

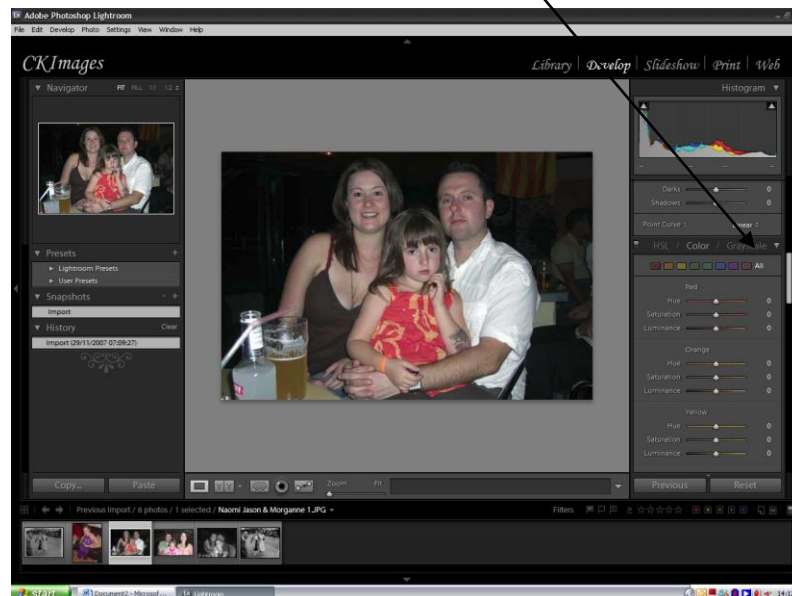
## Creating Black & White Images

*With the advent of digital photography and the subsequent decline in traditional wet development methods a lot of photographers are trying to recreate traditional methods on their computers. One of the most popular of these is Black & White. Most modern day digital cameras will have a black and white setting; this just de-saturates the image before it goes into the computer. The only problem with this method is that you have no control over the final image, i.e. it will always be Black & White.*

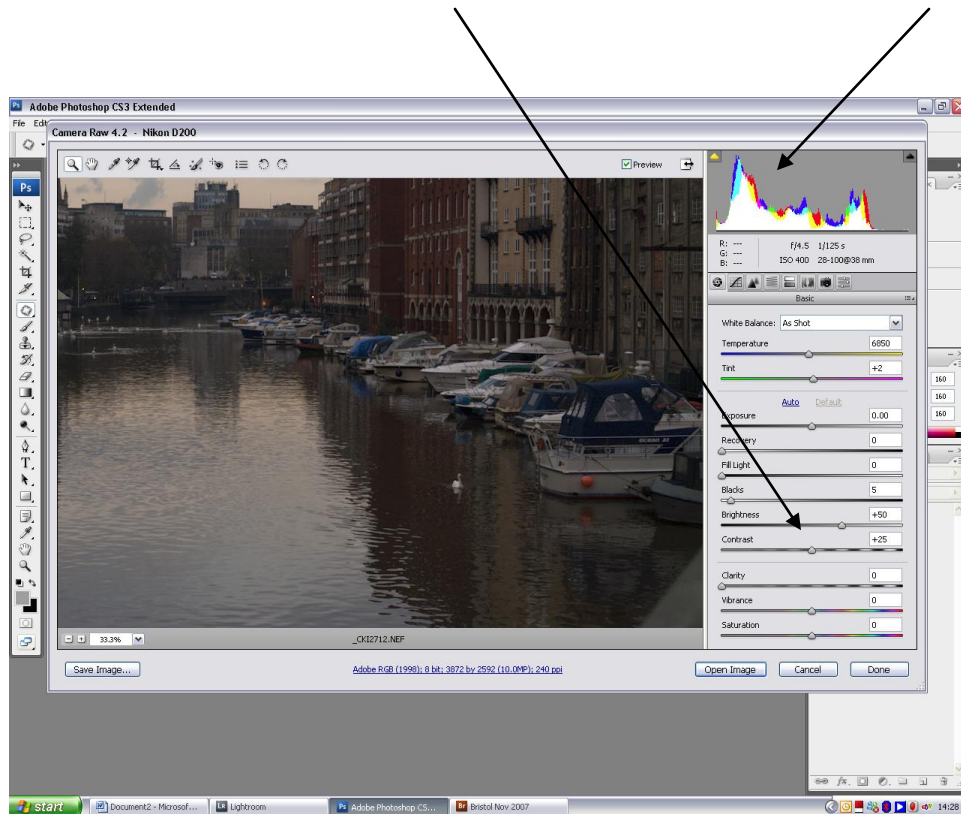
*Below are listed, with a brief description, some of the best methods of creating Black & White images. As with most things if you learn the basics you can then refine the process to suit yourself.*

