

Soft Proofing

Soft proofing is a valuable technique that will allow you to view the image on your monitor using the colors that your output device will produce. This becomes necessary since each output device cannot produce all the colors of your image. Each variation of the image; film, monitor view, print image or slide output will possibly display the colors differently. This will happen even if the devices are color managed with ICC profiles simply because various devices cannot produce all the colors. Any colors that are out of gamut, meaning they cannot be produced by that device or in that color space, will be mapped to some other color that is close to the out of gamut hue.

To use soft proofing go to the View>Proof Setup pulldown menu and select Custom. Select the Profile of your output device or the color space of the output for a non-profiled device.

If you then turn on Proof Colors through the View pulldown menu you will see the colors on your screen converted to the values that will appear on the output media.

If you turn on Gamut Warning all colors that will be converted to another hue will be shown as a medium gray hue assuming that you have not changed the Gamut Warning setting in the Edit>Preferences>Transparency & Gamut pulldown menu.

To view something rather instructive download the Color Swatches file by going to the link [Color Swatches File Download](#) on the Articles page and open it in PhotoShop. Then view that image with Gamut Warnings turned on and change the Proof Setup from say a commercial press CMYK profile, U.S. Web Coated (SWOP) V2, to one of your printer/paper profiles and see how much more you can accurately print on your printer than you could print on a commercial press.