A guide to setting colour space and image resizing with Photoshop
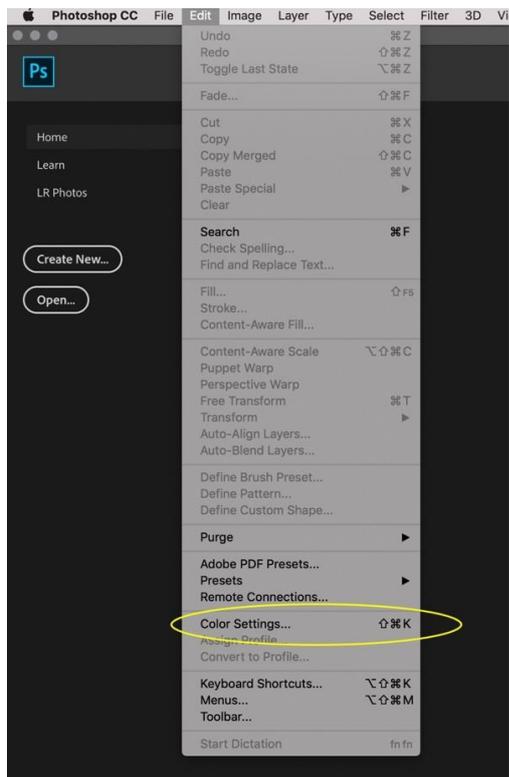
The reason for having a standard pixel size for competition images is so that all images make best use of the screen and appear at a consistent size for judging. Otherwise some would appear huge, some tiny; and comparison would be either unfair or impossible. The Club projector has a maximum area of 1600 x 1200 pixels. The WCPF and PAGB also require digital images at 1600 x 1200, and for digital versions of prints.

PhotoEntry is currently set to automatically resize any images that may have been uploaded at a higher resolution, but it is much better to upload files at the correct size in the first instance. It is worth noting that if the image is only a bit larger than 1600 x 1200 Photoshop will do a better job of resizing than PhotoEntry.
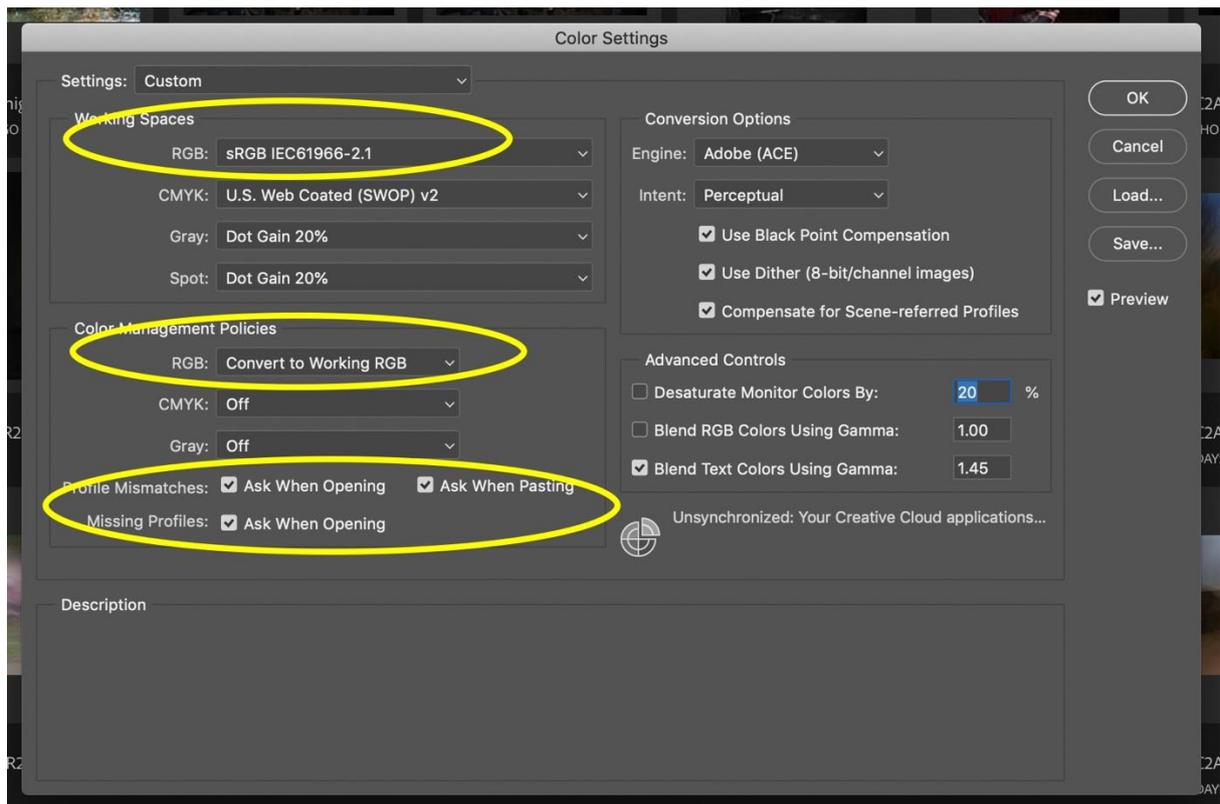
PhotoEntry is unable to convert colour space. For internal club competitions it will warn you when you upload an image if the colour space is not set to sRGB, but it will not reject the upload. Your image may however display differently using a different colour space. When we use PhotoEntry to collect submissions for WCPF and PAGB competitions, the system will reject any images which are not in sRGB so you must correct this before you can upload the file. This is because we want to ensure that images selected to represent the club in external competitions will be displayed correctly.

