How To Create Halftones
in Adobe Photoshop
for Sandcarving

In Photoshop:

1. Open your image in Photoshop

2. Resize your image to the final sizing of your piece with resolution at 600 dpi

3. Make your image greyscale: Image-Mode-Greyscale

4. Go to Image-Adjustments-Levels. Change your output levels from 0 to 20 and 255 to 220 (also known as the 90-10 rule).

5. Make your image bitmapped: Image-Mode-Bitmap

6. **Output:** 600 pixels/inch / **Method:** Halftone screen

7. **Frequency:** Choose 35, 45 or 55. This is the sizing of the dots. Think of 35 as large, 45 as medium and 55 as small.
Angle: 37.5 is standard, but every image is different. You do not want to see a checkered pattern (moiré) in your final image.
Shape: Round

8. Zoom in on your image to look at the dots and make sure all of the areas look good. You are ready to print!

Tips to keep in mind:

☑ You want a large image, the higher the original resolution, the better your halftone will turn out.

☑ Find an image with high contrast. If your original image does not have a high contrast you can add this in Photoshop by adjusting the levels.

☑ If there are just one or two spots in your image that have pure white in them, you can use the Burn/Dodge tool to help you grey this area so that there will be no blow-outs. To do this, go to your left hand tool bar and the icon is a circle with a line coming out of the bottom left hand side of it. Dodge will lighten the area that you will click on and Burn will darken the area you click on. You can adjust the amount of Dodging and Burning on the top tool bar when you have this tool selected. By Dodging a white area in your image, you will make that spot grey, which will lessen blow-outs.

☑ You want your image to be as grey as possible for the best results (which is why you adjusted the black and white values in step 4).

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