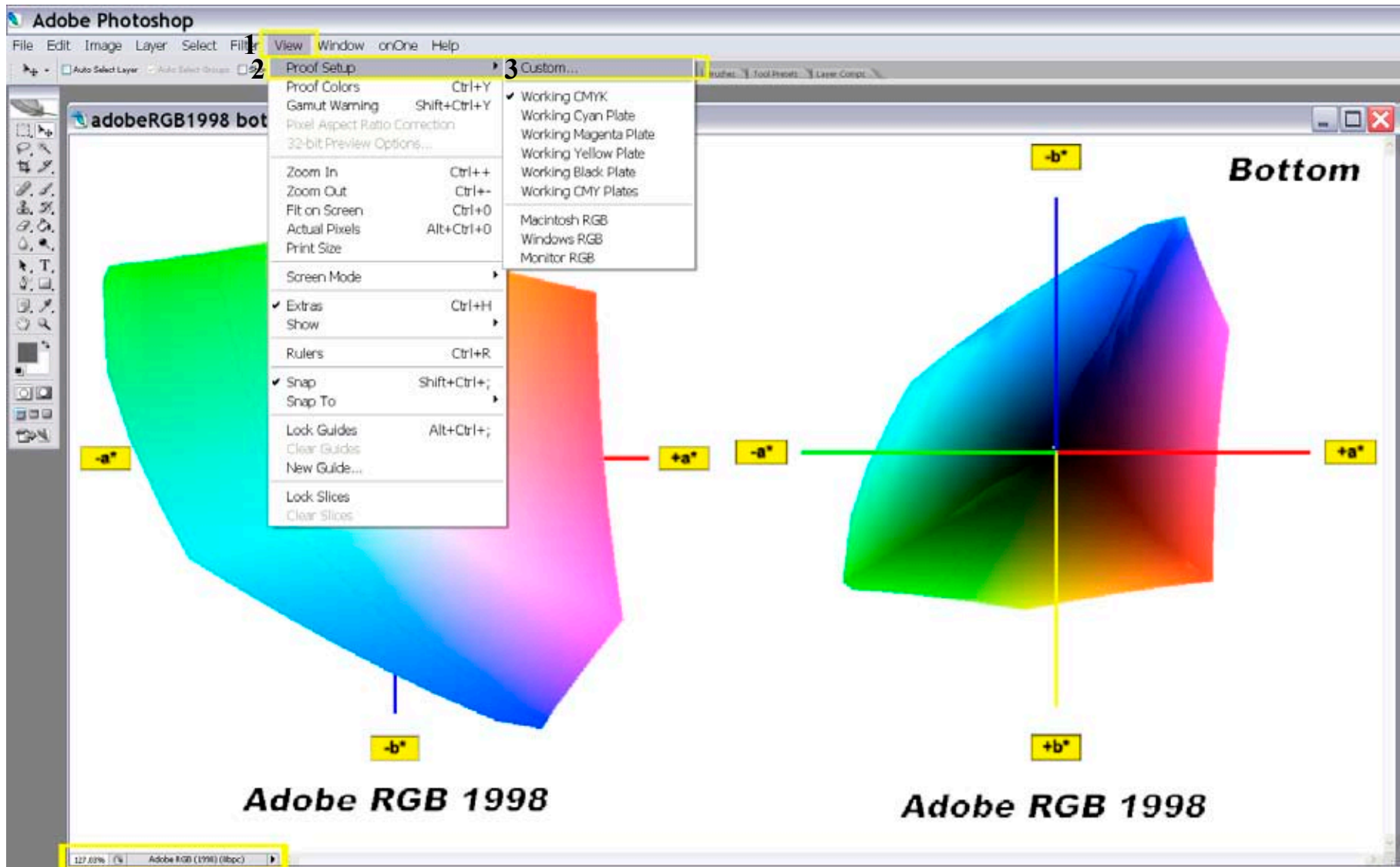
