# PREPARING DIGITAL IMAGES FOR BLUE MOUNTAINS PHOTOGRAPHY GROUP

Our data projector is set to the specs we ask fro and your images may look dreadful if they do not meet the specifications. For example, with the wrong sizing it could mean part of your image is cropped off. So here is what you need to know.

## Colour Space

There are 3 common colour spaces - ProPhoto, Adobe RGB and sRGB. ProPhoto is the largest and sRGB is the smallest. What it means is that if you are trying to see all the colours in your image on a screen and you have set it up with a different colour space, the computer needs to decide what to do. In rough terms, it guesses. So maybe you don't see the colours on the club screen as you see at home.

We can control our colour space in our camera and on our computer. We also control it when we send it to the club to view on the data projector. Best advice is that you set your camera up to capture Adobe RGB. When cameras are sold they are mostly set up top sRGB. So if you leave it as sRGB it may not be capturing all the colours possible. (This refers to jpeg but best advice is set it up to start and never worry.) When you edit and when you print, you try to work in the biggest colour space you can, so most of us work in Adobe RGB. Images sent to social media will mostly be sRGB as it's the best colour space for viewing on the internet.

Our club, and most camera clubs, request that you present **digitals as sRGB**. This is done when you export the image & if not sure, check the file information.

## Sizing

Our data projector suits the sizing our club requests. It doesn't work properly when we change the numbers. We have 2 numbers - one for width and one for height. Some get confused and try to make the longest side match the larger number, but that's not how it works.

Our **maximum width is 1024 pixels**. Even if the image is a panorama style and is very wide, it must still be set as 1024 width. Our **maximum height is 768 pixels**. That is as big as we can go. Even if the image is a portrait style where the height is much, much larger than the width, the height is still only ever able to be a maximum of 768.

When you export from Lightroom, you put in both numbers and tick Resize to fit Width and Height. If you have been using <u>Long Edge</u> instead, THIS IS NOT CORRECT. By using the RESIZE TO FIT WIDTH AND HEIGHT, one of the sizes may be adjusted when you export BUT the width will never be more than 1024 and the height will never be more than 768.
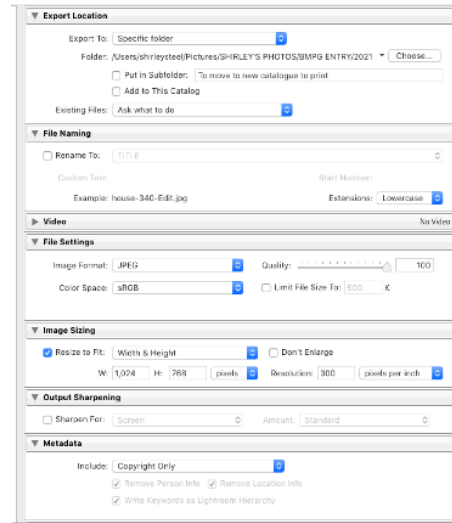
## How big a file can I send?

We no longer have a maximum file size in our requirements but the reality is we shouldn't really try to send anything above about 1mb.
It's a good idea to check the size before you send it. Very small images will look like a postage stamp when shown on the screen. So always try to make your images above 100kb. Bigger is better. Usually **300kb - 800kb works well**. NB The screenshot of LR has the quality set to 100%.

There is a screenshot of the Lightroom Export menu. In particular, note the Format: JPEG, Color Space: sRGB, Quality: 100%, Resize to Fit: Width & Height, W: 1,024, H: 768, Resolution: 300px. It's also a good idea to rename the image while exporting it as well.
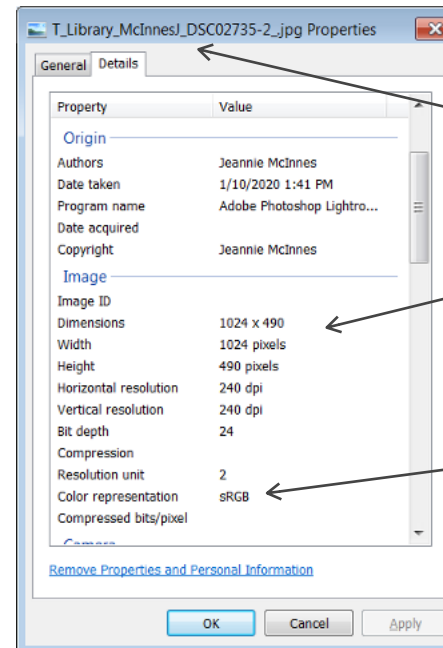
Lightroom **Export** menu:



# HOW TO CHECK IMAGES BEFORE SUBMITTING TO CLUB

There are 3 things you need to check before submitting digital images:

- **Image size** - maximum 1024 pixels WIDE and 768 pixels HIGH, saved as .jpg

- **Colour space** - sRGB

- **Naming** - must conform to club standards: O_Title of Image_SurnameInitial for Open images, T_Title of Image_SurnameInitial for Theme images. Please ensure the underscores are included to make titles & author names easy to identify. Spaces in title are accepted.

On a **PC**, right click the file & open the properties box. Then go to Details:

On a **Mac**, in Finder click on the (i) Information button, then on More Info: