

We created this „scan & toning with PhotoShop“ tutorial for you as a guideline for your submissions. You can save it on your computer or print it out to have a look at it, whenever you need it.

Let's start with the basics: Scanning.

As you can see, we choose the scanner (in this case it is called Slim USB-Scanner) with the option

“File -> Import”

so that the window of the scanner opens.

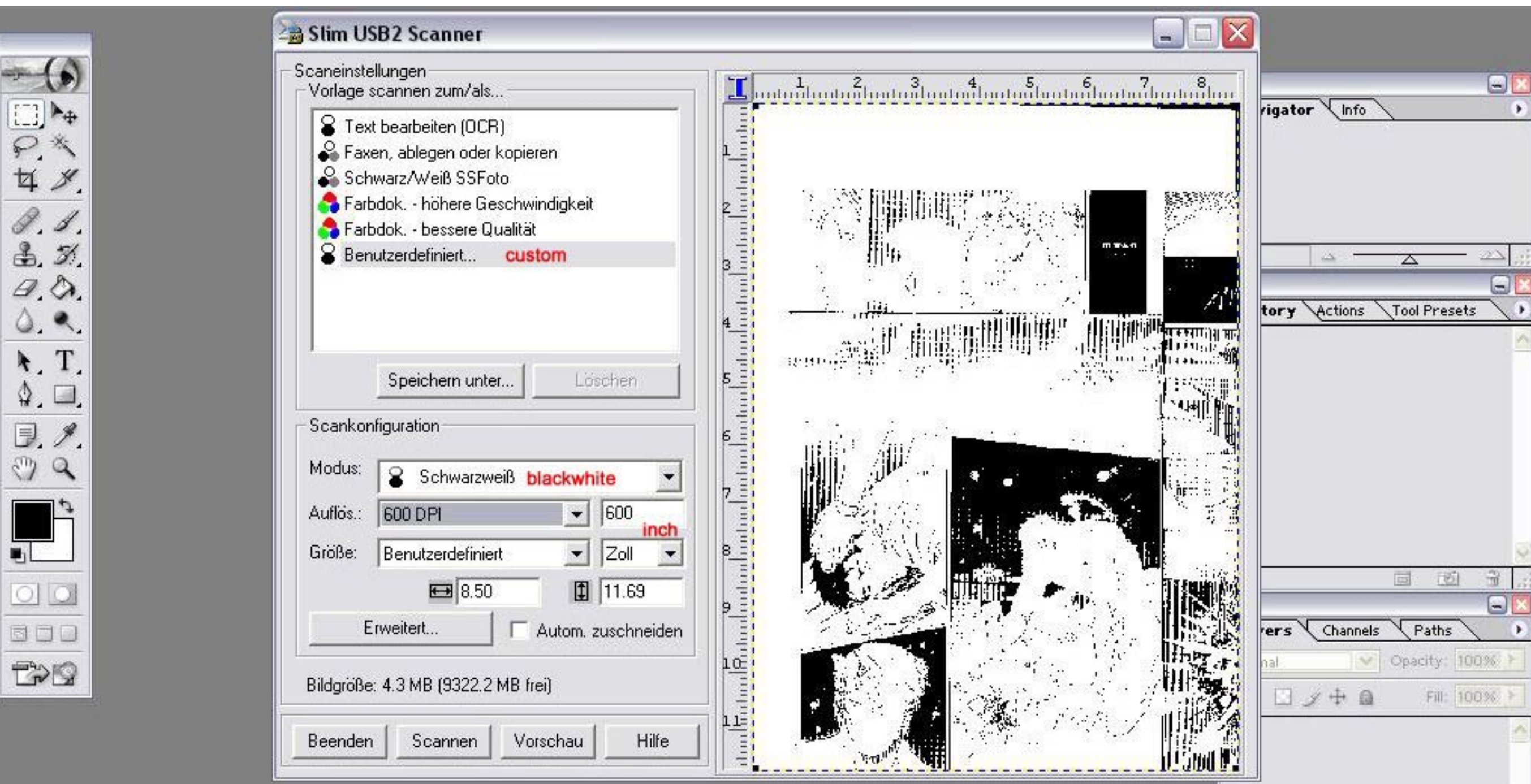


Now we can make the adjustments we need (your scan-window might differ from this, since it's not the same for every scanner).

