

Visual Aids

SCALING & CONSTRAINING

PROJECTED DIGITAL

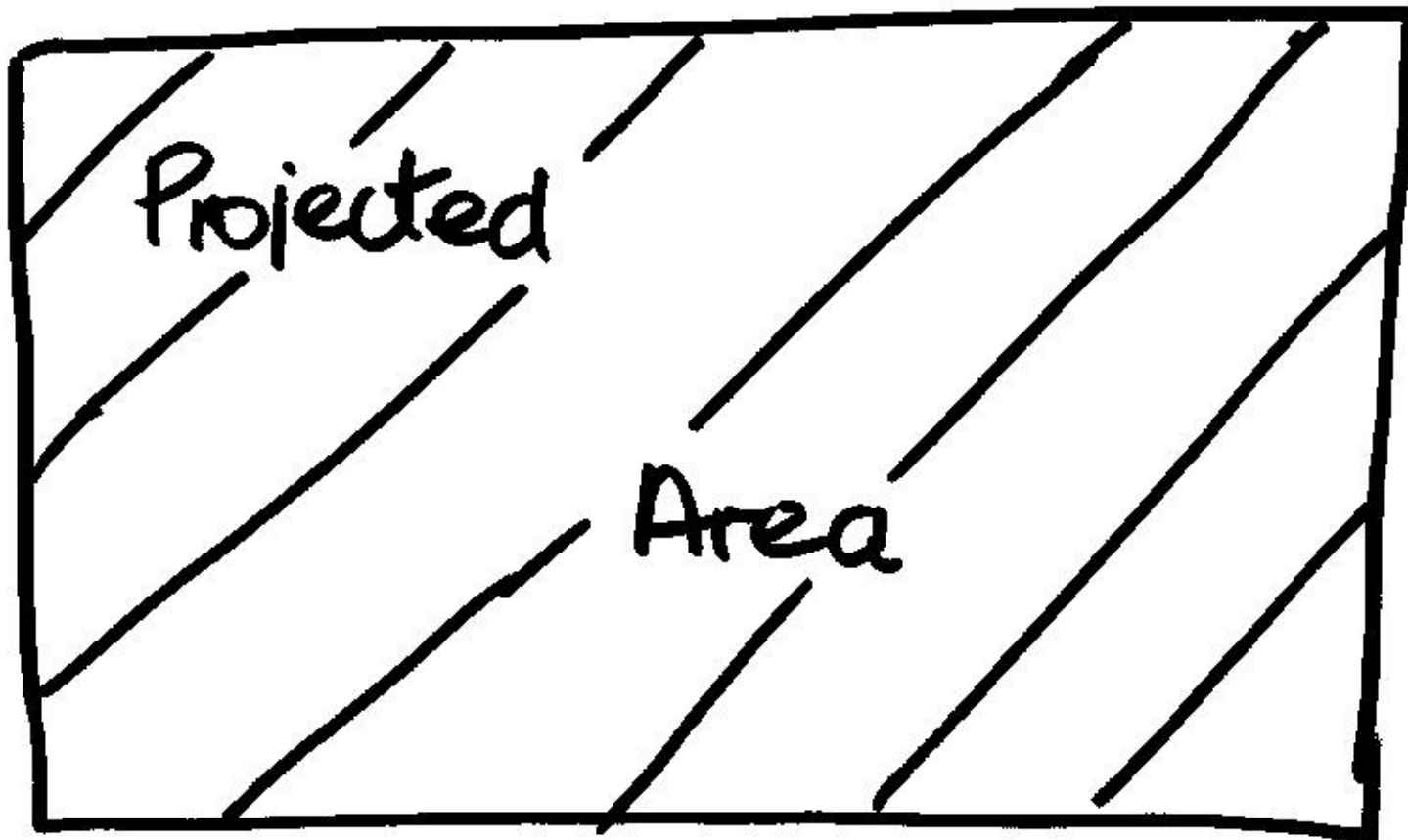
IMAGES

S. LAMB

Sept 2018

1920

Key Point 1



1200

Pixels

16:10 Aspect Ratio

or 1.6:1

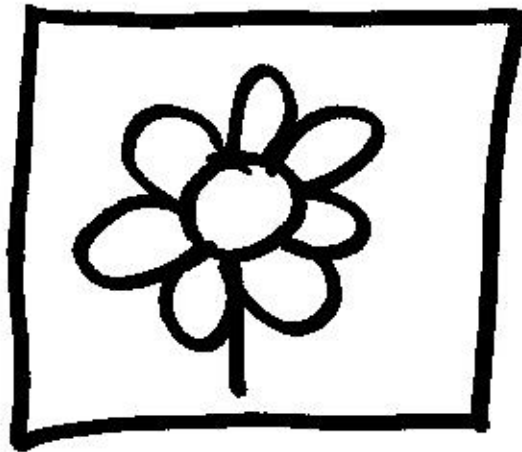
Your Images:

Key Point 2

Aesthetics determine their
Aspect Ratio!



