

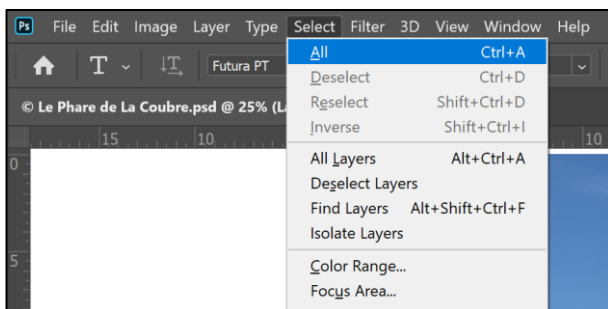
To enter photos into the Club's Projected Digital Image competitions, you need to follow some general guidelines. Some of these guidelines are required by the Stour & Avon Photographic Association (SAPA), the Southern Counties Photographic Federation (SCPF) or the Club, and some are optional depending on your choice.

Adding a Stroke

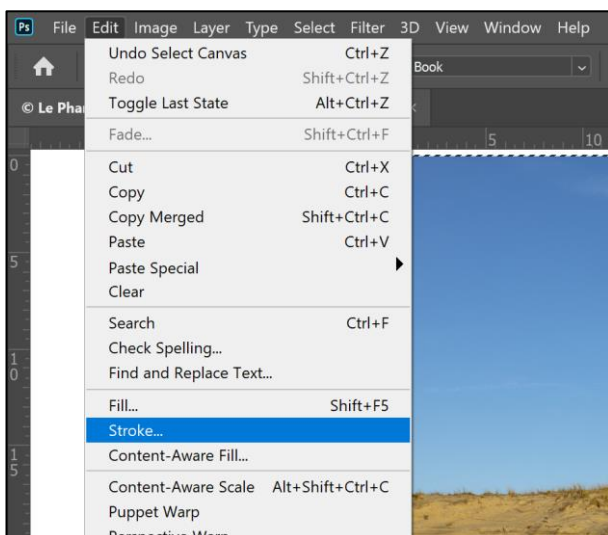
Some people like to put a 'stroke' or 'key line' (a coloured border) around their images to 'hold them in'. This is optional and not required, some images may look better with or without a stroke and it is down to personal choice.

To make a stroke around an image, make sure you are working on an Image Layer. If you are not sure you are working on an image layer, click on the top layer and then use the short-cut **Shift+Ctrl+Alt+E** (Windows) or **Shift+Cmd+Option+E** (Mac) to create a merged layer at the top of the layer stack.

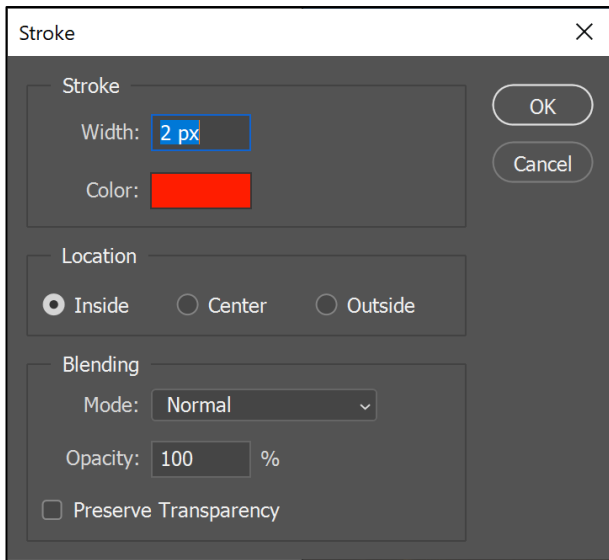
Go to 'Select>All' (short-cut **Ctrl+A/Cmd+A**). This will put a dotted line (marching ants) around your image.



Go to 'Edit>Stroke...'