For a professionally scanned line art we calibrate the scanner to **“black and white”**.

We have to pay attention that we scan this in high resolution, as scanning black and white in low res gives us really ugly results.

Therefore we choose **600 dpi** (or 1200, 2400 and so on, depending on how long you want to wait, but nothing in between).



Why black and white and not greyscale?

That's simple: Since Manga are black/white media, they are also printed on solely black and white-printing machines. If you scanned the line arts in greyscale you could end up having the problem, that the black and white-printing machine puts an ugly extra grid pattern all over your greyscale pages.

Let's continue.
The scanned picture is now specified as **"Bitmap"**.



First of all we save the picture before doing anything. It's always better having the line art saved before editing. That way you can prevent in editable mistakes.

Without making any changes to the line art we save it in bitmap mode as **TIFF**.
Normally TIFF-files would be horribly large but there is a simple trick to compress the picture without losing any of the quality.
As we want to "save as" TIFF and click OK there is a small pop-up asking us, whether we want to save as IBM-PC or Macintosh. Naturally IBM-PC will be checked but more important is the option above.

Image Compression: LZW



Please check this option and click OK.
Normally this TIFF-file would be around 10MB but the LZW compression reduced it to 1MB.

Now we convert our line art from bitmap to greyscale.
"Image -> Mode -> Greyscale"



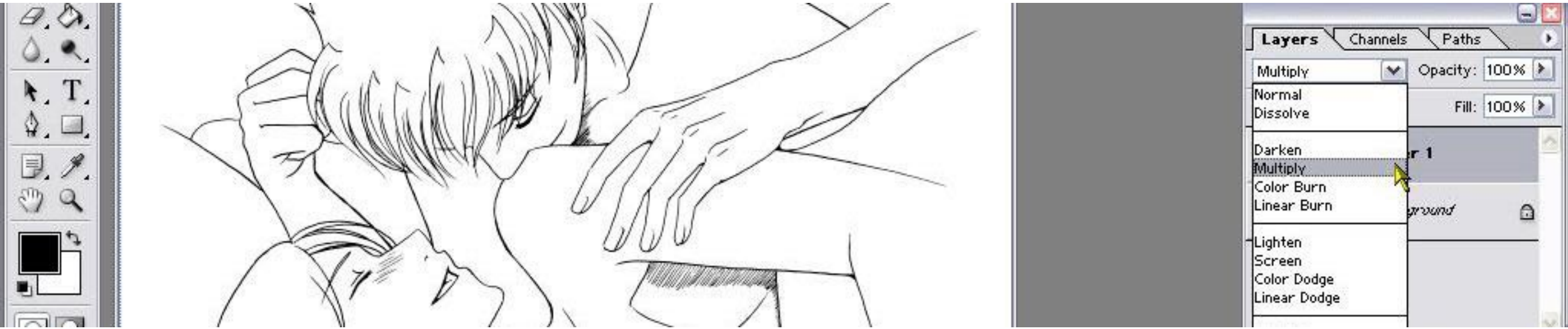
Why greyscale after all?
Because else we wouldn't be able work with layers.

So why didn't we scan as greyscale to begin with?
That's simple: when scanning in black and white the scanner solely picks up black and white areas. No pencil or rubber lines or whatever else may be there that the scanner would pick up with greyscale. However when we now convert the picture to greyscale the picture won't change and there won't be grey areas added.

Now we save our greyscale picture as PSD-file to prevent possible overwriting of our original bitmap TIFF.

Finally we can get started!

First we create a new layer above the background layer and change it to **“multiply”**. Multiply allows us to work on the layers above the background without covering our line art and thus making it impossible to see the lines. There may be other ways to achieve this, but simply changing the mode to multiply is the easiest.

