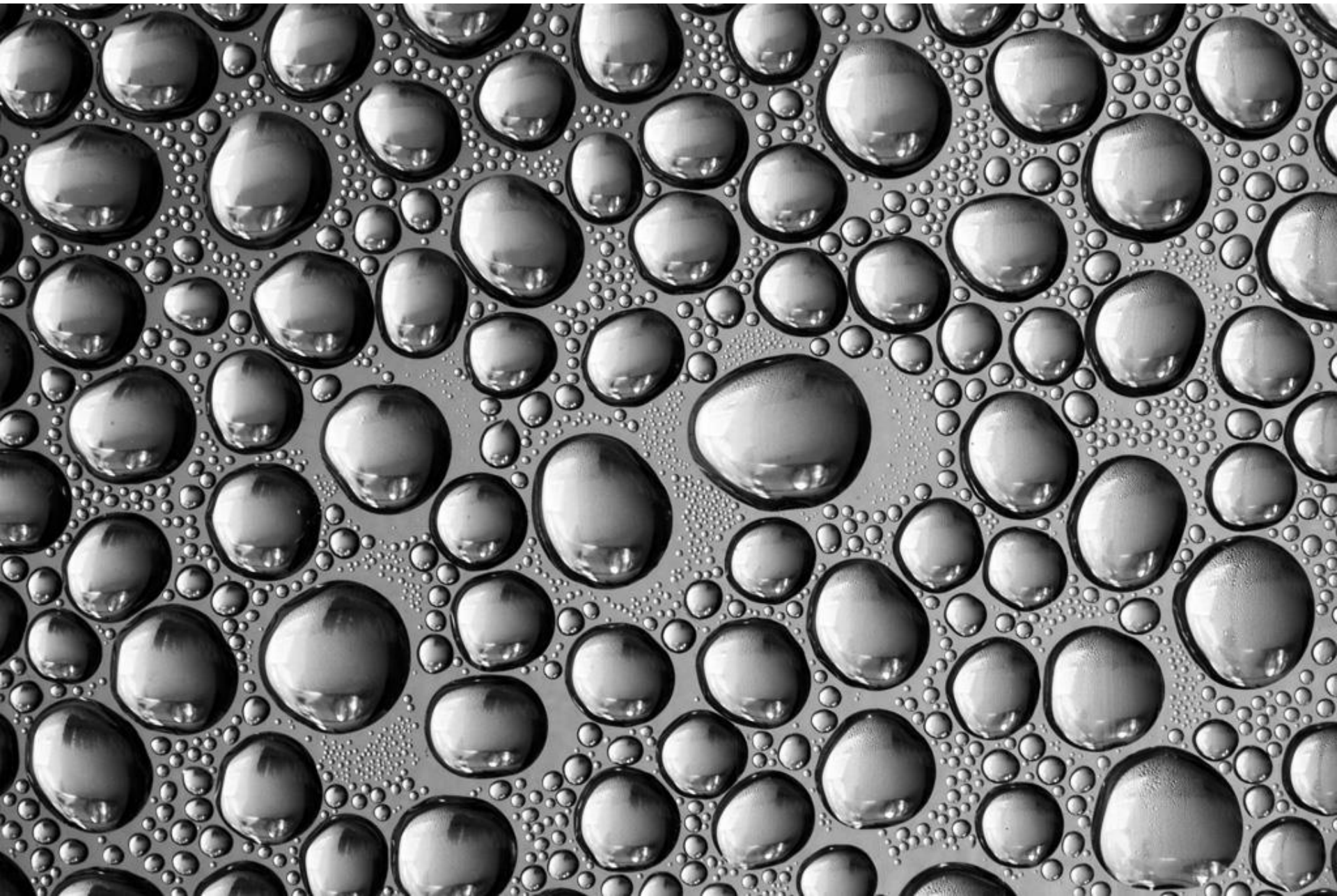
Black and White Conversion

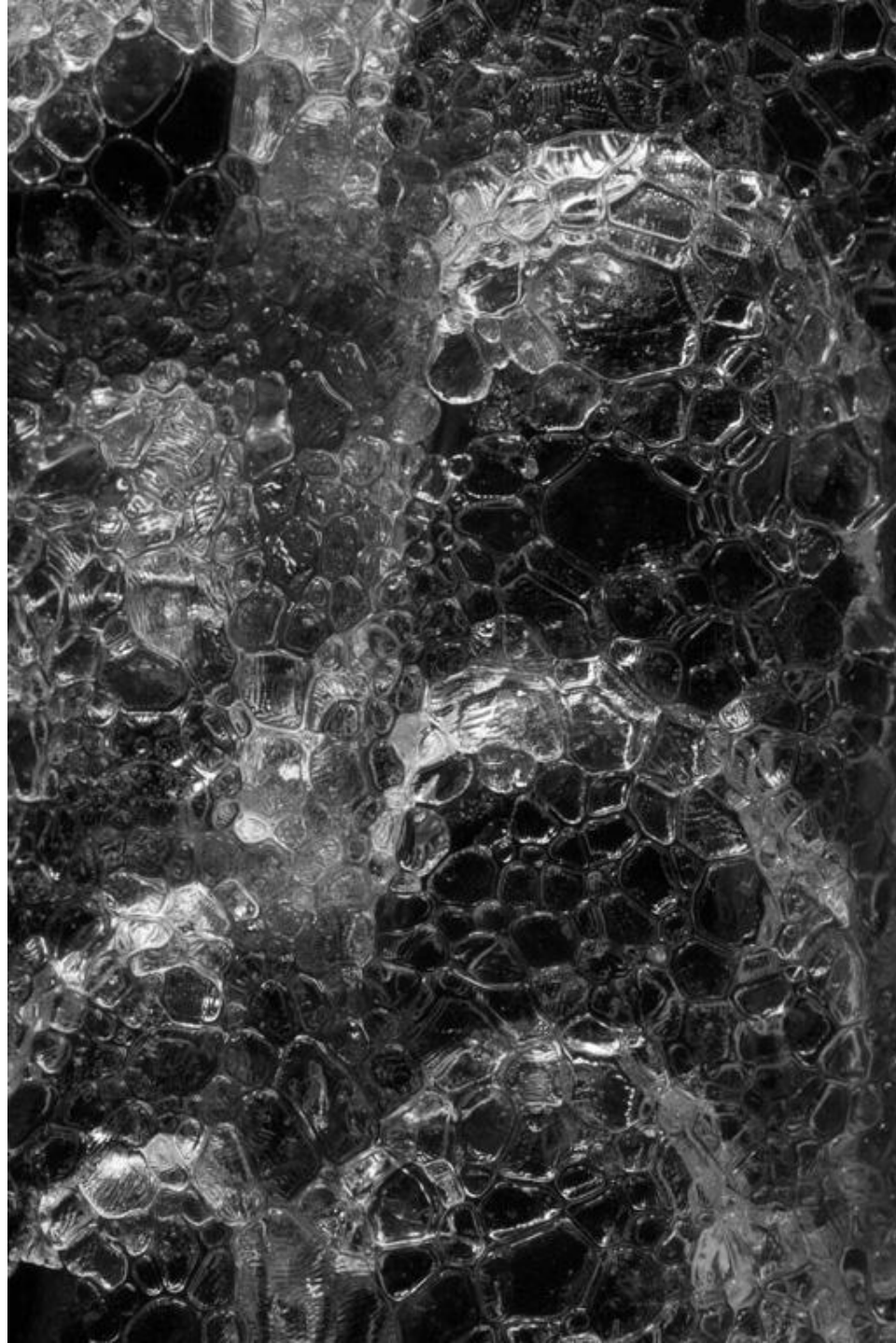
Other methods

SilverEFEX Pro









Be the processor.

White point, black point



# Be the processor.

White point, black point

Local Contrast Adjustment

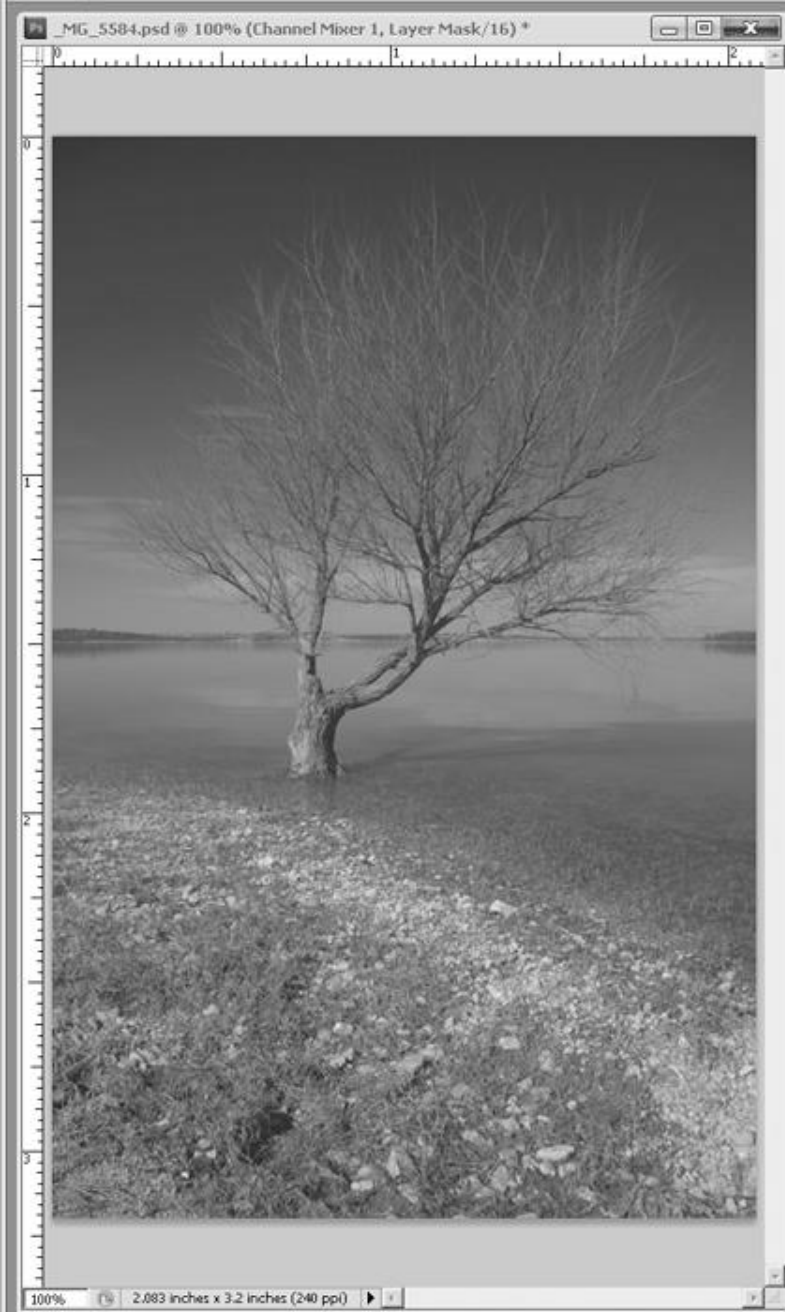


# Be the processor.

White point, black point  
Local Contrast Adjustment  
You were the only one there.







**LAYERS** CHANNELS PATHS

Normal Opacity: 100%

Lock: Fill: 100%

- Curves 2
- Curves 1 copy
- Curves 1
- Channel Mixer 1**
- Background

fx [ ] [ ] [ ] [ ] [ ] [ ]

Width: 560 px Height: 768 px Resolution: pixels/inch Front Image Clear



LAYERS CHANNELS PATHS

<input type="checkbox"/>	RGB	Ctrl+2
<input type="checkbox"/>	Red	Ctrl+3
<input type="checkbox"/>	Green	Ctrl+4
<input checked="" type="checkbox"/>	Blue	Ctrl+5
<input type="checkbox"/>	Channel Mixer 1 Mask	Ctrl+\



Width: 560 px Height: 768 px Resolution: pixels/inch Front Image Clear



LAYERS CHANNELS PATHS

<input type="checkbox"/>	RGB	Ctrl+2
<input type="checkbox"/>	Red	Ctrl+3
<input checked="" type="checkbox"/>	Green	Ctrl+4
<input type="checkbox"/>	Blue	Ctrl+5
<input type="checkbox"/>	Channel Mixer 1 Mask	Ctrl+\

Width: 560 px Height: 768 px Resolution: pixels/inch Front Image Clear



LAYERS CHANNELS PATHS

<input type="checkbox"/>	RGB	Ctrl+2
<input checked="" type="checkbox"/>	Red	Ctrl+3
<input type="checkbox"/>	Green	Ctrl+4
<input type="checkbox"/>	Blue	Ctrl+5
<input type="checkbox"/>	Channel Mixer 1 Mask	Ctrl+\



**COLOR** | SWATCHES | STYLES

R: 0  
G: 0  
B: 0

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**ADJUSTMENTS** | MASKS

**Channel Mixer** Custom

Output Channel: Gray  
 Monochrome

Source Channels:

Red: +100 %  
Green: 0 %  
Blue: 0 %  
Total: +100 %  
Constant: 0 %

---

**NAVIGATOR** | INFO | HISTOGRAM

Channel: RGB

Source: Entire Image

Mean: 80.72	Level:
Std Dev: 28.78	Count:
Median: 77	Percentile:
Pixels: 384000	Cache Level: 1

**LAYERS** | CHANNELS | PATHS

Normal Opacity: 100%  
Lock:     Fill: 100%

- Curves 2
- Curves 1 copy
- Curves 1
- Channel Mixer 1**
- Background

Width: 560 px Height: 768 px Resolution: [ ] pixels/inch Front Image Clear



COLOR SWATCHES STYLES

K 100 %

ADJUSTMENTS MASKS

Curves Custom

RGB Auto

Output: Input:

NAVIGATOR INFO HISTOGRAM

Channel: RGB

Source: Entire Image

Mean: 74.70	Level:
Std Dev: 47.92	Count:
Median: 73	Percentile:
Pixels: 384000	Cache Level: 1

LAYERS CHANNELS PATHS

Normal Opacity: 100% Fill: 100%

Lock: [ ] [ ] [ ] [ ]

- Curves 2
- Curves 1 copy
- Curves 1**
- Channel Mixer 1
- Background



COLOR SWATCHES STYLES

K 100 %

ADJUSTMENTS MASKS

Curves: Custom

RGB Auto

Output: Input:

NAVIGATOR INFO HISTOGRAM

Channel: RGB

Source: Entire Image

Mean: 56.93	Level:
Std Dev: 47.23	Count:
Median: 43	Percentile:
Pixels: 394000	Cache Level: 1

LAYERS CHANNELS PATHS

Normal Opacity: 100%

Lock: Fill: 100%

- Curves 2
- Curves 1 copy
- Curves 1
- Channel Mixer 1
- Background



COLOR SWATCHES STYLES

K 100 %

---

ADJUSTMENTS MASKS

Curves Custom

RGB Auto

Output: Input:

---

NAVIGATOR INFO HISTOGRAM

Channel: RGB

Source: Entire Image

Mean: 53.13	Level:
Std Dev: 49.12	Count:
Median: 36	Percentile:
Pixels: 384000	Cache Level: 1

