

Resizing Your Image

Before you begin any image editing you need to double click the “Background” layer and change it to “Layer 0” or rename the layer as you see fit.

PAPER: First adjust the *Canvas Size*. Select Image > **Canvas Size...** and enter in the dimensions you plan to cut your paper down to. Then go to Edit > **Transform** > *Scale...* and use the handles in the corners to adjust the size of your artwork to fit the Canvas how you'd like.

For example: If you are creating 8" x 10" prints and using 8.5" x 11" paper, you will make the canvas size 8" x 10" so you can utilize registration/crop marks to cut your paper to size.



APPAREL:

+ Choose the **CROP** tool to eliminate as much negative space around your image as possible. **This allows you to accurately scale the artwork when you resize it later.**



+ Use the handles on the sides of the image to reduce the white area.



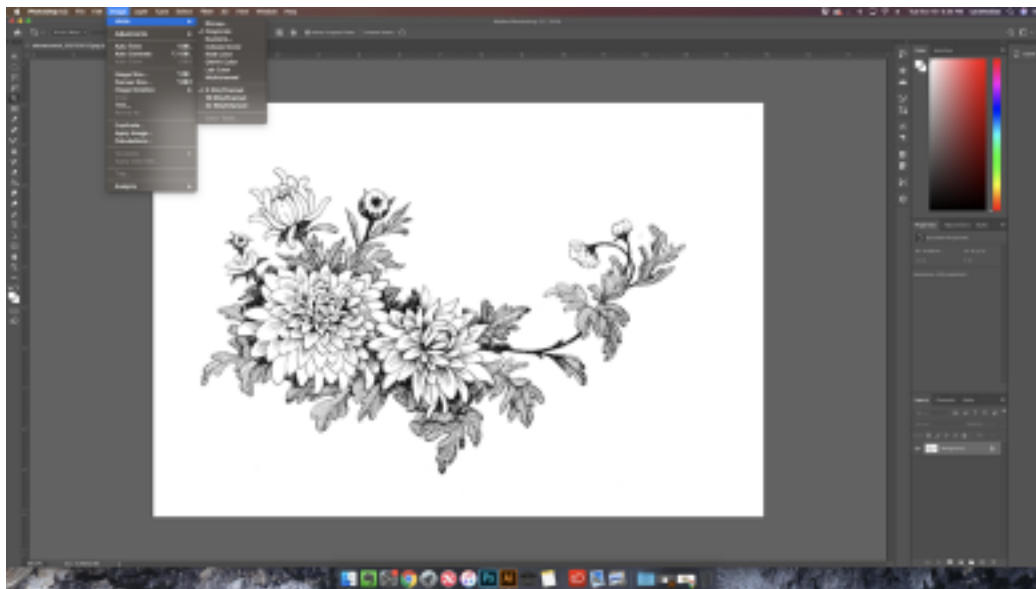
+ Next go to Image > **Image Size...** and adjust the size of your print and change the resolution to 300.

(Typical t-shirt design widths are between 8"-10" on the front, 10"-12" for a back print and 3"- 5" for a left chest print).

