Preparing Digital Images for Projection

1) Change the colour profile.

In PS7, CS1 or CS2 go to Image>Mode>Convert to Profile or if you are using CS3 to CC2016, 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 before clicking OK.

Convert to	Profile	×
Source S Profile:	space Adobe RGB (1998)	ОК
Destinat	ion Space	Cancel
Profile:	sRGB IEC61966-2.1	- Preview
Conversi	on Options	
Engine:	Adobe (ACE) ~	Advanced
Intent:	Relative Colorimetric ~	
🔽 Use Bla	ick Point Compensation	
🔽 Use Dit	her	

2) 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), this assumes 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.

Now save your file by selecting File/Save as and in the Format drop down menu select JPEG as the file format, if this is not already selected. Name the file with the title of your image, make sure the file name and your written image name match exactly. Please uses spaces and capital letters as appropriate but avoid using all capitals or hyphens and underscores. In the JPEG 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 Explore Window and the dimensions in pixels will be indicated.

3) Fill in the unused area with black or dark grey to suit your image.

Additionally you may want to fill in the unused area with black (or dark grey); this is often requested for external competitions.

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, and select Black (or what ever you prefer) for your Canvas extension colour and then Click OK.



Resave this image (Ctrl+S) *which should now be 1400 pixels wide x 1050 pixels high*, irrespective of your picture format, with the unused areas of the image filled with the colour of your choice.



Portrait or square format images should look like this:

Landscape or panoramic format images should look like this