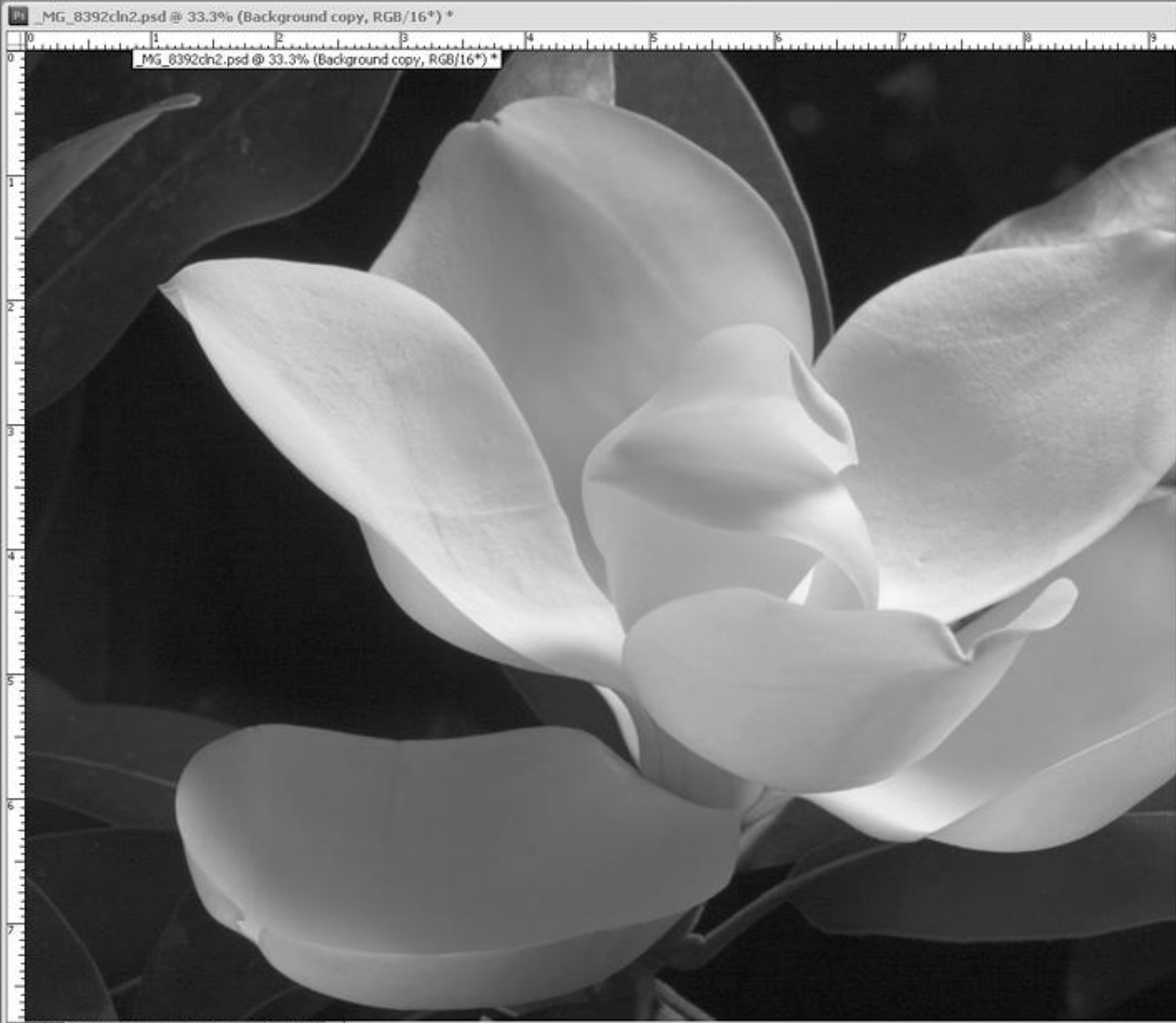
LAYERS CHANNELS PATHS

Normal Opacity: 100%

Lock: Fill: 100%

- Curves 2
- Curves 1 copy
- Curves 1
- Channel Mixer 1
- Background

Width: 560 px Height: 768 px Resolution: pixels/inch Front Image Clear



**LAYERS** CHANNELS PATHS

Normal Opacity: 100%

Lock: Fill: 100%

- Layer 1
- Hue/Saturation 1
- Channel Mixer 1 copy
- Background cop...
- Curves 1
- Channel Mixer 1
- Background clean
- Background copy**

Width: 960 px Height: 768 px Resolution: pixels/inch Front Image Clear

\_MG\_8392c1n2.psd @ 33.3% (Channel Mixer 1, Layer Mask/16)\*



LAYERS CHANNELS PATHS

Normal Opacity: 100%

Lock: Fill: 100%

- Layer 1
- Hue/Saturation 1
- Channel Mixer 1 copy
- Background cop...
- Curves 1
- Channel Mixer 1**
- Background clean
- Background copy



Width: 960 px Height: 768 px Resolution: pixels/inch Front Image Clear

\_MG\_8392c1n2.psd @ 33.3% (Curves 1, RGB/16\*)

