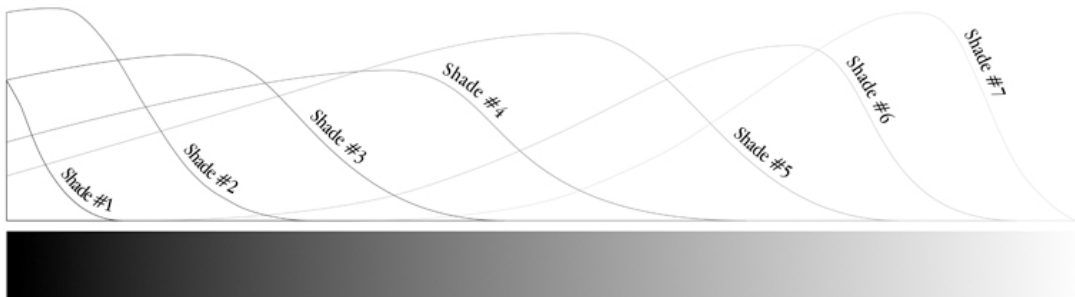# A quick Windows QuadToneRIP tutorial designed for use with Piezography® QTR profiles.

Please follow these directions if you are using K6 and K7 profiles provided in QTR for Piezography inks on the following printers: EPSON R200, R220, R300, R320, R800, R1400, R1800, R1900, R2000, R2100, R2200, R2400, R3000 and EPSON Pro printers: 3800/3880, 4000, 4800, 4880, 7600/9600, 7800/9800, 7880/9880, 7890/9890, 7900/9900.

A quick Windows QuadToneRIP tutorial.

QuadTone RIP is one of the easiest interfaces to use, but we admit also that sometimes the easiest things can lead to difficulties. The purpose of this quick tutorial is to simplify the steps you should take to printing through QuadTone RIP. We also point out where things can go wrong. The first step in using QuadTone RIP on your PC is to work with Grayscale images saved as Tiff format. We believe that you should work from single channel grayscale images. This is different than using RGB Grayscales. Tiff formats allow compression. Compression can affect the detail and smoothness of a fine grayscale image. Because you are using Piezography inks to produce the finest possible black and white prints, we suggest you avoid compression. Also, because Piezography K6 and K7 profiles are Gamma 2.2, please save your images in Photoshop with an embedded Gamma of 2.2. This allows you to print what you last previewed in Photoshop.

You've downloaded the latest version of QuadTone RIP and installed it on your PC. Photoshop is not used in the printing process on Windows. Instead, launch QTR from the Start Menu.
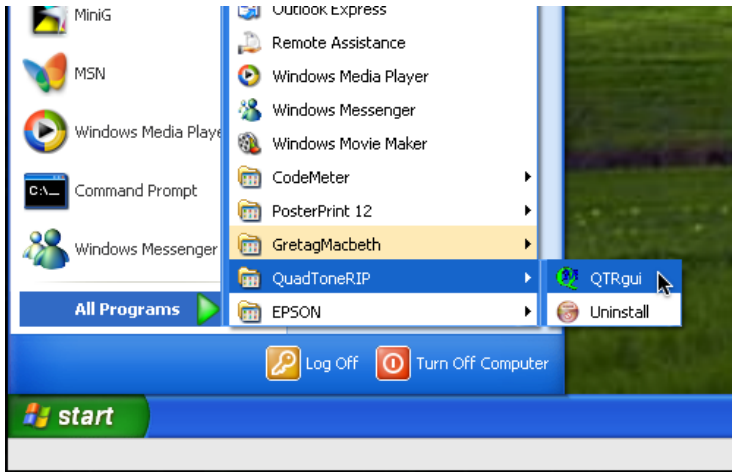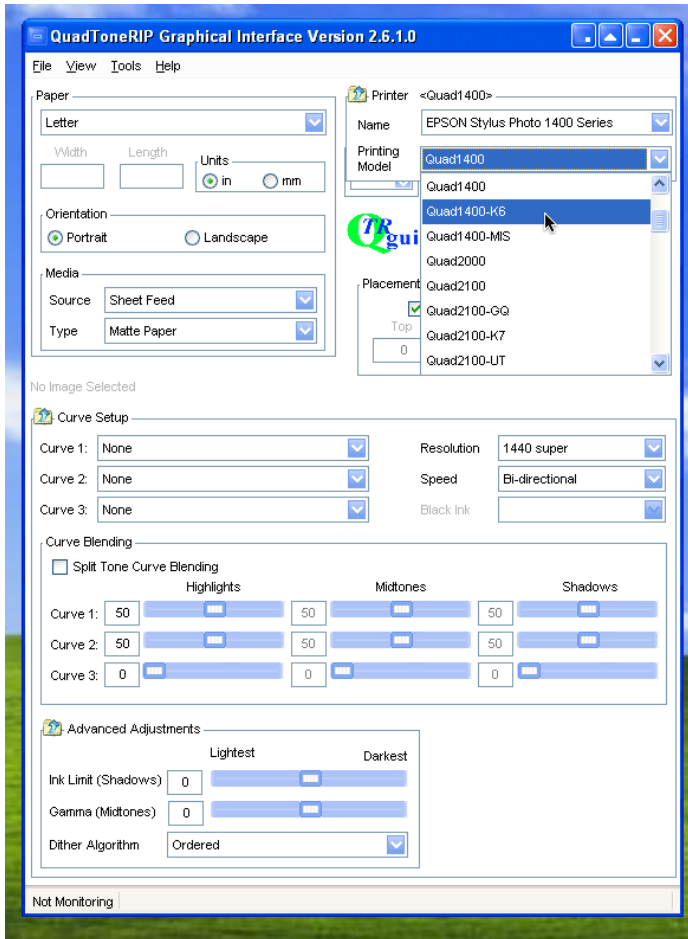

Illustration 1. Launch QuadTone RIP.

You must set up QuadTone RIP when you first use it. It will remember its last settings the next time you launch it.
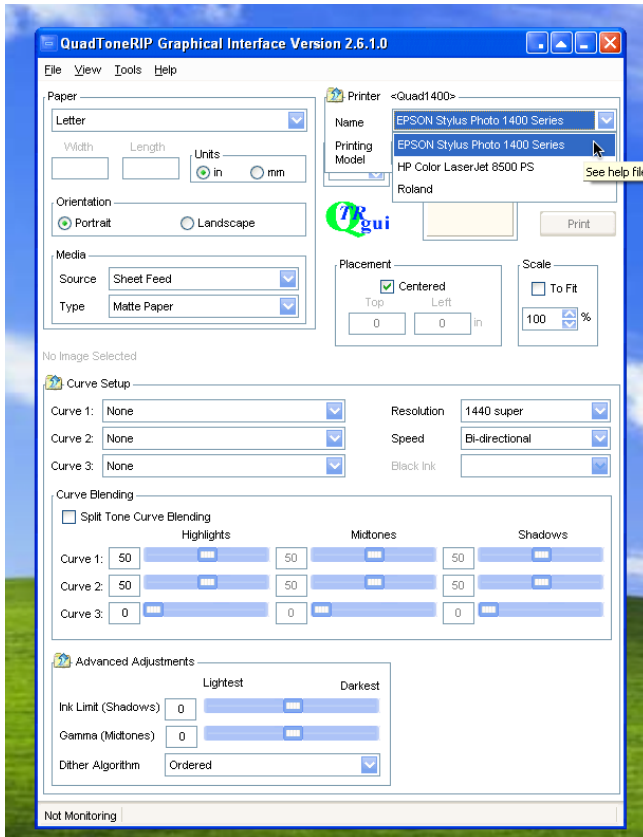

Illustration 2. Select the printer from the menu (in this example the EPSON 1400.)

If your printer is not listed, you need to install the driver for your operating system. Drivers are available from the support section of the EPSON website. If you do need to install a driver for your printer, quit QuadTone RIP before installing the new driver.

Illustration 3. Select Quad-K6.

