

Projector Characteristics

- A projector has a smaller dynamic range than a monitor
 - Bright areas tend to blow out
 - Bright areas tend to have little or no detail
 - Dark areas tend to go black
 - Dark areas tend to have little or no detail
- Colors are less vibrant on a projector than on a monitor
 - Color images tend to look “flat” compared to a monitor
- Images look softer on a projector compared to a monitor
- The color space you edit in is typically much wider than the projector’s
 - Colors near the edges of the color space will lose detail

What can we do to have our pictures displayed best?

- Pull back the highlights
 - Brightness values over 240 will cause problems
 - Reduce the brightness of the highlight areas
 - Small changes in brightness values in the brightest parts of images are not visible
 - Increase contrast in the highlights
- Pay attention to the histogram
 - The histogram in the camera is displaying the camera processed image
 - Check the separate color channels
 - One channel may be blown, but the BW histogram looks ok
- Brighten the shadows
 - Beware of noise becoming more visible

General advice

- The usual advice of expanding the histogram so that the black and white points are at the borders is bad advice
 - Leave some room at the edges
- Add some additional saturation and contrast to compensate for the flatness of projected images
 - Don't overdo it!
- Check the histogram carefully
- Use the Photoshop Info panel to check the pixel values for the highlight and shadow areas
- "Over process" the image, but don't go too far!