

# Conversion en noir & blanc : plusieurs outils

## 1. Photoshop Eléments :

1. Automatique
2. Teinte Saturation
3. Transfert de dégradés

## 2. Photoshop CS6 :

1. Mélangeur de couches
2. Quadrichromie
3. Méthode Lab

## 3. Caméra Raw :

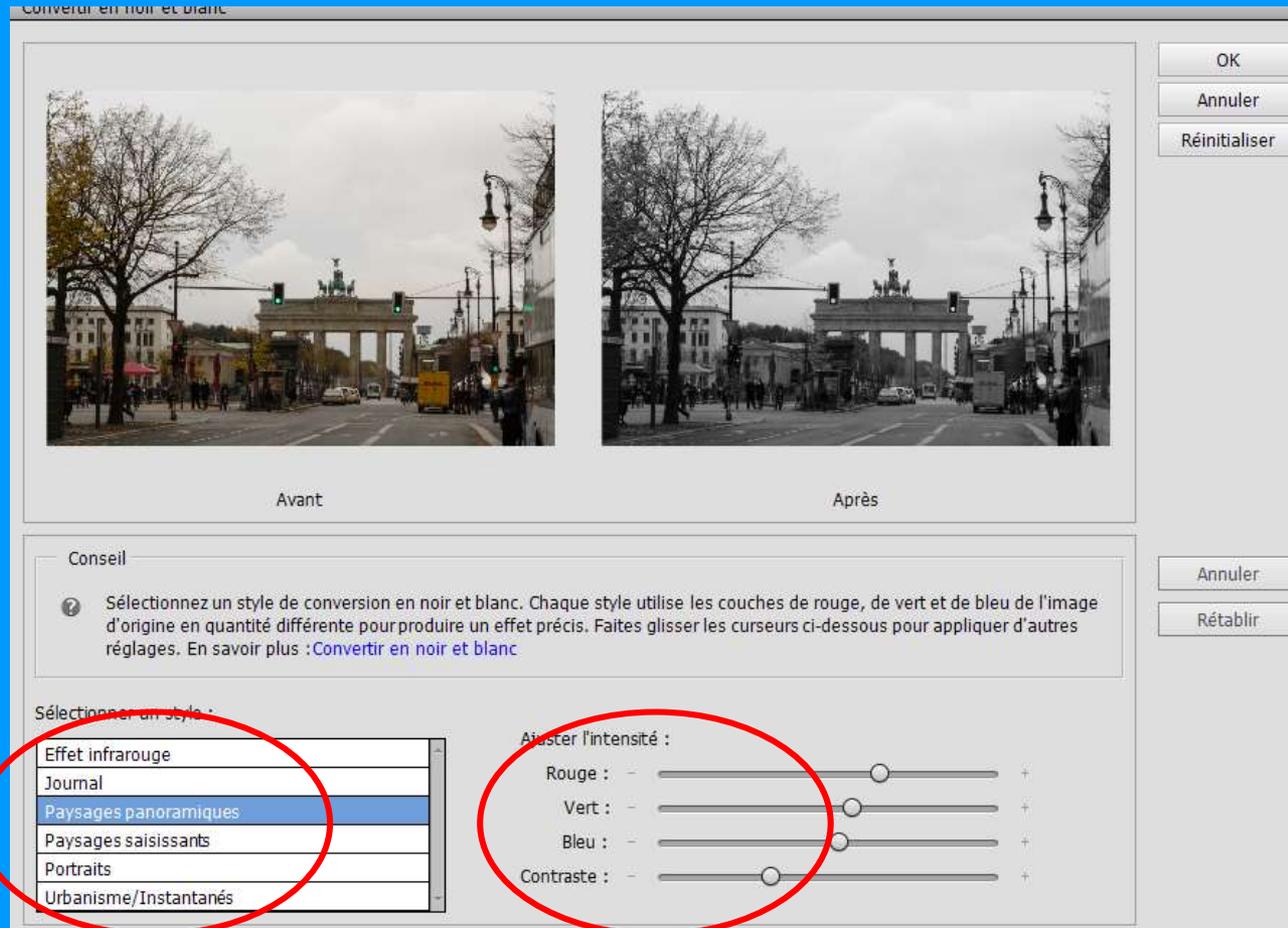
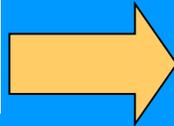
1. Contraste élevé, réglages de base

