

# HOW TO: Black and White Conversions

SEEMS EASY,

- A) Choose, Image, Mode, **Grayscale**  
-NO There are Many better ways

## When Shooting don't blow out the highlights

Russel Browns Conversion method  
<http://www.adobe.com/tips/phs8colorbw/main.html>

- B) Layers Palette **-Hue/Saturation** -Slide the Saturation slider to the left, -100 = desaturate

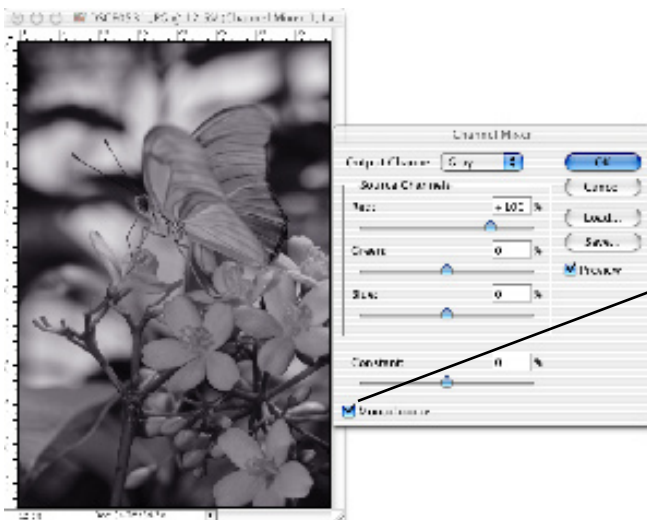
### C) Use the **Lightness Channel**

- 1) Open your Image to Convert
- 2) Choose, Image - Mode - Lab Color
- 3) Go to the Channels Palette  
Look at the Channels, the channels are no longer RGB. You now have Lightness and "A" and "B"
- 4) Click on the lightness channel, your photo will look grayscale after you click on the channel
- 5) Choose, Image - Mode - Grayscale  
Photoshop will ask if you want to discard the other channels, click OK
- 6) Duplicate your Background Layer  
Blend Mode Multiply (looks Dark) Lighten the image by reducing the opacity.

Maybe 7) do you need to tweak the contrast? Try a curves layer. s-curve

### D) **Channel Mixer**

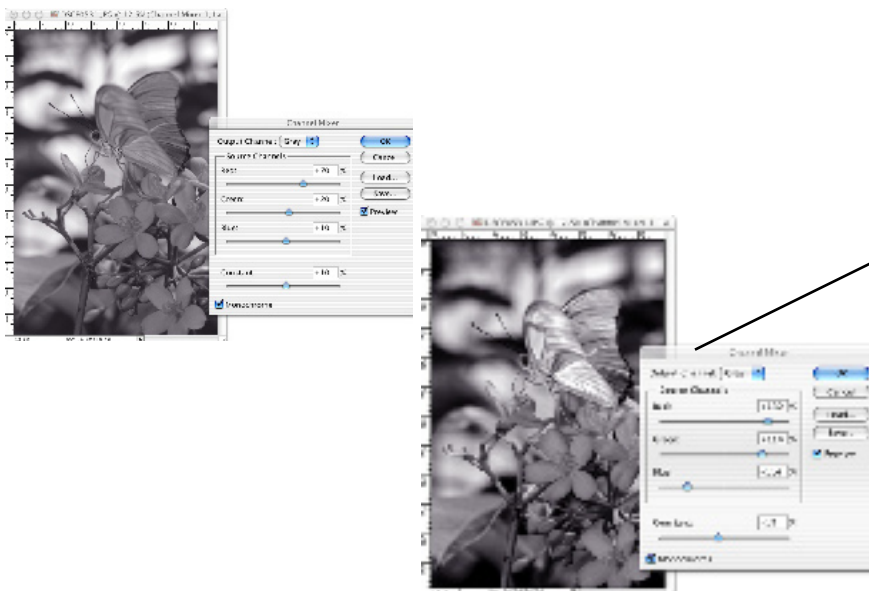
- 1) Open your Image to Convert
- 2) Choose Channel Mixer from the layer adjustment pop-up menu at the bottom of the layers palette
- 3) Click Monochrome at the bottom left of the dialogue box.  
Checking this box will allow you to blend the three channels as grayscale.
- 4) General thinking is the blend numbers must add up to 100% not more. Then tweak the overall constant (brightness).
- 5) Click OK
- 6) Remember -double-click the channel Mixer Layer to edit the mix.



**Many times my mix does not add up to 100%. I find this to look too flat, not enough contrast. Be BOLD explore your options, you can always undo.**

### E) **Extreme Mix**

- red +160
  - green +190
  - blue -200
  - constant 3-4%
- above was too much for me, I went with
- red +132
  - green + 114
  - blue -114
  - constant -18