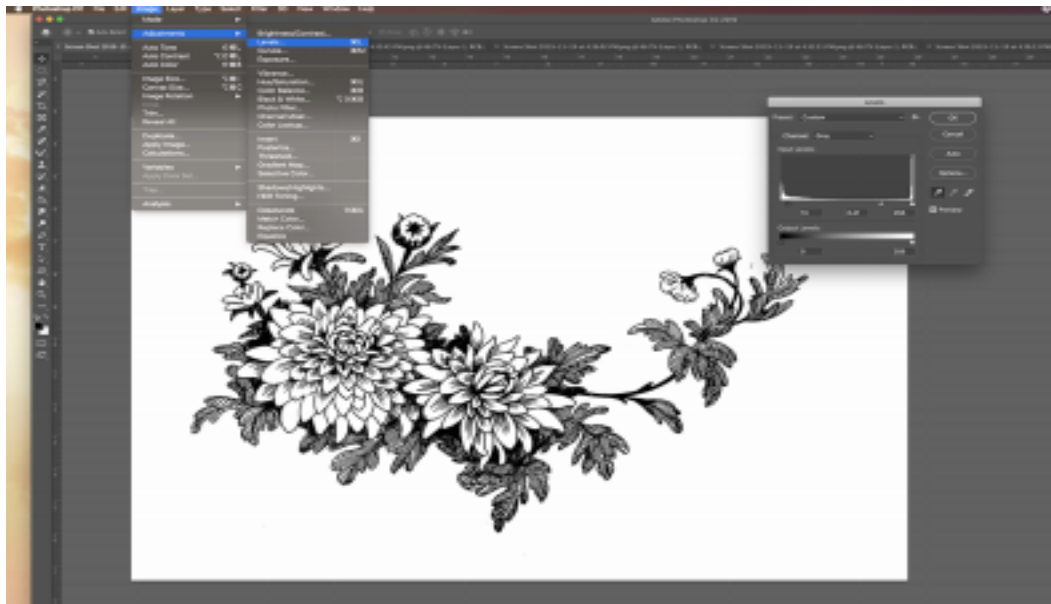
Printing 1-color Acetates

To make your artwork “Print Ready”, you want to begin by making your image 100% black. This must be done otherwise the acetate will print in halftone or “gray” and will not produce a pure black linework.

+ Resize your one color image then change the Mode > **Grayscale**. A dialog box will appear asking you if you would like to *discard color information*, **CLICK Ok**.

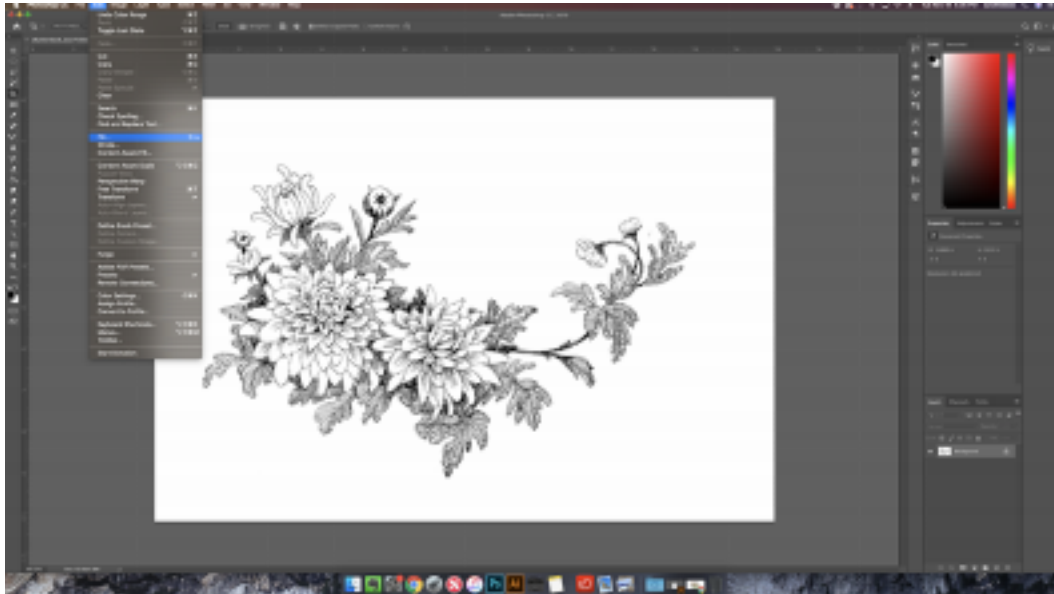


(OPTION 1) Navigate to Image > **Adjustments** > *Levels* and move the arrows on the histogram so the white background is completely white, the black lines are completely black and no gray is present in the linework.