# 1. Photoshop Eléments : Automatique

Fichier Edition Image Réglages

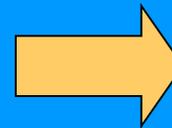
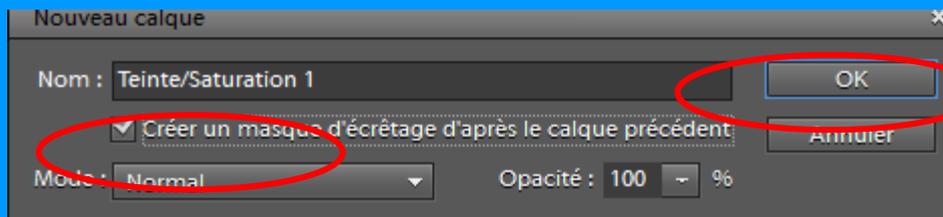
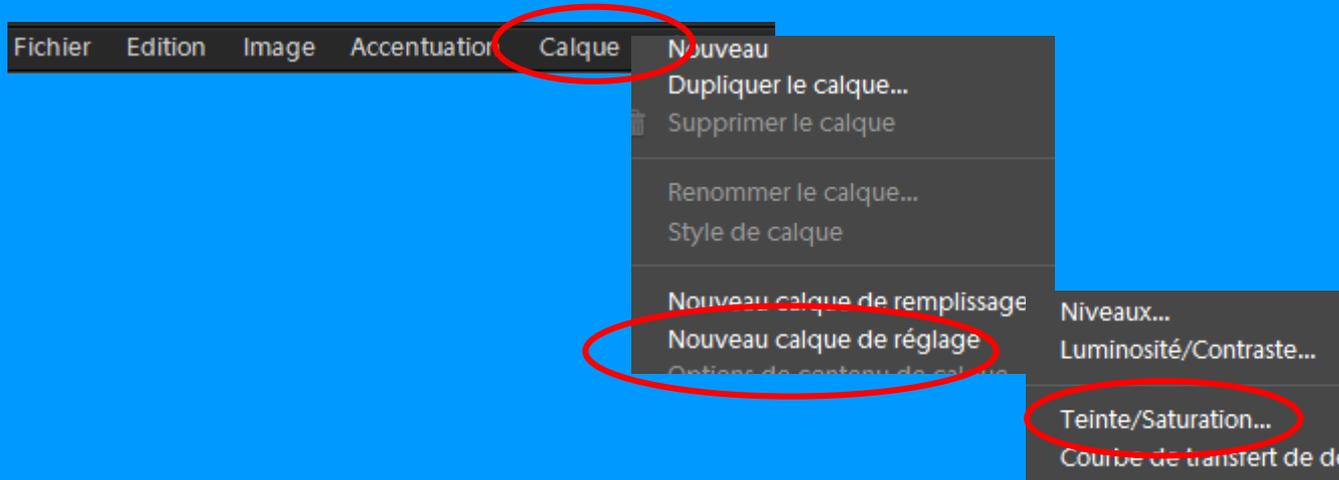
Réglage optimisé et automatique  
Retouche optimisée automatique  
Niveaux automatiques  
Contraste automatique  
Correction colorimétrique automatique  
Netteté automatique  
Correction automatique des yeux

Régler la retouche optimisée...  
Régler l'éclairage  
Régler la couleur  
Convertir en noir et blanc...

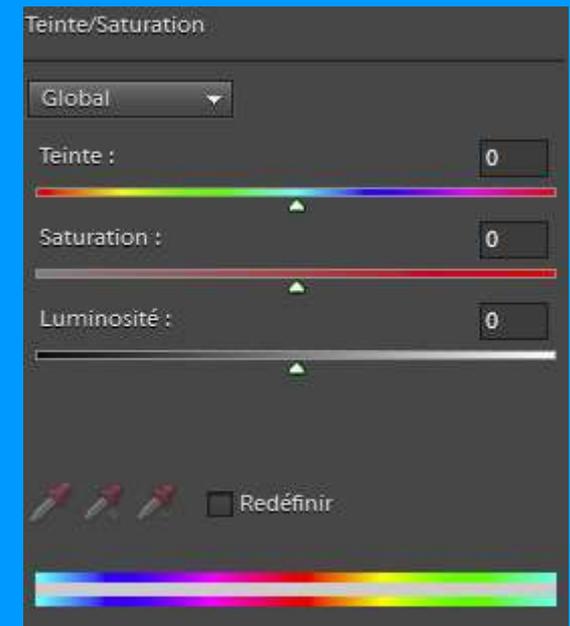
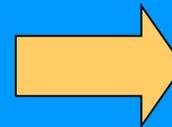
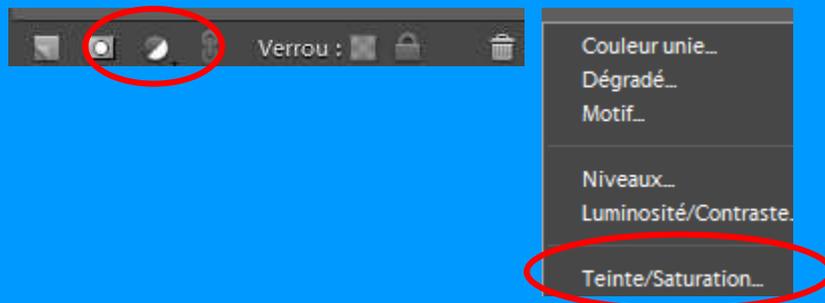


