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1 - Introduction

Je vous propose une nouvelle version de l'article "Réalisation d'un négatif numérique jet d'encre avec The Gimp 2¹¹. En effet, ce dernier montrait comment produire un négatif jet-d'encre de façon plutôt empirique.

J'ai mis en oeuvre une méthode pour améliorer le rendu final du tirage en fonction du procédé, du transparent et de l'imprimante. Le principe a été glané sur différents sites (dont les liens sont en fin d'article), et je les ai adapté à The GIMP².

Pour réaliser ce didacticiel, j'ai pris comme exemple un procédé photographique facile à mettre en oeuvre : la cyanotypie. Néanmoins, le principe restera le même pour d'autres procédés.

2 - Temps d'exposition de base

Il faut, dans un premier temps, déterminer le temps de pose de base du procédé utilisé. Pour cela, nous avons besoin d'une gamme de gris Stouffer de type T2115.

Après avoir préparé le papier émulsionné, on va l'exposer aux U.V. en sur-exposant et en faisant chevaucher le transparent (qui sera utilisé pour faire le négatif) sur le bord de la gamme Stouffer afin de déterminer la quantité de lumière qu'il absorbe. Après "développement", on va lire le résultat comme suit :

- si la densité maxi n'est pas atteinte, il faudra de nouveau faire un test en augmentant l'exposition
- si on obtient une surexposition, on détermine le patch qui obtient la densité maxi aussi bien sur la partie directement exposée du papier que sur la partie avec le transparent. On relève le numéro. Sachant que le passage d'un pas de la gamme à un autre équivaut à 1/2 diaphragme, on divisera le temps d'exposition par la valeur donnée dans le tableau suivant :

1 pas	2 pas	3 pas	4 pas	5 pas	6 pas	7 pas	8 pas	9 pas	10 pas	11 pas	12 pas
1,4	2	2,8	4	5,6	8	11	16	22	32	45	64

• et si on a de la chance..., on aura un résultat qui ressemble à la vue suivante :



Dans mon cas, j'ai un temps d'exposition de 45 minutes. J'insole mes tirages avec 5 tubes fluorescents Philips TL $20W/05^3$ à 15 cm sous une glace de 10 mm.

3 - Détermination de la couleur la plus inactinique

Dans mon approche empirique du sujet, j'étais parti sur le postulat que l'encre jaune/rouge était logiquement la plus opaque aux U.V.. Après des tests, le résultat était correcte, mise à part l'étendu de la gamme de "gris" qui est en parti relative au procédé utilisé. On verra plus loin que grâce à une courbe de correction adaptée, on peut améliorer cela.

Mais avant, on doit déterminer la couleur d'encre qui retiendra le mieux la lumière U.V..

Rentrons dans le vif du sujet. Il va donc falloir faire un premier tirage avec un négatif qui comportera un ensemble de patchs passant par "toutes les couleurs" et toutes les saturations. Pour cela, on utilisera une image qui ressemble à cela :



HSB-RNP-Array X=0-360 Degrees (Hue) Y=0-100 Brightness (Value) Saturation = 100 percent (Constant)

HSB-Array_8bits_gimp.tif

Ce fichier est téléchargeable, sur mon site⁴, pour The GIMP. Ce fichier a été converti en 8 bits et embarque un profil sRGB qu'il faudra conserver.

Après l'avoir téléchargé, on l'imprime sur un transparent. Il faudra peut-être faire plusieurs tests d'impression à plusieurs définitions afin de déterminer celle dont le résultat bave le moins. En effet, certains transparents ne peuvent pas absorber toute l'encre à des définitions importantes et font des gouttes d'encre.

Après insolation avec le temps que l'on a préalablement déterminé, on "développe" le tirage :





La détermination de la couleur la plus appropriée n'est pas automatique, et est peut être multiple. J'ai choisi un patch blanc proche d'une zone avec des "gris". De plus, on fera attention au rendu plus ou moins granuleux de ce patch. Effectivement, plus il y a d'encre et plus il y a des risques d'avoir un effet de gouttelettes sur le négatif qui transparaîtra inexorablement sur le tirage. On peut percevoir cette effet dans la partie basse de l'image ci-dessus.

Une fois que l'on a choisi un patch, on relève ses coordonnées que l'on notera pour la suite. Dans mon cas, j'ai retenu un vert en X=125 et Y=55.

4 - Création de la courbe de correction

4.1 - Charte de gris

Avant de créer la courbe, il faut faire un nouveau négatif avec une charte de gris. Il en existe quelques unes sur le Net mais j'ai préféré en réaliser une dédiée à The GIMP. Je m'explique : certains logiciels, comme Adobe Photoshop, travaille en pourcentage, les chartes sont donc élaborées en fonction. Cette façon de voir est certainement plus proche des habitudes des photographes notamment. Sous The GIMP, il en va autrement et l'échelle ne va plus de 0 à 100% mais de 0 à 255. Même si cette approche paraît moins logique pour un photographe qu'un informaticien (En 8 bits par couche, chaque couche est codée sur 256 octets), on a bien à faire à la même chose si ce n'est cette manière de "compter".