You must select the correct printing model for Piezography inks. We supply a large array of Piezography printing profiles (called Curves in QuadTone RIP.) The only way to access these Curves is to select the K6 or K7 Printing Model. In this example the Quad 1400-K6 Printing Model is selected.
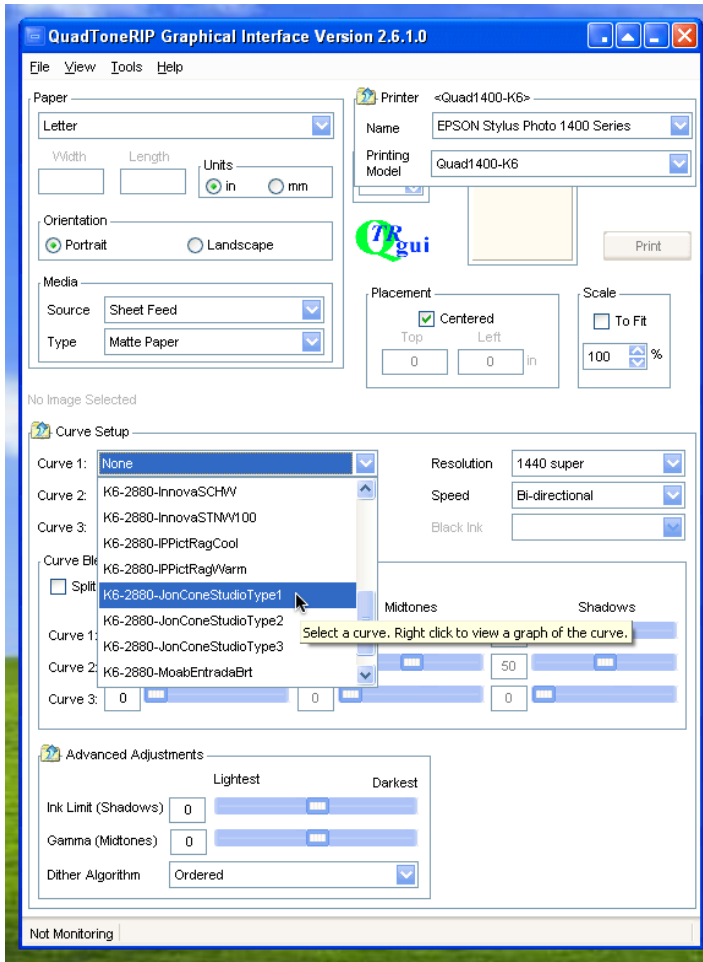
*Illustration 4. Select the correct Curve.*

You must select the correct Curve for the paper you are printing. You only use Curve 1 Setup. With Piezography, you do not need to, and should not set up Curves in Curve 2 and Curve 3.
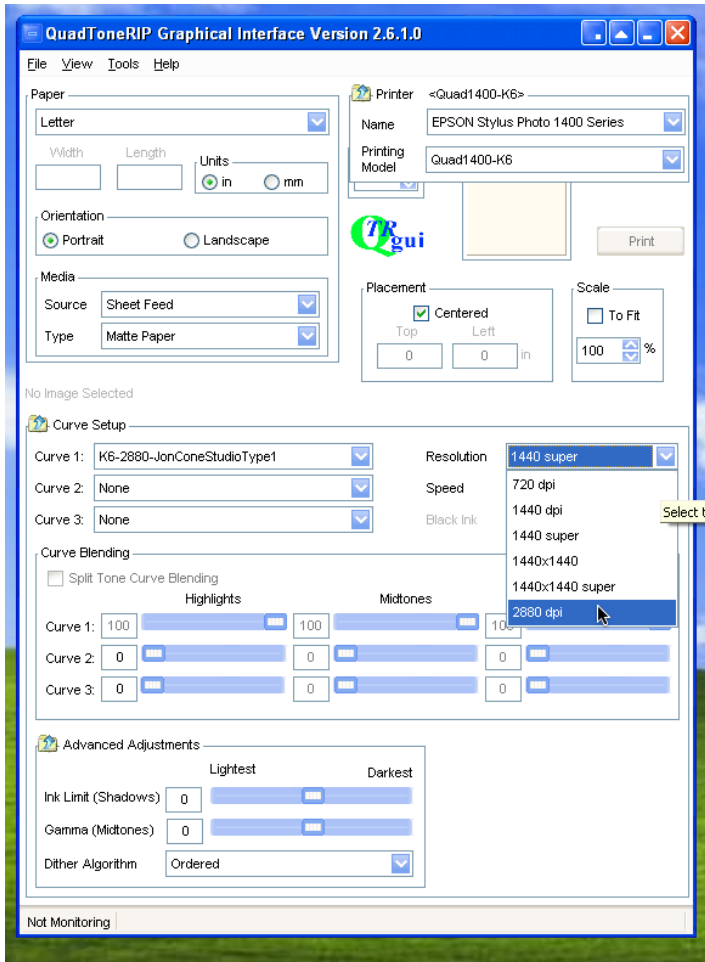
Illustration 5. Select the correct Resolution.