## 1.2 Photoshop Eléments : Teinte Saturation

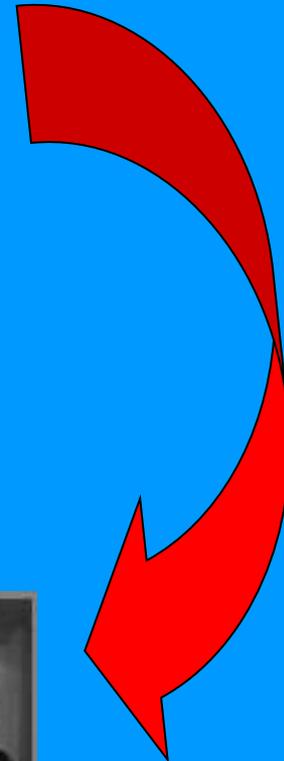
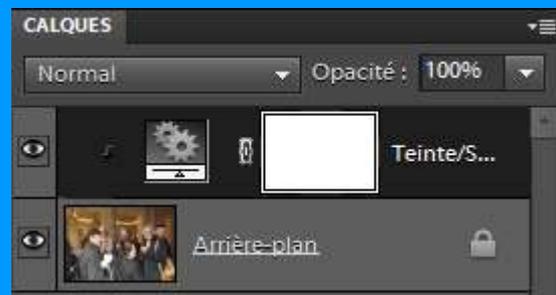
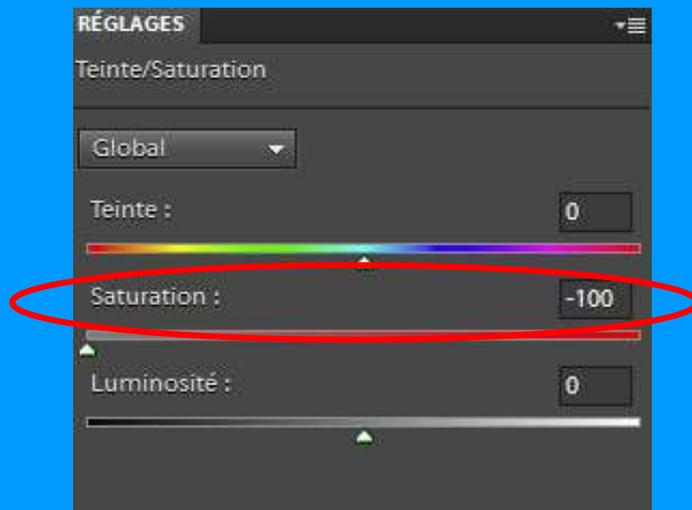
Toujours partir d'une photo couleur ! Proscrire la prise de vue en N&B car, perte de nuances



OU



1° **Désaturer** =>Créer un 1<sup>er</sup> calque de réglage Teinte Saturation

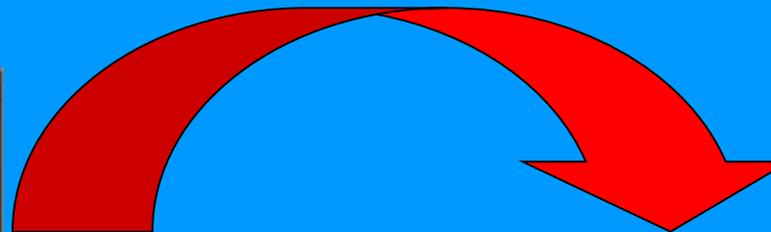
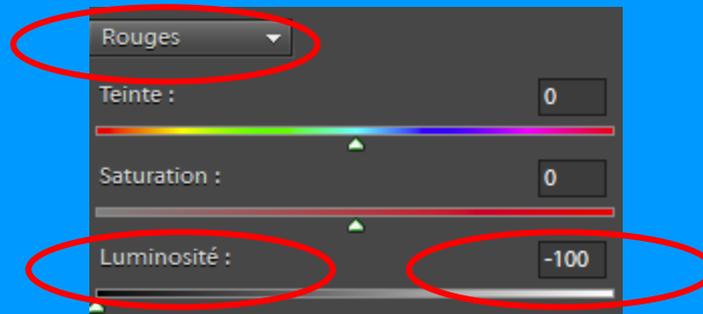
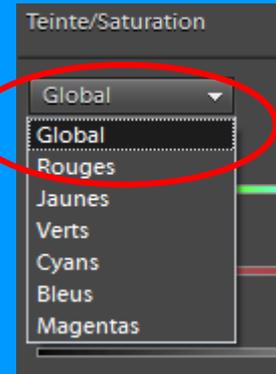


