

# **Bostick & Sullivan Digital Negative Guide**

This is a step-by-step guide to using our digital negative system. The LUT files on our website are calibrated for our darkroom set up. Using these files should help you to create better digital negatives. If you want the best possible negatives for your printing we recommend you go through the process of creating LUT files for your darkroom. We used the method and program developed by Peter Mrhar. Here is the link to his website that walks you through how to create your own LUT files: [Easydigitalnegative.com](http://Easydigitalnegative.com).

## **Downloading LUT Files**

1. The first step in this process is to download the LUT file for the process you are using. The instructions below are using the Cyanotype LUT file, but the same instructions apply to any process.
2. Navigate to the Digital Negatives page on the Bostick-Sullivan website. Click on the file labeled with the process you are using.
3. The file will be put into your Downloads folder. I recommend making a new folder for the LUT file and saving it there. Now you can follow the instructions below to apply the LUT file to your image.

## **Applying the LUT file to your Image**

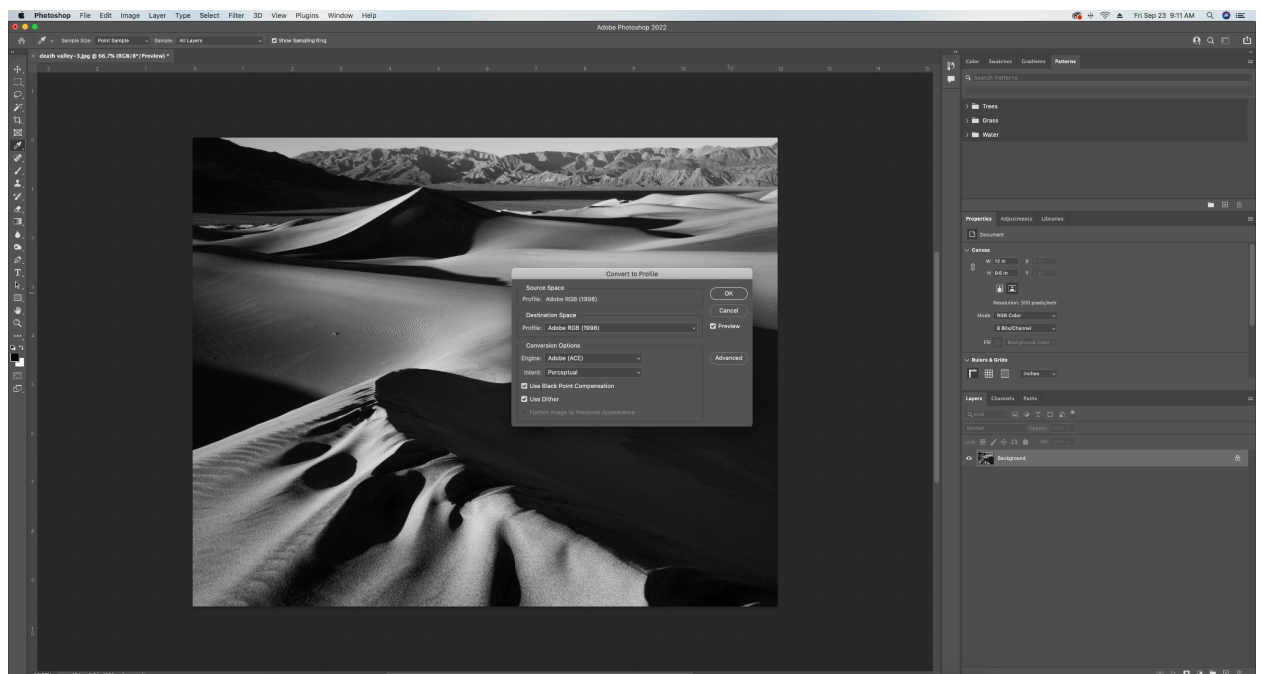
1. Open up your file in photoshop and edit it to what you would like the image to look as a final monochromatic print.
2. Once your image has been edited you will need to make sure the image is flat. You can flatten your image by selecting the layer tab and then selecting the flatten image option at the bottom of the drop-down