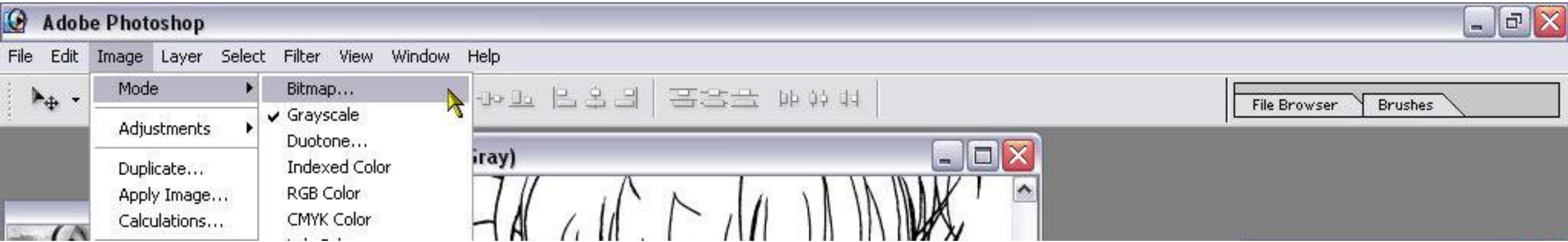


On this layer we can apply greyscales as much as we like. Freehand or with marking tools, gradients, brightening and shading: everything goes. Just always keep in mind to work on the layers above the background layer and never on it.

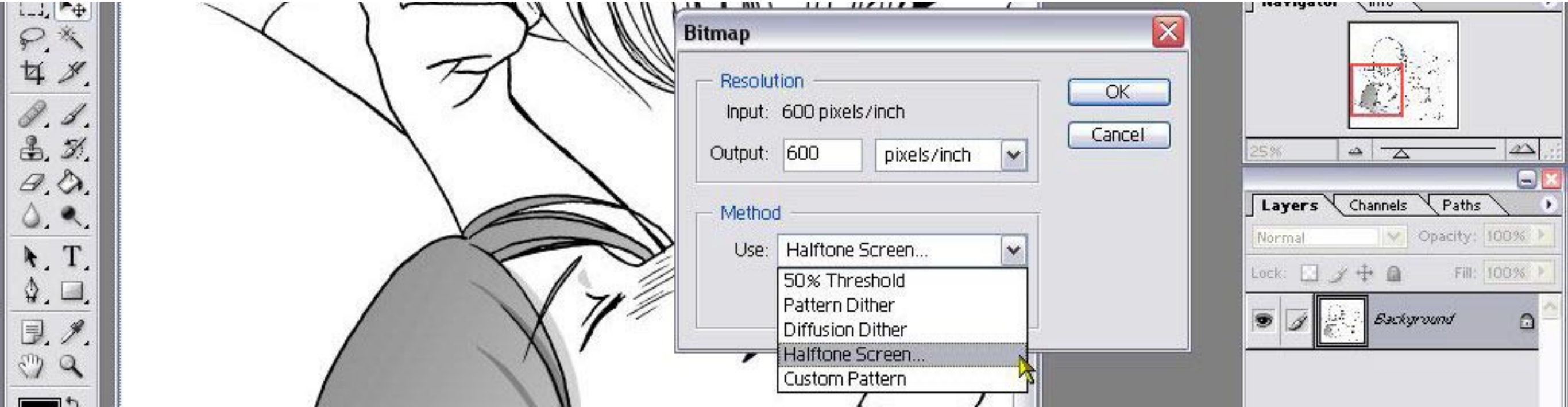


When we’re done applying greyscales to the picture and are satisfied with our work, we save it again as PSD with all layers just in case.

Now we **flatten** the image before we can get started with the actual toning. **“Image -> Mode -> Bitmap”** opens a small option-window where we insert the same dpi-count as we used for scanning (600 or 1200 dpi).



In the dropdown menu we choose „**Halftone Screen**“.

