

Projected Digital Images

Getting ready for competition

Preparing images for digital projection: how to size, name and label your photograph.

PROJECTED DIGITAL IMAGE COMPETITION RULES and GUIDELINES

If this is your first time as a PDI competitor (*think of them as electronic slides*) it can be a bit daunting but, don't worry, we hope this guide will help you to prepare and, if you get stuck, you can always contact us and we'll come and show you how to do it. General Competition rules apply for the PDI contest, such as the number of images you can submit (see general rules). There are, however, a few rules that are specific to PDI Competitions such as the sizing, naming, formatting and labelling of your photographs.

- **Projection**

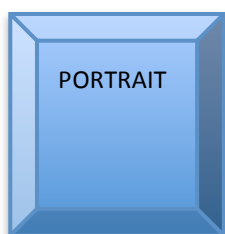
The MCC projector has been fully calibrated to show digital photographs and the judge will view a test screen prior to each competition to confirm that the system is optimised. However, there are some things that you need to do to make sure that your photograph looks as you expect it to on competition night: aspects such as image size, orientation (portrait or landscape) and colour can be affected by the way the image is saved and displayed. All projectors have characteristics that make them unique and we need to match the characteristics of the image with the specification of our particular projector.

- **Image border (key line)**

All images will be projected on a near-black background. If your image has dark tones or shadows on the edges, it may appear to 'bleed' into the background when projected; this will affect the impact of your shot. You might want to apply a small lighter border to mark the edge of your image (5 pixels or less is usually sufficient).

- **Size and type of image**

Unlike prints, which are measured in centimetres or inches, digital images are sized by the number of horizontal and vertical pixels. Our projector accepts **.JPEG** images that do not exceed the following dimensions:



PORTRAIT/SQUARE
maximum **height** = 1200 pixels

LANDSCAPE
Maximum **width** = 1600 pixels.

- **Colour space**

Ideally select **sRGB colour space** for digital projection.

- **Digital File Titles (Filename) for main competition entries**

Your image filename should match *exactly* the example below. Don't worry about having your name appear on the file, the software will automatically hide it and only the title will show up. Be sure to prefix each image with a number in order of preference. If we get too many entries, your 4th image will be dropped and you can resubmit it to a different competition.

Jack Jones' first entry, which is titled 'The Sunset', would be listed as:.....

1_Sun Set_Jack Jones.jpg

Jack's 2nd entry would be:.....

2_Another Sunset_Jack Jones.jpg

Jack's 3rd entry:.....

- **PhotoEntry™ Online Image Submission**

To make things even easier, why not take advantage of our online image submission process. The software will guide you through the process, check that you images are formatted properly and manage the naming and numbering for you. You'll find guidelines on the ToolBox page of the website.

Alternatively use one of the methods below...

- **Submitting entries**

Burn to disc/memory stick

Write / burn your **JPEG** files onto a USB memory stick (preferred) or CD/DVD. Label with your **Name, contact phone number** and **date** for the appropriate competition and hand it to the PDI Co-ordinator on or before the cut-off dates shown on the programme. Entries for the Eddie Fildes Development Competition should be handed in at the same time.

You should ensure that no 'virus' is present within your memory stick/CD. It will be checked when submitted and if a virus is found it will not be accepted.

Email

You may also email your entries but **make sure your email is not set to compress the files.**

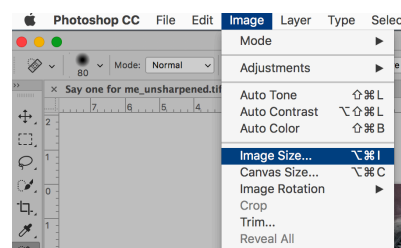
You can find the current email address on the website/contacts page and please note; **there are different addresses** for the main competition and the Eddie Fildes Development competition.

The following section shows you how to resize, label and optimise your image in popular editing programmes. If you use something different, the information that follows can be adapted to suit.

PHOTOSHOP 5/CC 2017 or similar

STEP 1:

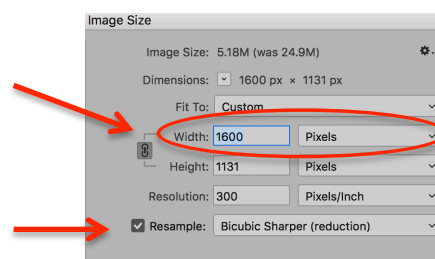
Open your image and go to 'Image Size'



STEP 2:

Click the link so that your image retains your intended shape. As you manipulate the height or width, PS CC will automatically change the other aspect.

