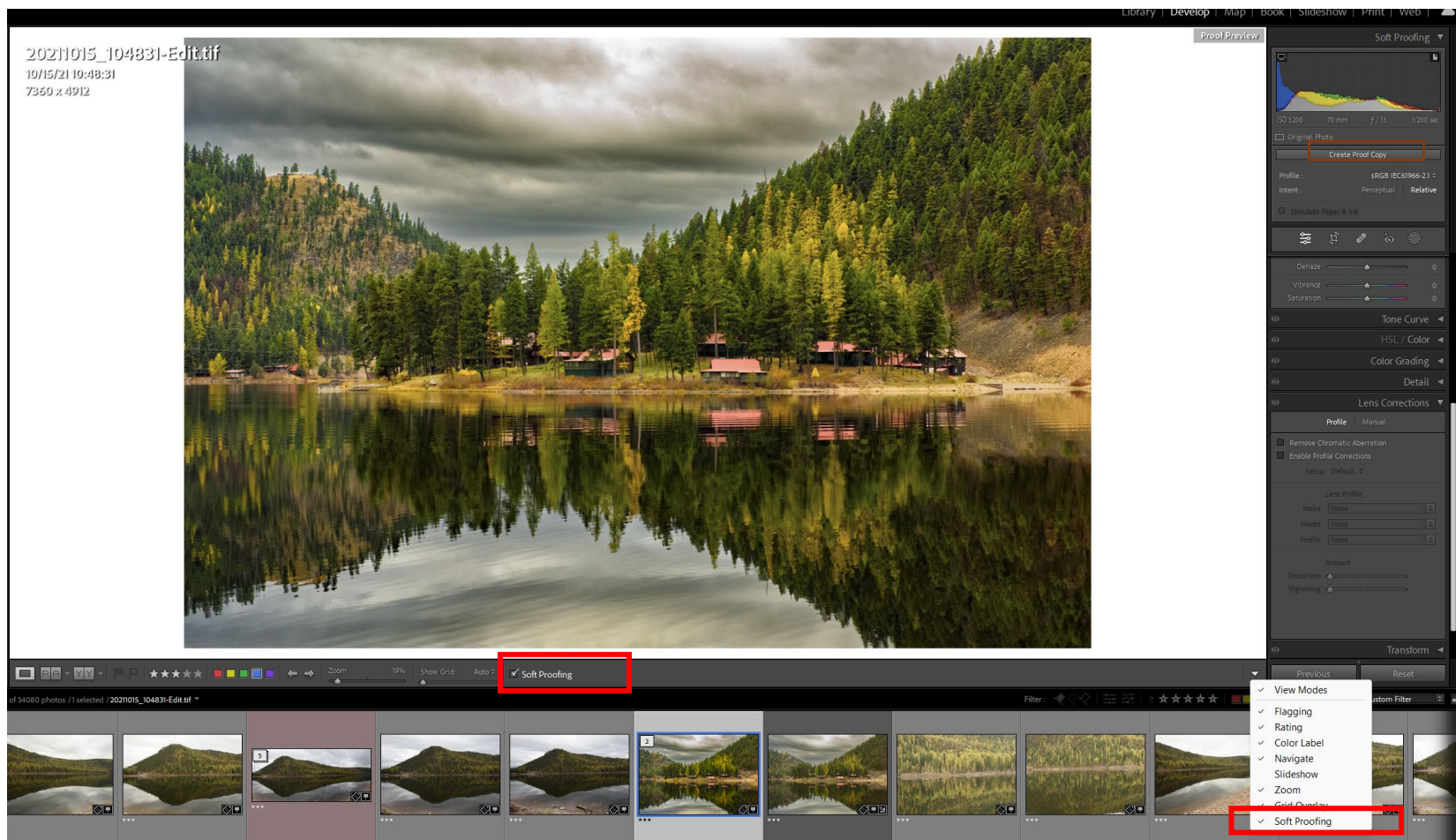


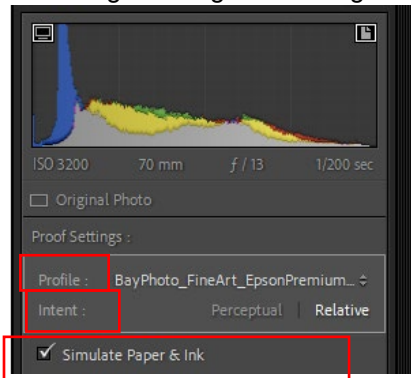
# Proofing – Lightroom

1. Make final edits: ensure photo is still in native Adobe 1998/ProPhoto 16 bit.
2. Download printer paper profile:
  - a. If photo lab offers them, download from web site to download folder. [Photo Lab Link](#). Some photo labs allows you to request them.
  - b. If no profiles are available, down load from print paper manufacturer.
  - c. Profiles are meant for soft proofing only; do not embed them with the final export.
3. **Checkmark Soft Proofing: If it is not present, select from view mode to add.**
4. **Right Pane – choose “Create Proof Copy”**
  - a. A virtual copy will be created. The Virtual copy will have the profile embedded in the file name. The file name will change if the profile is changed.



5. Select “Profile”. [LINK](#) Multiple Proof copies can be made using different printer paper profiles for comparison for final print.

