



## PREPARING YOUR IMAGES FOR DIGITAL PROJECTION

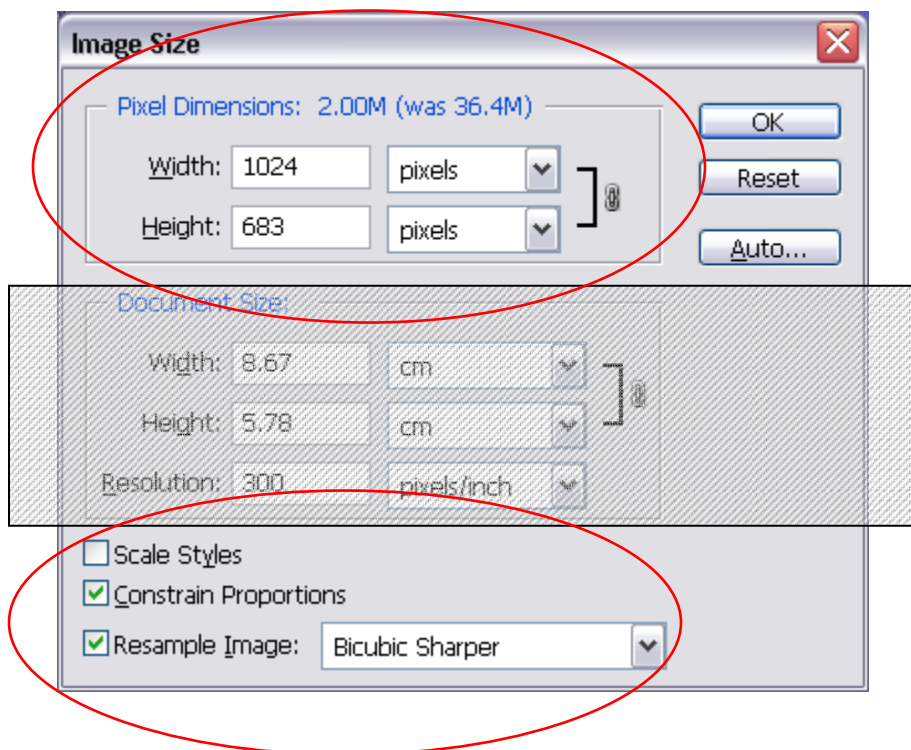
By Tom Kress

The native resolution of our projector is 1024 x 768. In other words the image it projects is 1024 pixels wide and 768 pixels high. We need to make our images fit these constraints.

The following methods apply to Photoshop versions 6, CS, CS2, CS3, and Elements 5 (not Method 2). The same principles apply to other imaging programs but the details will differ.

### Method 1

- Open your image
- Select menu **Image**, then **Image Size**,



- We only are concerned with the top and the bottom part of this dialog. The 'Document Size' section doesn't apply as we are not interested here in printing the image, only the Pixel Dimensions and the \*method of resizing.
- Tick the **Constrain Proportions** check box, this ensures the Width to Height ratio of your image is maintained.
- Tick the **Resample Image** check box, this is what the resize operation does, it resamples the pixels and builds a new image from them.
- Select the \***Bicubic Sharper** method of interpolation
- If you have an image that contains layers with Layer Styles (Drop Shadow, Stroke, Overlay, etc.) maintain the proportions of the applied styles by ticking the **Scale Styles** check box also.

Now it's time to put in your new image size

- If you have a landscape format image put 1024 pixels in the **Width:** box
- If you have a portrait or square format image put 768 pixels in the **Height:** box
- Click **OK**

If you've put these numbers in and something's not right, make sure you've ticked all the right boxes. Or if your image is almost squarish play with the numbers till it fits within 1024 W X 768 H.

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## Method 2 (Photoshop only, not Elements)

- If you have any layers, select menu **Layers, Flatten Image.**
- Select menu **File, Automate, Fit Image**
- In the Fit image dialog enter **1024** in the **Width box** and **768** in the **Height box.**
- Click **OK**

This method is easier, however the \*interpolation method used is based on what you have in set as a default (menu, **Edit, Preferences, General**)

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The other advantage of Method 2 is that it can be recorded as an action and performed automatically (That's something you can experiment with. **F1** and search for 'actions'.)

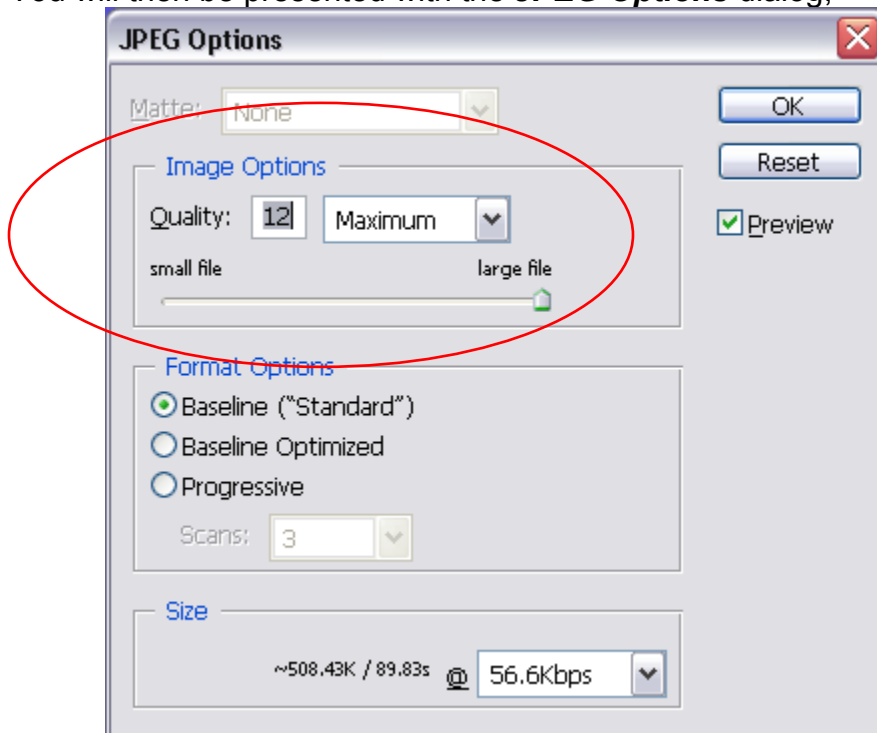
**Hint:** Whenever resizing to larger use Bicubic Smoother, if resizing to smaller use Bicubic Sharper

## Saving the image

**Note:** For users who are using a colour profile that is not sRGB or if you're using more than 8 bits per channel, convert the colour profile and bit count to 8 bit before saving. (If you don't understand this you're most likely using sRGB, 8 bit already.)

- Select menu **File** then **Save As**
- In the **Save As** dialog box first thing to do is select a location in the '**Save In:**' box to save the file to (don't overwrite your original)
- The next thing to do is select **JPEG** from the '**Format:**' box
- Type in a new file name and click save.

You will then be presented with the **JPEG Options** dialog,



We want the best quality possible from the JPEG compression, so all you need to do here is either;

- Put a **12** in the **Quality** box  
**Or 31 August 2008**  
Move the slider all the way to the right (**large file**)
- Click **OK**

**Note:** You will be advised in due course of the correct naming conventions to use for competition images.