PRINTING IN MAC LAB

Set Up

1. Follow and complete the directions on the **'Color Monitor Preferences'** sign on the wall. If you don't do this, you will have difficulty achieving a good print.

2. Then follow the sign attached to the left side of the computer you are using. This will reset the brightness point.

3. **Once your images are on one of the Photo Mac lab computers, you must adjust your images, correcting color balance, density, etc. The reason for this is that the monitors in this lab are calibrated to our printers. Your laptop is not! If you don't take this initial step you will be continually frustrated by the results of your prints.**

You can save money when printing, by taking the time to do two things:
- run a nozzle check
- softproof your print

NOZZLE CHECK

Epson P800_IP

1. Turn on the printer.
2. Place a piece of scrap paper in the tray
3. Press the tool button in the lower right hand corner of the screen. Select Maintenance, then Print Nozzle Check. If the pattern prints without gaps select Done. If you see gaps in the pattern, select to Clean the Heads.

SOFTPROOFING YOUR PRINT

Softproofing simulates what your work will look like printed on a chosen paper with our printers and inks. It then allows you to adjust that image to look more like the original image.

NOTE: Ideally, if you allow yourself enough time, you should look at your images on the computer screen in the Photo MAC Lab. Perform the steps below, changing the ICC profile (step a), to see what your image looks like on different papers. You can then choose the paper that gives you the best result. Remember, it will be easier to print on Epson papers if you are new to printing. See: https://blogfiftygreatestphotos.wordpress.com/2009/06/26/soft-proofing-basics/ (press on the first set of images and watch the video)

To begin:

1. Make a duplicate of your image, and place the duplicate beside the original on screen.

Then on the DUPLICATE image do the following:

2. Then go to VIEW > PROOF SETUP > CUSTOM

3. In the box that appear (Customize Proof Condition) go to:

    a) <u>Device to Simulate:</u> select drop down menu and choose the ICC profile of the paper you are using (see a list of ICC profiles under PRINTING below)

    b) <u>Rendering Intent:</u> select drop down menu and choose 'Perceptual' or 'Relative Colormetric' (REMEMBER which you chose, as you will need to use the same when printing)

    c) Check the 'Black Point Compensation' box

    d) Check 'Simulate Paper Color' (Your image will look muted)

    e) Click OK

4. Now you are going to compare your original image with the duplicate image. You will need to make the duplicate image look as much like the original image as possible (you may be restricted to a degree depending on your image and paper choice). This can be done using adjustment tools under IMAGE > ADJUSTMENTS > choose the appropriate tools.

5. Once the two images look as similar as possible you will <u>print the DUPLICATE.</u>

PRINTING

To Print:

1. Place paper in tray at the back of the P800 with the emulsion (printing side of paper) facing towards you.

2. Now go to FILE > PRINT

3. In the 'Print' window that appears complete the following –

    a. <u>Printer:</u> select the printer you are going to use.

b. Under the drop down menu that says 'Color Management', check Document Profile: this should be Adobe RGB 1998

c. Color Handling: select 'Photoshop Manages Colors'

d. Printer Profile: this is where you select the **ICC PROFILE** for your paper. The Epson profiles for the printer you have selected are above in the list that pops up.

   If you are using another manufacturers paper, check their website to download the proper profile. Make sure you download MAC profiles. Other makers profiles need to be uploaded to each computer by the Art Print manager. Use this link to request this.

Epson Profiles

Profiles ending in **MK** are to be used when the Matte black ink is installed as the primary black, and **PK** is for Photo black.

e. Rendering Intent: select 'Perceptual' or 'Relative Colormetric' (choose the same as you did when softproofing).

f. Click the 'Print Settings' button (it is in the middle, near the top)

g. A new window will appear. It should be a long list of drop down menus. If you cannot see this, click the arrow next to the 'Printer' drop down menu and the rest should appear. Complete the following –

h. Printer: make sure the proper printer is selected

i. Paper Size: select your – paper size and orientation (landscape or portrait).

j. Layout drop down menu: click on this and select 'Printer Settings'.

k. Paper Tray: set to tray (for sheet paper), manual feed (for sheet paper

l. Media Type: choose the paper that most closely describes yours

m. Print Mode: select B&W or color

n. Color Mode: select Off (No Color Management)

o. Output Resolution: select1440 dpi

p. Then check either: 'High Speed' or 'Finest Detail'

q. Click 'save'

r. Now you are back to the 'Print' window

s. Just below the 'Print Settings' drop down menu check off 'Center Image'

t. If all looks good in the preview window, press 'Print'

ACCESSING YOUR PRINT

You now have your first print. This is unlikely to be your final print. You must access the print, and make decisions about color/white balance or tonal range, density, etc. You will then make adjustments on the computer screen and print again. Continue to do this until you have a perfect print.

Use the GTI PDV-3 Viewing Box to judge your print. It has an overhead light that fills the entire back wall with a consistent amount of light at 5000k. The inside walls are a neutral Munsell N8/ neutral gray with 60% reflectance and feature a long magnetic strip that is movable to grab your image into at the top and two additional magnets for securing it at the bottom corners.

These boxes are designed so that you can compare your soft proof results with your actual print when determining if you need to make image adjustments to the print. You should be able to clearly see all the details (and flaws) in the image with your naked eye and look at your monitor to make corrections (usually selective brightness and fixing sloppy Photoshop work that was "good enough" on the computer). It also makes detecting banding, scuffs, scratches, dust and fingerprints a breeze to find too. Use the dimmer control to adjust the brightness of the print on the viewer to match the brightness of the print on your screen.

Saving Costs

One way to save costs is to do test prints at a quarter page size. Use a paper size of 4.25 x 5.5" and cut your letter size paper in quarters. Papercut charges on the paper size set for the printer.