

Conversion to B&W

1 Channels. Select the best channel and convert to greyscale.(Image> mode> greyscale)

2 Greyscale conversion. Convert all channels as above.

3 Convert to lab. (Image>mode>lab) Select lightness channel and convert to greyscale. You are here deleting the colour information and retaining just the lightness values.

4. Hue saturation. (Image>adjustments>desaturate) Or best to select as an adjustment layer so that no pixels are changed at this stage.

5. Channel mixer.(Image>adjustments>channel mixer).Or best as adjustment layer for reason above.

Method..Select monochrome and preview. Try various mixes of channels keeping total value to around 100% . Adjust constant to correct brightness.

6. Russell Browns colour convertor.

Method...a. create first adjustment layer for hue saturation, and select blending mode to colour.

b. create another adjustment layer on top of this one with normal blending mode and totally desaturate the image.

c. select the first adjustment layer, double left click on the b/w circle and adjust the hue slider to get the best b/w image.

Then after doing the above adjustments create another adjustment layer for levels. Zoom into some shadow detail and set the black point, and do likewise for the highlights, and finally move the central marker to give the best effect in the mid tones

No 6 is the best at the moment, but in CS3 there is an even better way of doing it, but you will have to buy it first.