

## Preparing Digital Images for Projection

To prepare images for digital projection there are four things you need to do.

- Set the correct colour profile
- Resize the image
- Name and Save your image as a JPG file
- Resize the canvas to fill in the unused area with black

Following these steps will ensure that your image is projected under optimal conditions, hopefully matching what you see on your monitor (which, of course, you have calibrated in advance using the Club's Monitor Calibrator).

### (i) Set the correct colour profile

If you don't shoot in sRGB colour space or don't know whether you do or not proceed as follows:

In PS7, CS1 or CS2 go to **Image>Mode>Convert to Profile** or if you are using CS3 or higher go to **Edit>Convert to profile**.

In the Destination Space select **sRGB IEC6 1966-2.1**, in the **Conversion Options**, **Adobe (ACE)** and **Relative Colorimetric** should be selected and the **Use Black Point Compensation** box should be ticked.

### (ii) Resize the image

To resize the image, select **Image>Image size** and at the bottom of the dialogue box make sure the **Constrain Proportions** box is ticked. In the drop down box select Bicubic (PS7 or CS1) or Bicubic Sharper if it is available (i.e. CS3 or higher), assuming you are downsizing your image.

If your image is clearly **landscape or letterbox** in format then set the width of the image to **1400 pixels**, the height will automatically be adjusted in proportion to the width (that is why you ticked Constrain Proportions).

If your image is **portrait or square** in format then set the height to **1050 pixels**, the width will automatically be adjusted in proportion to the height.

Click on OK to apply your size changes.

### (iii) Name and Save your image as a JPG file

Save your file by selecting **File/Save as** and in the Format drop down menu select JPG as the file format, if this is not already selected. Name the file with the title of your image, making sure the file name and your written image name match exactly. Please use spaces and capital letters as appropriate but avoid using all capitals or hyphens and underscores.

In the **JPG Options** box, under **Image Options**, set the quality to 12. This should give a file size < 2 MB.

After resizing you can check that you have got it right by running the cursor over a thumbnail or the file name of the image in an Explorer Window. The dimensions in pixels will be indicated.

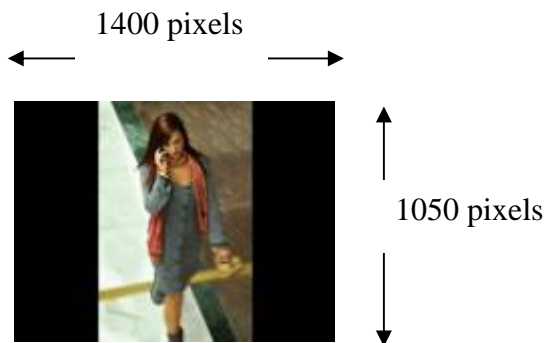
#### (iv) Resize the canvas

Re open your image and then go to **Image/Canvas size**, select pixels in either of the drop down menu boxes and then set the width to 1400 for a portrait or square format image or the height to 1050 for a landscape for letterbox format image. Make sure the **Relative** box is unticked, the central square (c.f. one of the arrows) is highlighted in **Anchor** position and select Black for your **Canvas extension colour** and then Click OK.

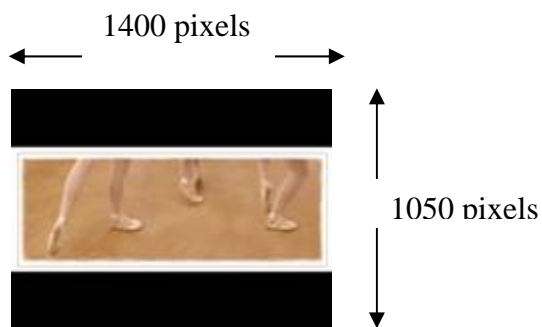
Resave the file which should be 1400 pixels wide x 1050 pixels high, irrespective of your image size, with the unused areas of the image filled with black.

Please note we advise you save your image as a JPG file before adjusting the canvas size because you will encounter problems if you try to adjust the canvas size of a multi-layer Photoshop image file. If you are working with a single layer PSD file or a JPG file you can resize your canvas immediately after resizing your image and then save it as a JPG.

Portrait or square format images should look like the picture below.



Landscape or panoramic format images should look like picture below.



If you have any problems with this, or you think any parts are unclear, please feel free discuss the matter with either Rob Hockney or Brian Law

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