



PROFILES

SOFT PROOFING

SOFT PROOFING WITH H&H

Soft proof profiles are used to simulate the final output from a specific printer on a specific paper type. The soft proof profile that we supply is for the Fuji Crystal Archive Color Paper only.

DO NOT EMBED THE PROFILE IN YOUR IMAGES. All image files should have either a sRGB or Adobe 1998 color profile embedded in them. We will color manage from those color spaces through our output devices.

The accuracy of a soft proof profile also depends upon the quality of monitor you are using, the accuracy of the monitor calibration you have done, as well as any ambient lighting in your environment.

The following information is provided from Adobe with directions on how to use a soft proof profile, as well as instructions for installing and creating Custom Proof Setups.

ABOUT SOFT-PROOFING COLORS

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In a traditional publishing workflow, you print a hard proof of your document to preview how its colors will look when reproduced on a specific output device. In a color-managed workflow, you can use the precision of color profiles to soft-proof your document directly on the monitor. You can display an on-screen preview of how your document's colors will look when reproduced on a particular output device.

Keep in mind that the reliability of the soft proof depends upon the quality of your monitor, the profiles of your monitor and output devices, and the ambient lighting conditions of your work environment.

WHY COLORS SOMETIMES DON'T MATCH

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No device in a publishing system is capable of reproducing the full range of colors viewable to the human eye. Each device operates within a specific color space that can produce a certain range, or gamut, of colors.

A color model determines the relationship between values, and the color space defines the absolute meaning of those values as colors. Some color models (such as CIE L*a*b) have a fixed color space because they relate directly to the way humans perceive color. These models are described as being device-independent. Other color models (RGB, HSL, HSB, CMYK, and so forth) can have many different color spaces. Because these models vary with each associated color space or device, they are described as being device-dependent.

Because of these varying color spaces, colors can shift in appearance as you transfer documents between different devices. Color variations can result from differences in image sources; the way software applications define color; print media (newsprint paper reproduces a smaller gamut than magazine-quality paper); and other natural variations, such as manufacturing differences in monitors or monitor age.



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INSTALLING A COLOR PROFILE

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Color profiles are often installed when a device is added to your system. The accuracy of these profiles (often called generic profiles or canned profiles) varies from manufacturer to manufacturer. You can also obtain device profiles from your service provider, download profiles from the web, or create custom profiles using professional profiling equipment.

In Windows, right-click a profile and select Install Profile. Alternatively, copy the profiles into the `WINDOWS\system32\spool\drivers\color` folder.

In Mac OS, copy profiles into the `/Library/ColorSync/Profiles` folder or the `/Users/[username]/Library/ColorSync/Profiles` folder.

After installing color profiles, be sure to restart Adobe applications.

Save or load a custom proof setup (Photoshop, InDesign)

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1. Choose View > Proof Setup > Custom.
2. Do either of the following:
 - To save a custom proof setup, click Save. To ensure that the new preset appears in the View > Proof Setup menu, save the preset in the default location.
 - To load a custom proof setup, click Load.

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1. Choose View > Proof Setup, and do one of the following:
 - Choose a preset that corresponds to the output condition you want to simulate.
 - Choose Custom (Photoshop and InDesign) or Customize (Illustrator) to create a custom proof setup for a specific output condition. This option is recommended for the most accurate preview of your final printed piece.
2. Choose View > Proof Colors to toggle the soft-proof display on and off. When soft proofing is on, a check mark appears next to the Proof Colors command, and the name of the proof preset or profile appears at the top of the document window.

To compare the colors in the original image and the colors in the soft proof, open the document in a new window before you set up the soft proof.



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SOFT-PROOF PRESETS

Working CMYK Creates a soft proof of colors using the current CMYK working space as defined in the Color Settings dialog box.

Document CMYK (InDesign) Creates a soft proof of colors using the document's CMYK profile.

Working Cyan Plate, Working Magenta Plate, Working Yellow Plate, Working Black Plate, or Working CMY Plates (Photoshop) Creates a soft proof of specific CMYK ink colors using the current CMYK working space.

Legacy Macintosh RGB (Photoshop and Illustrator) Creates a soft proof of colors simulating Mac OS 10.5 and earlier.

Internet Standard RGB (Photoshop and Illustrator) Creates a soft proof of colors simulating Windows and Mac OS 10.6 and later.

Monitor RGB (Photoshop and Illustrator) Creates a soft proof of RGB colors using your current monitor profile as the proof profile.

The Legacy Macintosh, Internet Standard, and Monitor RGB options assume that the simulated device will display your document without using color management. These options are unavailable for Lab or CMYK documents.

Color Blindness (Photoshop and Illustrator) Creates a soft proof that reflects colors visible to a person with color blindness. The two soft proof options, Protanopia and Deuteranopia, approximate color perception for the most common forms of color blindness. For more information, see [Soft-proof for color blindness \(Photoshop and Illustrator\)](#).

CUSTOM SOFT-PROOF OPTIONS

Device To Simulate Specifies the color profile of the device for which you want to create the proof. The usefulness of the chosen profile depends on how accurately it describes the device's behavior. Often, custom profiles for specific paper and printer combinations create the most accurate soft proof.

Preserve CMYK Numbers or Preserve RGB Numbers Simulates how the colors will appear without being converted to the color space of the output device. This option is most useful when you are following a safe CMYK workflow.

Rendering Intent (Photoshop and Illustrator) When the Preserve Numbers option is deselected, specifies a rendering intent for converting colors to the device you are trying to simulate.

Use Black Point Compensation (Photoshop) Ensures that the shadow detail in the image is preserved by simulating the full dynamic range of the output device. Select this option if you plan to use black point compensation when printing (which is recommended in most situations).

Simulate Paper Color Simulates the dingy white of real paper, according to the proof profile. Not all profiles support this option.

Simulate Black Ink Simulates the dark gray you really get instead of a solid black on many printers, according to the proof profile. Not all profiles support this option.

In Photoshop, if you want the custom proof setup to be the default proof setup for documents, close all document windows before choosing the View > Proof Setup > Custom command.



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SOFT-PROOF FOR COLOR BLINDNESS (PHOTOSHOP AND ILLUSTRATOR)

Color Universal Design (CUD) ensures that graphical information is conveyed accurately to people with various types of color vision, including people with color blindness. Several countries have guidelines that require CUD-compliant graphics in public spaces.

The most common types of color blindness are protanopia (reduced sensitivity to red) and deuteranopia (reduced sensitivity to green). A third of color blind people are affected strongly; the remainder have milder forms of color blindness.