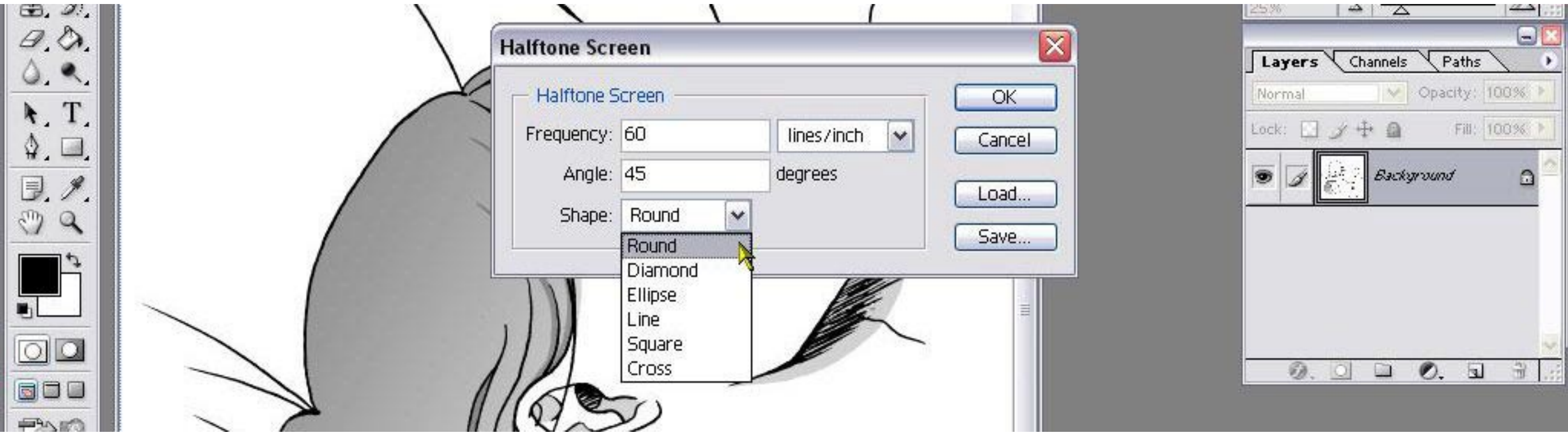


Now there is another pop-up that we need to apply some changes to.

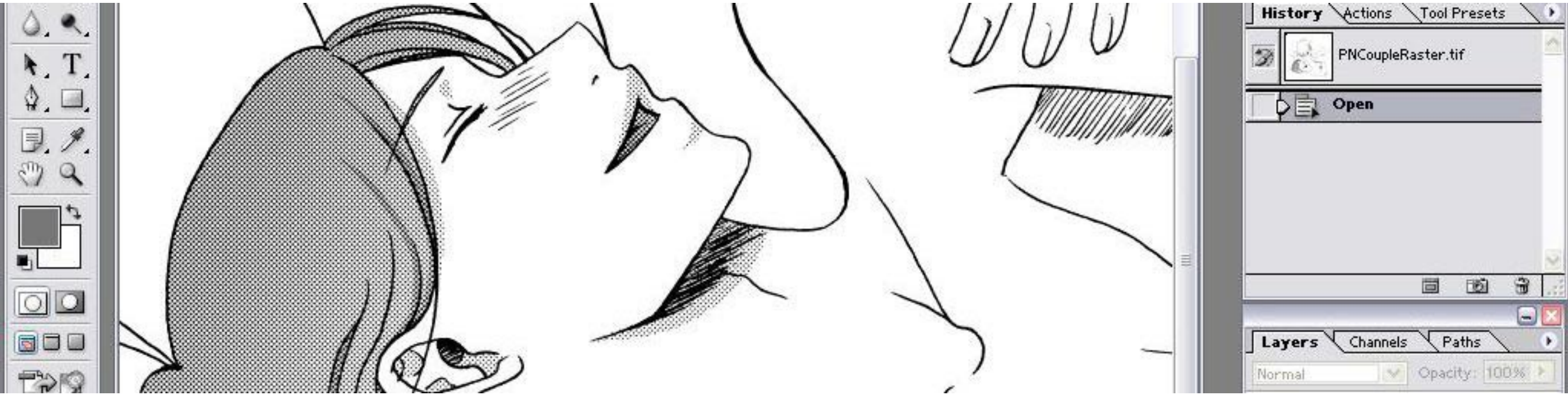
Frequency tells you how far the single dots are apart from each other. The smaller the number, the bigger the distance and the rougher the tone. We change the frequency to 60. That makes a nice and fine tone, appropriate for print.

The Angle is generally 45° and that’s our adjustment.

Last but not least we apply the shape. Usually tones consist of dots and thus we choose “round”.



When we now click OK PhotoShop will convert all of our greyscales to back and white tones.



Now the toned page is finished. Again it's saved as TIFF with LZW compression.

If you want to upload the picture to a gallery, simply convert it back to greyscale, scale it down to 72 dpi (it doesn't need to be more) and save it as a JPG.

With Photoshop you can only create greyscale tones though. No patterns such as those buyable foils. If you want to use patterns you'd have to actually buy them and stick them on before scanning or use ComicWorks.

If you consider using foils you should make a sample-scan in black and white to make sure that the scanner actually picks up the pattern. Some of these foils are not dark enough.

