



lightjet5000

Black & White Media – Read Me

We've tested several black & white papers in the LightJet 5000 with Pictographics System Manager and obtained mixed results. Please read the following to ensure the best possible results.

The LightJet 430 and Fusion software is not compatible with black & white media. Pictographics System Manager and the LightJet 5000 is presently the only recommended software/hardware to perform calibration and imaging on black & white media.

Of the papers tested, two were found to be useable. They are Kodak Digital Black & White Paper and Agfa Multicontrast Premium. Each paper is considerably different in regards to sensitivity. Though both require significantly more exposure than RA4 media, the Agfa paper requires the most. Also, Kodak's paper is a panchromatic paper thus requiring complete darkness while handling.

To obtain Dmax on Agfa's paper, very high exposure levels are required that sometimes trigger an attenuator set-point failure. Provided that point isn't reached, the media is still able to gray balance. However, "wood-grain" like artifacts can occasionally appear in the images due to these excessively high exposure levels. As these levels exceed the normal exposure envelope the LightJet was designed and tested for - the **Agfa Multicontrast paper target is available as an "unsupported" material**. You can find this target file at:
/Downloads/Photo/Qualified-materials/System-Manager/Unsupported-materials/

Kodak Digital Black & White Paper, being more sensitive, avoids the artifacts associated with high exposure levels and therefore is supported. It can be downloaded from the LightJet Qualified Materials section of the FTP site in the System Manager section located at: /Downloads/Photo/Qualified-materials/System-Manager/IntelSMTTargets14.zip. The media target as well as other targets are included in this zip file. Once downloaded, this target file should be placed in C:/picto/targets/ to be available for selection in any new System Manager configurations.

To determine if your processing environment is able to properly develop the media we suggest a starting point of **25 sec. @ 100 degrees F** for your development. Expose a piece of media to room light and process. Increase/decrease development time and/or temperature to yield a vis density of approximately 2.2. This should ensure complete development.

It is recommended that all imaging be done at 406dpi. This produces a higher density due to the closer spacing of the scanlines and therefore reduces the need for excessively high exposure levels.

It is also recommended that images be first converted in Photoshop to grayscale and back to RGB.tif to better reproduce all colors.

When determining correct exposure levels remember that media can be over-exposed resulting in a decrease (reversal) in density. A proper exposure level should be set below this threshold. It is a good idea to keep a log of exposure levels and the returned Dmax densities to check for reversals.

Once exposure levels are set, the calibration, on average, requires only 2 iterations to produce good results.

Note: System Manager's convergence percentage should be disregarded for black & white media.