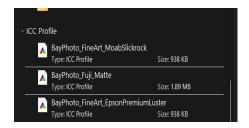
# Downloading Profiles – Example: BayPhoto

- 1. Select Profile and download to "Download Folder" PC
- 2. Copy or move to: PC
  - a. C:\Windows\System32\spool\drivers\color
  - b. C:\Users\Bob\AppData\Roaming\Adobe\Lightroom\Color Profiles

- Example: Downloaded BayPhoto\_FineArt\_MoabSlickrock, BayPhoto\_Fuji\_Matte, BayPhoto\_FineArt\_EpsonPremiumLuster
- 4. Which folder profiles are copied makes a small difference in LR -

#### **Download Folder**



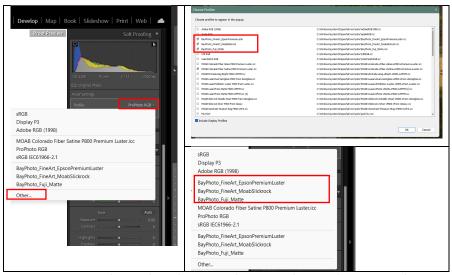
### C:\Windows\System32\spool\drivers\color



## C:\Users\Bob\AppData\Roaming\Adobe\Lightroom\Color Profiles



- 5. Location of profiles makes a difference in LR. From the profile location below; if you do not see it on the list, select "Other" and put a checkmark by the profile(s) you want to use.
  - a. C:\Windows\System32\spool\drivers\color



- b. C:\Users\Bob\AppData\Roaming\Adobe\Lightroom\Color Profiles
  - i. Duplicate Profiles
  - ii. In the LR/Color Profiles these will be list permanently until removed from the folder. If you use a lot of profiles, it will clutter up the profile menu.
  - iii. The other location you can select what you want to use.



#### 6. Cavauts:

- a. Profiles are for softproofing only and will give you a ballpark view of your photos.
  - i. You will have some control (color, luminosity, clipping etc.) before they are sent to the lab.
  - ii. Upon export; you will use the sRGB profile/8bit. Depending on the lab, either .jpg/TIFF/RGB
- b. Labs develop their own paper/printer profiles. Lab, Monitor profiles match their paper/printer profiles.
  - i. The Lab will use their proprietary profile before editing and printing.
  - ii. Lab will make Global Exposure, color, luminance changes etc. to match their profile system
  - iii. Local edits are charged extra.