C'est pour cela que je vous propose une charte adaptée où l'on ne verra pas apparaître le pourcentage des gris mais leur valeur comprise entre 0 et 255, voir ci-contre.

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72	75	78	81	84	87	90	93
96	99	102	105	108	111	114	117
120	122	126	120	122	125	129	1.11
120	123	120	129	132	135	130	141
144	147	150	153	156	159	162	165
168	171	174	177	180	183	186	189
192	195	198	201	204	207	210	213
216	219	222	225	228	231	234	237
240	243	246	249	252	255		128

Les fichiers sources au format XCF sont disponibles en fin d'article sur le site⁵.

4.2 - Application de la couleur à la charte de gris

On commence donc par ouvrir un des 2 fichiers. A l'ouverture, un message est affiché et nous invite à convertir ou conserver le profil ICC embargué, il faut choisir "**Conserver**".



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Si on prend le fichier avec les calques, on va commencer par aplanir l'image : ->



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<- On va alors inverser les couleurs, soit passer l'image en négatif :



Puis, on va appliquer la couleur que l'on a déterminé dans l'étape précédente : ->

apparaît, on va directement Echier Edition Selection Affichage Image Calque reporter les valeurs que l'on aura lues sur le tirage réalisé à partir de la charte HSB-Array :



Il ne reste plus qu'à imprimer ce négatif et à réaliser un nouveau tirage en prenant toujours le temps d'exposition déterminé au début.



couleur orange. On remarquera, que par rapport au tirage

suivant (négatif vert), que l'étendu des nuances est moins importante.

Tirage cyanotype d'un charte de couleur verte.

4.3 - Mesure des densités

Afin de pouvoir mesurer les densités des différents patchs de la charte, nous devons numériser ce nouveau tirage.

Puis avec The GIMP, nous allons pouvoir mesurer les densités pour produire une courbe de correction.

Quelques étapes sont nécessaires avant de faire les mesures :

- Passer en niveaux de gris : "Image > Mode > Niveaux de gris"
- Niveler l'histogramme avec l'outil Courbes : "Couleurs > Courbes"
- Ajouter du flou gaussien pour facilité les mesures : "Filtres > Flou > Flou gaussien"
- Faire les mesures, toujours avec l'outil Courbes. On ne mesurera pas systématiquement tous les patchs de la gamme. Personnellement, je mesure le blanc, le patch le plus dense, puis les patchs de 8 en 8 (Ce qui fait environ tous les 10%).

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Une fois que l'on a relevé l'ensemble des valeurs (Environ 10/12 valeurs), on va les reporter sur la courbe. Cette opération peut être faite sur n'importe quelle image. En effet, c'est la courbe en elle-même que l'on va sauvegarder pour pouvoir l'appliquer par la suite.

- A : Coordonnées du curseur quand on déplace un point de la courbe
- B : Bouton pour exporter la courbe

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Exportation de la courbe

Et voila !! le plus gros du travail est fait. Il reste à produire un tirage en appliquant cette courbe de correction pour la valider. C'est ce que l'on va s'appliquer à faire dans l'étape suivante.

5 - Le négatif jet-d'encre

Cette partie est assez "mécanique", en dehors bien entendu du travail que vous voulez faire sur l'image en terme de retouche. Voici donc les étapes pour obtenir ce négatif jet-d'encre :

- 1. Ouvrir une image
- 2. Désaturer l'image : "Couleurs > Désaturer..."
- 3. Niveler l'histogramme avec l'outil Courbes : "Couleurs > Courbes"
- 4. Appliquer la courbe de correction
- 5. Inverser l'image : "Couleurs > Inverser"
- 6. Colorier de la même façon que pour la gamme de gris : "Couleurs > Colorier..."
- 7. Imprimer...









On peut également faire un tirage d'une gamme de gris corrigée. Je vous livre le résultat de ce qu'a donné mon test :



6 - Conclusion

Comme on peut le voir sur l'image ci-dessus, l'amélioration de l'étendu des nuances est importante. Le choix de la couleur est certes intéressant mais l'application d'une courbe de correction est primordiale. Elle permet de ce concentrer sur ce qu'est capable de rendre le procédé en terme de nuance. Il faut néanmoins garder à l'esprit que ce n'est pas une courbe générique pour le procédé. En effet, cette courbe n'est valable que pour les paramètres matériels que l'on a utilisés :

- L'imprimante et ses encres
- le transparent
- le papier utilisé pour le procédé
- le procédé lui-même

Cette procédure sera donc à réaliser à chaque changement d'un des paramètres énumérés ci-dessus, ce qui peut impliquer une petit collection de courbe...

7 - Ressources

<u>http://www.inkjetnegative.com/images/RNP/rnp.htm</u> - Site en anglais <u>http://vedos.samk.fi/ ?cat=3</u> - Site en anglais <u>http://negatifnumerique.blogspot.com/</u> - Site en français

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