You should select 2880 dpi if you want to print the smoothest, highest-quality prints. The Curves that have been made by Piezography have been produced using the 2880 dpi setting. In most cases, prints at 2880 dpi have better dMax than at lower resolution settings.

The Speed setting gives you a choice of Uni-direction or Bi-directional. In Bi-directional printing the print head prints in both directions and is much quicker. Most printers can produce high-quality prints in bi-directional mode. However, some printers cannot. It's simply a luck of the draw. However, uni-directional produces a magnificent print. So please try the same test image in both modes to determine which setting you want to use, or must use.
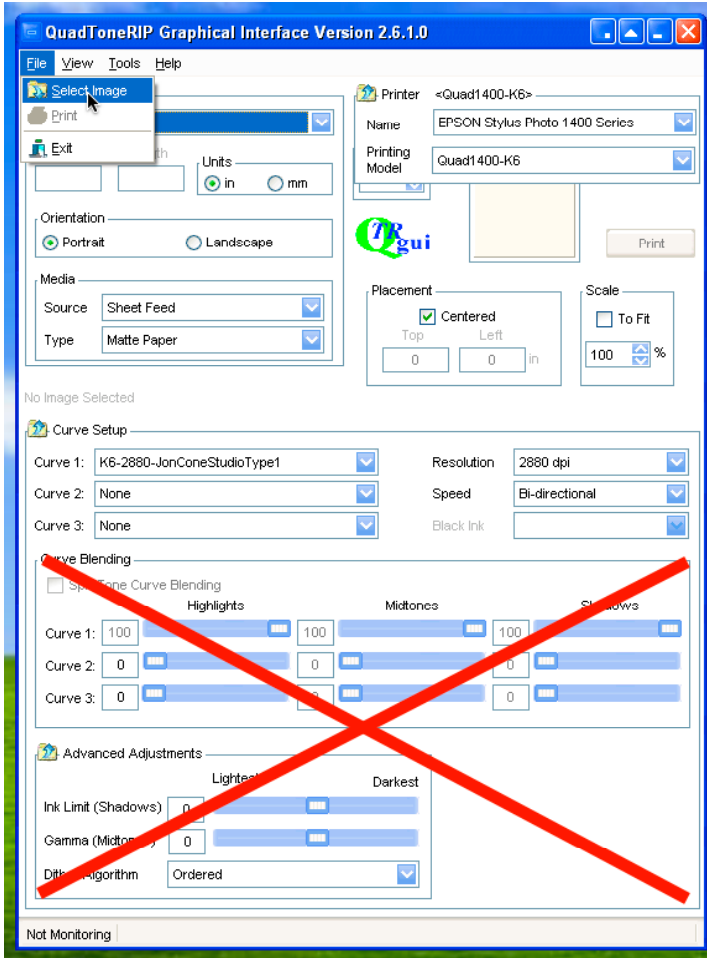
Illustration 6. Select an image to print and don't touch anything!