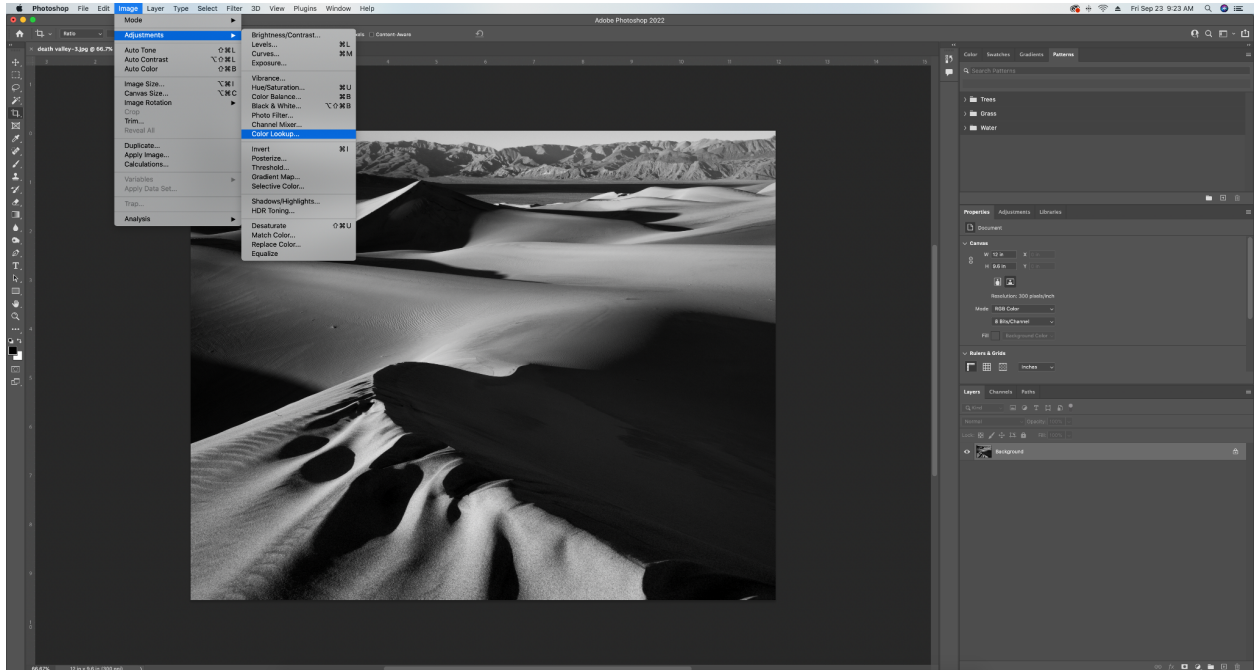
3. Now that your image is flat, make sure your file is in a color space that is able to use color look-up table adjustments. To do this go to the edit tab and select convert to profile.