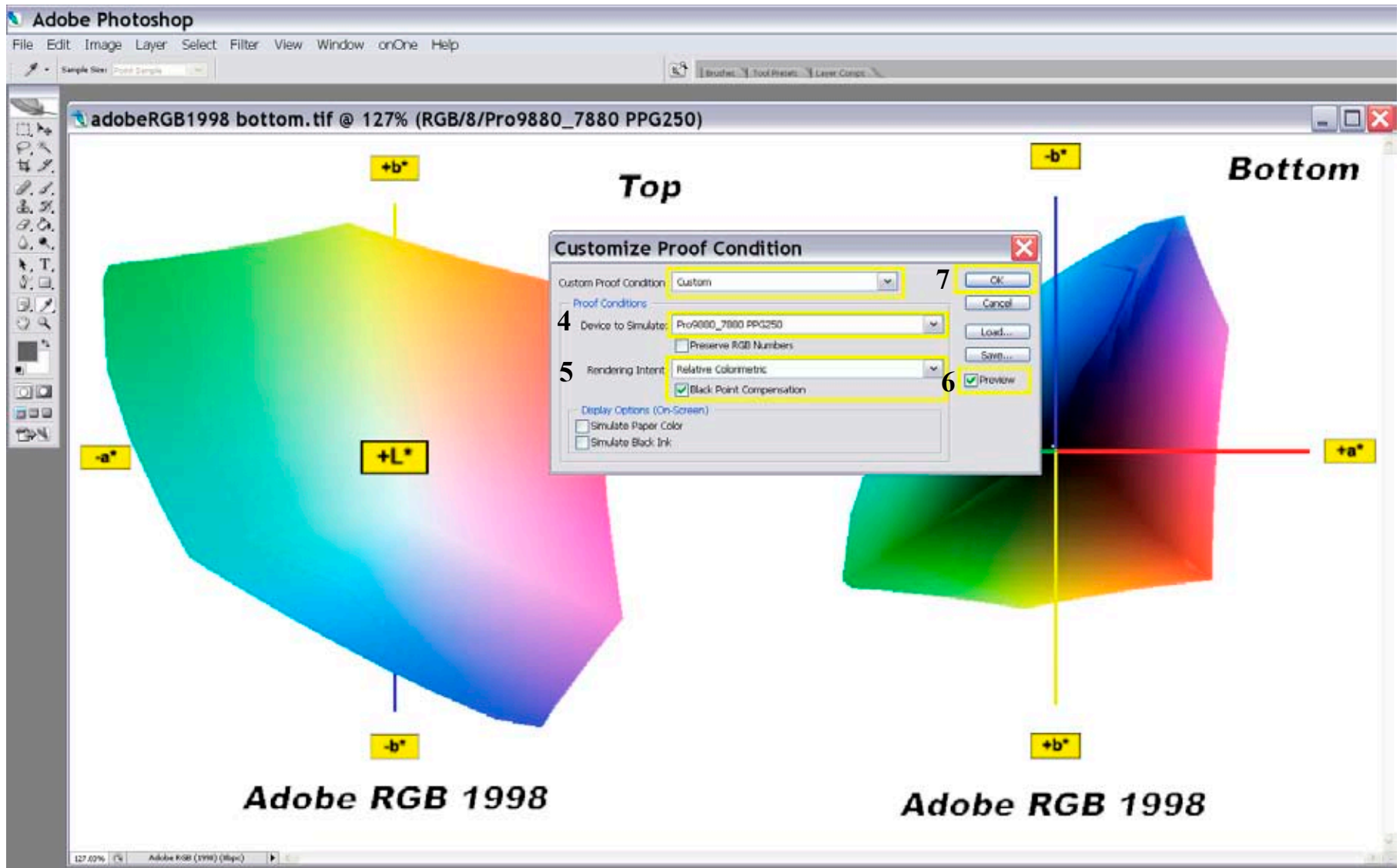