The big red cross is covering an area that you should not make any adjustments to, unless you have created your own Curves using the QuadTone RIP Curves Creator toolset. Piezography uses its own Curve creation system to produce a proprietary format. Adjusting Curve Blending and Advanced Adjustments is not recommended.
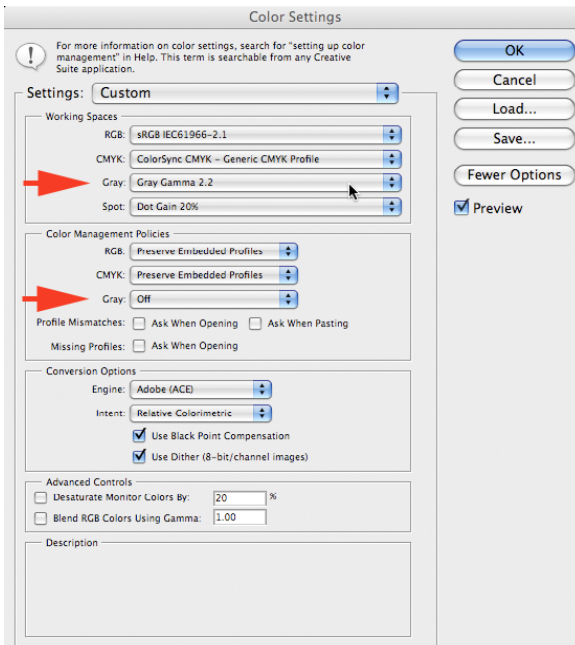
You can select an image from the File Menu. The image must be in TIFF format. Make certain that when you save your Grayscale single channel files in Photoshop, that you save as TIFF format.

Further, you should assign Gamma 2.2 to your images in Photoshop. Piezography K6 and K7 Curves print a 2.2 Gamma. You can setup Photoshop Color Settings so that its Grayscale Working Space is Gamma 2.2. Legacy images can be converted to this Gamma, but you may wish to open, assign the correct Gamma, and apply a correction curve in Photoshop. But only after you've seen how your image prints with QTR.

The Print Space should be set to the same Gamma that Piezography K7 and K6 profiles produce when they are used for printing in QuadTone RIP. Because Piezography K7 and K6 profiles replicate a near perfect Gamma 2.2 contrast curve, it is essential that you preview your images while working in Photoshop at Gamma 2.2. It is possible that your Print Space may be set at Gamma 1.8 or Custom. This needs to be changed if it is not Gamma 2.2. You do this in Color Settings in Photoshop.

Because you can preview images in Photoshop with different profiles and Gamma you need to be aware of how your images are being previewed. So it is better to spend a minute reviewing how Photoshop previews Grayscale images. The first thing you should do is set up your Photoshop Color Settings for Grayscale images as shown on the left. These settings will allow any grayscale images saved with custom profiles to open in Photoshop and preview as a Gamma 2.2 image.

You can convert a grayscale image from one profile or gamma to another. You should check the Profile Mismatches so that you are alerted when this happens.

If you have an image open when you first make the changes on the left, it will not be affected. So make sure before you make changes to Photoshop Color Settings that you have closed open images.

Illustration 7. Photoshop Color Settings for Piezography.
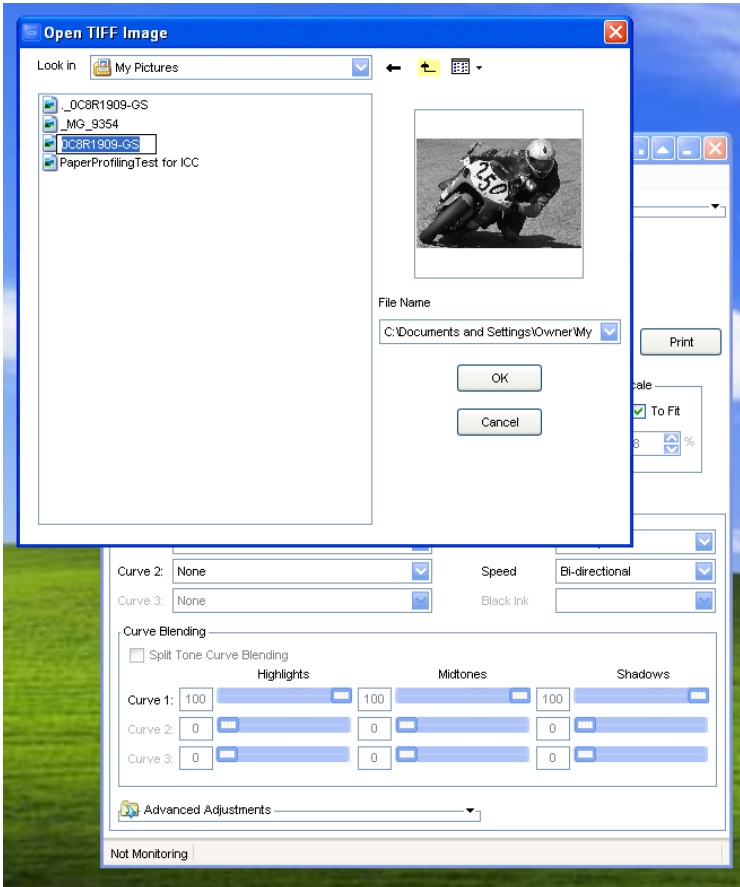
Illustration 8. Back to Selecting an image to print!