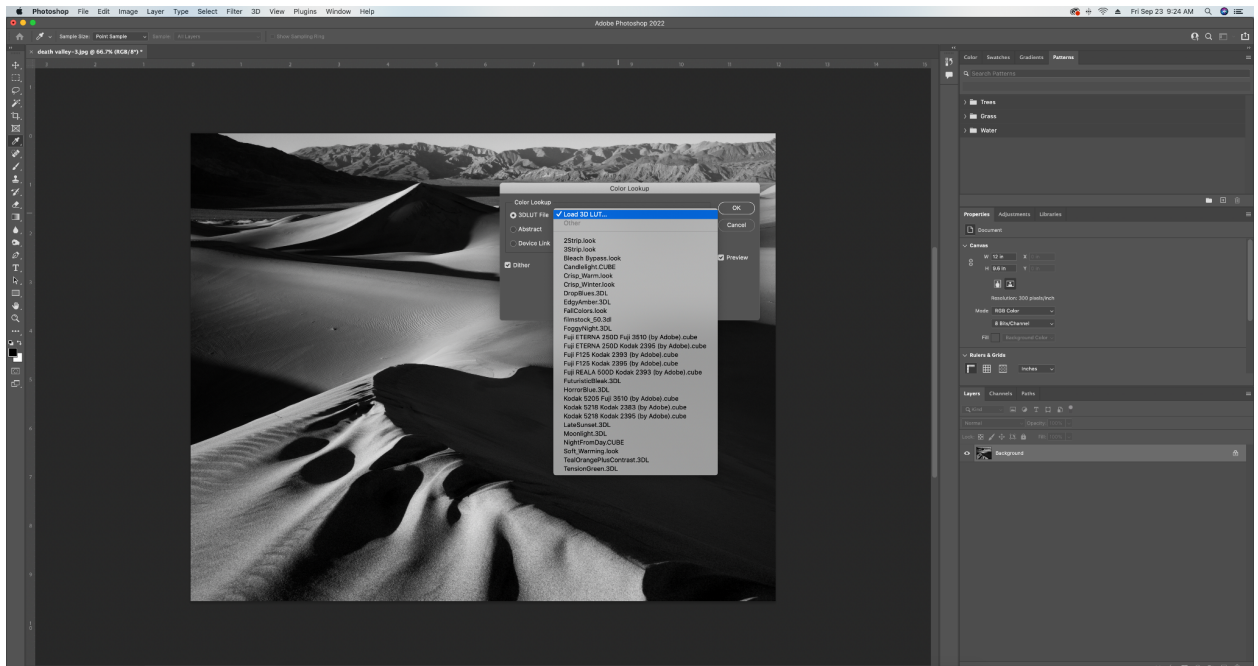
4. Even though you need your photo to be a black and white image we need the profile to be a color profile so that we can apply the LUT file. In the convert to profile pop-up box we choose adobe 1998 as our destination space and hit ok.



5. Now that our file is flat and in adobe 1998 color space we can apply our Lut File. Pull down the image dropdown at the top of the screen and hover over adjustments to bring up another drop-down menu. In the adjustment, dropdown menu select Color Look Up Table.