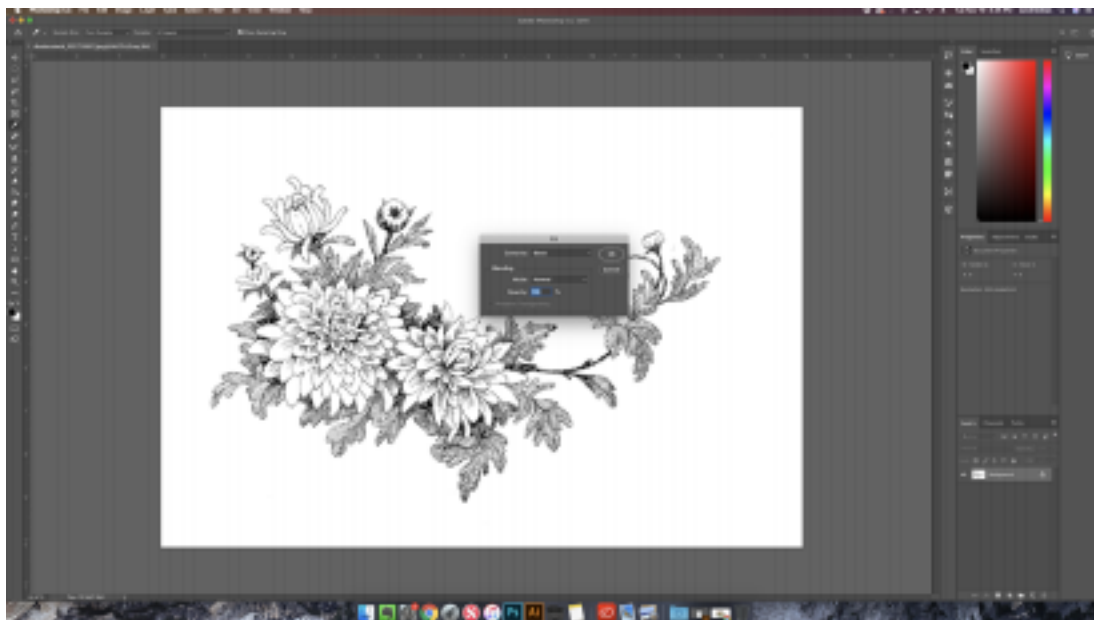


(OPTION 2) From the top drop down menu, Select > **Color Range**.

- + Use the eyedropper on the line work to select it, then adjust the fuzziness tolerance. *Choosing a higher number on the fuzziness scale allows you to capture fine detail, while a smaller number will easily select basic shapes. **Make sure that the background in the preview window is completely black NOT gray.** CLICK **Ok**.*
- + Go to the drop down menu to find Edit > **Fill...**



- + The **Fill** dialog box will now appear. Navigate to the *Contents* drop down menu, select **Black**, CLICK **Ok**.



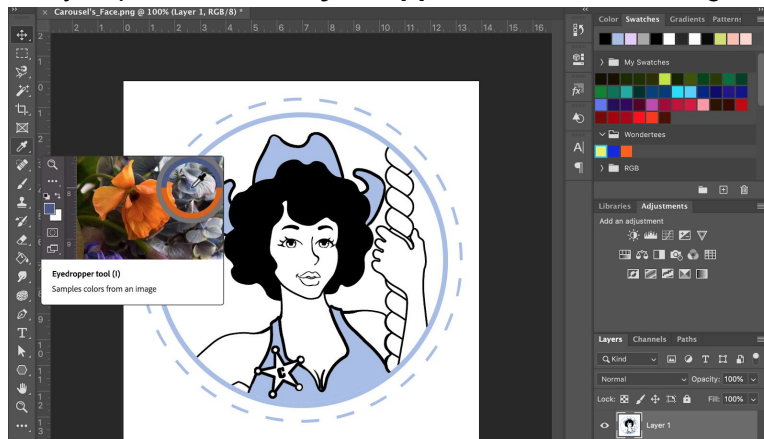
And there you have it! Now this image will print properly.