*Raw Conversion. - This is one of the most popular and effective methods. Using your Raw Converter Program, e.g. Adobe Lightroom or Photoshop Raw, there will be an option for Grayscale, in Lightroom this can be found on the right hand side of the screen with the heading HSL / Color / Grayscale.*

*Clicking on this option will give you a B&W image but will also open up a series of sliders to enable you to tailor the image to suit yourself.*



*If you use the Adobe Raw option there are 2 methods you can use, one is the Desaturate Slider and the other is the HSL/GRAYSCALE button and then convert to Grayscale*



*The HSL/Grayscale method gives you the option to tailor the image to suit yourself with the use of colour base sliders and remember, if you don't like the result press Alt and the Cancel key changes to Reset.*

*All the other methods involve the use of Adobe Photoshop and are dependent on the version being used*

## *Grayscale*

*Open up your image in PS. Next go to Image > Mode > Grayscale. You will then be asked if you want to discard all colour info, click yes. Use Levels and Curves to improve the image to suit your needs.*

## *Lab Color*

---

*Open image in PS. Next go to Image >Mode >Lab Color. You now need to open the Channels palette. Click and Drag the 'a' channel to the waste bin. Use Levels and Curves to improve the image to suit yourself. Remember to convert the image back to Grayscale mode and then RGB mode before you print it.*

## *Duotone*

---

*Convert the image to Grayscale (as in method 2) then go to Image >Mode >Duotone. This will bring up a dialogue box with 2 boxes highlighted. Set one box as Black and the other as any other colour by clicking open the box and using the colour picker. To add a bit more depth to the image try changing to Tritone (by using the drop down menu ) and setting the third colour as a shade of Grey. Play around with this one as it can give some really good variations. This method can also be used to Tone an image. Remember to convert the image back to RGB before printing.*

## *Gradient Map*

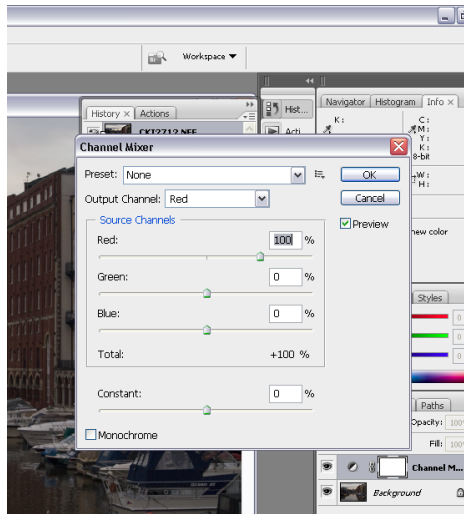
---

*Open image, Select the Default Colours (D) and make sure that Black is the foreground colour. Next go to the Layers Palette and click on the Adjustment Layer Icon. Click on the Gradient Map option.*

## *. Channel Mixer*

---

*Open image and then go to the Layers Palette. Click on Adjustment Layer, then on Channel Mixer. This opens the following dialogue box,*



*Tick the Monochrome box and use the Red, Green and Blue sliders to get you image to your liking. As always in PS if you do not like the result, press the Alt Key and the Cancel button will change to Reset.*

### *Black and White Adjustment Layer*

---

*The final method is only available in certain versions Photoshop . **After opening the image go to the Layer Palette and click on Adjustment Layer, select the B&W option and this will open a dialogue box. This has got adjustment sliders and also a Preset menu.***

*As I said earlier, I have only given you a brief outline of the methods to convert to Black & White, please experiment with these methods as each one has its own merits.*

*And remember this – Practice make perfect.*