

Janice Braud's WPC PHOTOSHOP WORKSHOP HANDOUTS

BLACK AND WHITE CONVERSION METHODS

1. METHOD 1 – CHANNEL MIXER (applies to Photoshop only)
 - Under Image>Adjustments, choose Channel Mixer or On Layers Palette, click on Adjustment Layer and select Channel Mixer adjustment layer
 - Check Monochrome box
 - Experiment with channel sliders (total % should be about 100%)
 - Typical starting point
 - +50% red
 - +50% green
 - Or 75% red, and green and blue “to taste”
 - For “infrared-like” conversion starting point
 - +100% red
 - +200% green
 - -100% blue

(all other methods work in Elements 3 and 4 as well as full Photoshop pkg)

2. METHOD 2 – GRADIENT MAP
 - Set foreground to Black (press D)
 - On layers palette, click on Adjustment layer icon and choose Gradient Map
3. METHOD 3 – SOLID COLOR FILL
 - Set foreground to Black (press D)
 - On layers palette, click on Adjustment layer icon and choose Solid Color (image will turn black, but that will be fixed in next step)
 - Change blending mode of new adjustment layer to “Color”

4. METHOD 4 – SOLID COLOR FILL WITH MAXIMIZED CONTRAST

- Set foreground to Black (press D)
- On layers palette, click on Adjustment layer and choose Levels
- On layers palette, click on Adjustment layer and choose Hue/Saturation
- On layers palette, click on Adjustment layer icon and choose Solid Color (image will turn black, but that will be fixed in next step)
- Change blending mode of new adjustment layer to “Color”
 - Fine tune conversion by:
 - Dbl Click on levels adj layer, select Red channel and adjust black and white points, repeat for Green and Blue channels
 - Dbl click on Hue/Saturation adj layer, move “Hue” slider as desired (“to taste”)
 - Dbl click on levels adj layer again, select Red channel and move mid-tone slider to lighten or darken midtones, repeat for Green and Blue channels

SPECIAL EFFECTS CONVERSIONS:

A. Creative Variations of Black and White Conversion Methods

- Variations of Method 3 or 4 for “toned conversion”: Just choose a color other than black when creating (or modifying) “Solid Color” adjustment layer
- Inversion or “Negative effect” – check Invert box on gradient map, or in general, press Ctrl I to invert

B. ANTIQUE COLORING

- Convert to Black and White using Channel Mixer with +50% red and +50% green (or using Gradient Map or Solid Color Fill conversions)
- Duplicate background layer (select background layer, then drag to new layer icon – or choose under Layers menu)
- Move new background copy to top of layers stack
- Change blending mode of new top layer to “Soft Light”
- Under filter menu, select Blur>Gaussian Blur and apply a modest blur (set to 10 or 15 for example) – this is to create gentle glow that makes color look less precise and more “hand painted”
- If in photoshop, use “blending options” sliders to bring back shadow detail

C. SELECTIVE RE-COLORING

- Set foreground color to black
- Convert to Black and White using Channel Mixer with +50% red and +50% green (or using Gradient Map or Solid Color Fill conversions)
- Choose soft-edged paintbrush (with opacity set at 20%)
- Paint with black to allow colors to show through
- Select Channel Mixer Layer (or Gradient Layer, etc.) and then under Image>Adjustments, select Levels and fine tune black and white points, etc.

D. HAND COLORING (WHEN ORIGINAL IS BLACK AND WHITE)

- Make sure B&W image is in RGB mode (change under Mode menu)
- Select color swatches to use in hand painting (by “eye,” or by sampling a color image that contains the desired colors) – store in color swatches palette
- Create adjustment layers for each area of color to be applied (such as skin, hair, eyes, lips, clothes, etc.) – Alt/Click on new layer icon, change opacity to 50% and name layer for intended use of color(such as “skin”)
- Choose large, soft brush, set opacity to 50%
- Select layer such as “skin”
- Select foreground color from those stored on color swatches
- Paint to apply color
- After all painted, adjust layer opacities to intensify or decrease color effect