Soft Proofing in Adobe Photoshop®

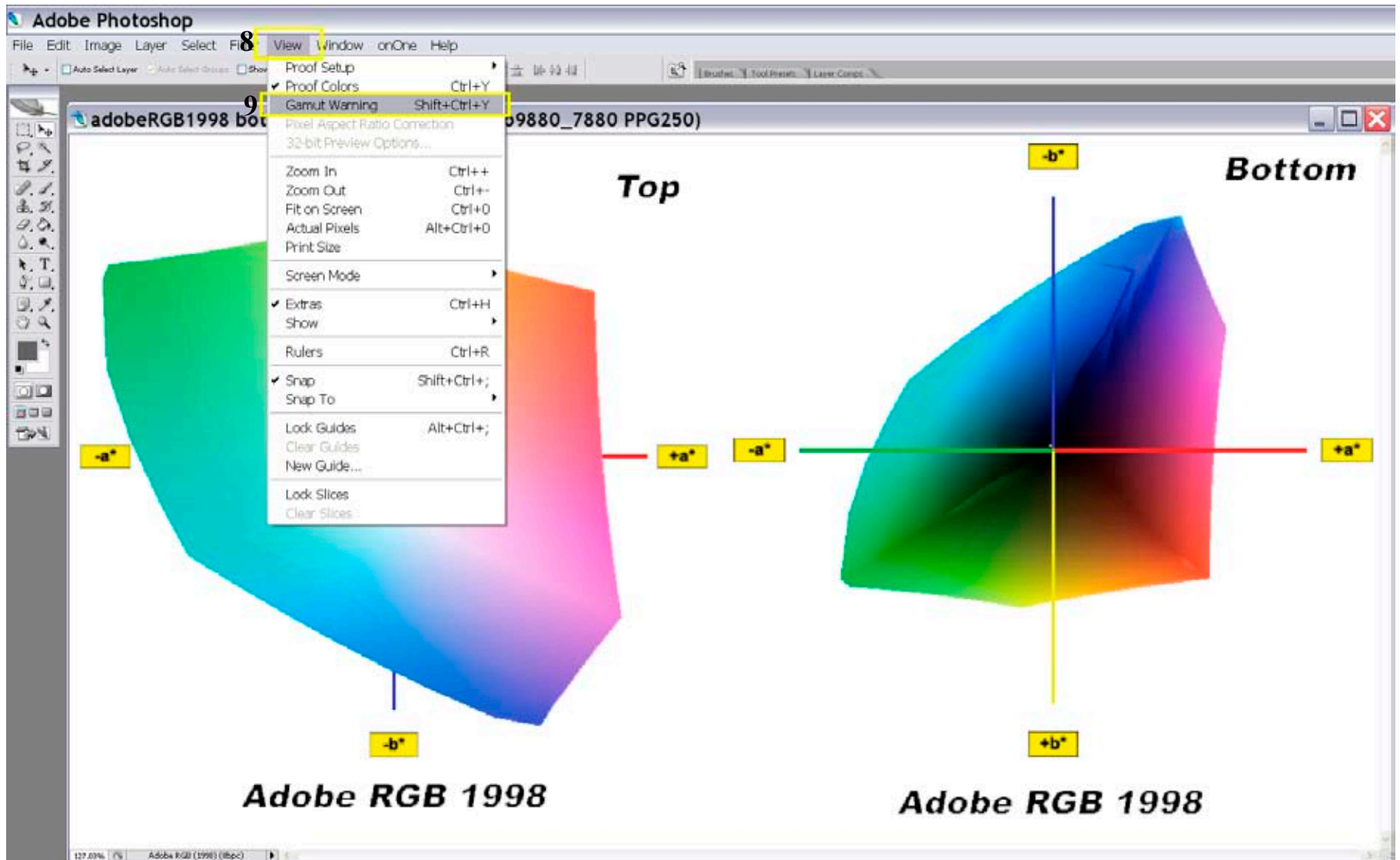


Make sure your monitor is properly calibrated/profiled, then open an image in Adobe Photoshop (follow the directions for “Adobe Color Settings & Profile Mismatch”).

- 1-Click “View”.
- 2-Click “Proof Setup”.
- 3-Click “Custom”.



