

1280 cross-platform curves for Ultra Tone B&W ("UT") inkset with Moab Entrada papers:

The curves names start with "UT80" (designating UT inks with the 1280). Then the curve names will have either an "EN" for the Entrada Fine Art (the one with optical brighteners ["OBs"]) or "ENN" for Entrada Fine Art "Natural" (the version with no OBs).

There are currently 2 curves for each paper: Warm (W1) and Neutral/selenium (N1).

Because the Entrada with the optical brighteners prints so cold, the "N1" curve for it makes a very good Medium Warm curve for the Entrada Natural. Likewise, the ENN-N1, neutral on the Natural paper, will print cold on the OB'd paper. So, there are 4 tones covered by these curves with the 2 papers.

SETTINGS

The correct settings are critical for the curves to work right.

For the UT curves, I use the Adobe RGB (1998) color setting (Edit, Color Settings; I set all to PS5 defaults and then change the RGB to Adobe 1998). In the driver, I use "No Color Adjustment" (in the color management box). The paper type setting is "Photo Paper." The curves were written for a resolution of 1440.

WORKFLOW - PRINTING PROCEDURE

As usual with the variable-tone workflows, edit in grayscale, save the file, and then convert to RGB mode and apply the appropriate curve for printing. I do not save these RGB files, as they are false-color, and I may want to apply a different curve next time I print the image.

I hope these prove useful.

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