

Tip Sheet #1: Preparing images for projection

Copying the image

- Open the image then click Image > Duplicate to make a copy (this is not really necessary, but protects the original if you should make a mistake at any stage).
- Shut down original image to protect it, and work on the duplicate.
- Flatten the image.

Resizing the image

- Go to Image > Resize > Image Size (Elements) or Image > Image Size (CS3).
- Make sure that the Constrain Proportions and the Resample Image boxes are ticked.
- On the top two boxes enter the pixel size required e.g. 1024 for a landscape format or 768 for a portrait format. (The Constrain Proportions will take care of the other size)
- Click [OK].

Setting the canvas size

- Go to Image > Canvas Size and set to Pixels. In the size boxes, enter the size required, e.g. 1024 x 768.
- In the Canvas Extension Colour, set black (or any other colour you wish, but black is normal), then click [ok].
- Save the image by clicking File > Save As as a jpeg, setting maximum quality (12) under any name and location that you chose.

The image is now ready for projecting, or sending to any competitions that you may wish to enter.

Note: Check the pixel size required; the ones given are standard dimensions for club competitions, but other competitions may vary, so please check.

Profiles

Most competitions specify that the colour profile has to be sRGB. If you shoot in Auto mode then in most cases this is what the camera is set at. If not:

- (CS3) Edit > Convert to Profile, from the drop down list, select sRGB and click [OK].
- (Elements 5) Click Image > Convert to Colour Profile.

If you do not send in images in the right profile, a lot of software used will just refuse to open the file, so your entry will not be seen.

You can normally see the profile in use at the bottom of the screen, if not click on the small arrow and set show profile from the list.

Any queries – ask Bill or Graham.

Bill Nairn