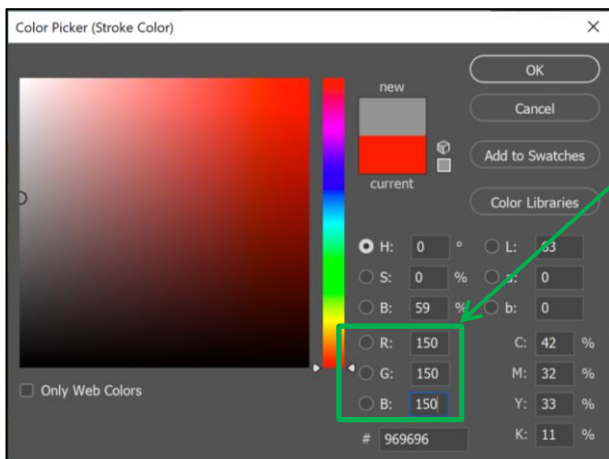


This dialogue box will appear:



In the dialogue box, choose a width - this will depend on the resolution of the image, but normally somewhere around 5px is best (you don't want it to be too thick and draw the eye away from the image).

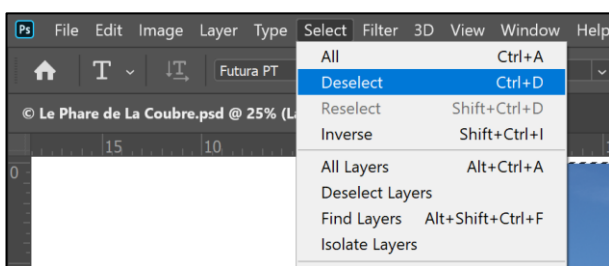
To change the colour, double click in the box (red above) and change it using the Color Picker dialogue box (see below). You can choose any colour which you think suits your image. However, make sure the colour is not too bright. It could draw the eye away from the image. Do not use white, it is far too bright, a light grey will look white when projected and will not be too bright. RGB values of about 150 are ideal.



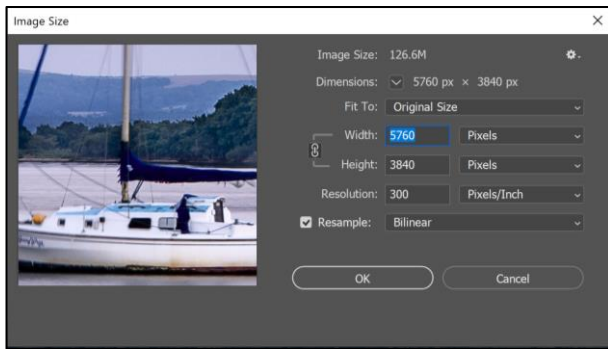
For 'Location' you need to choose 'Inside'. Choosing 'Outside' means the line won't show, choosing 'Centre' means that only half of it will show.

Leave Mode as 'Normal' and Opacity at 100%. Then click 'OK'.

Go to 'Select>Deselect' (short-cut **Ctrl+D/Cmd+D**). This removes the dotted line.



This dialogue box will appear:



Make sure that there is a tick in the 'Resample Image' box. Resampling is changing the amount of image data as you change either the pixel dimensions or the resolution of an image. When you decrease the number of pixels information is deleted from the image. When you increase the number of pixels new pixels are added. You specify an interpolation method to determine how pixels are added or deleted. Choose Bicubic, which is a slower but more precise method based on an examination of the values of surrounding pixels. Using more complex calculations, Bicubic produces smoother tonal gradations than Nearest Neighbor or Bilinear.

Resolution:

When printing the resolution should be 300ppi, but for projecting images there is no defined ppi required, so you do not need to change this. If you do want to change this, you MUST change this first before you change the width and height of the image.

Images in Landscape Orientation:

Change the width to 1400 pixels - the height will change automatically relative to the crop proportions (i.e. 1050 if 4 x 3). If the height is above 1050 pixels, change the height to 1050. This will automatically change the width to less than 1400, but 1050 pixels high is the maximum size for the image.

Images in Portrait Orientation:

Change the height to 1050 pixels – the width will change automatically relative to the crop proportions and should be less than 1050. If the width is above 1400 pixels, change the width to 1400. This will automatically change the height to less than 1050, but 1400 pixels wide is the maximum size for the image.