You are now ready to open an image. Select any TIFF Grayscale file. Some users print their RGB images with QTR. It is possible, but we do not recommend using an RGB workflow for fine black & white printmaking.
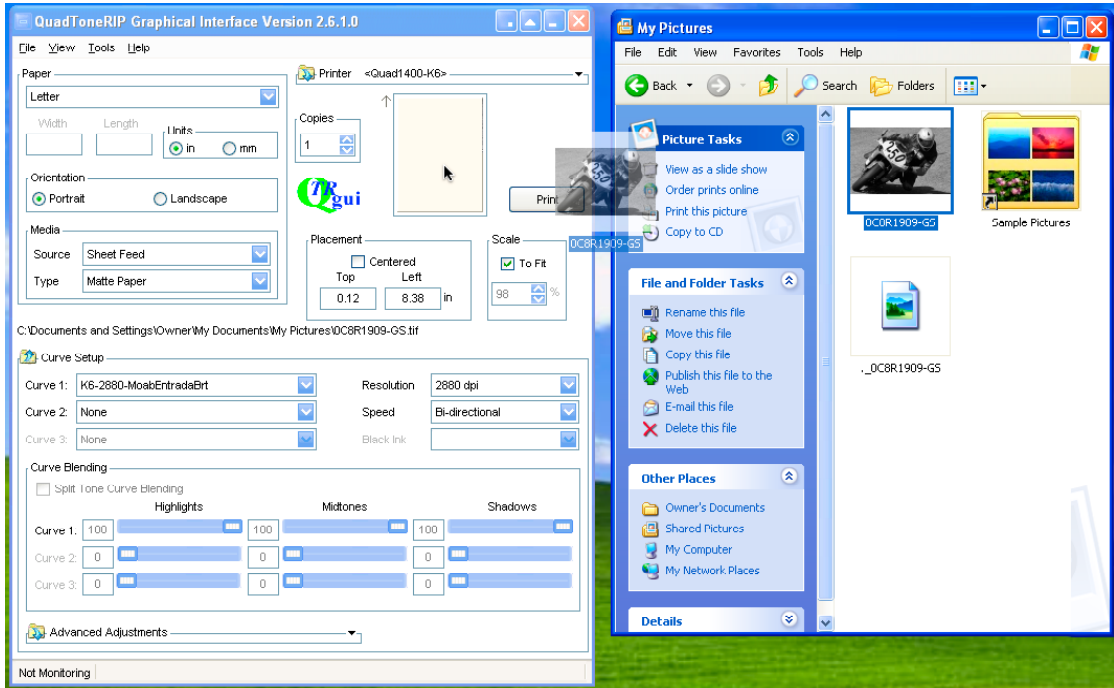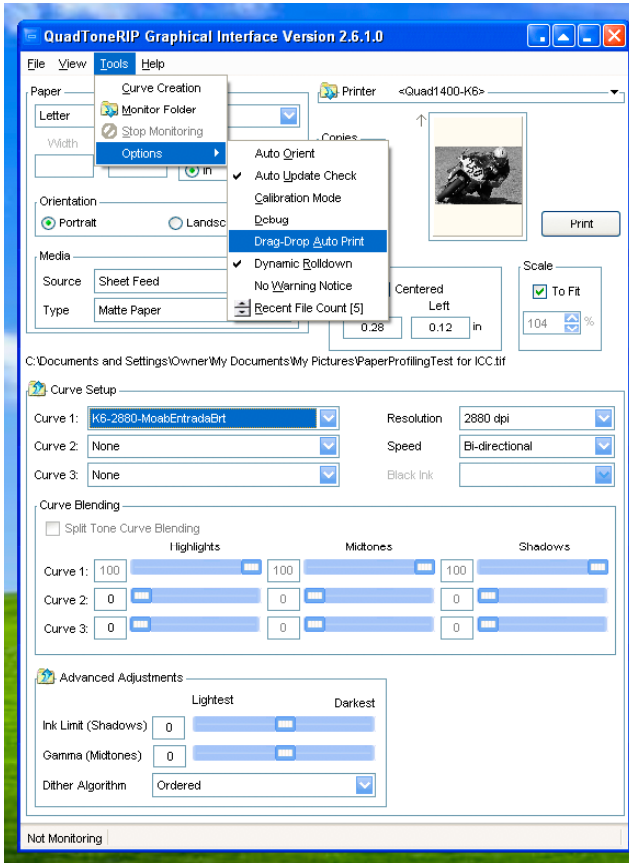
Illustration 9. You can also drag-and-drop a TIFF image into QuadTone RIP.

