

HALFTONE IMAGERY – NAOMI SEAWARD

Halftones are a simple but effective technique to use for preparing imagery for Screenprint. It is a very similar process to how Riso Printing works, with images being converted into grayscale then transformed into series of differing size dots. There are two main methods to create a halftone utilising Photoshop, listed below!

Technique 1: Pixelate

Step 1: Ensure your image is in the right Colour scheme by finding IMAGE in your top panel, selecting the MODE dropdown and checking GRAYSCALE. Be aware this process will flatten your image so all layers will merge into one.

Step 2: (Optional): Utilise the IMAGE, ADJUSTMENTS and BRIGHTNESS/CONTRAST selection to play with the shadows and highlights in your image. A good balance of both is key to a good halftone!

Step 3: With your Image Layer selected, select FILTER in the top panel, using the PIXELATE drop down to select COLOR HALFTONE.

Step 4: This process relies heavily on experimentation and consideration to work well on screen. Ensure that all CHANNEL values are set at 0, otherwise your halftone will not work! Change the MAX RADIUS number to play with how your halftone will look, a higher number will mean more dots per area so be aware of the limits of our screens! (Printing the image out can help to visualise whether the halftone will expose).

This is your completed Half Tone! This can now be exposed onto a screen.



Technique 2: Bitmap

Step 1: Ensure your image is in the right Colour scheme by finding IMAGE in your top panel, selecting the MODE dropdown and checking GRAYSCALE. Be aware this process will flatten your image so all layers will merge into one.

Step 2: (Optional): Utilise the IMAGE, ADJUSTMENTS and BRIGHTNESS/CONTRAST selection to play with the shadows and highlights in your image. A good balance of both is key to a good halftone!

Step 3: Find IMAGE on your top menu, selecting the MODE dropdown and selecting BITMAP.

Step 4: You can experiment with the resolution OUTPUT to improve the quality of the image, but generally it will be fine to remain at 300 dpi. Change the METHOD dropdown to HALFTONE SCREEN.

Step 4: Step 4: This process relies heavily on experimentation and consideration to work well on screen. Change the FREQUENCY number to play with how your halftone will look, a higher number will mean more dots per area so be aware of the limits of our screens! (Printing the image out can help to visualise whether the halftone will expose). The magic number for ANGLE is 22.5, but you can also try to change this to explore possible outcomes. Change your SHAPE dropdown to ELLIPSES and click OK.

This is your completed Half Tone! This can now be exposed onto a screen.

