



Preparing your images for submission to Projected Digital Image competitions

PDI Competition Secretary

Version 4.3 – 15 September 2016

How do I submit an entry?

Preferred method : email with entry files attached.

Please use email attachments as the preferred method of delivering your files to the PDI Secretary for entry into a competition. These should be sent as straightforward file attachments to a simple email from your own email account. The email should reference the competition your entries are for in the email subject line and clearly state your name within the email text. You should send it to :

images.bandbpc@gmail.com

On receipt of your email with your entries attached, the PDI Secretary will send you an acknowledgement confirming that your work has been received. Our system will carry out some basic checks of your files to make sure they are compatible with the competition setup – see later guidance – and we will endeavour to contact you if there are any issues.

You will also be able to hand in an entry on a suitable USB stick, CD or DVD, SD or CF card if you need to – but we would prefer that you use the email method wherever possible.

Deadlines – the most important bit!

For email submissions you have until mid-night on the Friday immediately preceding the Tuesday of the competition. This means that the received timestamp of your email submission to the PDI Secretary must be on or before this time. Emails received with a time-stamp later than this will not be accepted for entry into the competition.

It is important that this aspect is observed in good faith by members as we need time to prepare the competition properly and it is not fair on members who have made their entries in good time if not.

The deadline for entry using physical media – e.g. USB stick, CD, etc – is the Tuesday Club meeting the week before the night of the competition. Your entries can be handed directly to the PDI Secretary or his nominee at this meeting.

How do I prepare my files for entry?

File format

Your file should be a standard JPEG file with a .jpg extension. When you finish processing your image you should save it as a .jpg file at the highest quality setting allowed by your editing system.

File naming

The name you give to your file will be used by the competition software for your picture's Title. This will be what will be displayed on the projector screen during the competition and you therefore need to give some thought as to how you present it. Don't forget that the Judge will see your title and it will therefore have some influence on how he or she interprets your image.

Your filename needs only to reflect your title for the image. You don't need to make any references to the competition, date – or anything else.

You can use any legal characters which are allowed by the Windows Operating System for naming your file. Spaces, for instance, and Capital or Lower Case letters are all fine. It's outside the scope of this document to give a definitive list of these, but I know you can't use any of the following :

\\ : * ? " < >

That said, you should be able to achieve a decent looking title for your file with the rest. When you save your file the Operating System should warn you if you have used an illegal character. Windows will allow a long file name, but you should note that this is also limited. If you have problems with characters and / or file name length you will have to modify the name until it accepts it. A short, succinct title is probably going to be the best approach in any case.

Size

In this case - it is important!

Our projector screen display area is set to 1400 pixels wide by 1050 pixels high. The images are centred on the screen vertically and horizontally. If your image is smaller than the projector display width or height it will pad out the unused display areas with a plain black background.

So - Images must not exceed 1400 pixels wide by 1050 pixels high. They can be smaller - but it would appear very small on the screen.

There are three basic formats for displaying a PDI image :

- a) Portrait – i.e. the height is larger than the width.
- b) Landscape – i.e. the width is larger than the height.
- c) Square – i.e. the width and height are the same.

If your image format is Portrait - you will need to make sure that the height of the image is no more than 1050 pixels.

If your image format is Landscape - you will need to make sure that the width of the image is no more than 1400 pixels.

When you change either of the above dimensions, if you make sure the software is set to keep the proportions the same, it will automatically set the other dimension to suit the setting you have changed.

If your image format is Square - you will need to make sure that the width and the height of the image are no more than 1050 pixels. When you re-size it, you can alter either the height or the width measurement – it doesn't matter, but it's probably best to use the height dimension.

