A soft proof is an on-screen simulation of how your image will appear when output on another device – typically a printer. You expect that the image you print will be the same quality as the image on your monitor. When the color does not match, this can be an endless frustration of trial and error color corrections. Using profiles can simplify your workflow, giving you the assurance that the image you see on your monitor will print accurately.

1) Profile your monitor

Profiling your monitor is essential as this provides a baseline and assurance that your monitor is displaying colors as accurately as possible. Any edits you apply to an image will be based on your visual judgments.
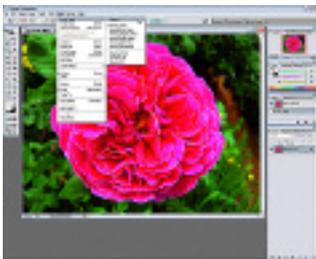
2) Profile your hardware

Create custom profiles for your printer. For greatest accuracy, you should create a profile for each combination of ink, paper and printer quality settings.

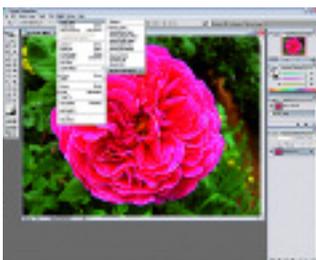# 3) View your image in Photoshop CS2 as it will print:

a) OPEN YOUR IMAGE IN PHOTOSHOP.

b) CHOOSE
VIEW>PROOF SETUP>CUSTOM

c) SELECT YOUR PRINTER PROFILE, RENDERING INTENT, AND ANY OTHER OPTIONS YOU LIKE
(A good starting point for photographs is the use of "Perceptual" or "Relative Colormetric" Rendering Intent and "Simulate Paper Color").

d) SAVE YOUR CUSTOM PROFILE SO THAT IT IS READILY AVAILABLE FOR FUTURE USE AT THE BOTTOM OF THE PROOF SETUP MENU.

NOW you have a soft proof – the monitor simulates how your printer will print the image. You can edit the image in Photoshop CS2, trusting that what you see on your monitor will print on your printer.

Tip: If you want the custom proof setup to be the default proof setup for documents, close all document windows before choosing the VIEW > PROOF SETUP > CUSTOM.
Whatever you choose as the custom profile will then be selected when you select VIEW > PROOF COLORS (or Cmd+Y [Mac] / Ctrl+Y [Win]).

For more information visit:
http://www.xritephoto.com/classroom/photoshop/
and http://www.adobe.com/products/photoshop/

a)

b)

c)

d)