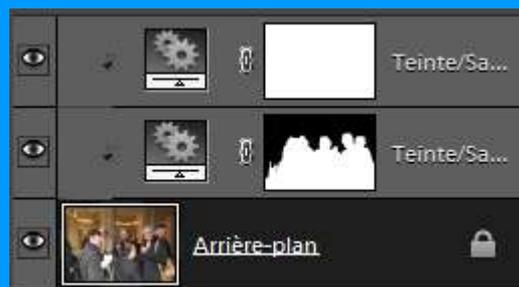
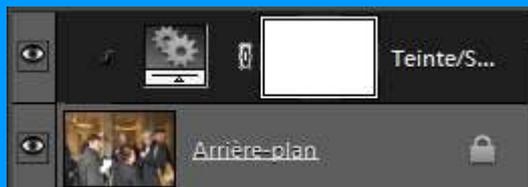
## 2° Régler la luminosité => Créer un 2ème calque de réglage Teinte Saturation

a. Préalable = activer calque d'arrière plan

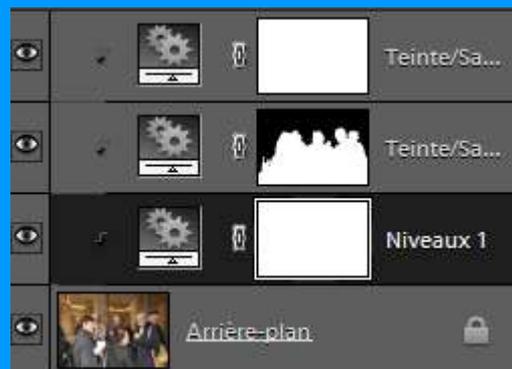
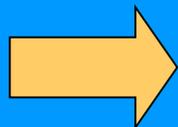
b. Choisir une couleur (bleu, rouge, etc.)

c. Réduire ou augmenter la luminosité (en fonction du résultat)



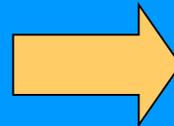


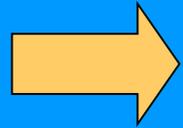
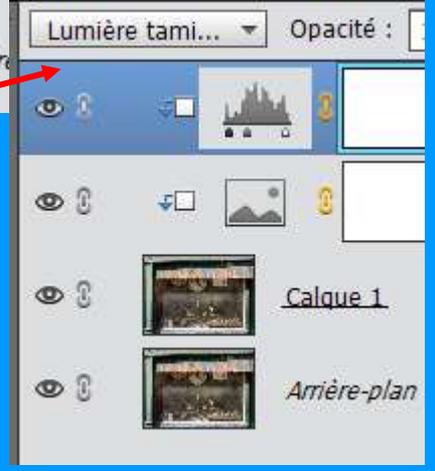
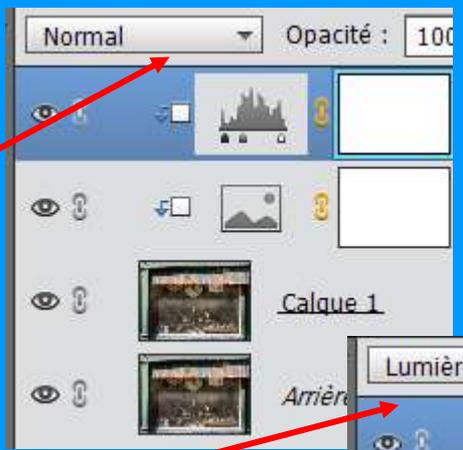
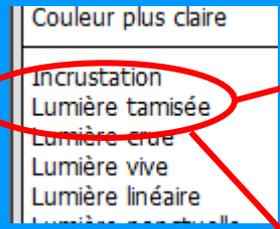
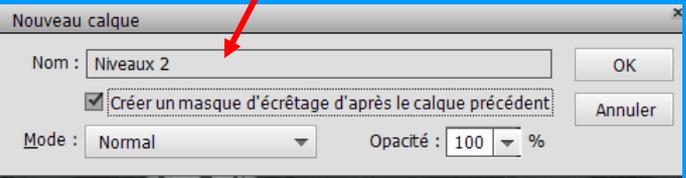
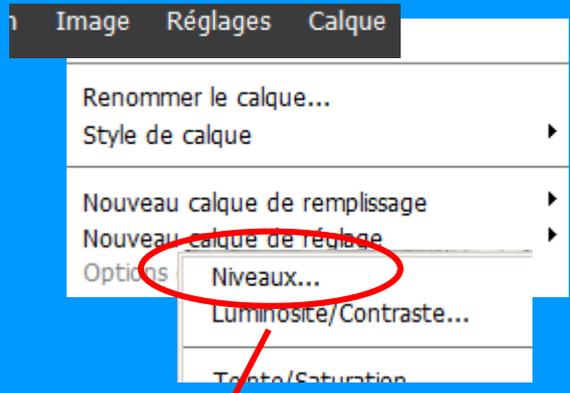
d. Ajouter un calque de niveau