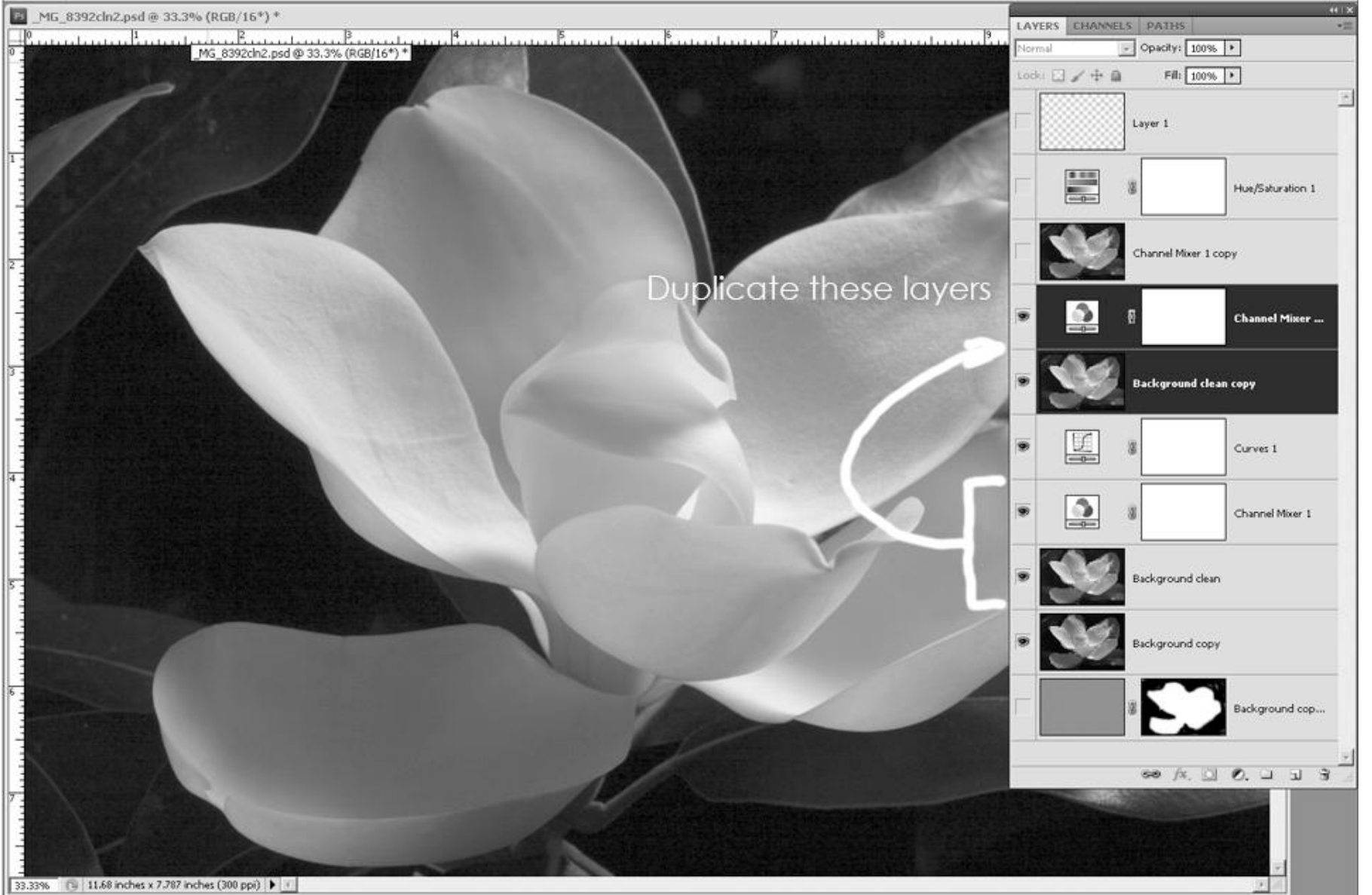


LAYERS CHANNELS PATHS

Luminosity Opacity: 100%

Lock: Fill: 100%

- Layer 1
- Hue/Saturation 1
- Channel Mixer 1 copy
- Background cop...
- Curves 1**
- Channel Mixer 1
- Background clean
- Background copy



Duplicate these layers

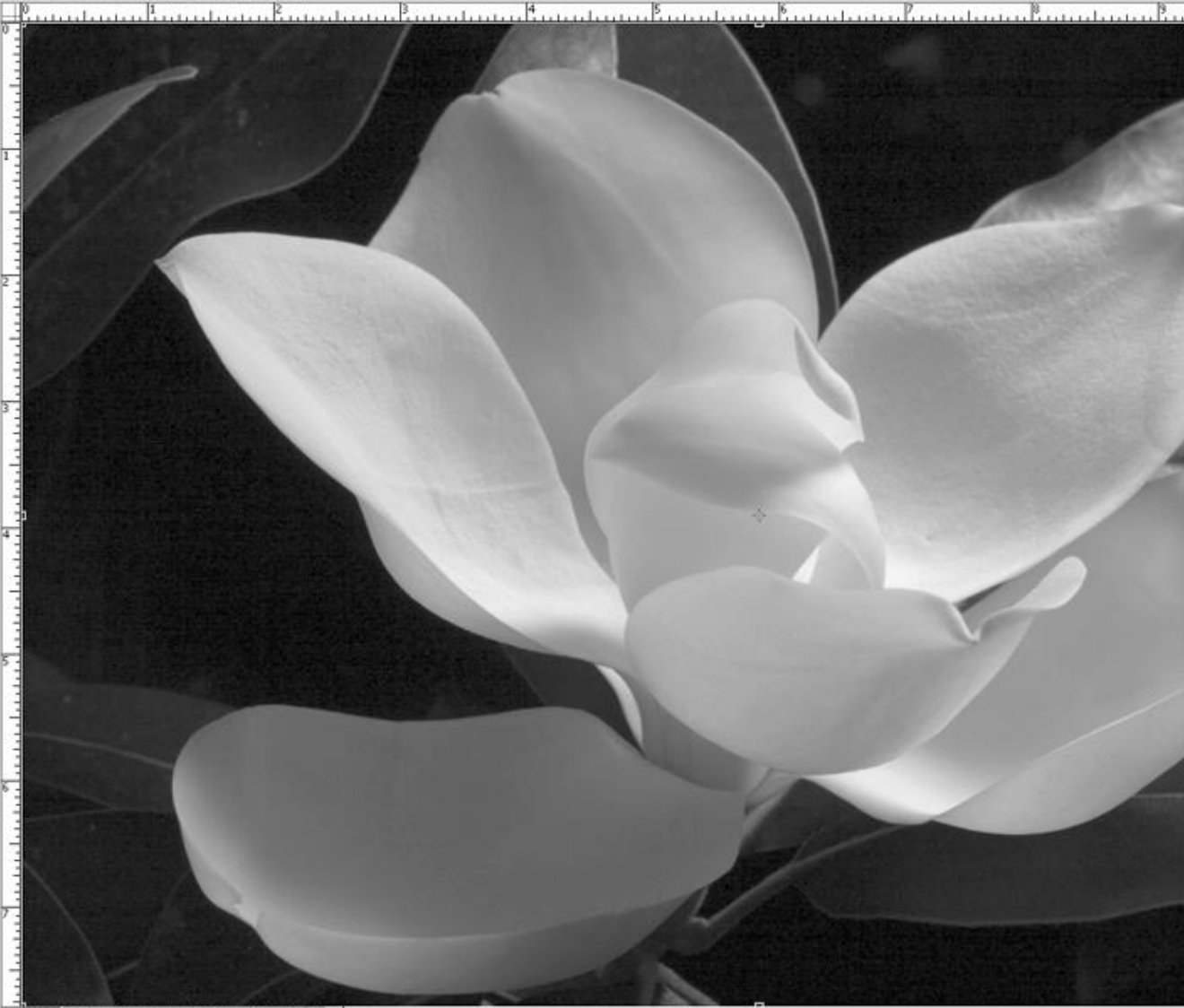


LAYERS CHANNELS PATHS

Normal Opacity: 100%

Lock: Fill: 100%

- Layer 1
- Hue/Saturation 1
- Channel Mixer 1 copy
- Channel Mixer ...
- Background clean copy
- Curves 1
- Channel Mixer 1
- Background clean
- Background copy
- Background cop...



