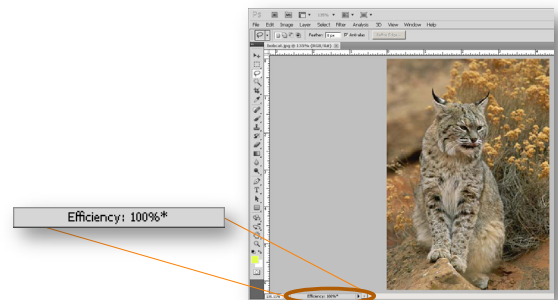# Image Transfer and Workflow

The Computer

-Any   should work for most basic edits

-         are general too slow for most editing

-RAM is more important than a

   ·For basic image edits, Adobe recommends RAM be

     - If image is 1mb, you should have 3 mb of RAM

     -          , MB (Megabytes),   , TB (Terabytes)

   ·For more intense edits, such as filters and layers,   is recommended

- If efficiency   in Photoshop, work will be slower because it's written to the hard disk

Efficiency: 100%*

Storage

-Digital images   of space

-Remember that the hard drive on your computer will be filled by   (OS) and then the rest of the space can be used for files such as pictures

3.5" Hard drive

-External hard drives are   ,   storage

   ·3.5" Drives require a   but are generally fast

   ·2.5" Drives require a   from that port too, but are generally   space and more expensive

Firewire

   ·Fire wire drives also include   in one connection, but are not as common on computers

   ·Eventually, all   fail

2.5" Hard drive

Backup

-Hard drives can   , thumb drives can be   over time, and CD & DVD's only last for a certain amount of time.

-The   you store an image, the better
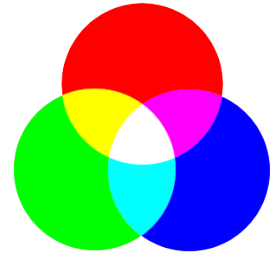
Monitors

-More expensive monitors often have more   others won't

-              -Process of tuning your system so that the printed image and screen image appear consistent

·   come with tools to improve calibration

·Screen output will   match the printer

·Over time you'll learn to   to accommodate the printer

-Color Theory

·Monitors create color by mixing three colors of light:

-This is known as the   or mode

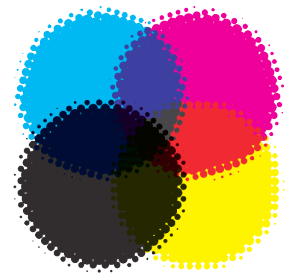-When all colors mix equally,   is created

·Printers create color by mixing three separate colors of pigment:

-When all colors are mixed equally,

-Because of impurities of pigment, black   , and   a fourth pigment, black is added

-This method works by   off of these pigments, instead of creating light

-This is known as the

·When working outputting to a printer, always use the   , and   if the image will be shown on screen

·The same image will   in CMYK and RGB

-Profiling and Calibrating

·Profiles contain a description of the   properties of a device

·These descriptions are used to adjust the color as it moves from one   to keep color consistent.

·The color is never   when using a profile, only temporarily altered

·   , such as the Spider3Elite, attach to your monitor and work within its included software to build a profile

Software

-Software like Photoshop is important for edits, but cannot replace   .

-Workflow

   .

   .

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-The   you use, the   on the computer, and the
  to you may change workflow

-Since we are using windows XP, and have   , we will rely on these two
  programs for workflow