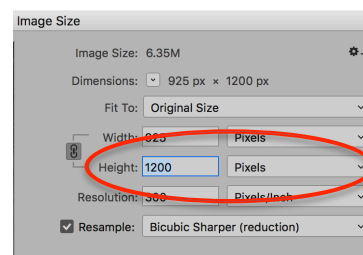
Tick the 'Resample' box, select Bicubic Sharper (reduction) and select 'pixels' for the width and height.



If your image is LANDSCAPE change the width number to 1600

If your image is PORTRAIT or SQUARE change the height number to 1200

Check that neither box exceeds the projector limit of 1600 (w) x 1200 (h)

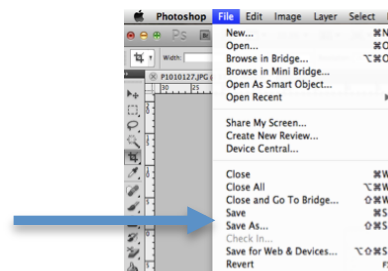


Note: Occasionally, if your image is almost square, when you change the width the height will still exceed 1200. If this happens, you will need to bring this down to 1200 to make sure it fits the screen. This will result in you having a dark projected border at each side of your image. You may want to add a small border (key line) to define the edge of the image (see page 2).

PHOTOSHOP CC (continued)

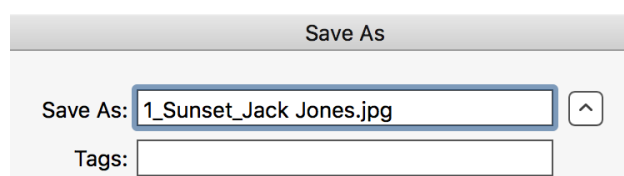
STEP 3:

To save your file, select 'File' 'Save As'



STEP 4:

Name your file. It is critical that you follow the format shown here as this is the 'code' that runs in the competition software. Please take close attention to the spacing: **1_Sunset_Jack Jones.jpg**

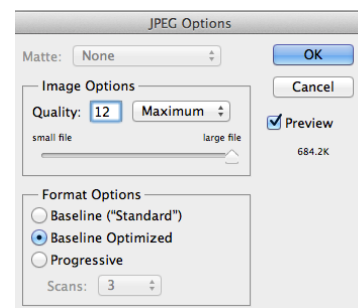


NOTE: the number 1 indicates the order of preference that your images will be exhibited. You must prefix each of our images with a 1; 2; 3; or 4; and remember that the 4th images might be dropped from the competition if the total number of entries are high. Make sure that number 4 is your least favourite entry and that you don't mind if it is dropped – it can always be entered another time.

STEP 5:

Finally complete the process by selecting the JPEG image options as:

- Quality '12'
- Baseline Optimized



PHOTOSHOP ELEMENTS

Open your image then using the top navigation bar select 'Image' > 'Resize' > 'Image size'.

In the pop up box, make sure that all 3 boxes are ticked. Scale sizes, Constrain proportions and Resample image. Make sure that 'Bicubic' is also selected.

In the 'pixel dimensions' box, change the width number to 1600 if your image is in the landscape format, or change the height number to 1200 if your image is in the portrait format.

Note: Occasionally, if your image is almost square, when you change the width the height will still exceed 1200. If this happens, you will need to bring this down to 1200 to make sure it fits the screen. This will result in you having a dark projected border at each side of your image. You may want to add a small border (key line) to define the edge of the image (see page 2).

Click OK and then name and save your image as a JPEG – use the format described in Step 4 above.

To make life easier you can prepare your own template and simply drop your picture onto it. Instructions can be found on the website toolbox page: follow the link to '**Using a Template/PS Elements**'.

OTHER SOFTWARE

The above instructions can be adapted by following the format:

- Maximum width 1600 pixels
- Maximum height 1200 pixels
- Colour space sRGB
- Format: JPEG
- File name (see above)

And finally...

- **Screen Calibration**

Every computer monitor is calibrated differently and this will affect how you adjust your image and how the image is viewed during projection.

Brightness is perhaps the most obvious variance, and will depend not only on your screen settings, but also the ambient light room in which you work.

Colours also vary between type of monitor and, again, your own settings: think of how each TV looks so different in the showroom. This variance is exactly the same for printers but, of course, you get to see the results before anyone else, so with prints you can make adjustments! Unfortunately, this uncertainty with digital projection is just a fact of life.

However, there some are things you can do to avoid disappointment.

- Regularly calibrate your screen. You can do this by eye, but better to use a propriety calibration device. Talk to other members for suggestions.
- Experiment with sharpening. The amount you apply to your images will differ from that used when printing. While you might need a touch more sharpening for a digital image – don't go mad or it will look pixelated!
- Ensure you follow the guidelines in this document with regard to colour space (sRGB) and image size. If you don't, the projection software will make a 'best guess' and, like all automated processes, it might not get it right!