Colour profile

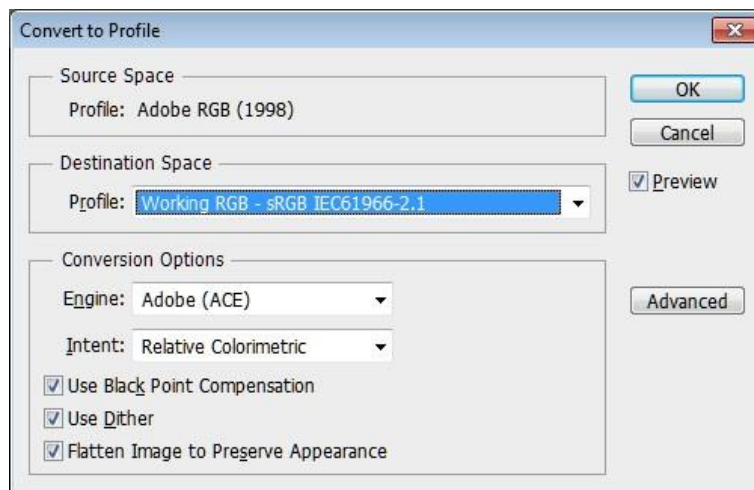
Our projector uses “sRGB IEC61966-2.1” and allows our competition images to be projected consistently. Your file should be set to the same. For absolute best results you are advised to make sure your own monitor is calibrated and set up to use the same colour space when you edit your images. We still can't guarantee that the display will be a perfect match, however, because differences in ambient light and viewing conditions on the night can make a difference.

Basic Image preparation using common software

Photoshop

Colour profile

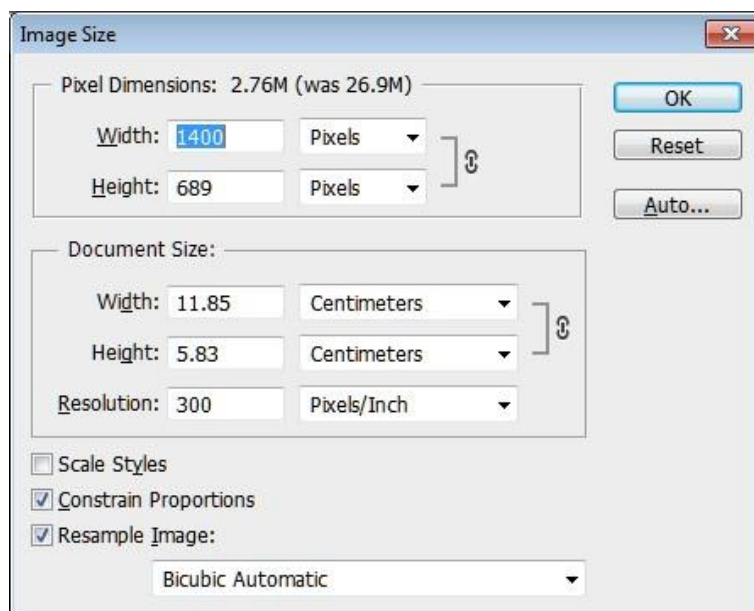
Use the menu path: Edit > Convert to Profile... and you will be presented with the dialog below.



Select "Working RGB – sRGB IEC61966-2.1" and click [OK]

Size

Use the menu path: Image > Image Size... and you will be presented with the dialog below.



Make sure "Constrain Proportions" is clicked. Change the Width to 1400 pixels or the Height to 1050 pixels and let Photoshop set the other dimension. The resolution setting is irrelevant for projected images. Click [OK].

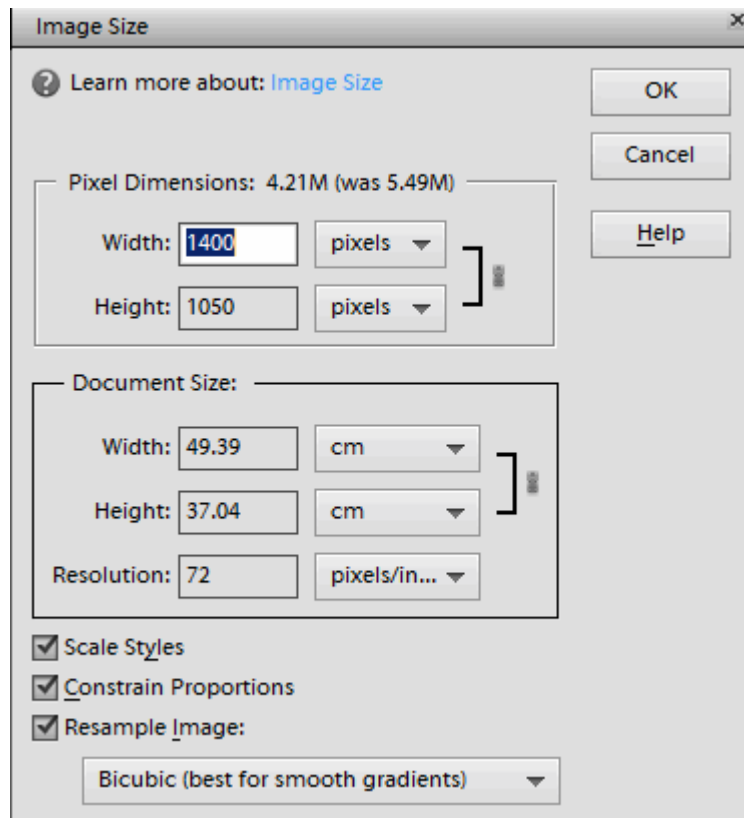
Elements

Colour profile

Use the menu path: Image > Convert Colour Profile > Convert to sRGB Profile

Size

Use the menu path: Image > Resize > Image Size and you will be presented with the dialogue below.



Make sure “Constrain Proportions” is clicked. Change the Width to 1400 pixels or the Height to 1050 pixels and let Elements set the other dimension. The resolution setting is irrelevant for projected images. Click [OK].

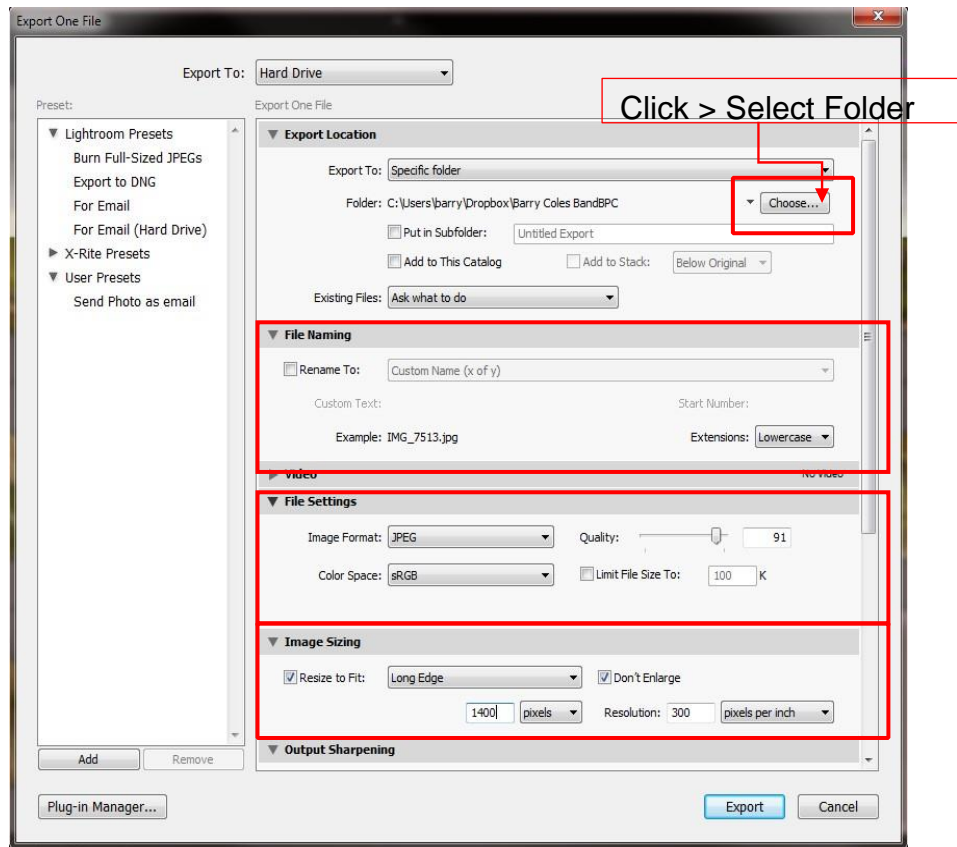
Lightroom

In the **Library Module**

With image selected > Click **Export**

Export To: from drop down **Select Hard Drive**

Export Location > Choose > Select File (Export to) > **Select Folder**



File Naming

As described in earlier section.

File Settings

Set “Image Format” to JPG, “Quality” to at least 91 and “Colour Space” to sRGB.

Image Sizing

Check **Resize to fit**

From drop down select „**Long Edge**”

Tick „**Don't Enlarge**”

If your image is landscape orientation use 1400 pixels for the width, if its portrait use 1050 pixels for the height. Resolution setting is irrelevant for PDI images.