

#### Inkjet printing coming to age



by Uwe Steinmueller uwe@outbackphoto.com

#### Program

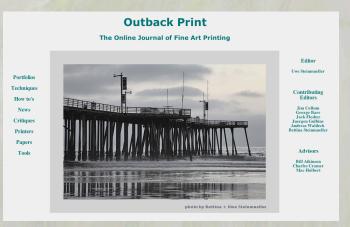
- Intro
- · Challenges
- Printers
- · Inks
- · Papers and Media
- Drivers and RIPs
- Editing
- Outlook
- · Q&A (+ at any time)



# Uwe Steinmueller is Editor/Owner of www.outbackphoto.com www.outbackprint.com

- · Magazine about digital photography
- · Digital SLRs and also MF backs
- Photographic Workflow E-books
- Fine Art Printing
- Photoshop techniques
- · Workflow Technique
- News Groups
- Portfolios
- Industry News
- · About 6 million visitors per year





#### Books

- E-Book on Printing
- · www.outbackphoto.com



#### The Art of Digital Fine Art Printing

Using today's inkjet Printers for Quality Prints



Uwe Steinmueller Jürgen Gulbins

DOP3003

## Printing is very easy



IF everything works right

Requires luck, wishful thinking or experience

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### What needs to be right?

- Printer
- · Ink
- · Paper or Media
- Driver or RIP settings
- · Color management (especially printer profiles)
- · Image editing
- · Print handling + presentation



#### All has to match!

- Printer
- · Ink
- · Paper or Media
- Driver or RIP settings
- · Color management (especially printer profiles)

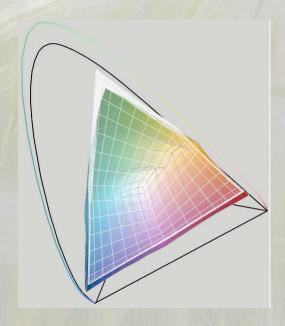


### Printing Challenges

- · Color Gamut
- · dMax (maximum black density)
- Longevity
- Speed
- · Resolution
- · B&W output

### Color Gamut

- · Of different importance to photographers
- · But of course an important printer parameter



#### Longevity

- · This is today an overriding criteria
- · Strong influence on inks, papers, coatings
- · WIR Wilhelm Research



#### Resolution

- Today's top inkjet printers have quite excellent resolution at viewing distance
- · Smoothness is always a challenge
- · Most difficult are good B&W prints
- · Viewing distance or using a loupe



#### Inks

- · Inks are a billion \$ market
- Dye and pigment inks
- Inks are very expensive (big profits but also high development costs)
- · 6, 8, 12 inks and counting



#### Dye Inks

- Much smaller particles (easier to handle by the printer)
- · Excellent gamut possible
- But fade in open air because the particles are that small (larger surface for contaminants)
- · Swellable media can compensate in some cases
- · Hardly used in fine art prints today

#### Pigmented inks

- Much larger particles
- Higher longevity
- · Somehow smaller gamut
- · Can easier cause clogging
- · Main inks for today's fine art printers
- · Epson was first and kind of owned this market
- HP and Canon followed in 2006

#### Issues with Pigmented inks

- Metamerisms
- · Gloss differential (paper gloss and ink gloss)
- · Bronzing (ink sits on top of the paper)
- · Gamut
- Matte Black and Photo Black (Epson and switching inks)



#### Printers 1



- · Thermal and Piezo heads (Epson, HP, Canon)
- · Consumer, A3 and large format printers
- · Precision and DPI
- · Calibration (ink limits, linearization, factory or user)
- Profiling (later)



#### Printers 2



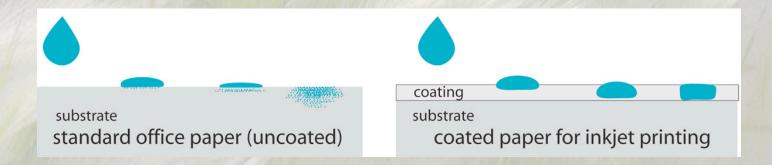
- · Feeding (single sheet, roll, thick papers)
- · Nozzle clogging
- · Automatic/manual nozzle checks (ink waste)
- Banding

#### Paper and other media

- Endless variety of papers
- · Matte, fine art, satin and glossy
- · RC papers (plastic look, high dMax)
- Wood pulp or cotton rag (expensive and beautiful, lower dMax)
- · Printing on other media: Textile, Metal and more

### Paper and Coating

· Paper needs to be coated for high quality prints



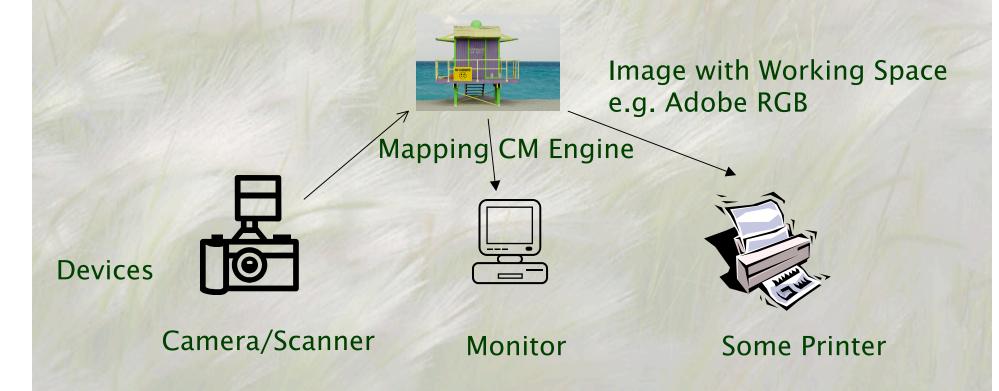
#### Issues with papers

- · OBAs (Optical Brighteners Agents)
- · Pigmented prints on glossy media
- · Cotton dust
- Scuffing
- Outgassing (paper needs to dry for multiple days)
- · Paper manufacturers quality control
  - Batch to batch differences