**LAYERS** CHANNELS PATHS

Normal Opacity: 100%

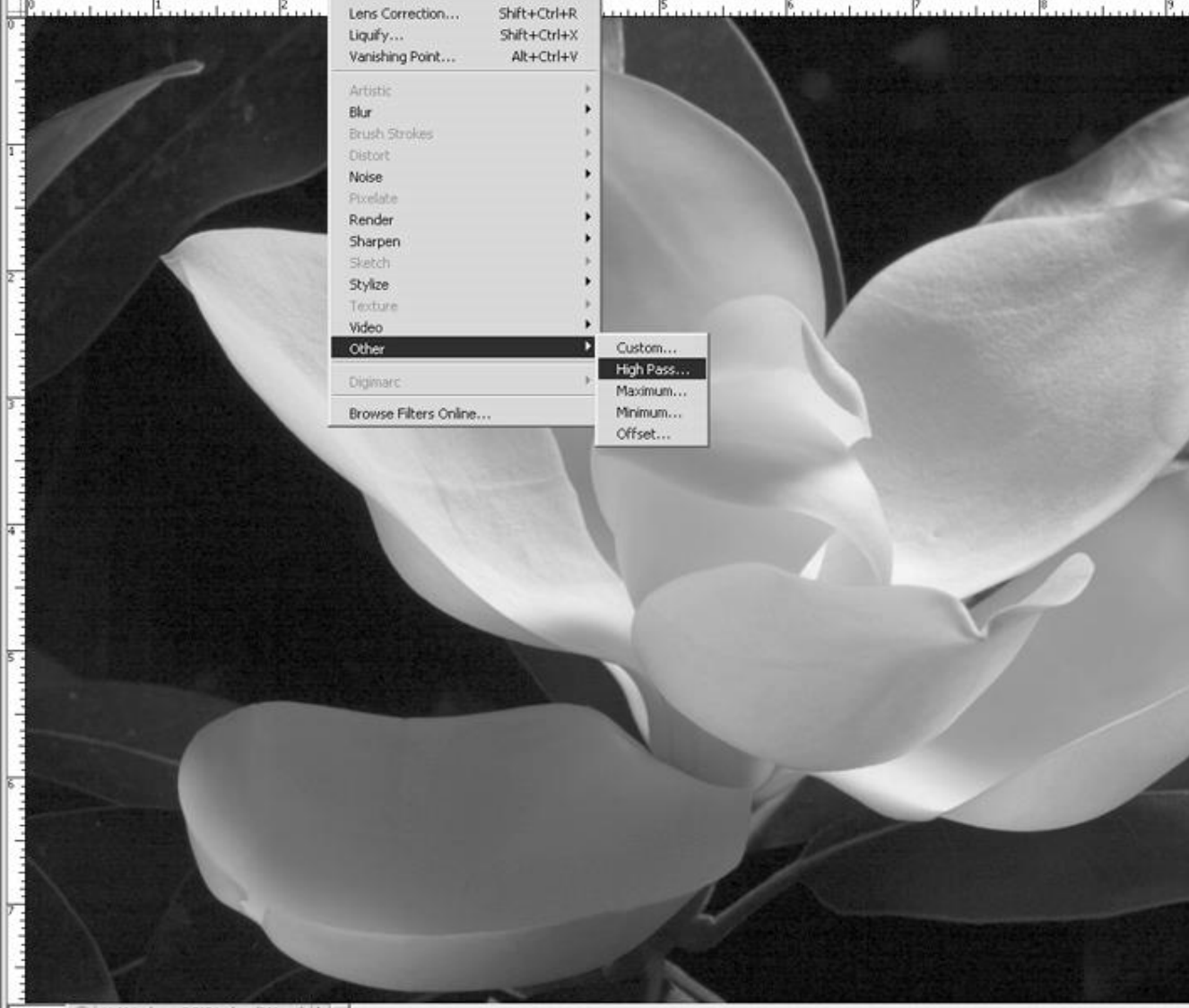
Lock: Fill: 100%

- Layer 1
- Hue/Saturation 1
- Channel Mixer 1 copy
- Channel Mixer ...
- an copy
- Curves 1
- Channel Mixer 1
- n
- y
- Background cop...

- Layer Properties...
- Blending Options...
- Edit Adjustment...
- Duplicate Layers...
- Delete Layers
- Convert to Smart Object
- Rasterize Layers
- Disable Layer Mask
- Disable Vector Mask
- Create Clipping Mask
- Link Layers
- Select Linked Layers
- Select Similar Layers
- Copy Layer Style
- Paste Layer Style
- Clear Layer Style
- Merge Layers
- Merge Visible
- Flatten Image

Width: 960 px Height: 768 p

\_MG\_8392c1n2.psd @ 33.3% (Channel Mi



High Pass Ctrl+F

Convert for Smart Filters

Filter Gallery...

Lens Correction... Shift+Ctrl+R

Liquify... Shift+Ctrl+X

Vanishing Point... Alt+Ctrl+V

Artistic >

Blur >

Brush Strokes >

Distort >

Noise >

Pixelate >

Render >

Sharpen >

Sketch >

Styleize >

Texture >

Video >

Other >

- Custom...
- High Pass...
- Maximum...
- Minimum...
- Offset...

Digimarc >

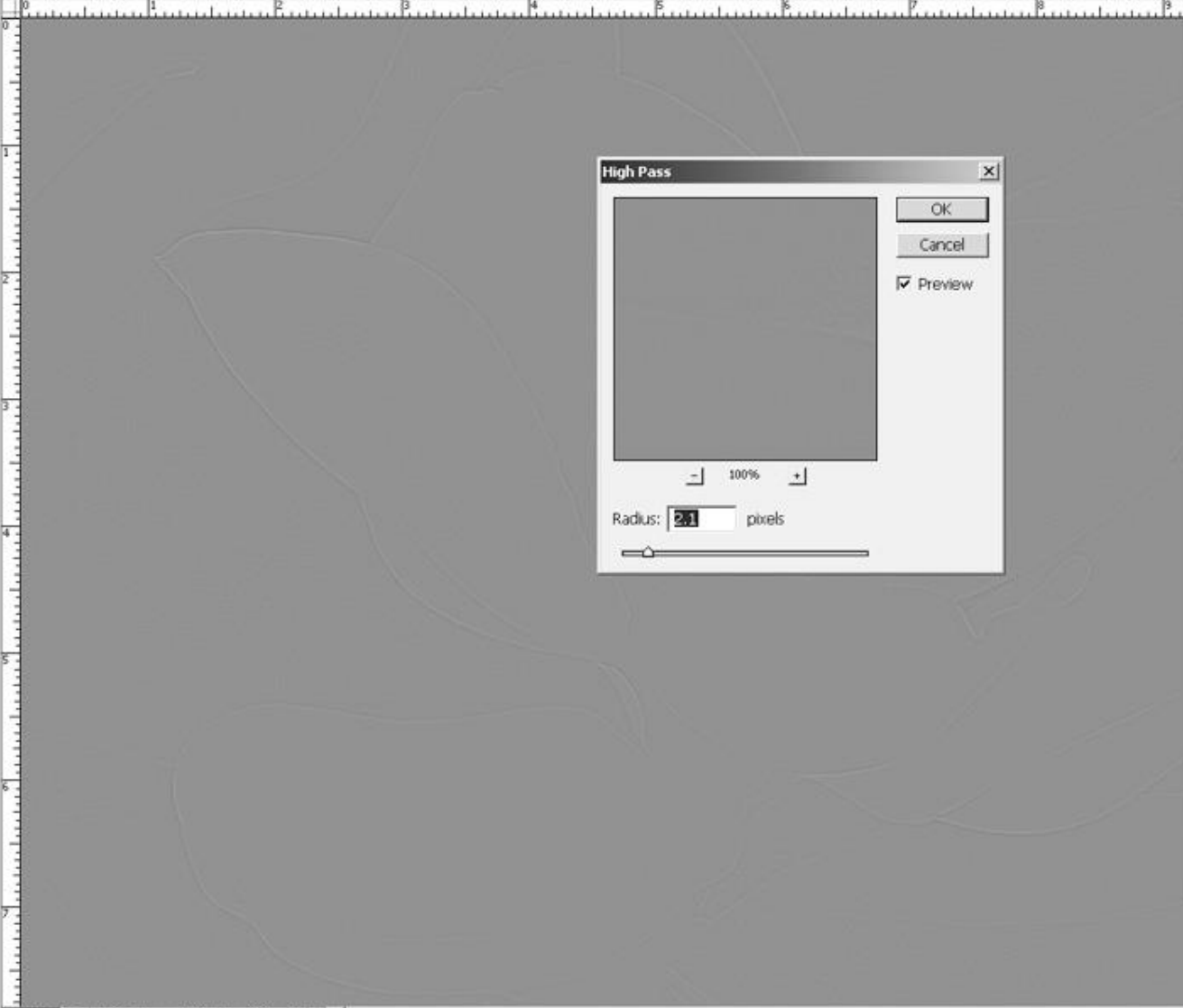
Browse Filters Online...

LAYERS CHANNELS PATHS

Normal Opacity: 100%

Lock: Fill: 100%

- Layer 1
- Hue/Saturation 1
- Channel Mixer 1 copy
- Channel Mixer 1 copy 2**
- Curves 1
- Channel Mixer 1
- Background clean
- Background copy
- Background cop...



