

# channel mixer

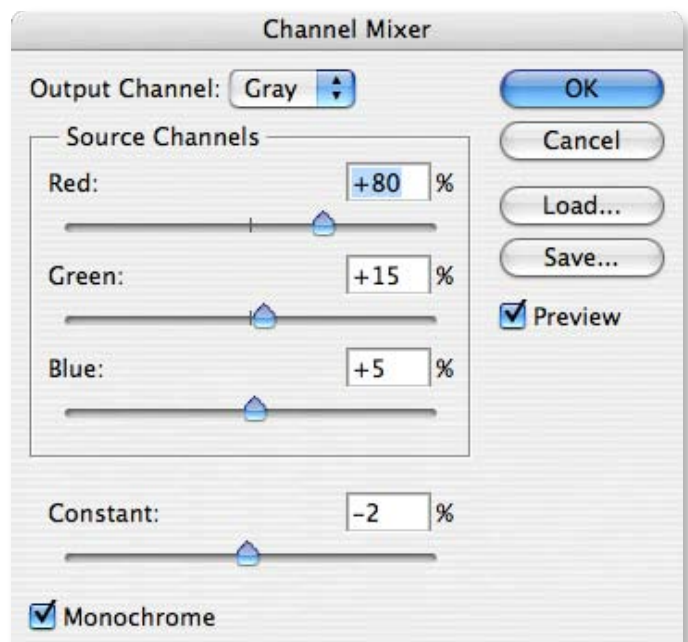
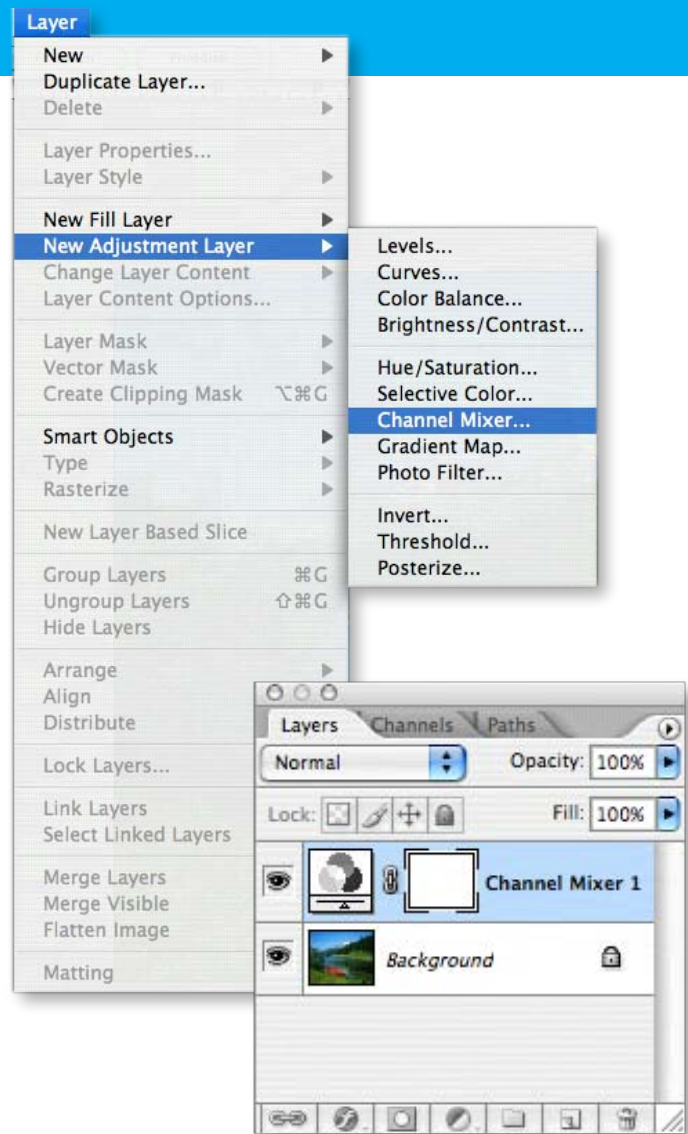
The Channel Mixer command lets you create high-quality grayscale images by choosing the percentage contribution from each color channel. You can also create high-quality sepia-tone or other tinted images. Using the Channel Mixer, you can also make creative color adjustments not easily done with other color-adjustment tools.

