# Soft Proofing in Lightroom

Soft Proofing helps you avoid printing out of gamut color problems and allows you to get colors within gamut for a specific printer or lab. With an image open in the Develop module, check the **Soft Proofing** box in the toolbar (depress the letter '**T**' if the toolbar is not showing), depress the '**S**' key, or choose **View > Soft Proofing > Show Proof**.

- The preview background turns white which can be changed by right clicking on the white background and selecting various colors from white to gray to black. A Proof Preview label appears in the upper-right corner of the preview area, and the Soft Proofing panel replaces the Histogram. You can see the Current image along the side of the proof image by depressing the '*Cycles between before and after views button*' in the toolbar. When you place your cursor over the image you will get actual RGB values.

- **Warnings:** Use the options in the Soft Proofing panel to see if your colors are in gamut, or range, for your display or output device by depressing the warning buttons on the top left and right of the panel. The warning buttons (top left & right of Histogram) displays gamut warning as follows:

    - ▪ ==Monitor== **Gamut Warning—****Left warning****:** Colors that are outside your **display's color capabilities** appear **blue** in the image preview area

    - ▪ ==Destination== **Gamut Warning—****Right warning****:** Colors that are outside your **printer's rendering capabilities** appear **red** in the image preview area.

    - ▪ Note: Colors that are outside the gamut for the destination device appeared in the image preview area.

- **Soft Proofing Profile Options:**

    - ▪ **Profile:** A *profile* is a mathematical description of a device's color space. By default, the Lightroom Develop module displays images using your monitor profile. You can simulate a different output color space by choosing it from the Profile menu. Depress the dropdown arrow and select **Other**. A long list of profiles will be listed. If you check the box next to a profile, it will be listed in the short list when you depress the dropdown arrow. As a general rule, photo papers will have a wider gamut than matte paper. Most labs prefer sRGB profile.

        Bay Photo ICC Profile. For Bay Photo go to their web site to download their ICC profile. The ICC profile is meant only for viewing - do not embed the profile in your images. The photo files should only either have sRGB or Adobe RGB embedded, sRGB is preferred for photo paper prints, while Adobe RGB is preferred for giclee, metal, and press print items. This profile should only be used in conjunction with a regularly-calibrated monitor. Otherwise, there is no objective standard for comparison between monitor output and print output. For Windows installation download their BayViewing_1E103108 ICC file, right-click it, select Install Profile. Bay Photo instructs you to use **Perceptual** (Render Intent) and **uncheck Simulate Ink & Paper**. When the profile is applied to most images, there will be a subtle shift, but if the image contains tones that are out of gamut, those areas will shift more noticeably.

    - ▪ **Intent:** The *rendering intent* determines how colors are converted from one color space to another.

        - o *Perceptual* aims to preserve the visual relationship between colors so they are perceived as natural to the human eye, even though the color values may change. Perceptual is suitable for images with lots of saturated, out-of-gamut colors.

        - o *Relative* compares the extreme highlight of the source color space to that of the destination color space and shifts all colors accordingly. Out-of-gamut colors shift to the closest reproducible colors in the destination space. Relative preserves more of the original colors in an image than Perceptual.
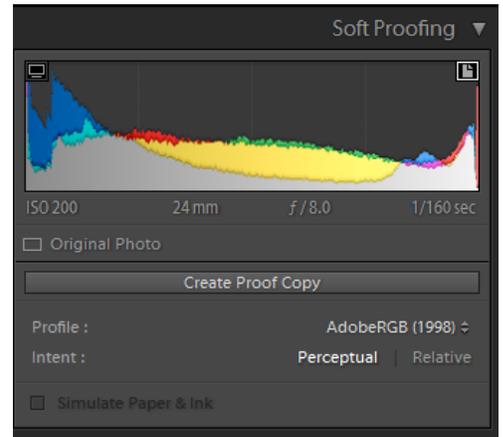
- o **Simulate Paper & Ink:** Simulates the dingy white of real paper and the dark gray of real black ink when you use an ICC profile. This check box will be grayed out for some profiles such as sRGB and Adobe RGB (1998).

- **Warnings –see what is out of gamut:** Use the options in the Soft Proofing panel to see if your colors are in gamut, or range, for your display or output device by depressing the warning buttons on the top left and right of the panel. The warning buttons (top left & right of Histogram) displays gamut warning as follows:

  - **Monitor Gamut Warning—Left warning:** Colors that are outside your **display's color capabilities** appear blue in the image preview area. There is very little you can do about this.

  - **Destination Gamut Warning—Right warning:** Colors that are outside your **printer's rendering capabilities** appear red in the image preview area.

- **Editing to bring the colors into gamut:**

  - The first thing you want to do is click on the **Destination Gamut Warning** to bring up the red areas on the image preview area.

  - The first time that you make an adjustment to your image, Lightroom presents a dialog asking if you want to "*Create virtual copy for soft proofing?*" If you choose "*Create Proof Copy*", Lightroom automatically creates a virtual copy allowing you to preserve your previous settings (in the master file), and create a new rendition (or version) tailored to the specific soft proofing options that you choose. If you choose "Make this the Proof" Lightroom will make the changes on the master file. Remember that all editing in Lightroom is non-destructive. If you choose to edit the original image, you can still change your mind or undo your changes later (use the History panel to revert).

  - The best way to adjust the out of gamut colors is to open the **HSL panel** and select **Saturation**. Then with the **Targeted adjustment too**l pull down on the area that has a red overlay to desaturate the color. If the result looks too desaturated when you pull the saturation slider down, then choose **Hue** and adjust with the Targeted adjustment tool.

  - Sometime a better way is to use the paint brush and paint over the out of gamut areas by reducing the brush saturation slider.

  - You can also decrease the Saturation and Vibrance in the Basic panel. However, that will reduce everything in the image.

- To close the Soft Proofing Module, depress the letter "**S**."