**High Pass**

OK  
Cancel  
 Preview

100%

Radius:  pixels

Slider: [-----]

LAYERS CHANNELS PATHS

Normal Opacity: 100%  
Lock: Fill: 100%

- Layer 1
- Hue/Saturation 1
- Channel Mixer 1 copy
- Channel Mixer 1 copy 2**
- Curves 1
- Channel Mixer 1
- Background clean
- Background copy
- Background cop...

fx [ ] [ ] [ ] [ ] [ ] [ ]

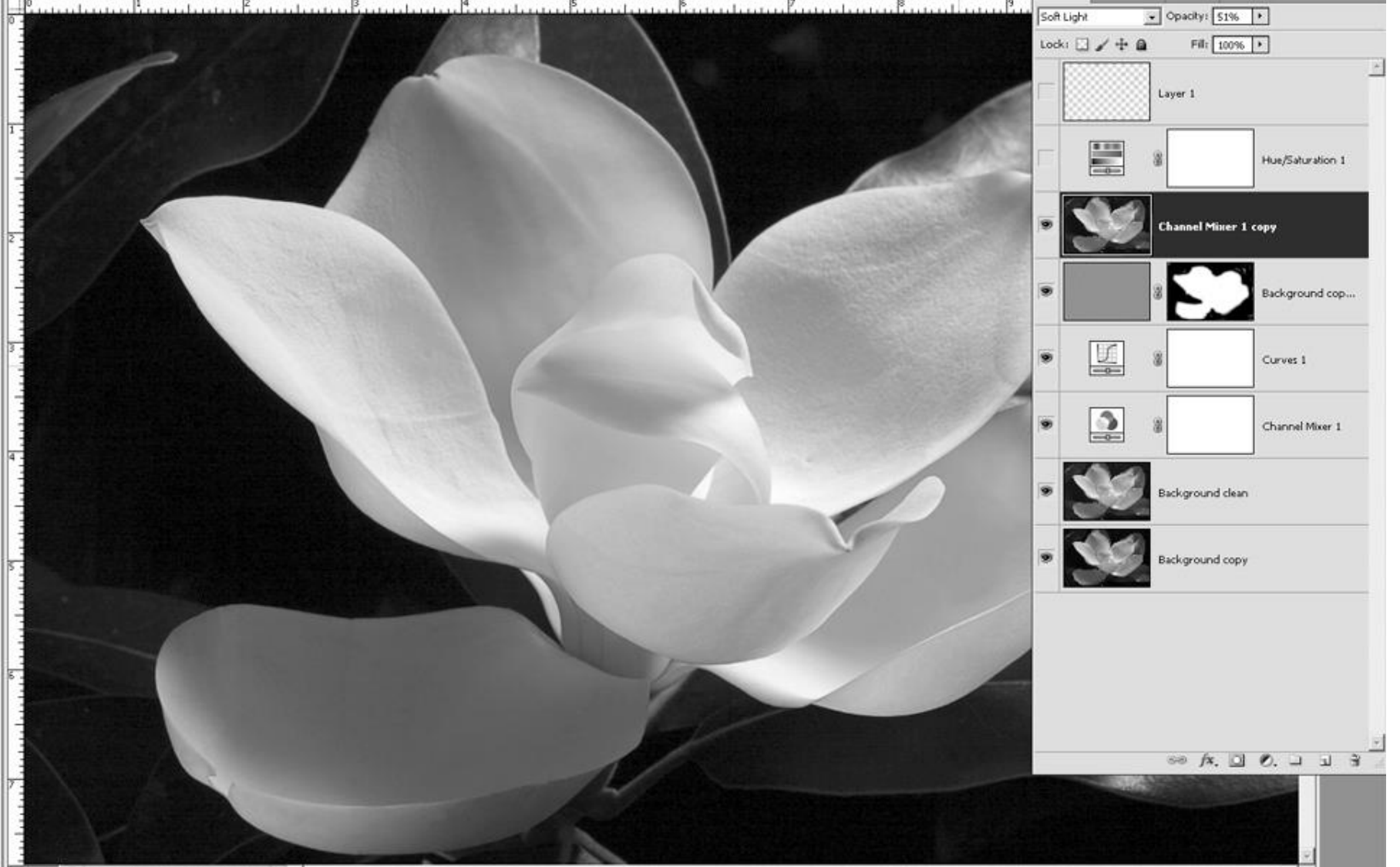


LAYERS CHANNELS PATHS

Opacity: 100%

Lock: Fill: 100%

- Layer 1
- Hue/Saturation 1
- Channel Mixer 1 copy
- Background co...**
- Curves 1
- Channel Mixer 1
- Background clean
- Background copy



**LAYERS** CHANNELS PATHS

Soft Light Opacity: 51%

Lock: Fill: 100%

- Layer 1
- Hue/Saturation 1
- Channel Mixer 1 copy**
- Background cop...
- Curves 1
- Channel Mixer 1
- Background clean
- Background copy

Width: 560 px Height: 768 px Resolution: pixels/inch Front Image Clear

\_MG\_8392c1n2.psd @ 33.3% (Layer 1, RGB/16\*) \*



**LAYERS** CHANNELS PATHS

Hard Light Opacity: 100%

Lock: Fill: 100%

- Layer 1
- Channel Mixer 1 copy
- Background cop...
- Curves 1
- Channel Mixer 1
- Background clean
- Background copy





Ready, set...

Resizing and resolution



# Ready, set...

Resizing and resolution  
Sharpening



# Ready, set...

Resizing and resolution

Sharpening

Rendering Intent



# Ready, set...

Resizing and resolution

Sharpening

Rendering Intent

Black Point Compensation







It looks good on paper

Printers and settings





It looks good on paper

Printers and settings

We're in B&W!



# It looks good on paper

## Printers and settings

We're in B&W!

“Use all colors”?



# It looks good on paper

## Printers and settings

We're in B&W!

“Use all colors”?

Choose PS OR the Printer CM.



# It looks good on paper

## Printers and settings

We're in B&W!

“Use all colors”?

Choose PS OR the Printer CM.

Set the correct paper type.



# It looks good on paper

## Printers and settings

We're in B&W!

“Use all colors”?

Choose PS OR the Printer CM.

Set the correct paper type.

Set the correct profile.