Illustration 10. Drag and Drop Auto Print.

If you like, you can set up QuadTone RIP to automatically print any image that is dragged to it. Of course you need to select certain options to prevent oversize images from creating an error alert. You could for example, select the Scale To Fit and Center Images options.

At this point, you only need to make certain that you have selected the correct Curve for the paper you are printing. If you want to try a paper that is not supported by a Curve, try testing the unsupported paper with other Curves. Otherwise, you can use QuadTone RIP to create Curves using the Curve Creation Tool. You can get support for this and other QuadTone RIP questions and issues at the www.quadtonerip.com website.

For all Piezography inks support look to www.piezography.com/support

Happy Printing!

Piezography Glossy Instructions

Piezography Glossy is required for printing on any non-matte paper. Non-matte papers include glossy, lustre, semi-gloss or lustre, satin and baryta. These papers require the Piezography photo black which we call MPS shade 1. There is an MPS Selenium Shade 1 which is neutral and and an MPS Warm Neutral Shade 1 which is very warm. All of the other Piezography ink shades are now matte/glossy compatible. All Piezography Glossy printmaking requires a second application of Piezography GO (Gloss Overprint). Piezography GO does not add significant amounts of gloss to non-matte media and it cannot make matte media glossy. It's main purpose is to remove the bronzing and to absolutely equalize the gloss differential so that it is not possible to see where the ink stops and the paper begins. We try to perfect the look of a darkroom silver print. We think the best results are on the baryta papers when you are trying to emulate darkroom air-dried silver prints.

We keep the glossy curves separate from QTR but we may have them included in the QTR download at some future date. You will find the Piezography Glossy curves as well as the special GO curve at our Piezography website which you will find at:
http://www.piezography.com/PiezoPress/blog/piezography-k7-inks-and-curves/piezography-glossy-curves-library/

Eventually these curves will be in an upgrade by QTR.

To use Piezography Glossy properly you must print the image with the inks curve for your supported media. This is then followed by a second printing of GO which uses a special GO curve. The image is not printed the second time. Instead a small white image is printed. Because the image is white and because QTR considers non-printing areas as white, the use of our GO curve with a white image will completely overprint the sheet. QTR has limitations which include 1/8" top and sides and 1/2 inch bottom. QTR cannot bleed print.

How to use:

1) Print an image with the K7-glossy curve specific to your printer model and paper at 2880dpi and uni-directional speed, then dry the print either for a few hours air-drying or a few minutes of low blow drying.

2) Make a small (1x1 inch or smaller is fine) pure white (255, 255, 255) 300ppi image in Photoshop, feed the printed sheet back into the printer and print the white square thru QTR by selecting the GO curve at 1440dpi and bi-directional speed to print an even layer of GO over the entire sheet (GO will print evenly over the maximum printable area, depending on the paper size you select).