0.6:1

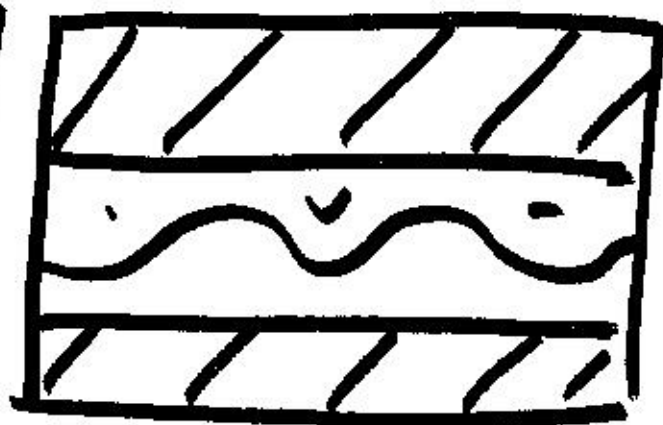
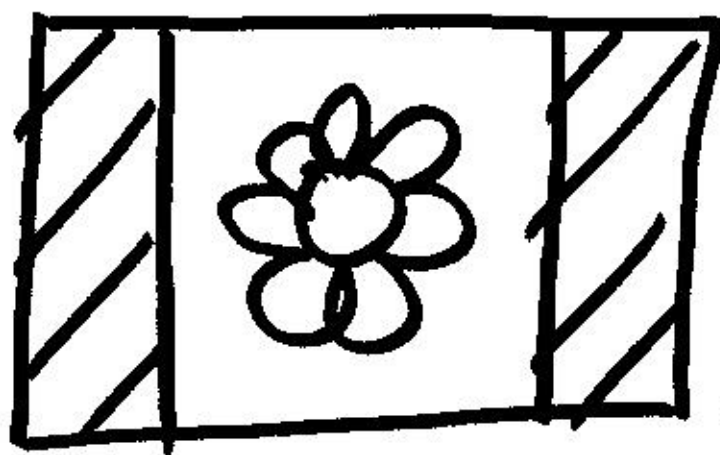
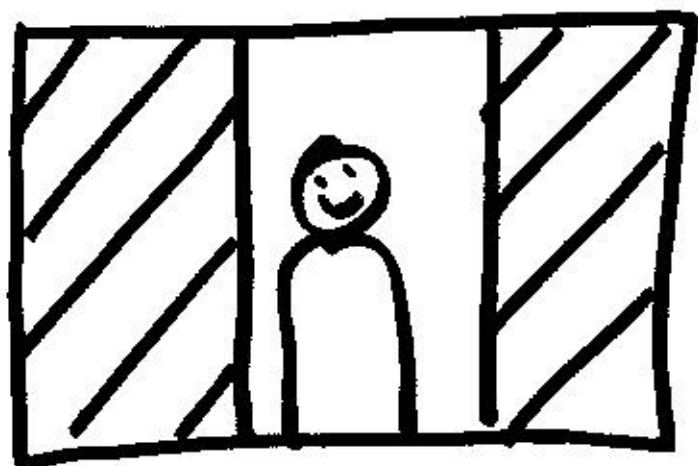


