

Printing

ART 82

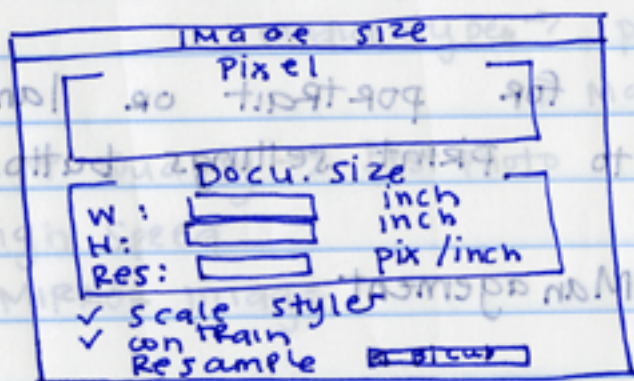
* Week 11 => Processing a Digital Image Rev 11.17

- In Photoshop -

Ready to print?

① Image -> image size

② turn off Resample



③ Resolution between 240 - 360

(anything above this printer can't handle it)

to make it bigger you have to learn

to add data using Resample (bicubic is good)

④ largest height for us is 11 if you

don't want borders 8 1/2 for width

(it will effect the image if you stretch it though!)

⑤ now we sharpen using a mask (look at previous notes)

⑥ file -> Print

Art 5

Printing

↳ does image look right in the preview? (if not check < sizing > new # window)

↳ don't use scale to fit in print window

⑦ make sure it is printing to the right printer (Epson)

⑧ set it for portrait or landscape (next to print settings button)

⑨ Color Management

↓ color handling → photoshop manages color

↓ Printer profile → look at print

↓ one that matches your paper

Epson Paper & Ink Press Paper is good & MOAB, Ilford

⑩ Rendering Intent (Black Point Compensation) is set

↓ don't get generic photo paper! (look into rolls instead of sheets)



① Print Settings

Printer : Epson

Presets : ∅

Paper : US letter Sheet feeder boarderless

↳ Layout → Print settings

↳ only deal w/ Basic tab

Media type → photo paper → what type?

→ Matte paper (gloss, semi) → type

Print Quality → Best photo

High Speed

MIRROR image

Gloss Optimizer → off (yellows image at times)
OR
on

- Save settings -

(go back & change between prints when Paper changes)