

Kent's Black and White Selective Color, Version 4

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Kent's B&W Selective Color 4.0 is the latest version of an action I first developed to provide control in making a monochrome version of a color image. It has now been through several iterations and has had a great deal of comment from the user community.

The latest version, besides having the Channel Mixer for setting initial global tones and a Selective Color adjustment to adjust B&W tones by hue, includes a Color Balance adjustment to adjust tones by luminance - highs, midtones and shadows.

The action set still includes contrast actions with Curves and Shadows/Highlights, a Toning action, and actions to three actions to add Grain - one for older versions of Photoshop, one for CS and one for CS2. The Grain action attempts to simulate film grain by adding grain by luminance levels - more in shadows, less in highs.

There is a major change in the workflow and layer setup. Using the RGB Channel mixer action, all layers including the ones added by running the contrast, toning and grain actions are still available for adjustment before flattening. For example, toning or adding grain can sometimes change luminances that one may want to keep.

Going back into, say, the Color Balance adjustment layer allows you to bring back those luminances. The CMYK Channel mixer (with Selective Color and now, Color Balance) is still included, but because of the mode change, the layer access is not as 'accessible' as with the new RGB Channel Mix setup.