

Preparing Image Files for Projection

This page is a quick summary of the requirements for preparing image files. It assumes use of a program such as Photoshop or Elements.

Start with your master image file, following any required image processing, but only work on a copy of the file.

Complete the following steps as may be required:

- Flatten all layers
- Delete any saved selections (also known as alpha channels)
- Convert into 8-bit depth
- Convert into RGB mode
- Convert into sRGB colour space

Size the file to match the projection size:

- For XGA projection size, the width must not exceed 1024 pixels and the height must not exceed 768 pixels
- For SXGA+ projection size, the width must not exceed 1400 pixels and the height must not exceed 1050 pixels
- For UXGA projection size, the width must not exceed 1600 pixels and the height must not exceed 1200 pixels.

Resizing may be done:

- In Photoshop: Use File>Automate>Fit Image
- In Photoshop or Elements: Use Image Resize. When using Image Resize, note that the ppi setting is irrelevant for projection, and may be left at any value.

If you want to use a border, then this is best done by undersizing the image by 4 pixels, and then expanding the canvas by 4 pixels using your chosen border colour.

Most images do not fill the projection size exactly in both dimensions. It is not necessary to fill any blank space with black.

Sharpen the image at the final projection size, and using your preferred method.

Save the image file:

- In jpg file format. (Note: jpg format requires a flattened file with no saved selection, and 8-bit depth.)
- Using the filename format specification provided by the event organiser.
- Saving at Quality 10 (or 80%) is sufficient. (Saving at maximum quality is no longer recommended.)