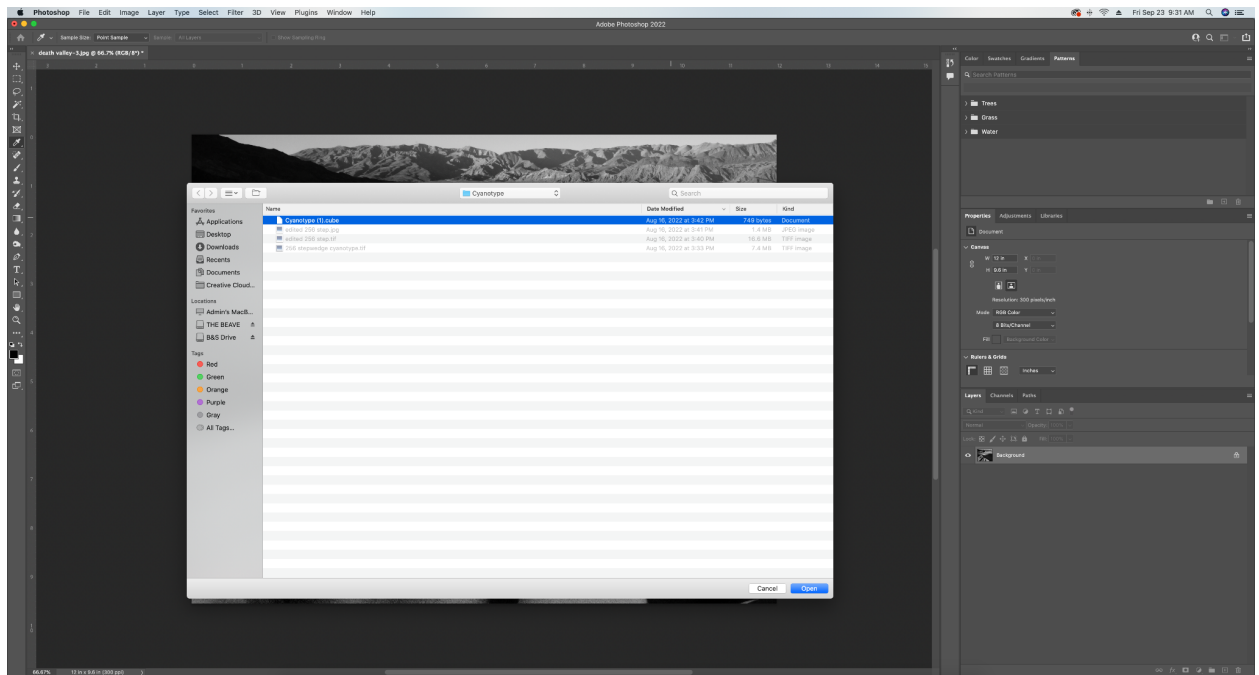


6. A dialogue box will pop up in the middle of the screen with three dropdown menus. You will need to select the top one. Load 3D LUT may already be selected but you will need to click on it a gain to pull up a finder window.