1. Set up sRGB as the default colour space in Photoshop. Then whenever you open or import a photo into PS it will automatically prompt you if it's in a different colour space and ask if you want to convert it to sRGB. To do this…
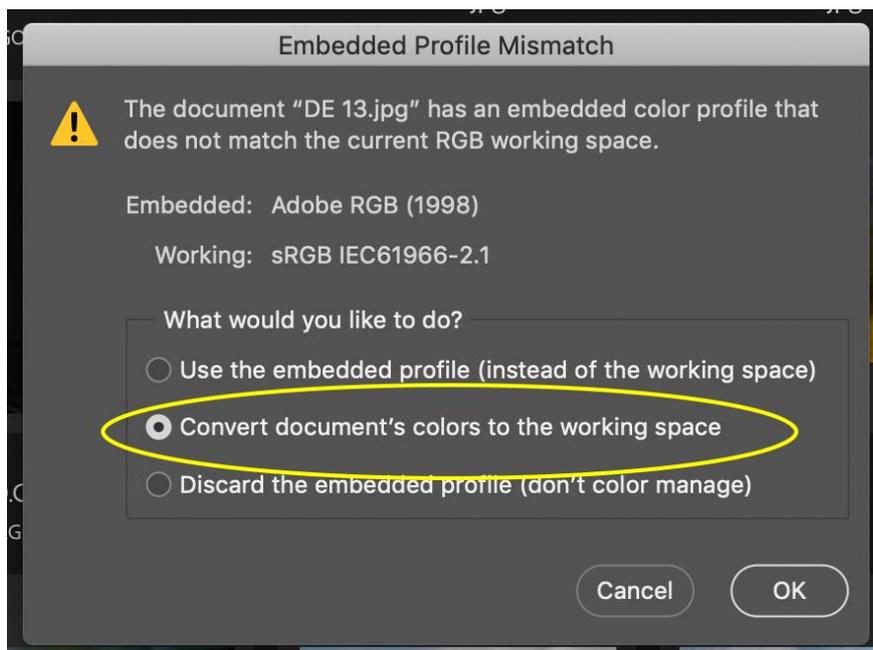Go to: Photoshop > Edit > Color settings:

Select the following settings from the drop-down boxes and check boxes:

From now on, if you open a photo in PhotoShop that is not already in sRGB you will get the following prompt and you can then select *'Convert document's colors …'* to change it.

2. Resize your image. When we ask you for an image at 1600 x 1200 it does <u>not</u> mean your image has to be exactly and only these dimensions. It is a shorthand way of telling you the maximum size of the longest side of your image.