## 1.3 Photoshop Eléments : transfert de dégradés

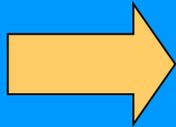
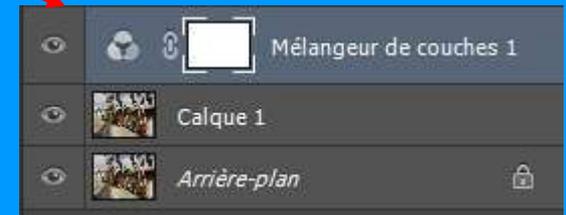
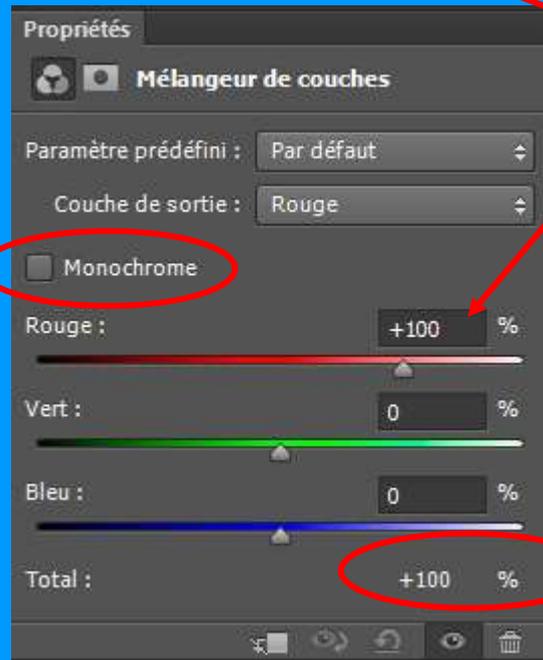
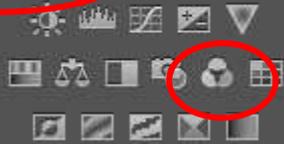
The screenshot illustrates the steps to create a new adjustment layer in Photoshop Elements. The 'Calque' menu is open, with 'Nouveau calque de réglage' and 'Courbe de transfert de dégradé...' circled in red. A red arrow points from 'Courbe de transfert de dégradé...' to the 'Nouveau calque' dialog box. In this dialog, the 'Nom' field contains 'Courbe de transfert de dégradé1' and the 'OK' button is also circled in red. A yellow arrow points from the dialog box to the Layers panel, which shows a new layer named 'Calque 1' being added to the stack above the 'Arrière-plan' layer.





## 2.1 Photoshop CS6 : Mélangeur de couches

Ajouter un réglage



Propriétés

**Mélangeur de couches**

Paramètre prédéfini : Personnalisée

Couche de sortie : Gris

Monochrome

Rouge : +40 %

Vert : +40 %

Bleu : +20 %

Total : +100 %



Propriétés

**Mélangeur de couches**

Paramètre prédéfini : Personnalisée

Couche de sortie : Gris

Monochrome

Rouge : +33 %

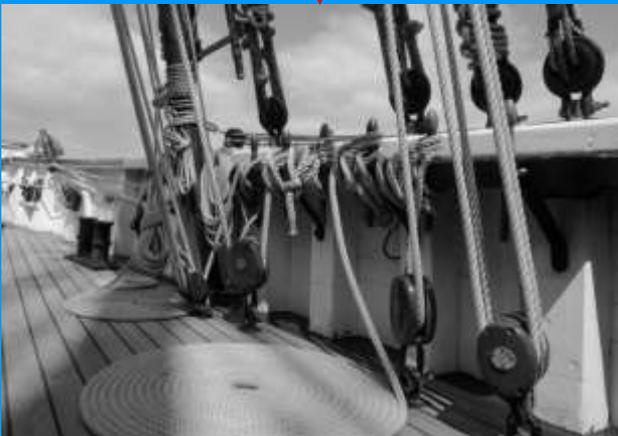
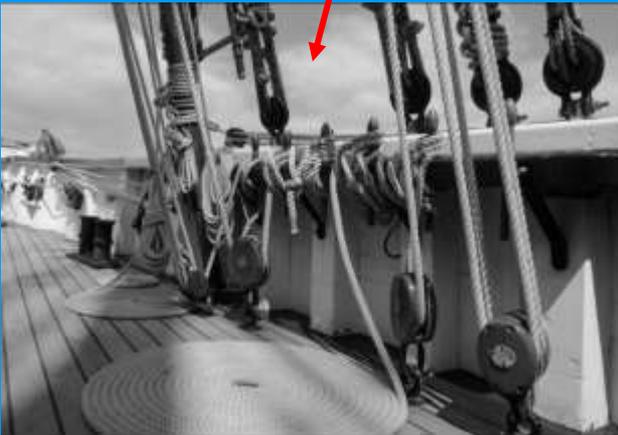
Vert : +36 %

