

# Creating a GOOD Monochrome from a Good Color

This is another method for creating a good monochrome image from a good color image. I have tried many of the other methods, but was never able to create as good images as with this method. I don't believe I have seen this method presented by any one else, but there may be one very similar out there.

1. Using a good color image, use <Ctrl +1> and<Ctrl + 2> and <Ctrl + 3> to test each Color Channel to see which has the greatest detail. Each of the above commands will show you the Red, Green, and Blue channels in monochrome. My experience has been that the Red Channel <Ctrl + 1> will generally have the best detail. Use <Ctrl + ~> to return to RGB.
2. Click on the Image Adjustment Layer Icon, the ball at the bottom of the Layers window, that is half black and half white. Select < Channel Mixer>. Click in the Monochrome box to create a check mark there. Next adjust the <Source Channel> control for the color that had the most detail to 60%. Then adjust the other two <Source Channel> controls to 20%.
3. At this point, you should have a pretty good monochrome image. Gently adjust the 3 controls to obtain the tonality and contrast that is pleasing to you. The rule of thumb is that all of the control values should add up to approximately 100. This is not a hard and fast rule. I generally shoot for 110 +/- 5.
4. Next, adjust the constant control in the minus direction. This will make you image appear darker and make the detail stronger. Click <OK> when you have reached a good, slightly dark point.
5. Click on the Image Adjustment Layer Icon and select the <Brightness / Contrast> control. Begin by adjusting the <Brightness> control in the positive direction. The Brightness control adds white pixels to your image to brighten it, don't go too far. Next, adjust the <Contrast> control to improve the 3D appearance of your image. Tweaking the Brightness and Contrast controls to meet your preference for appearance is your final step. On occasion at this point, I may try adjusting Levels to obtain my final tonality.