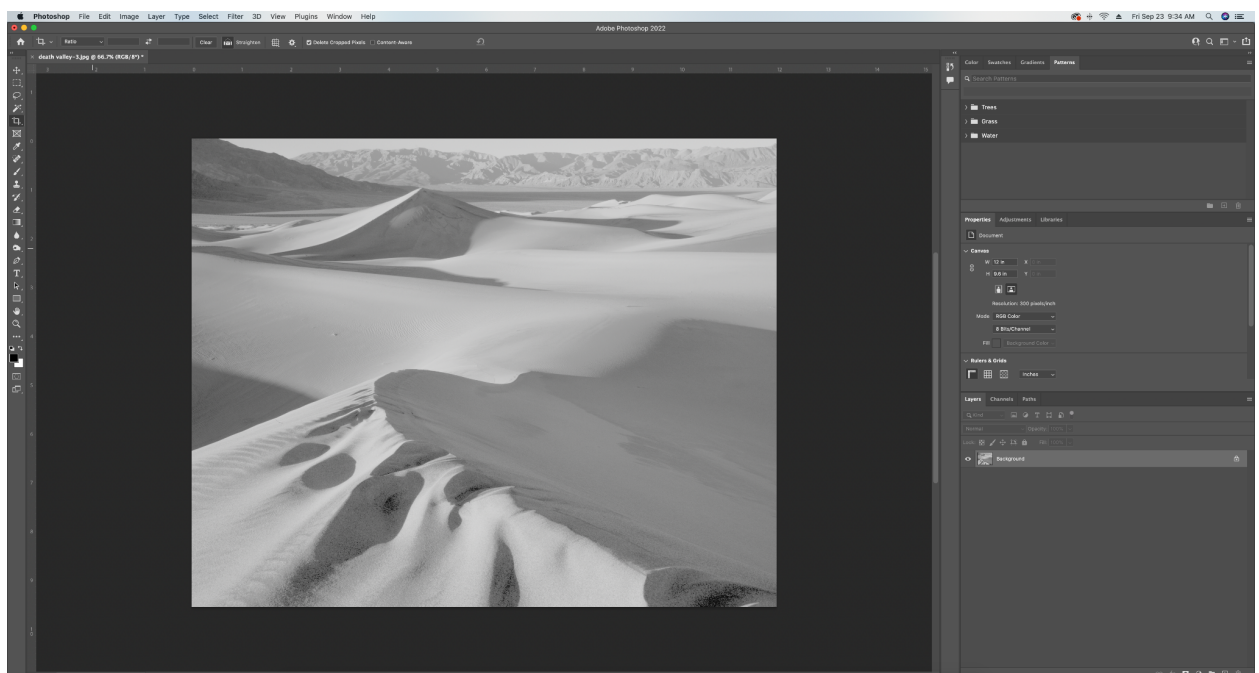




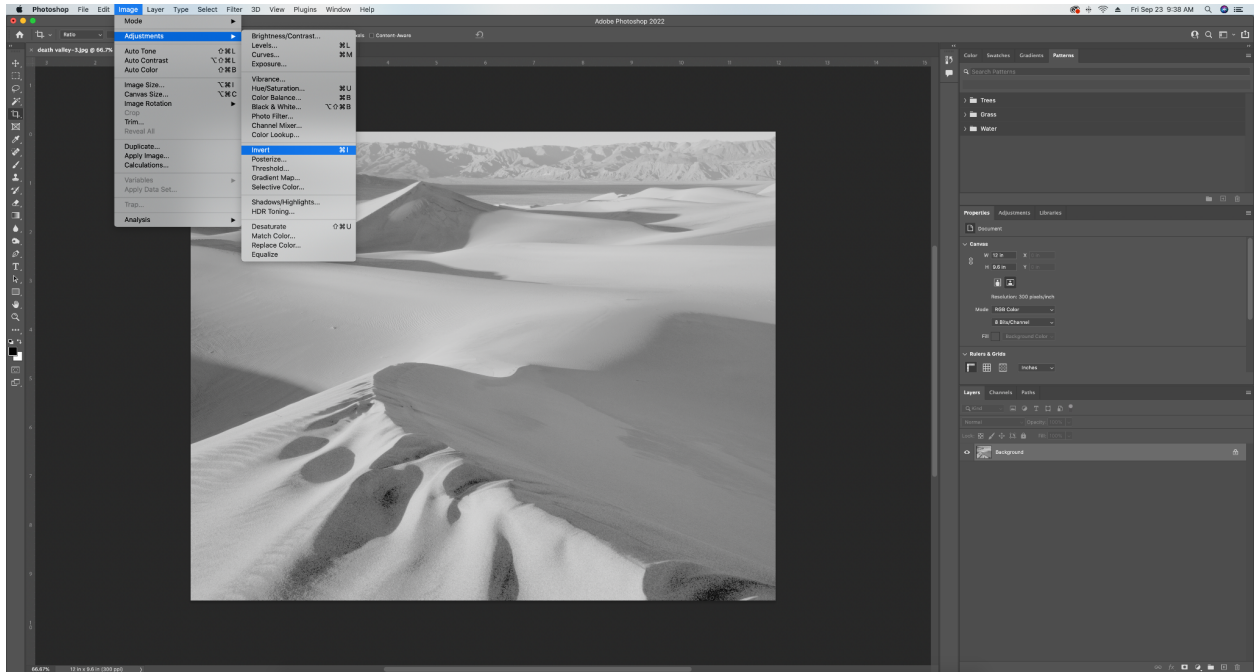
7. Navigate with the finder pop up to find where you saved the LUT file downloaded from our website and select it.