Bleu : +31 %

Total : +100 %

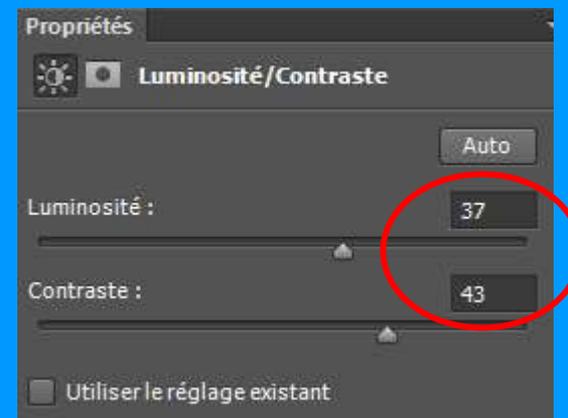
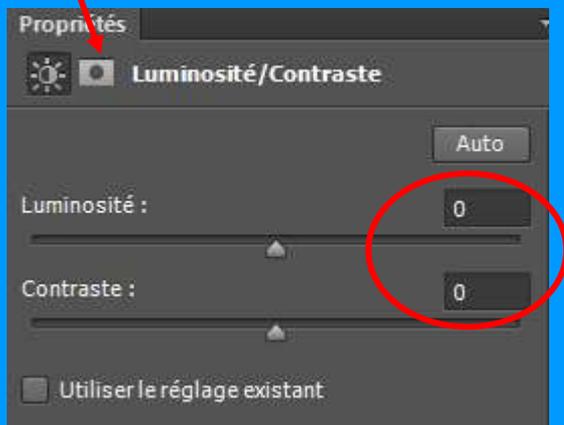
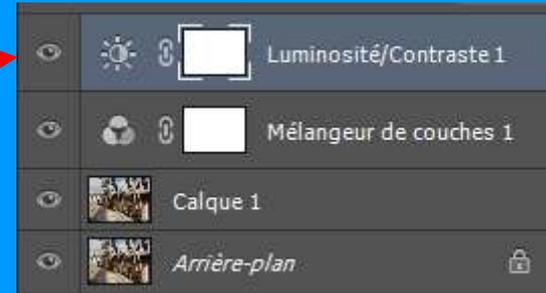


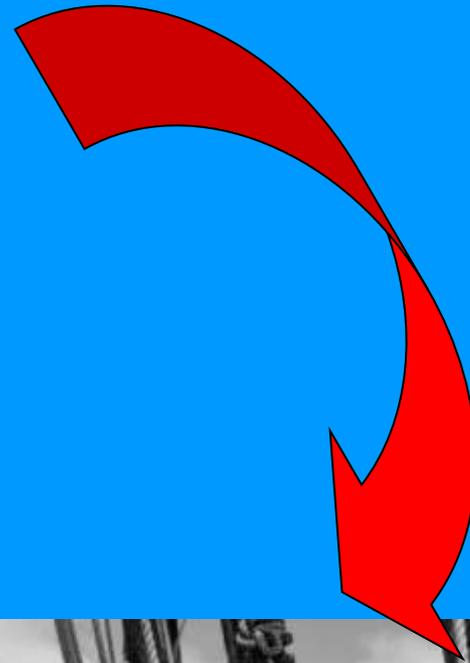
	Par défaut	Tri X	Ilford Pan F	Agfa Pan25
R	40 %	25%	33%	25%
V	40%	35%	36%	39%
B	20%	40%	31%	36%



(2.1 suite) objectif :  
Maximiser les zones blanches & noires

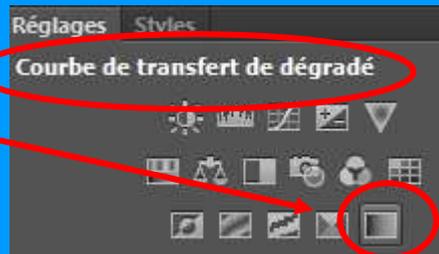
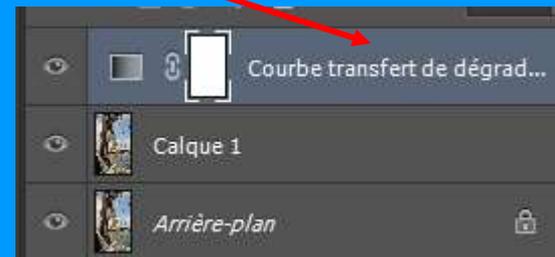
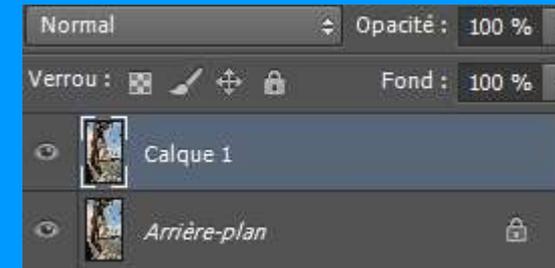
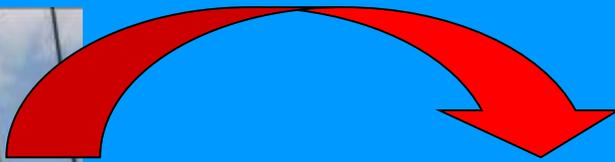
Ajouter un réglage





## 2.2 Photoshop CS6 : Quadrichromie

C. à d. que la photo sera en couleur ! Utilisant des nuances de gris, de marron



Image

Mode

- Bitmap
- Niveaux de gris**
- Bichrome
- Couleurs indexées...
- ✓ Couleurs RVB

**Adobe Photoshop CS6 Extended**

 Le changement de mode peut affecter l'aspect des calques. Aplatis l'image avant de changer de mode ?

