

# Software Required

## Adobe Photoshop & Lightroom

<http://creative.adobe.com/>

## DxO Nik Software (formerly Google Nik, no longer free)

Install this to get access to DxO Silver Efex Pro.

<https://nikcollection.dxo.com/>

## VSCO Film 01 (optional, used for the base B&W look)

This isn't a requirement but my simulation is based on VSCO Film 01's TRI-X 400 profile. If you don't have it, you can use your own and apply the TONE CURVE preset instead.

<http://vsco.co/store/film/01>

# Installation

## Lightroom Templates

1. Download the .ltemplate files and launch Lightroom.
2. In the Develop module, under the Presets panel, right click on User Presets and click Import.
3. Select these files to import the presets.

## Photoshop Action

1. Launch Photoshop.
2. Under Window menu, open Actions.
3. In the Actions menu button, click Load Actions.
4. Select the download **Photoshop Tri-X Simulation.atn** file to add the actions.

# Usage

This action relies on a clean B&W image with no existing pseudo-grain.

1. For VSCO Film 01 users, apply VSCO Film 01's **Kodak TRI-X 400** preset.
2. For those without VSCO Film 01, apply your favourite B&W preset and prepare your image for processing (exposure, edits etc).
3. Apply the **DIGITAL 400TX TONE CURVE** preset to your image to set the tone curve and remove all Lightroom grain.
4. Right click the image and **Edit in Photoshop**.
5. Once it opens, in the Photoshop Actions, click "**FULL PROCESS 35mm**" or "**FULL PROCESS 645**" action depending on the fidelity desired.
6. If everything goes well, you'll end up with a fully processed B&W image that has many of the characteristics of B&W film.
7. Save the edited image and close.
8. Export!