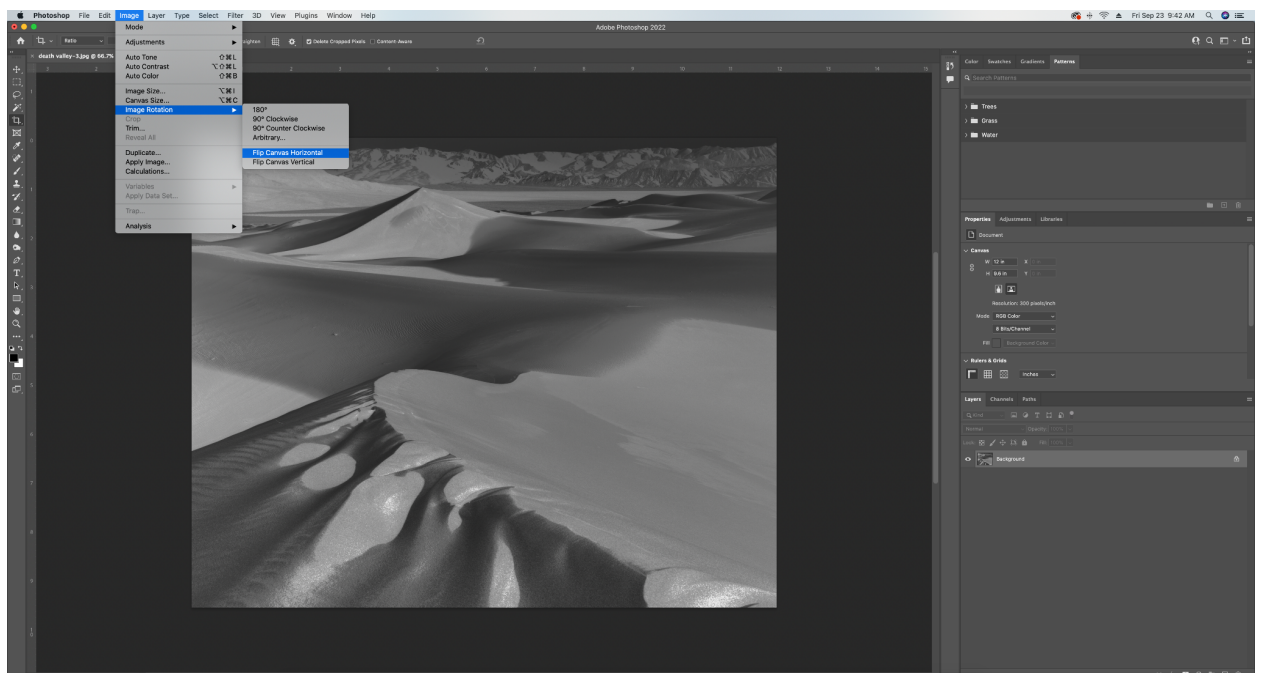
8. With the LUT file applied to your image it should look a little hazy and flat. Before we go any further in this process, ensure that your image doesn't have any layers and is completely flat. You can check the panel at the bottom right of your photoshop display. There should be only one layer.



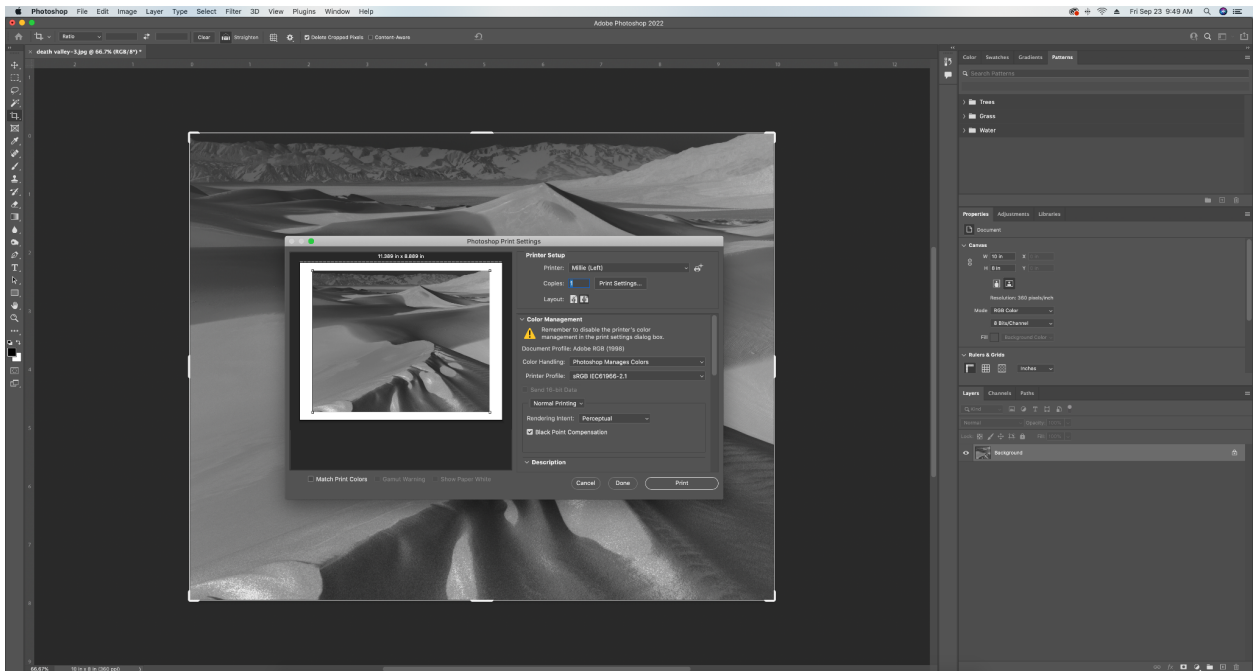
9. With your image completely flat we will now turn it into a negative. Invert the image using the option under the adjustment drop-down menu or  $\text{⌘} I$  for macs and  $\text{Ctrl I}$  for PC's.