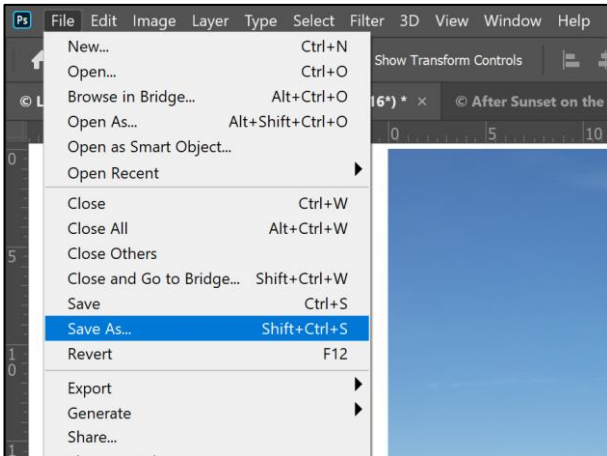
Square Images:

Make sure you have cropped your image to a square format (1 x 1 crop). Change the height to 1050 pixels – the width will change automatically and should be 1050 pixels. The maximum size for a square image is 1050 x 1050 pixels.

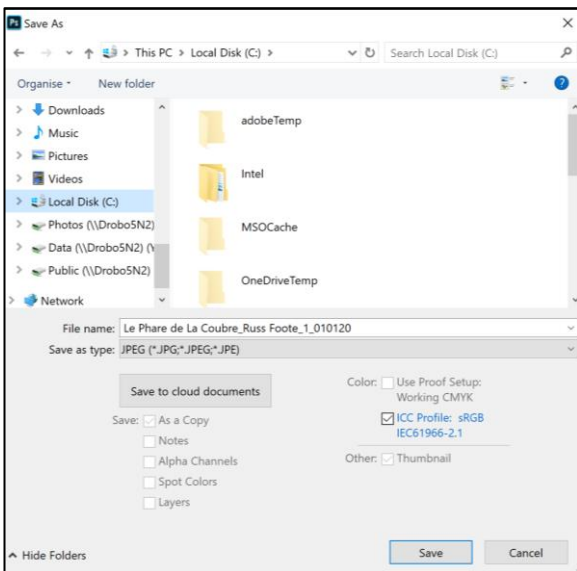
Then click 'OK'.

Saving the Image

The image needs to be saved as a jpeg. Go to 'File>Save As...'



This dialogue box will appear:

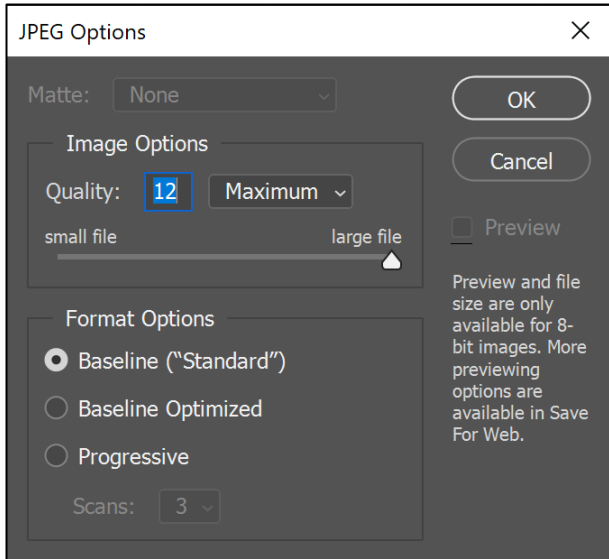


Choose the location on your hard drive to save the file.

You no longer need to include underscores, your name, sequence number or date in your image name. It is suggested that you name the file with the title of the image, but if you prefer to use a different naming protocol you can. When you upload the image to PhotoEntry, you type the image title into the software.

The 'Type' needs to be JPEG (*.JPG;*.JPEG;*.JPE).

Then click 'Save'. This dialogue box will appear:



Change the 'Quality' to 12 and click 'OK'.

Submit Your Entries

To enter your image(s) into a Club competition you will need to upload them to PhotoEntry. Please refer to the separate guidelines and/or video for instructions on how to do this. The images must be uploaded prior to 9pm on the closing date of the competition.