Resizing Your Image (instructions how to do it in Adobe Lightroom)

All digital images will be judged at a resolution of 1600 px *wide* by 1200 px *high*. (*px is pixels*). Because we are projecting them, all images are *landscape* format. If your image is a *portrait*, it can only be 1200 high x somewhere around say 800 wide. Portraits cannot be 1600 pixels in the vertical direction.

Normally you will want to maintain the proportions of your image. Your image does not have to fill the whole pixel area. Dicentra will by default fill remaining space with black. If you have a white border around the image, this will be visible. If you have a black border it will disappear against the black surrounding space.

- 1. You can select one or more images when you are in the library module. (Modes G and E, but not D (Develop)). In this mode, you have options import and export in the bottom left corner.
- 2. Select Export and a dialogue box pops up. Select where you want to save your exported images. Select file settings JPEG and colour space sRGB.
- 3. Image sizing. Select "resize to fit" W 1600 H 1200, and this will give the largest image which fits the projection size. Resolution doesn't matter. When you save a jpeg you normally save at the highest quality (12).
- 4. Set everything else you want and Click OK.

Tip: many people will talk about 'file size' or 'dpi' - none of this is relevant here, you are measuring pixels only.

Competition winners on the club web site

- 1. When we put the competition winners on the web site, these fit within a *square* box 800 x 800, so the image needs to be sized to 800 px maximum side. This can either be 800 wide for a landscape or 800 high for a portrait.
- 2. You only need to send these in for a Print competition. For a DPI (projected) competition, the webmaster will do the resizing from the submitted images.

Saving the Image & filename standards for competitions

- 1. To save a file as a JPEG file, from the File Menu, choose Save As. The Save As dialog is displayed.
- 2. Select the folder you want to save to and type in the correct title which should be no longer than 30 characters including spaces. Make sure the Format field is set to JPEG.
- 3. Click the Save button, you will then see the JPEG Options dialog box. Set the amount of compression to apply to the image. For club competitions, you can set the quality to 12. This will ensure the final file size is not too large while retaining the quality of the image. Make sure the Format Options is set to Baseline ('Standard'). Click OK.

Resizing Your Image (instructions how to do it in Photoshop Elements)

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- 1. On the top bar, choose the "Image" menu, then "Resize" then "Image Size".
- 2. In the section at the top, the units you select should be "pixels" on both rows.
- 3. There are three check boxes at the bottom. You normally want all three of them checked. "Constrain Proportions" keeps the aspect ratio the same as your starting image. "Resample image" is necessary to change the number of pixels.
- 4. Enter the width you want, i.e. 1600.
- 5. If the height is greater than 1200, it doesn't fit in the allowed dimensions, so you have to do it the other way round. Enter the height you want, i.e. 1200. The width will adjust automatically to something less than 1600. (For a typical portrait, around 800).
- 6. Click OK.

Tip: many people will talk about 'file size' or 'dpi' - none of this is relevant here, you are measuring pixels only.

Colour Space

- 1. Our projection is set for a standard way of displaying colours. To get the right quality, you need to set your image to the same standard. To do this:
- 2. On the top bar, choose the "Image" menu, then "Colour Profile". When you select this, three options appear. You want to select sRGB.
- 3. If sRGB is greyed out (you can't select it), that means that your image is already in sRGB. If it is black then click on it.

Resizing Your Image (instructions how to do it in Photoshop CC)

All digital images will be judged at a resolution of 1600 px *wide* by 1200 px *high*. (*px is pixels*). Because we are projecting them, all images are *landscape* format. If your image is a *portrait*, it can only be 1200 high x somewhere around say 800 wide. Portraits cannot be 1600 pixels in the vertical direction.

Normally you will want to maintain the proportions of your image. Your image does not have to fill the whole pixel area. Dicentra will by default fill remaining space with black. If you have a white border around the image, this will be visible. If you have a black border it will disappear against the black surrounding space.

- 1. On the top bar, choose the "Image" menu, then "Image Size".
- 2. In the section at the top, the units you select should be "*pixels*" on both rows. Resolution doesn't matter.
- 3. To the left of width and height is a little chain link. If you click on this it disconnects the height and width. Do it again and it reconnects, etc. You want them connected to keep the same aspect ratio.
- 4. There is a check box at the bottom. You normally want this checked. "Resample image" is necessary to change the number of pixels.
- 5. Enter the width you want, i.e. 1600.
- 6. If the height is greater than 1200, it doesn't fit in the allowed dimensions, so you have to do it the other way round. Enter the height you want, i.e. 1200. The width will adjust automatically to something less than 1600. (For a typical portrait, around 800).
- 7. Click OK.

Tip: many people will talk about 'file size' or 'dpi' - none of this is relevant here, you are measuring pixels only.

Colour Space

- 1. Our projection is set for a standard way of displaying colours. To get the right quality, you need to set your image to the same standard. To do this:
- 2. On the top bar, choose the "<u>Edit</u>" menu, then "Colour Settings". When you select this, some options appear. You want to select sRGB. (with a number IEC,, after it)
- 3. If sRGB is greyed out (you can't select it), that means that your image is already in sRGB. If it is black then click on it.