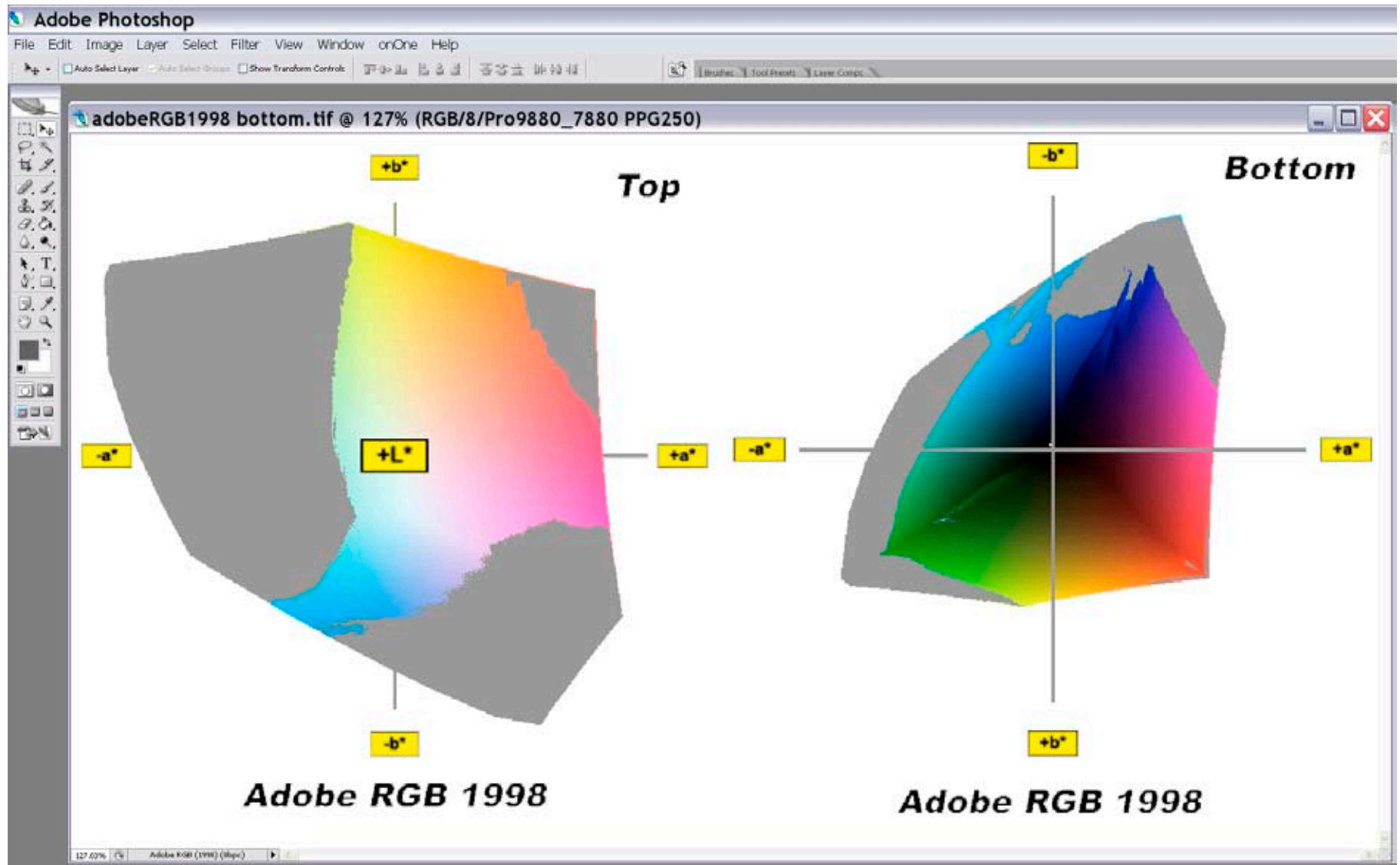
- 4-Under “Device to Simulate” select the output profile you wish to soft proof.
- 5-Under “Rendering Intent” select the appropriate rendering intent you will use when you print. (Relative Colorimetric or Perceptual)
Always use black point compensation.
- 6-You can toggle the “Preview” on and off.
- 7-Click “OK”.



Now you are looking at a “Soft Proof” of your image. You can adjust the color values or tonal range to better suite the media/device you’ll output to. Now to see what colors are out of gamut for your media/printer, continue to the next step.

8-Click “View”.

9-Click “Gamut Warning”.



The areas that appear to be masked out with gray, are colors that are out of gamut for the media/device you are “Soft Proofing”.

You can edit the color & tonal range of the image to better suite your output.