**Aplatis** Annuler Non



**Message**

Supprimer les informations chromatiques ?

Pour contrôler la conversion, cliquez sur Image > Réglages > Noir et blanc.

**Supprimer** Annuler

Normal Opacité : 100 %

Verrou : Fond : 100 %

 *Arrière-plan*



**Important : passer en 8 bits !**

Image

Mode

- Niveaux de gris
- Bichromie...
- Couleurs indexées
- Couleurs RVB
- Couleurs CMJN

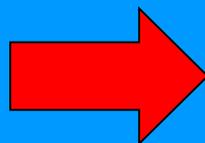
Faire des essais avec les différentes possibilités

The 'Bichromie' dialog box is shown with the 'Paramètre prédéfini' dropdown set to 'Personnalisée'. The 'Type' is set to 'Monochrome'. A list of color profiles is displayed, with 'Bl 541 513 5773' circled in red. Other profiles include 'Bl 334 green 437 mauve', 'Bl 340 green 423 gray', 'Bl 404 WmGray 401 WmGray', 'Bl 409 WmGray 407 WmGray', 'Bl 430 493 557', 'Bl 431 492 556', 'Bl 437 burgundy 127 gold', 'Bl CG10 CG4 WmG3', 'Bl CG10 WmG3 CG1', 'Bl CG10 WmG4 CG3', 'Bl Cool Gray 10 WmGray 1', 'Bl for dark CG9 CG2', 'Bl for low con CG9 CG2', 'Bl normal CG9 CG2', 'Bl soft CG9 CG2', 'Bl WmG9 CG0 CG3', and 'Bl WmGray 7 WmGray 2'. The 'OK' button is also circled in red.

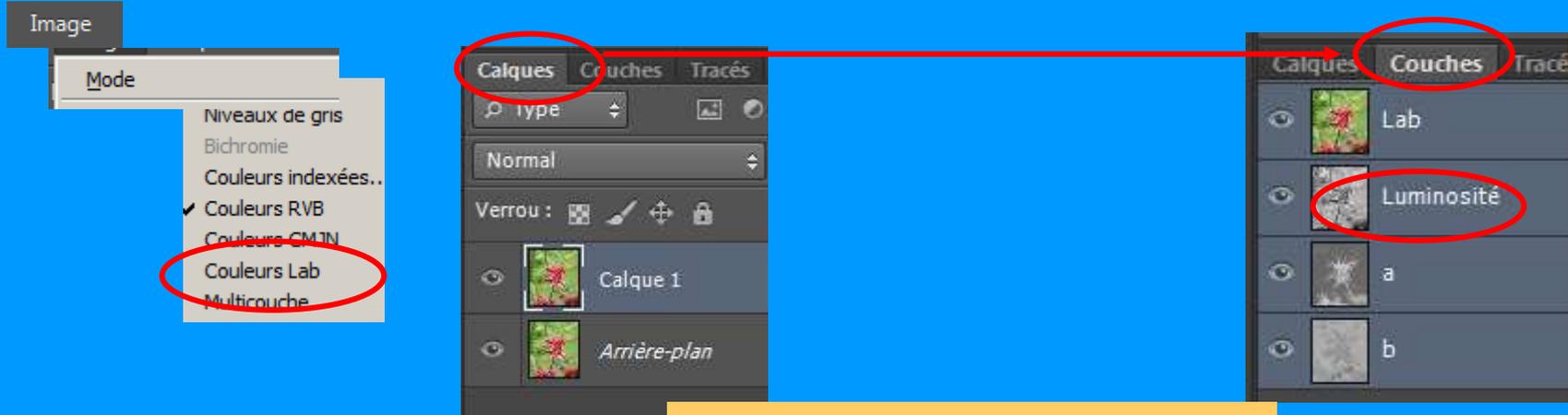
The 'Bichromie' dialog box is shown with the 'Paramètre prédéfini' dropdown set to 'Bl 541 513 5773'. The 'Type' is set to 'Quadrichrome'. The 'OK' button is circled in red. The 'Aperçu' checkbox is checked. The color profiles for the four inks are: Encre 1: Black, Encre 2: PANTONE 541 CVC, Encre 3: PANTONE 513 CVC, and Encre 4: PANTONE 5773 CVC.

