## DIGITAL NEGATIVES for HAND APPLIED EMULSION

Hand applied emulsion prints are made as contact print from negatives that are the same size as the final print. Sunlight is typically used as the light source because the 'sensitizers' are sensitive to ultraviolet light. Special light boxes fitted with black light tubes can also be employed, however. Full size negatives can be printed onto sheet film and processed just as normal film, or negatives can be made digitally. This recipe details how to make digital negatives in 9 simple steps.

## WORKFLOW

- create a greyscale version of the photograph
  - layer sharpen
  - properly adjust the levels
  - apply a contrast curve
- flip horizontal
- invert to negative
- colorize
- set output levels for the specific emulsion
- print onto transparency film

SET UP the DIGITA	AL PICTURE	and make all tonal adjustments		
start	with film or digital, a negative or print, black & white or color			
<u>bring</u>	the	the source image into the computer		
J	see any of	several available scanning docu	iments, if necessary	
open		the file in Photoshop		
<u>set</u>		the image size resolution t	o 300 ppi	
<u>set</u>		an appropriate picture size	e in inches	
convert		any color image into GREYSCALE		
		Greyscale Conversion" pages on	how to use the Channel Mixer	
<u>sharpen</u>		sing layer sharpen		
	see the "La	ayer Sharpen" page for more de	tails	
<u>adjust</u>	the	e tonality to the desired appeara	nnce	
set		LEVELS with an ADJUSTME		
	<u>adjust</u>		emove any empty tonal space	
<u>set</u>		CURVES with an ADJUSTM	ENT LAYER	
	add	more contrast than	for a normal print	
FLIP the PICTURE flip horizon	because the n	negative is turned face down to sing IMAGE> ROTATE> FLIP HOR	print emulsion to emulsion IZONTAL	
INVERT the TONA	I ITV to make	e the picture negative		
select	th	e background layer		
		sing IMAGE> ADJUST> INVERT	[CMD] I	
mivert the to	manty us	sing image/ adjust/ invent	[CMD] I	
COLORIZE to crea color for all emulsion	ite a Spectral ons because tl	Density Negative for better ma his is the color that best blocks U	nsking capability. Use the same Utraviolet light.	
		FILL LAYER, using a SOLID color		
		n orange mask color (that stops 1	nore UV light than black)	
<u>oper</u>	n	a new solid color fill layer		
	use	the LAYER> NEW FILL LAYE	R> SOLID	

## DIGITAL NEGATIVES for HAND APPLIED EMULSION, cont'd

	the NEW LAYER dialog box will open			
	name the layer 'colorize	,		
	set MODE to COLOR			
	leave OPACITY at 100% (	(default)		
	hit okay			
	the COLOR PICKER window will open			
	set Cyan to 0			
	set Magenta to 71			
	set Yellow to 71			
	set Black (K) to 0			
	<u>hit</u> okay			
APPLY an OI	OUTPUT LEVEL ADJUSTMENT for reduced tonal i	range for each emulsion		
	e several Output Adjustment Layers, one for each e			
	nd off separately as needed.	maistory and these can be tarried		
	d be the top-most layers in the stack, because the	colorize laver will subtly alter the		
	density of the picture.	ererize tayer with our try times the		
open	the INFO palette before you start	this process		
	set PALETTE OPTIONS to show	v GREYSCALE in the first readout		
	<u>locate</u> the brightest point and th	e darkest point in the picture		
	use the THRESHOLD to	ool if necessary		
<u>add</u>	a new ADJUSTMENT LAYER> LEVI			
	name the layer with the emulsion			
set the output sliders to new initial values				
	new cyanotype: (initial values)			
	set the shadow output			
	set the highlight outp	ut value to 215		
	van dyke brown: (initial values)			
	set the shadow output	t value to 50		
	set the highlight outp	ut value to 225		
The output le	evels now have to be adjusted so the actual tonal ra	ange of the picture is correct		
adjust	,			
<del>,</del>	new cyanotype: (target densities)			
	shadows = 10 highlights = 90			
	van dyke brown: (target densities)			
	shadows = 15 highlights = 85			
	move the cursor over the darket	st shadow		
	<u>look</u> at the K value in t			
	compare it to the target shade			
		it value up or down if necessary		
	move the cursor over the bright			
	look at the K value in t			
	compare it to the target highl			
		out value up or down if necessary		
	<del></del> 1	ı		

These values may have to be adjusted differently for each individual picture!

## PRINTING DIGITAL NEGATIVES for HAND APPLIED EMULSION

PRINT the PICTURE onto Transparency Film

use \_\_\_\_\_\_ only PictoRico OHP Overhead Transparency Film

15 sheets of 8.5 x 11" costs \$16.95

print \_\_\_\_\_ onto textured side of transparent film

place \_\_\_\_\_ the cut corner into the upper right corner

PRINTER SETTINGS for Digital Negatives

use these attributes as a guide, not all drivers are the same

Media Type: Photo Quality InkJet

Mode: Custom

Ink: Color

Click on the ADVANCED button

Print Quality: Photo – 1440

High Speed: Off Edge Smoothing: On

Color Management: No Color Adjustment