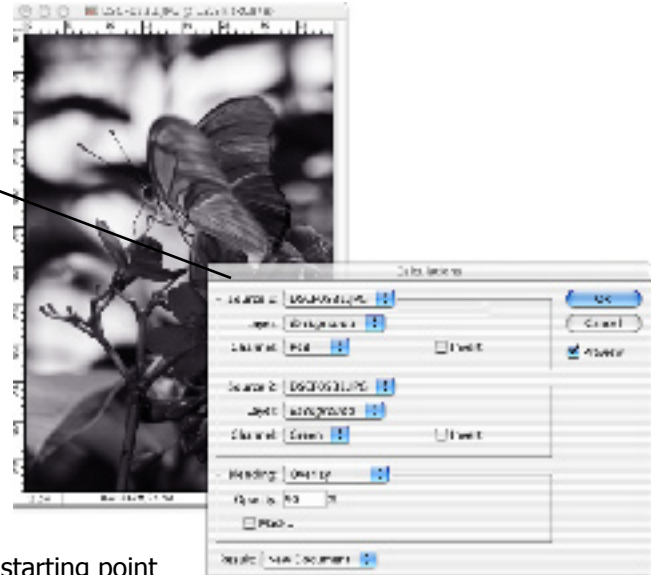
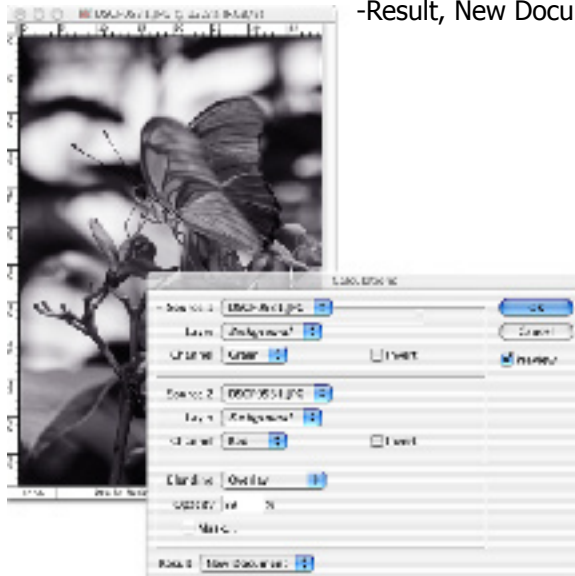


## F) Calculations

This Is The Most Experimental, Coolest Way To Play, and Talk About Great Results.

- 1) Open an image to convert
- 2) Choose, Image - Calculations
- 3) In the dialogue box choose,

- In source box 1, Channel Red.
- In source box 2, Channel Green.
- Blending, Overlay
- Opacity, 85-90%
- Result, New Document

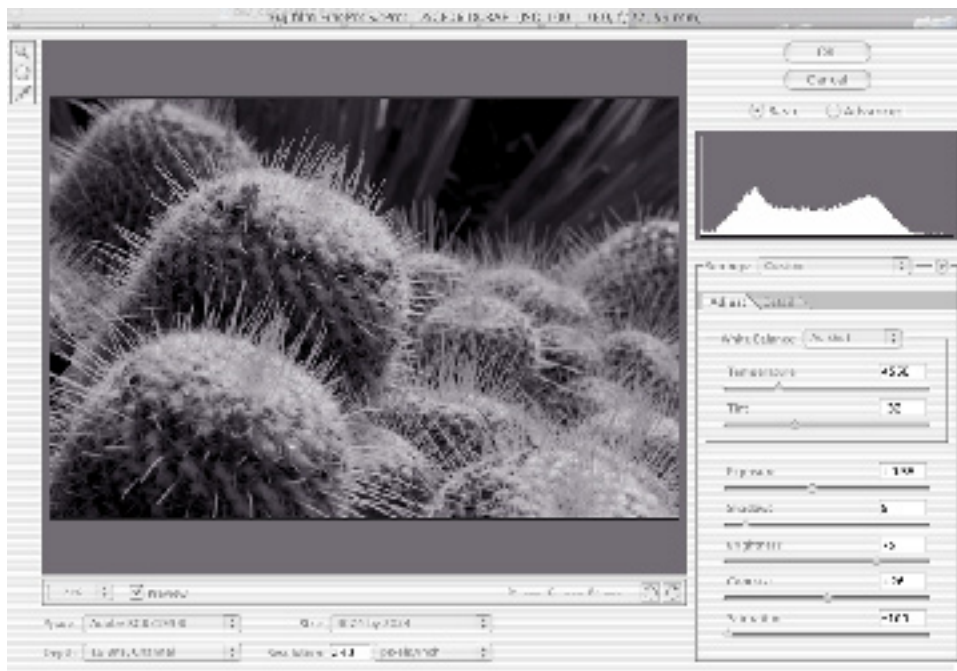


This is just the starting point try different combinations looking for what works best.

- red - red
- green - gray
- green - blue
- blue - red
- green - red

**don't forget the blend modes can be changed and the opacity**

- 4) **click OK** to the conversion
- 5) Last, go to **Image - Mode - Grayscale** to complete the conversion



Do it in the Raw

## G) Camera Raw Conversion

-work in 16 bit Mode

- 1) Open an image in the Raw Converter
- 2) In the Adjust Tab go to the bottom of the palette and desaturate your image by sliding the Saturation slider to the left. (-100)
- 3) As in processing color images, move back to the top and work your way down through the sliders, fine-tuning your black and white image.
- 4) Click OK, when done...

## H) The **Hue and Saturation** B&W Method

- 1) Open a color image (Adobe RGB 1998)
- 2) Create a Hue and Saturation Adjustment Layer -Click OK
- 3) Change Blend Mode to "Color"
- 4) Create a second Hue and Saturation Adjustment Layer  
Set the saturation to -100 -Click OK
- 5) Double click the thumbnail image in the bottom Hue and Saturation Layer
  - The Hue and saturation dialogue box pops up
  - Slide the HUE slider to explore the effects.
  - Slide the saturation slider to make the effect more dramatic.

Remember, you can always duplicate the bottom hue-and-saturation layer to create a mask and adjust specific parts of the image...

-make it an action