# It looks good on paper

Printers and settings

Paper finish vs. dynamic range

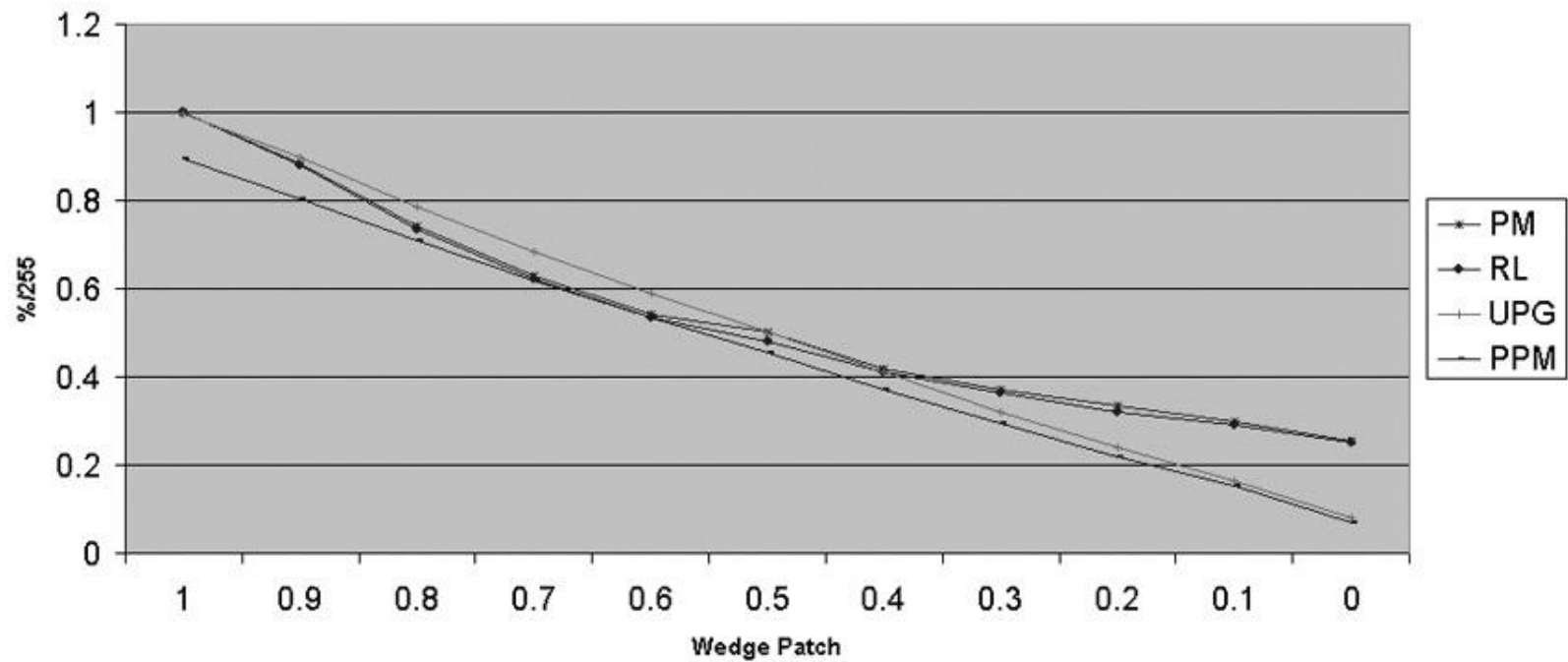




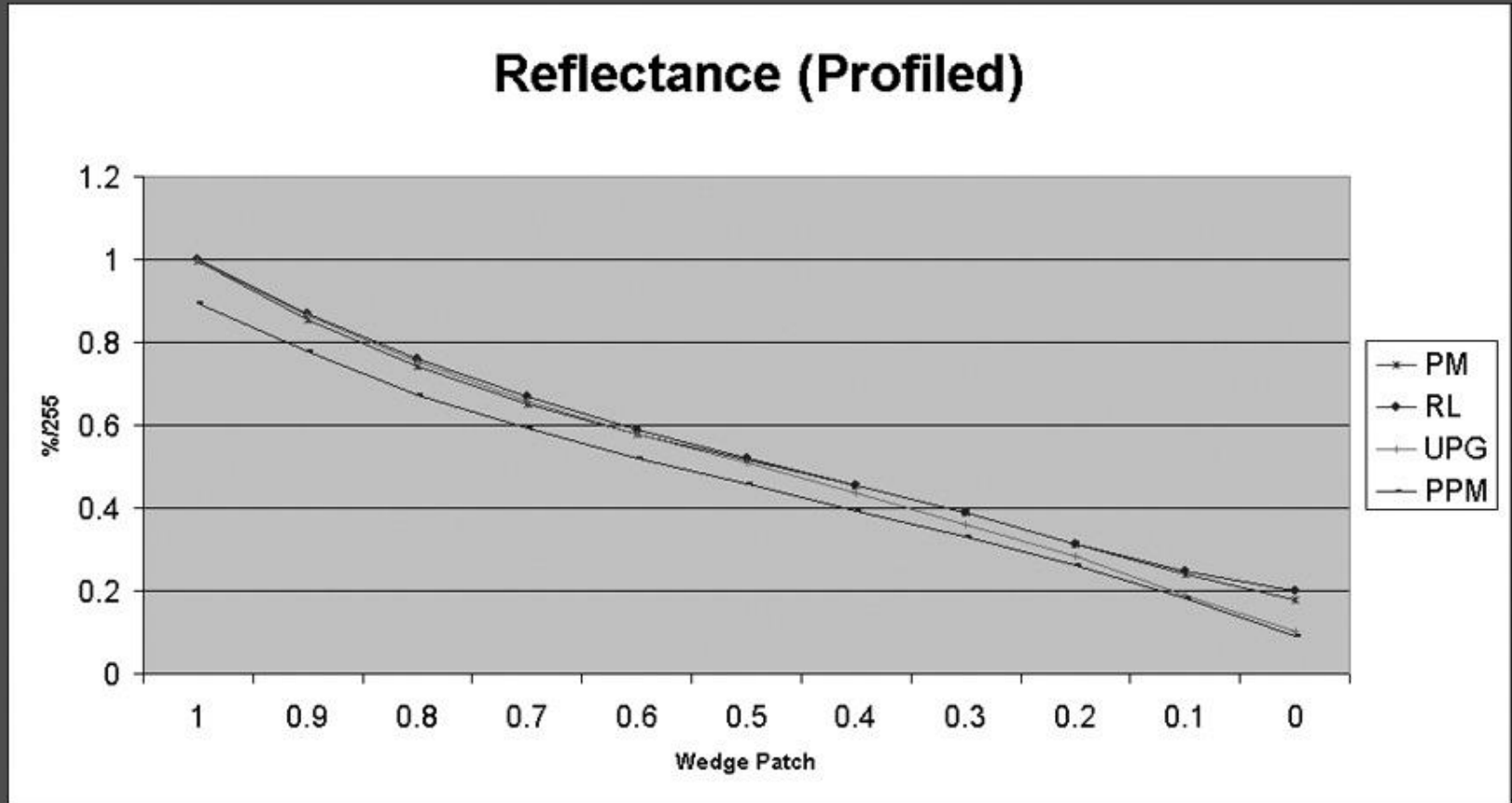


# It looks good on paper

## Reflectance (Unprofiled)



# It looks good on paper



# It looks good on paper

Printers and settings

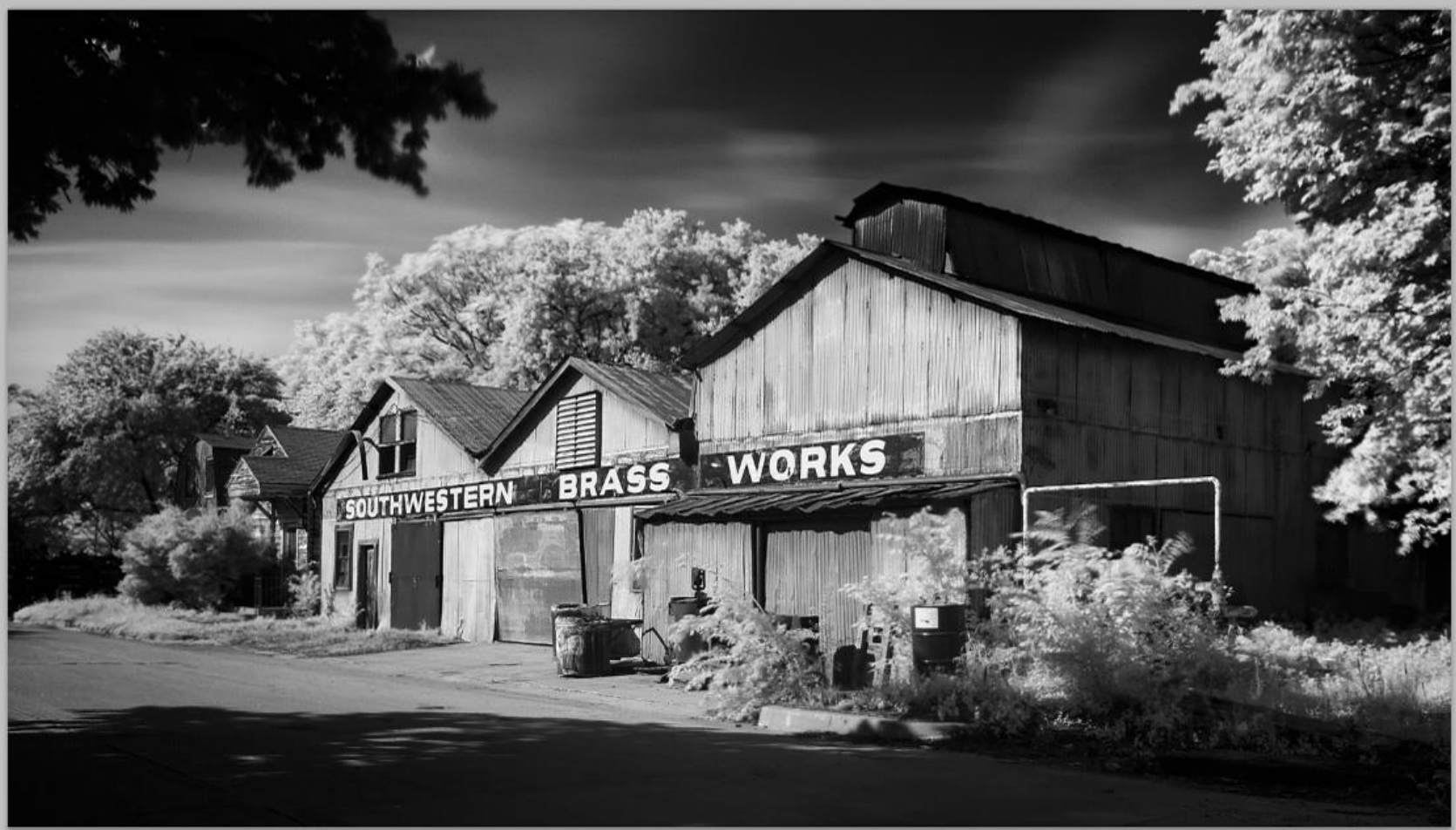
Paper finish vs. dynamic range

Delegating it

Hot dog buns vs. hot dogs.

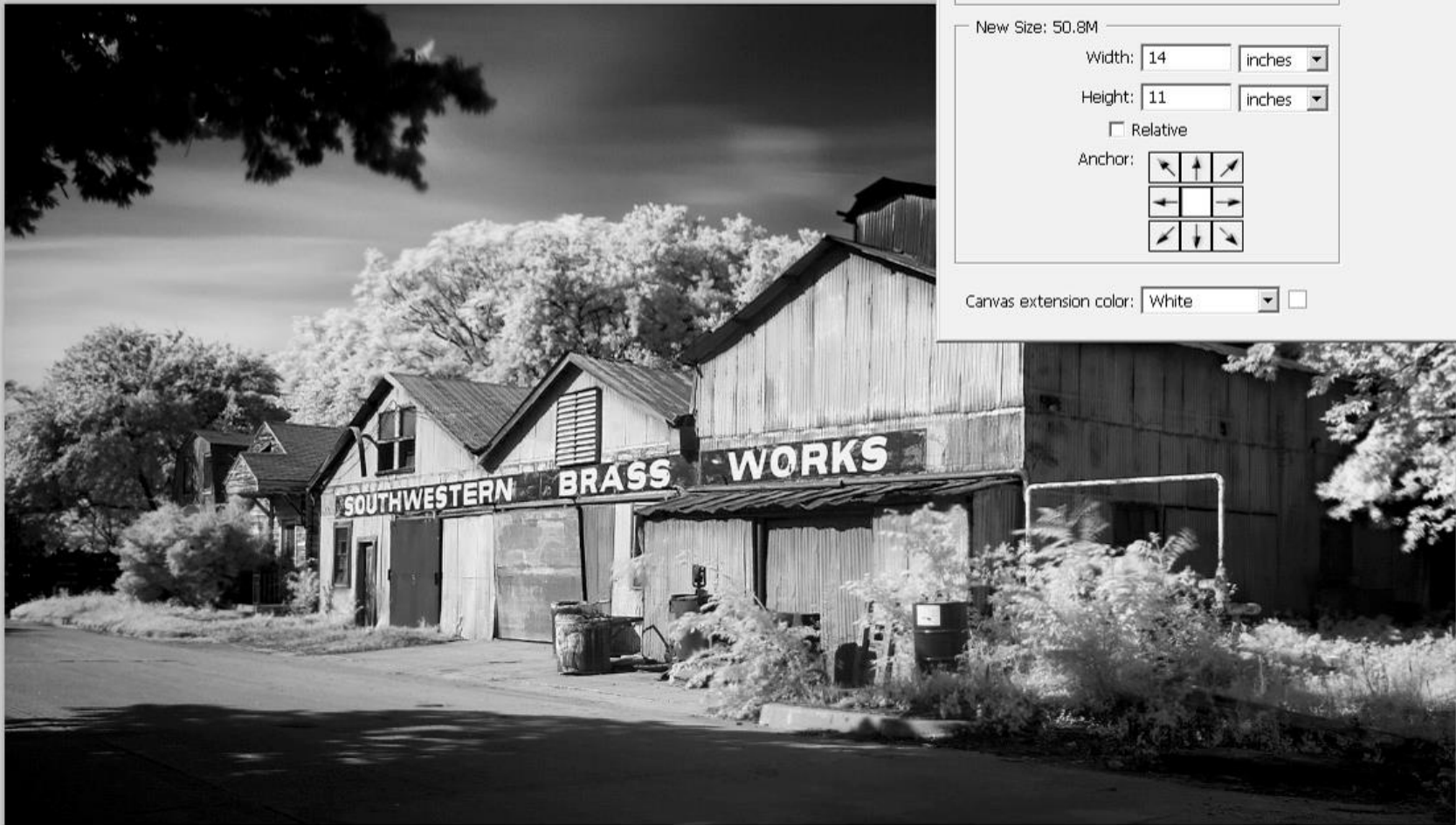
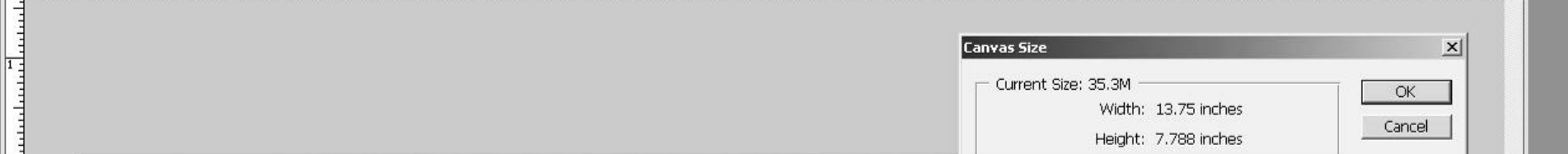
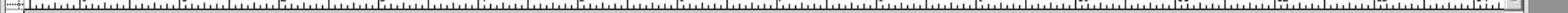






Width: 1024 in Height: 768 in Resolution: [ ] pixels/inch Front Image Clear

Ps \_MG\_7263rt.psd @ 33.3% (RGB/16) \* [ ] [ ] [ ]



**Canvas Size** [X]

Current Size: 35.3M  
Width: 13.75 inches  
Height: 7.788 inches [OK] [Cancel]

New Size: 50.8M  
Width: 14 inches [ ]  
Height: 11 inches [ ]  
 Relative  
Anchor: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]  
Canvas extension color: White [ ] [ ]





# Useful References:

[www.quadtonerip.com](http://www.quadtonerip.com)

[www.drycreekphoto.com/Learn/  
profiles.htm](http://www.drycreekphoto.com/Learn/profiles.htm)

[www.digitaldog.net](http://www.digitaldog.net)

[www.cambridgeincolour.com](http://www.cambridgeincolour.com)

Beardsworth, John. Adv. Digital Black & White Photography. Lark Books. 2007

Worobiec, Tony and Ray Spence. Black & White Photography in the Digital Age. David & Charles. 2007

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