#### Color Management

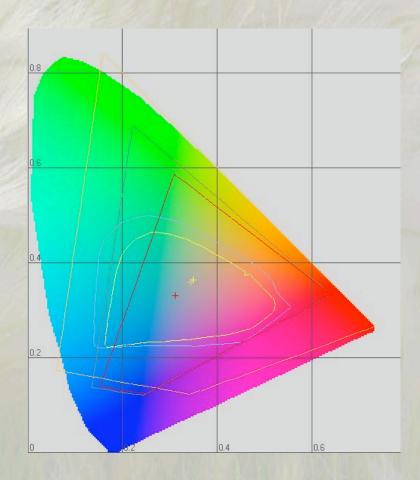
- A RGB value does not define an absolute color!
- Color management is complex
  - No reason not to do the best you can!
- Color Spaces (abstract and concrete)
  - A concrete color space (defined by a profile) describes an individual device
  - RGB + Color Space define an absolute color
  - Abstract (working space, non device) Color Spaces provide a standard reference point
  - Always tag you image files with an working space

### Color Space Mappings



### Color Gamut

· Is actually a 3D space

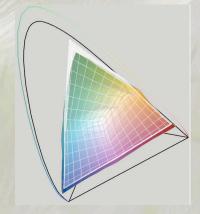


### Soft-proofing

- Goal: see as close as possible what the print will look like
- · Can never be perfect: e.g. Monitor never looks like a fine art paper or canvas

#### Printer profiles

- · A printer profile is exactly for a single:
  - Printer
  - Paper
  - Ink
  - Printer calibration
  - Driver
  - Driver settings
  - Viewing light



Combination

· Again: All has to match!

#### Printer profiles 2

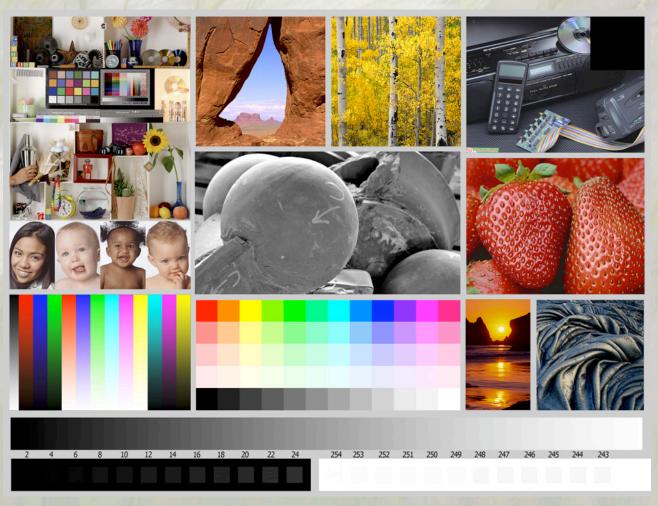
- Poor prints are more often than not the result of not optimal profiles
- · Issue to watch for
  - Saturated colors
  - Neutrality
  - Rendering intent
  - Tone Curve (detail)
  - Viewing light

#### Creating Printer profiles

- · Requires a Spectrophotometer (e.g. Eye-One)
- · Some printers have a built-in Spectro (HP Z3100)



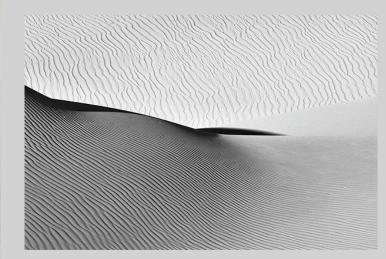
### Printer Test images



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#### Printing B&W

- · Get more and more popular
- · Requires at least 2-4 black/gray inks
- Has to match the very high standards of traditional darkroom work (but is different)
- Shadows and Highlights
- · dMax
- Surface
- Color management for B&W
- · RIPs



#### Printing Software

- Drivers
- RIP (Raster Image Processors)
- Printing host applications (e.g. Photoshop and Lightroom)

#### **Drivers**

- · Have to handle complex tasks
  - Many settings (head height, drying time, speed, ink limits, ...)
  - Detail (upsizing)
  - Dithering (convert pixels to dots)
  - Color mapping
    - With 12 colors many combinations can produce the same color
    - Often making tones from more light colored dots than fewer dark colored ones
  - Drivers improve all the time
  - Special B&W modes are now common

#### Printing host applications

- · These applications use drivers
- · 16/8 bit
- New: Printer plugins (Canon and HP)
- · Often an error prone process:
  - Printer selection
  - Paper size
  - Application print dialog
  - Printer driver dialog
  - Did I say it has to match :-)

### Post processing of prints

- Drying
- · De-curling
- Mounting (thick papers may not need this)
- · Spraying (health hazard)
- Matting



#### **RIPs**

- Can improve printing quality compared to drivers
- Higher productivity
- · Better linearization
- · Can be more work
- · Not cheap

#### Photo Editing

- The main step is preparing for the print (Photoshop, LightZone, ...)
- · Dodge & Burn in the digital age ("Light"room)
- · Fine tuning is all based on selective editing
- · Here is spent most of the real work

Q&A · All your questions belong here 6/2007 ©Uwe Steinmueller