Au final revenir en RVB

- Bitmap
- Niveaux de gris
- Bichromie
- Couleurs indexées...
- ✓ Couleurs RVB
- Couleurs CMJN
- Couleurs Lab



## 2.3 Photoshop CS6 : Méthode Lab



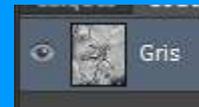
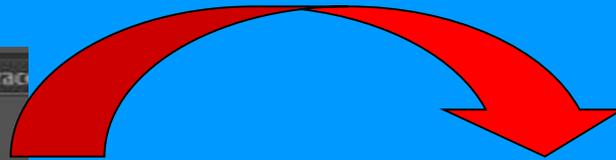
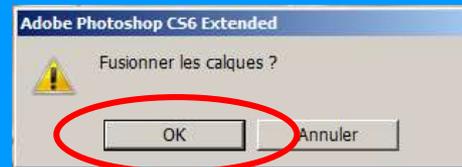
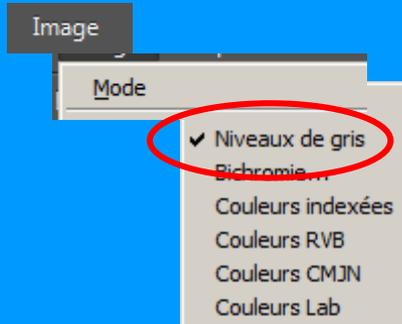
1° Passer en mode Lab



Clic sur  
couche L =  
luminosité

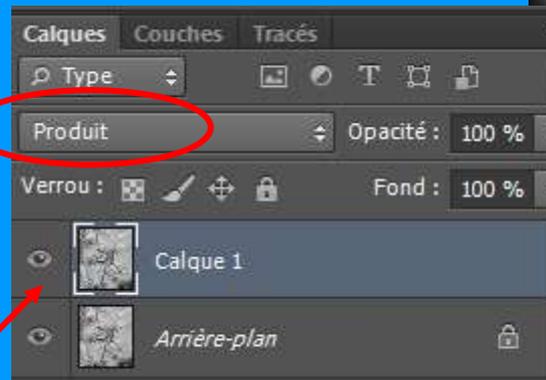


## 2° Convertir en niveau de gris



### 3° Ajuster l'image : revenir en calques

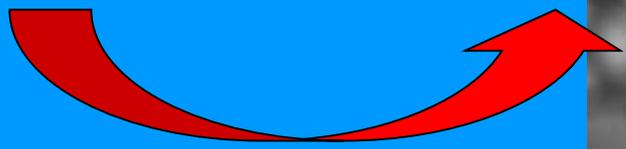
+ foncée = Ctrl + J & modes de fusion produit



- foncée = Ctrl + J & modes de fusion superposition

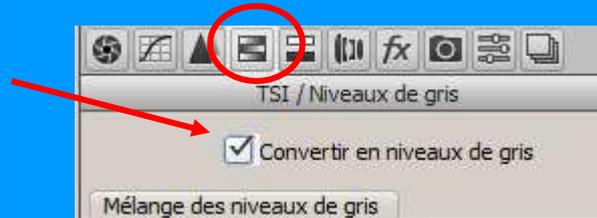
Puis ajuster par Opacité

Et Luminosité Contraste

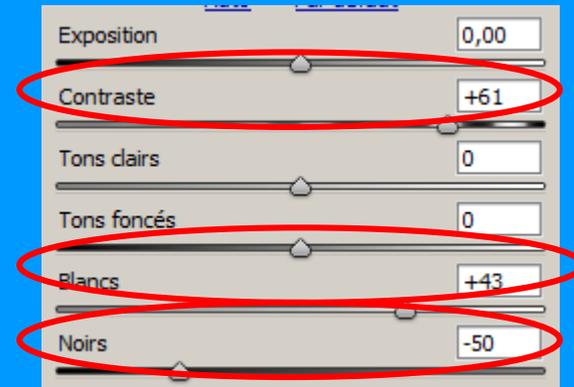
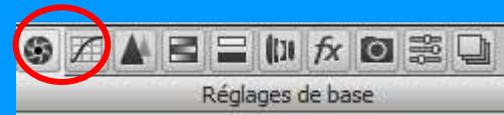


## 3.1 Caméra Raw : Contraste élevé, réglages de base

1° Convertir en niveaux de gris



## 2° Agir sur les réglages de base

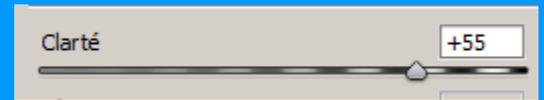
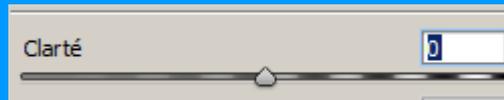


Objectif :  
Obtenir un  
contraste élevé



### 3° Améliorer les détails :

La texture



Détail zones  
sombres & claires