The Channel Mixer modifies a targeted (output) color channel using a mix of the existing (source) color channels in the image. Color channels are grayscale images representing the tonal values of the color components in an image (RGB or CMYK). When you use the Channel Mixer, you are adding or subtracting grayscale data from a source channel to the targeted channel.

The Channel Mixer can be applied directly to a layer via the **Image > Image Adjustments > Channel Mixer** path. However, this method is permanent (aside from Undo or History while the file is open) and you will not be able to modify it later. For that reason, I highly recommend applying the Channel Mixer as an Adjustment Layer.

## Add a Channel Mixer Adjustment Layer:

1. Go to the **Layer** Menu
2. Find **New Adjustment Layer**
3. Select **Channel Mixer...**
4. A window will pop up asking you to name the Adjustment Layer. Name it or **Select OK**. Leave other settings unchanged.
5. Once you select OK, the Channel Mixer dialogue will appear. By default you will be in the Red Channel. Note that you can select and modify any channel of your Color Mode (RGB or CMYK) separately from the Output Channel drop-down menu.
6. If you are looking to make a Grayscale conversion, then the first thing you need to do is **Check the Monochrome Box** at the bottom left.
7. The Output Channel is now set to Gray. **Use the Sliders to Edit the Mix of the Source Channels to Achieve the Desired Grayscale Conversion.** To avoid losing highlight or shadow detail, make sure the RGB (or CMYK) channel percentages add up to 100%. The Constant slider may be used to darken or lighten the image overall.
8. You may change the Channel Mixer settings at any time by double-clicking on the Channel Mixer icon of the Adjustment Layer.



# channel mixer settings

Below are some sample settings for using the Channel Mixer to make a custom Black and White image from a color image. These settings are only starting points, and may need to be modified depending on your actual photo.

Please note that the Monochrome Box is checked for all of these settings.

## Black and White Filter Simulations

### Red Filter

R: 100 G: 15 B: 0 Constant: -15

### Green Filter

R: 35 G: 55 B: 20 Constant: -15

### Blue Filter

R: 15 G: 15 B: 80 Constant: -10

### Yellow Filter

R: 60 G: 30 B: 10 Constant: 0

### Orange Filter

R: 75 G: 20 B: 20 Constant: -15

### Yellow-Green Filter

R: 25 G: 65 B: 15 Constant: -5

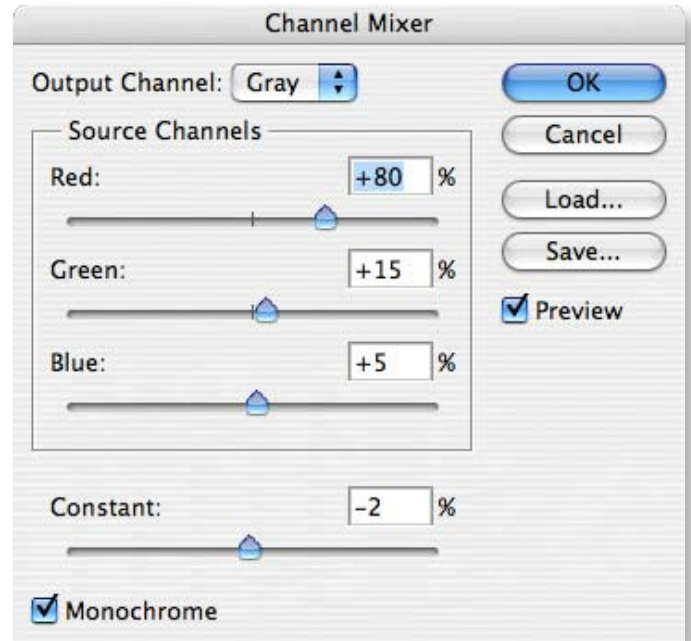
## Other B & W Conversions

### Medium Contrast

R: 33 G: 33 B: 33 Constant: -2

### Heavier Red Channel Conversion

R: 80 G: 15 B: 5 Constant: -2



Channel Mixer Image



Original Image