Spot Color Separations

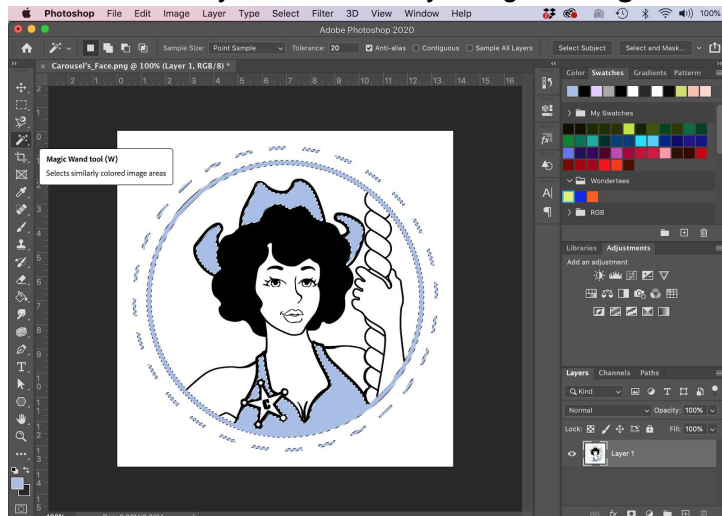
**Please note that this is just one way to separate colors, if this method does not work for you I highly recommend checking out YouTube to find an alternative technique!*

- + The idea is to extract each color from your artwork while placing them into individual photoshop layers. This allows us to print out each color onto separate acetates, thus creating one color/layer per screen.
- + When separating colors you must think about the order in which you print them; typically, you print from lightest colors to darkest. This allows you to employ *trapping*, a method of adjusting areas where two distinct, adjacent **colors** meet so that press misregistration won't cause white spaces. If you would like to learn more, check out the *Advanced Photoshop Techniques Guide!*

STEP 1: Start off by opening your multi color image. Make sure your image is already sized ready to print. Use the **Eyedropper** tool to select the lightest color in your image.



STEP 2: Isolate your first color by using the **Magic Wand** tool or the **ColorRange** method.



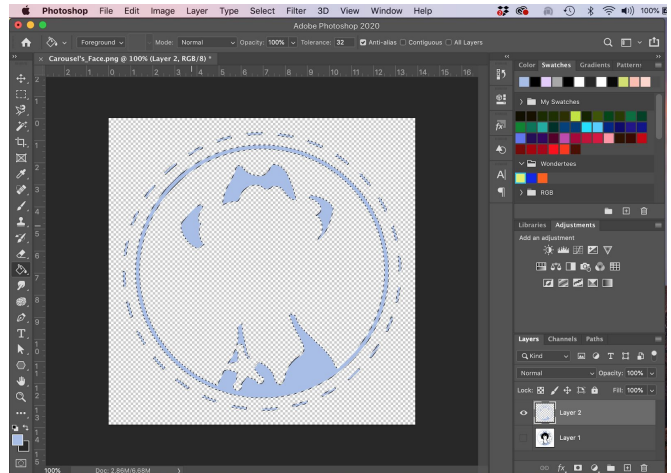
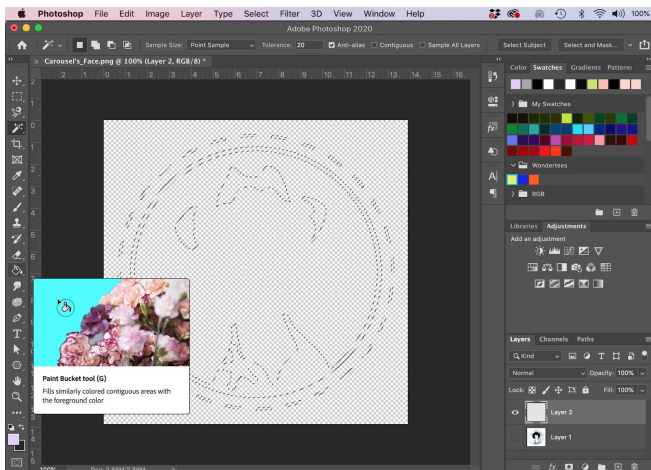
Magic Wand Tool: Click on the tool and make sure the *Contiguous* box is NOT checked; this allows you to select all of that particular color.

Color Range: From the top drop down menu Select > **Color Range**, then choose the first color you are separating using the dropper and adjust fuzziness in order to select everything aspect of that particular then **CLICK Ok**.