Put simply, what it means is that

- A **landscape** image should be **1600 pixels in width**
- A **portrait** image should be **1200 pixels in height**

This applies whatever the format or proportions of your image - ie: 1:1, 2:3, 2:4, 16:9 etc. because the maximum area available is 1600 pixels wide by 1200 pixels high.
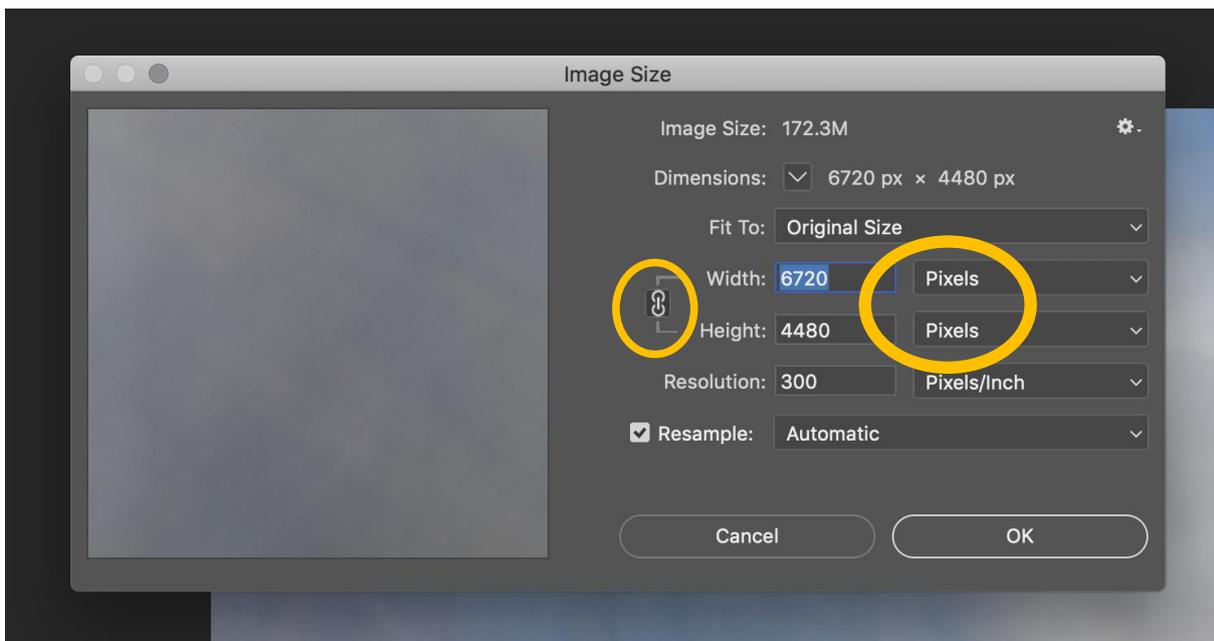

Therefore, it follows that

- A **panoramic** image should be **1600 pixels wide**
- A **square** image should be **1200 pixels high** *(because 1600 is too high)*

