

CHECKING IMAGES

Electric Lane

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Function	USE	PHOTOSHOP	SHORT-CUT	CHECK	WATCH FOR
SET- UP	COLOUR SETTINGS	Photoshop/colour settings	Shift/⌘/K	Should be on Europe pre-press defaults	
	COLOUR PALETTE	Window/colour	F6		
	HISTOGRAM	Window/histogram		All channel view (click triangle on RHS)	Pixels should generally cover the whole range, from 0 - 256
	SAVE WORKSPACE	Workspace/save workspace/your name		Arrange the workspace to suit your workflow, then save it.	
FILE SIZE & RESOLUTION	IMAGE	Image/imagesize		The image is large enough for the final print size	For A4 at 300dpi, an RGB file needs to be approx 24MB
					Resolution should be 300dpi unless otherwise specified
COMPRESSION	INSPECTION	View at 100% or above	double-click hand tool	Areas of colour like skies	Blotchy skies, JPEG artefacts, banding
SHARPENING	INSPECTION	View at 100% or above		Inspect areas like skies, contours	Haloes around edges, granular structure in sky or along lines
CLEANING	INSPECTION	Use clone tool or healing brush on blemishes		Inspect the whole image	
HIGHLIGHT AND SHADOW DETAIL	INSPECTION	View at 100%		Check by eye	Blown out highlights, blocked shadows
COLOUR BALANCE	LEVELS	Image/ adjustments/ levels	⌘/L	Bring levels in separately on R,G and B. Then alter overall brightness with the middle slider	Left and Right sliders define Black and White points. Middle slider adjusts overall density. Preview box checked to view adjustments!
	LEVELS				Pixels should generally cover the whole range, from 0 - 256, and there should be no clipping. (but there <i>are</i> exceptions)
SATURATION	LEVELS			All channels should cover the full range	If pixels are lacking in a channel, the cast is in the complementary colour. (R-C, G-M, B-Y)
COLOUR - CHECK FOR NEUTRALS	LEVELS	Eyedropper on levels panel		Use middle (mid-grey) eyedropper on grey areas to check for neutrality	Use to check. As an adjustment tool it is fairly crude.
COLOUR CAST	LEVELS	Eyedropper tool - your mouse becomes an eyedropper in Levels when on the image	F6	Click eyedropper on sky, fleshtones, neutrals, and check pattern on colour palette	Use your judgement as well - the colour cast may be there for a reason (eg sunset). For landscapes check foreground - distance always has a blue cast
	CURVES	Image/ adjustments/ curves	⌘/M	To adjust colour after work on levels	
GAMUT	GAMUT WARNING	View/gamut warning	Shift/⌘/Y	How much of the image is out of gamut?	The gamut warning tells you which areas will change in CMYK, but not by how much.
COLOURS IN PRINT	PROOF COLOURS	View/proof colours	⌘/Y	See how the colours appear in CMYK	Blues especially may change in print. Some yellow values may print, but not show on your monitor
INFO	FILE/INFO	File/file info	Alt/⌘/I	Caption, credit, rights	Model release, underlying rights, restrictions