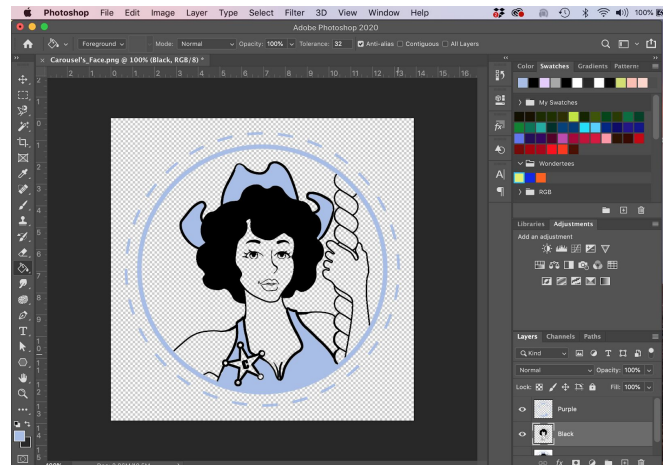
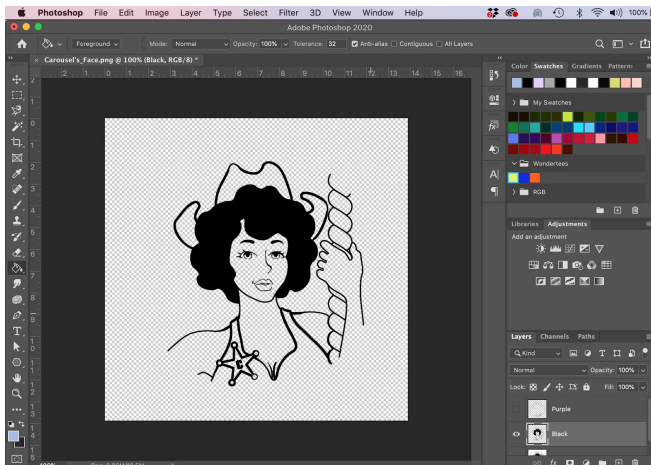
NOTE: For less detailed selections choose a **lower number** on the sliding scale, for high detail images go for a **higher number** on the sliding scale.

*Be sure you see “marching ants” around the correct selection before proceeding to the next step. If you are not happy with the section and need to start over to adjust fuzziness, etc. then go to Select > **Deselect** or **Command + D**.

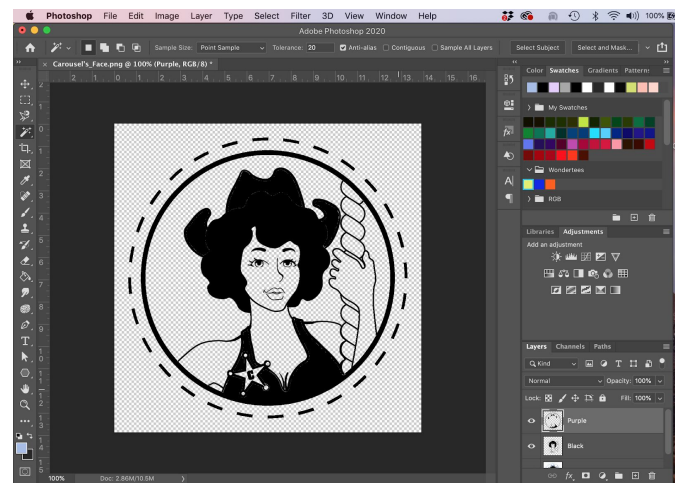
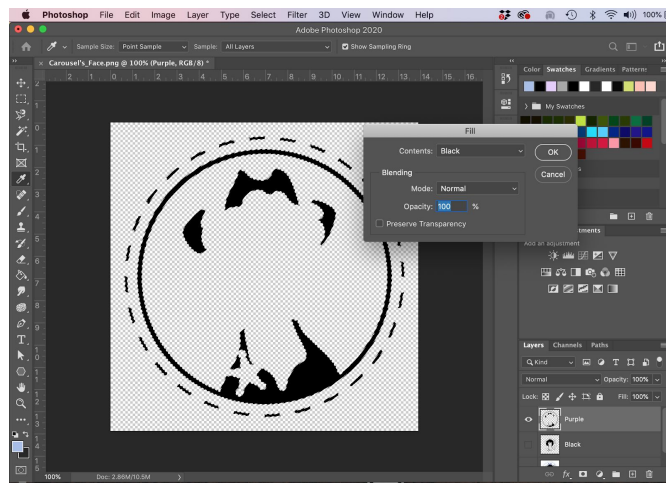
STEP 3: Make and rename a new layer for that particular color you have selected. Then *Hide* the original artwork by clicking on the “eyeball” located next to the layer thumbnail to reveal the “transparent” (checkered boxes) new color layer. Next select the **Paint Bucket** tool (found by right clicking the Gradient tool) and fill in the selection with the desired color.