Firstly, always keep a master copy of an image at its highest resolution and only do resizing on a copy. Secondly, because you are only going to resize <u>one side</u> of the image you need to ensure you maintain the original proportions and don't distort the image when you change its width or height. You do this by making sure that image proportions are locked and then all you need to do is resize the appropriate side of your image to the right pixel size. The other side will be adjusted automatically and you don't need to worry about it.
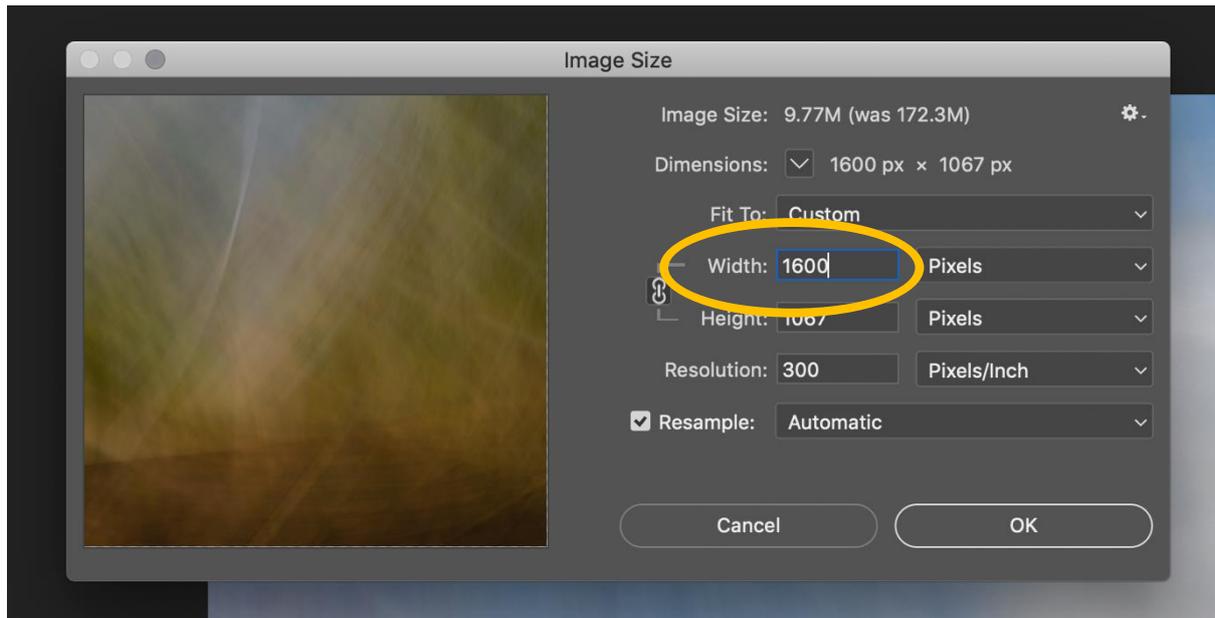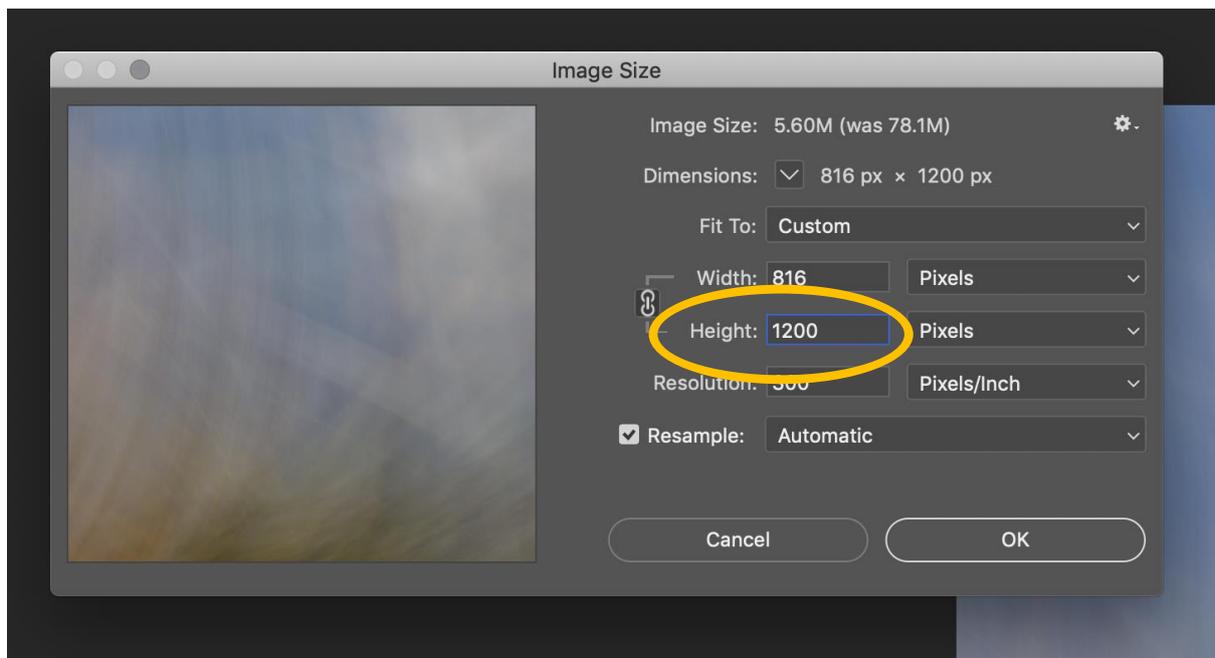
Select: Image > Image Size

Make sure the image proportions are locked and you have Pixels, not inches or cm, selected

If it's a landscape or panoramic image, change the **width** to 1600:

If it's a portrait or square image, change the **height** to 1200:

When you resize, the text in the "Fit to" box will automatically change from "Original Size" to "Custom".

Finally, it is a good idea to check both pixel dimensions after re-sizing, particularly if working with an image which is only a little wider than it is high, for example.