6. Rendering Intent: Choose “Relative”. The photo lab will indicate which one – BayPhoto wants Relative.
7. Optional: “Simulate Paper & Ink”. This is suppose to simulate the paper and ink used. The photo will show much duller, and you can correct your contrast/colors using this mode.
  - a. BayPhoto ask you not to use this. Additionally, opinions are split on the web as to whether this works adequately to evaluate prints.
8. Click the triangles above the histogram.
  - a. Left triangle – out of gamut on the monitor (Blue)
  - b. Right Triangle – out of gamut on Printer profile (Red).



9. Correct for out of gamut problems: This can be accomplished by:
  - a. Changing luminosity: Masking/dodging/burning
  - b. Color: HSL/Hue – Masking or brush to scale back the saturation or change the hue for affected colors/darks/lights.
  - c. Below are 3 different renderings of the same photo:
    - i. Left: Epson Premium Luster
    - ii. Center: Fine Art, MoabSlickrock
    - iii. Fuji Matte

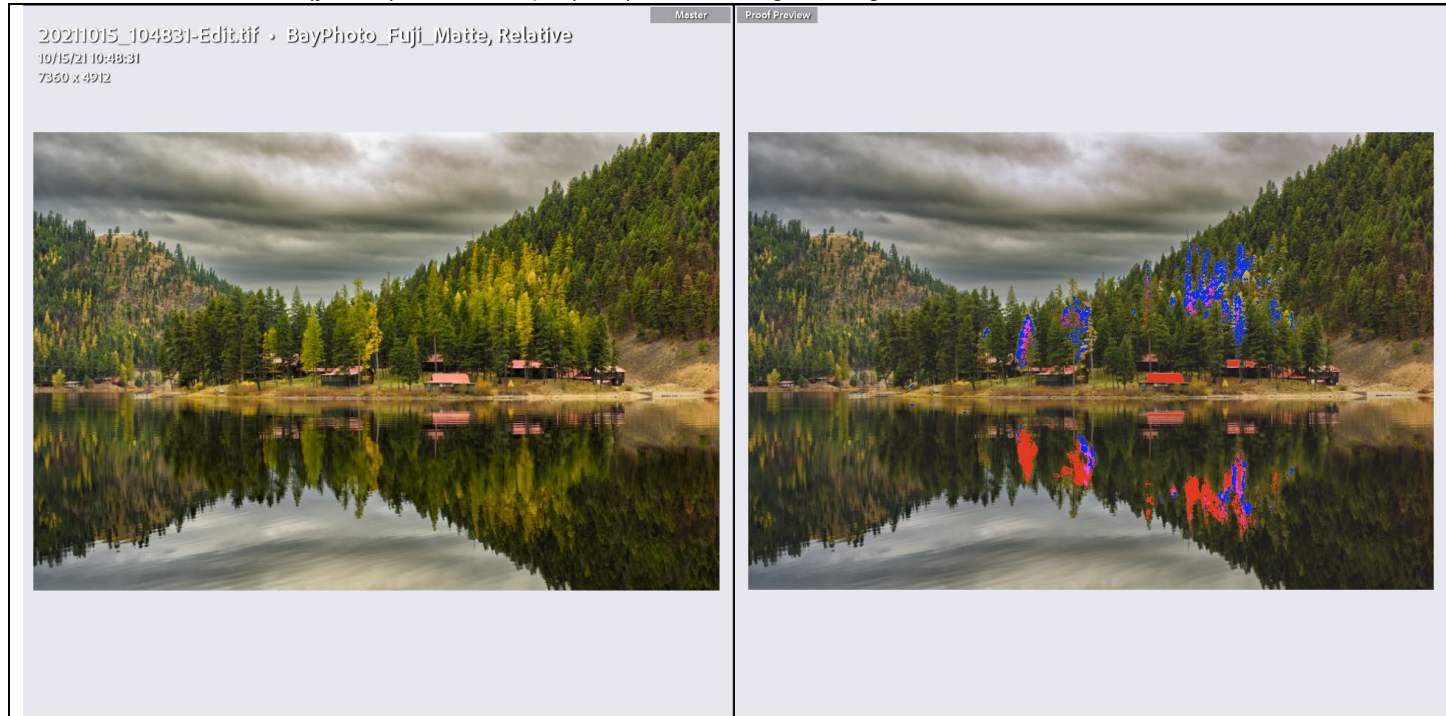


10. Put LR into comparison Mode:
11. Right is original photo/Left is Proof copy showing colors out of gamut. Also, other attributes such as exposure/shadow/highlights are compared.



12. Goal is to edit the proof copy to closely match the master copy. Colors out of gamut will differ a little; not much editing will be required.

13. In this case; the trees (yellow) and roof tops (Red) are showing out of gamut.



14. In LR: Brush/Color Range to desaturate a little and change the hue a bit if needed.

a. Depending on the paper you are simulating; it may not be possible to bring colors 100% into gamut. The color shift will be negligible.

15. Other corrections: View the photo; there may be other subjects in the photo that you may want to saturate. Saturate those subjects until you get an indication that the colors are out of gamut. Same is true for shadows/highlights.

16. Press the “Y” key to toggle between full screen (Proof Copy) and comparison mode.

17. With editing complete; un-check Soft Proofing.

18. Now for export. **Attachment.**