STEP 4: Repeat steps 1-3 with the remaining colors. I usually add trapping at this stage.



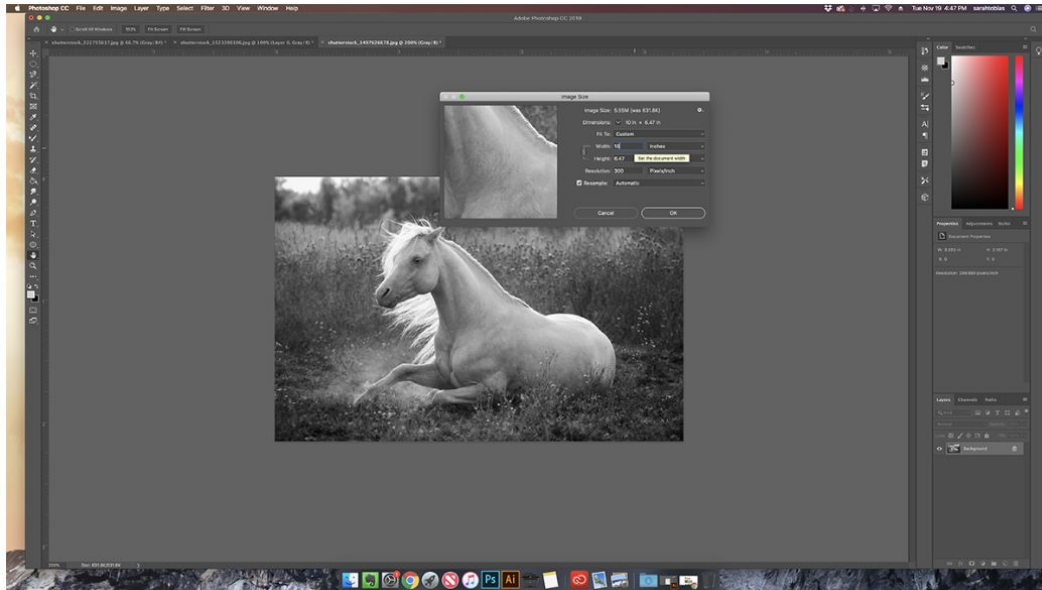
STEP 5: Go back into each color layer and recolor them all to be 100% black. To do this, select the color in whichever selection method you find best, then navigate to **Edit > Fill...** and follow the dialog box. Repeat this step for all of your colors.



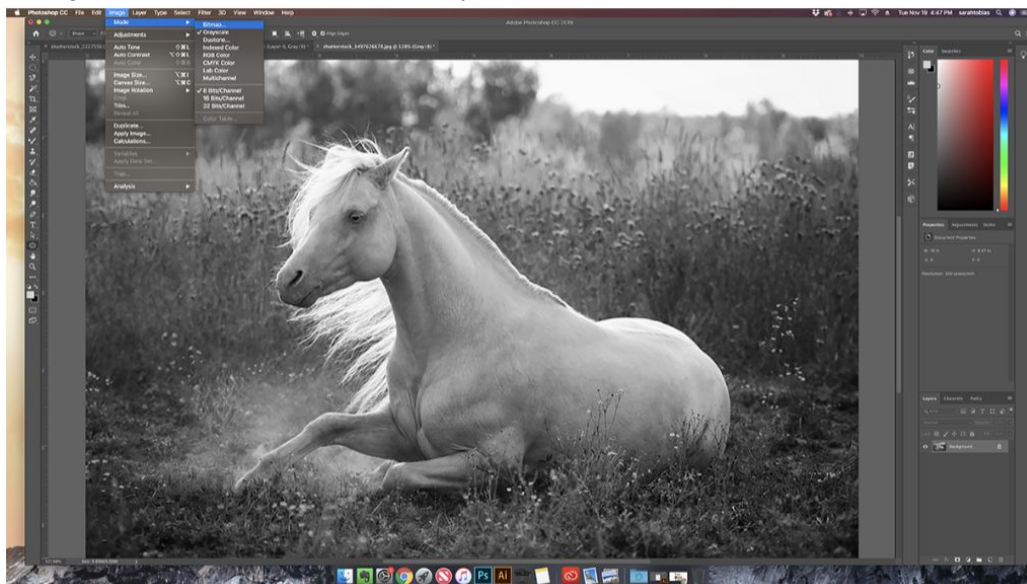
Congrats! You've separated your artwork :)