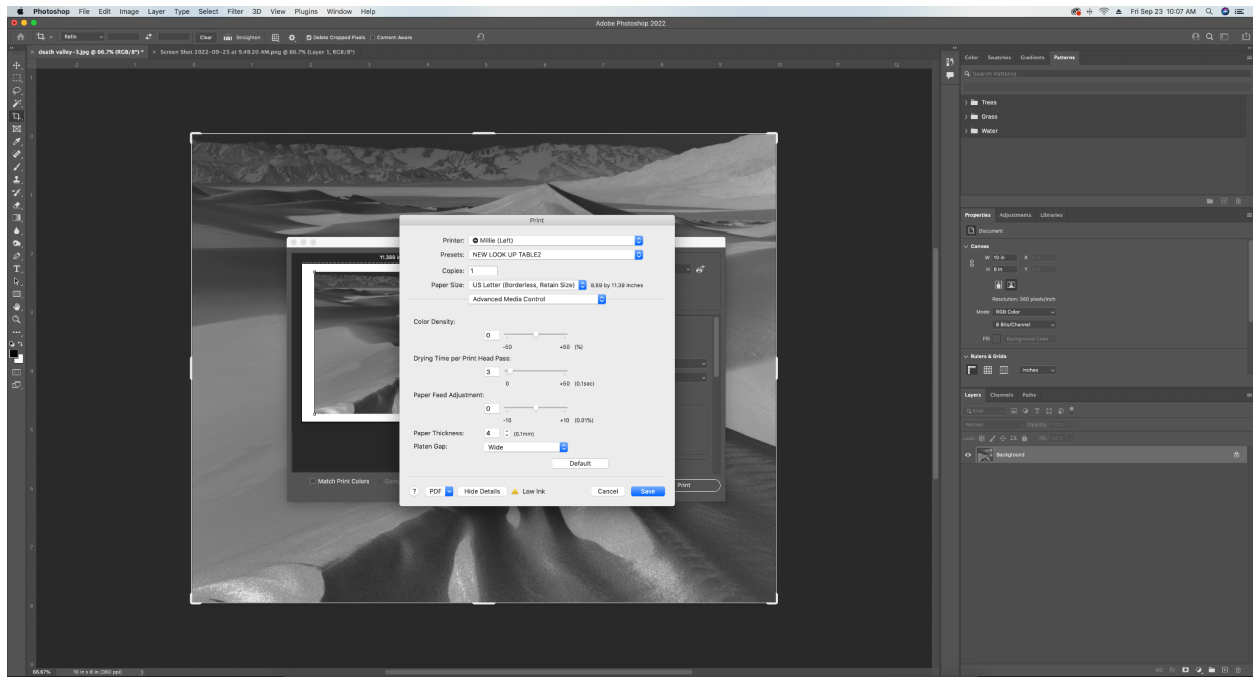
10. Your image is now a negative but to have it print the correct way we need to flip the image horizontally, so when you print it emulsion to emulsion it will print the way you took the image. Navigate to image then Image rotation and select flip canvas horizontally.



11. Your image now inverted and flipped is a digital negative and ready to print. Bring up your print dialogue box and make sure that it has photoshop managing colors and that rendering intent is set to perceptual with the black point compensation button checked.



12. The final step is to adjust your print driver settings. We are using Epson printers, but these settings should be available to every printer and brand. We want to increase the Plate and gap and the Dry Time per Print Head pass. In the Epson print driver, you can find these under the advanced media controls in your print driver dialogue box. We set the Plate and gap too wide and the dry time to at least 3 (for extra dense negatives you should increase the dry time).



13. Now you can hit print and print your digital negative!