Creating a Bitmap/Halftone Image

STEP 1: Open your image and choose Image > **Image size...** From the top drop down menu. Make sure to set your resolution to 300. (You may need to adjust the brightness/contrast to create good color definition: Image > **Adjustments** > Brightness/Contrast and adjust)



STEP 2: Click Image > **Mode** > *Grayscale*: discard color info, PRESS Ok. Go back to Image > **Mode** > *Bitmap*: flatten layers, PRESS Ok.

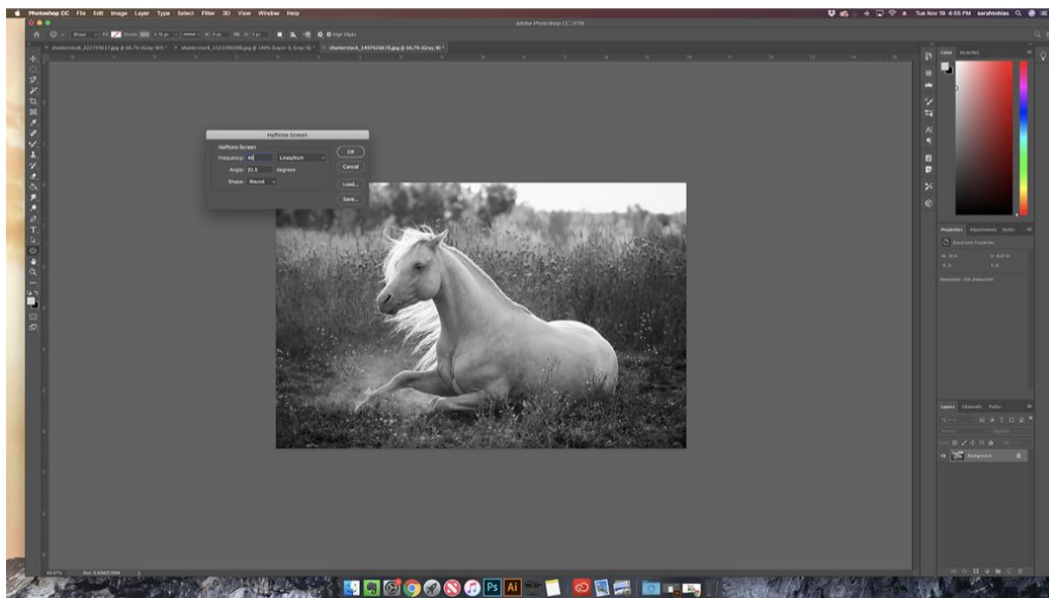


STEP 3: The bitmap dialog box will now appear. Follow the guidelines below:

+ Make sure the **resolution** input matches the *output* (always 300 Pixels/Inch for both) change **method** to *Halftone Screen*. PRESS Ok to continue.

+ **Halftone screen**: Select your frequency and angle based on how you want your image to look. (We recommend using with Freq: 20-30, Angle: 22.5, Shape: Round for **apparel** and Freq: 35-45, Angle: 22.5, Shape: Round for **paper**)

Remember, higher numbers make your image look more photo realistic, but are harder to shoot on a screen and print, so try and find a balance! If you're not happy with the Bitmap, undo the method by going to Edit > **Undo Bitmap** or press **Command + Z** to start over.



All done!



PHOTOSHOP 101: LEFT TOOLBAR