1:1

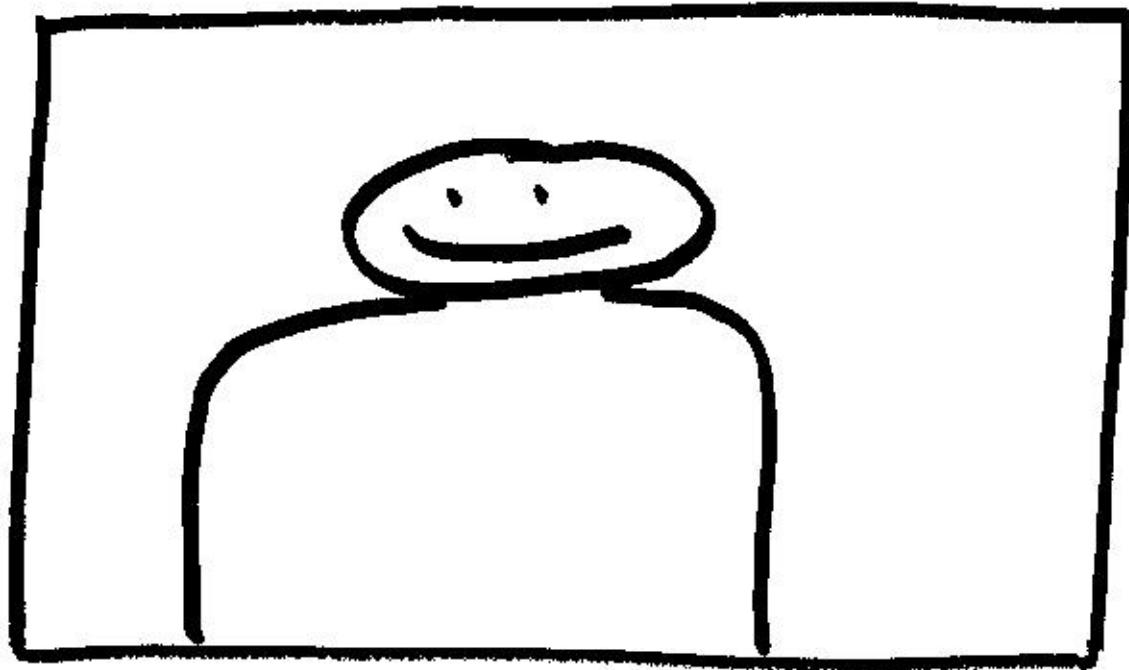
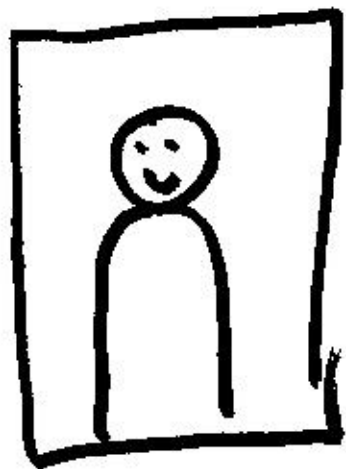


2.5:1

Fill The Projected Area as best
you can, leaving the Aspect Ratio
as is!



Must Scale Proportionally !!



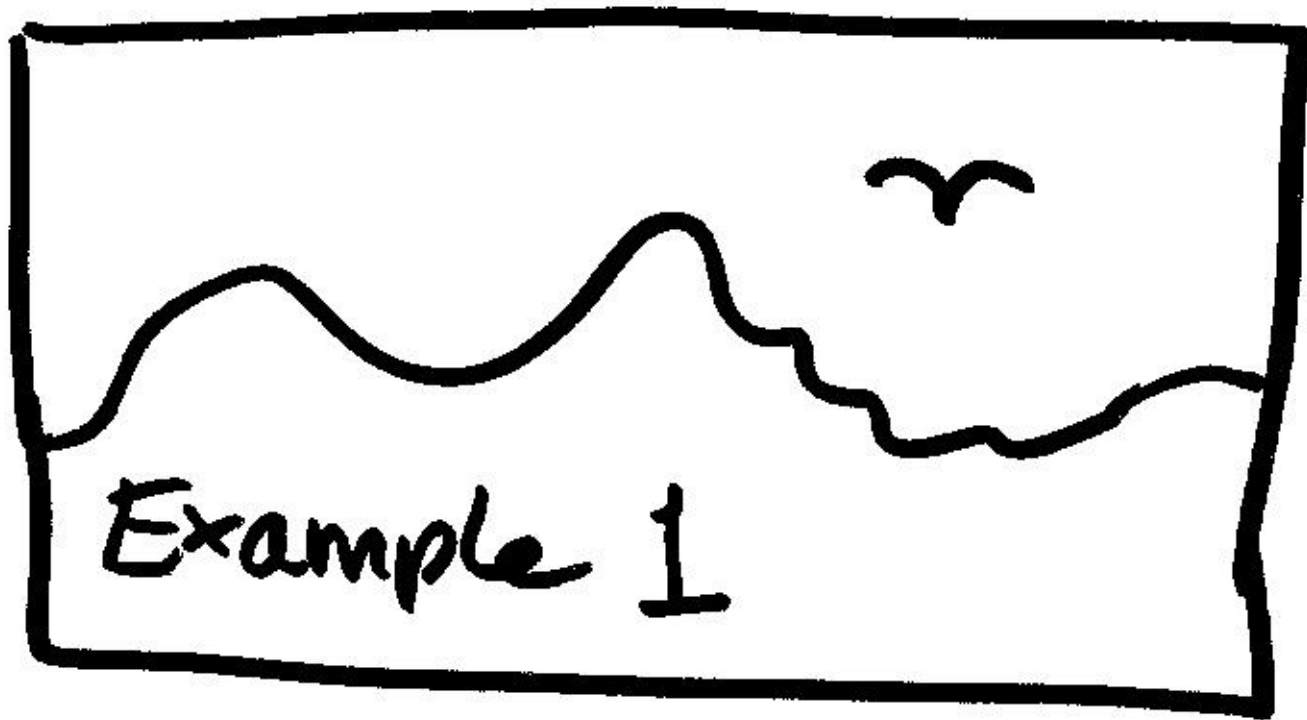
Non-Proportional
scaling



Yes it might fit the projected area
... but its not correct!

Ex-Camera

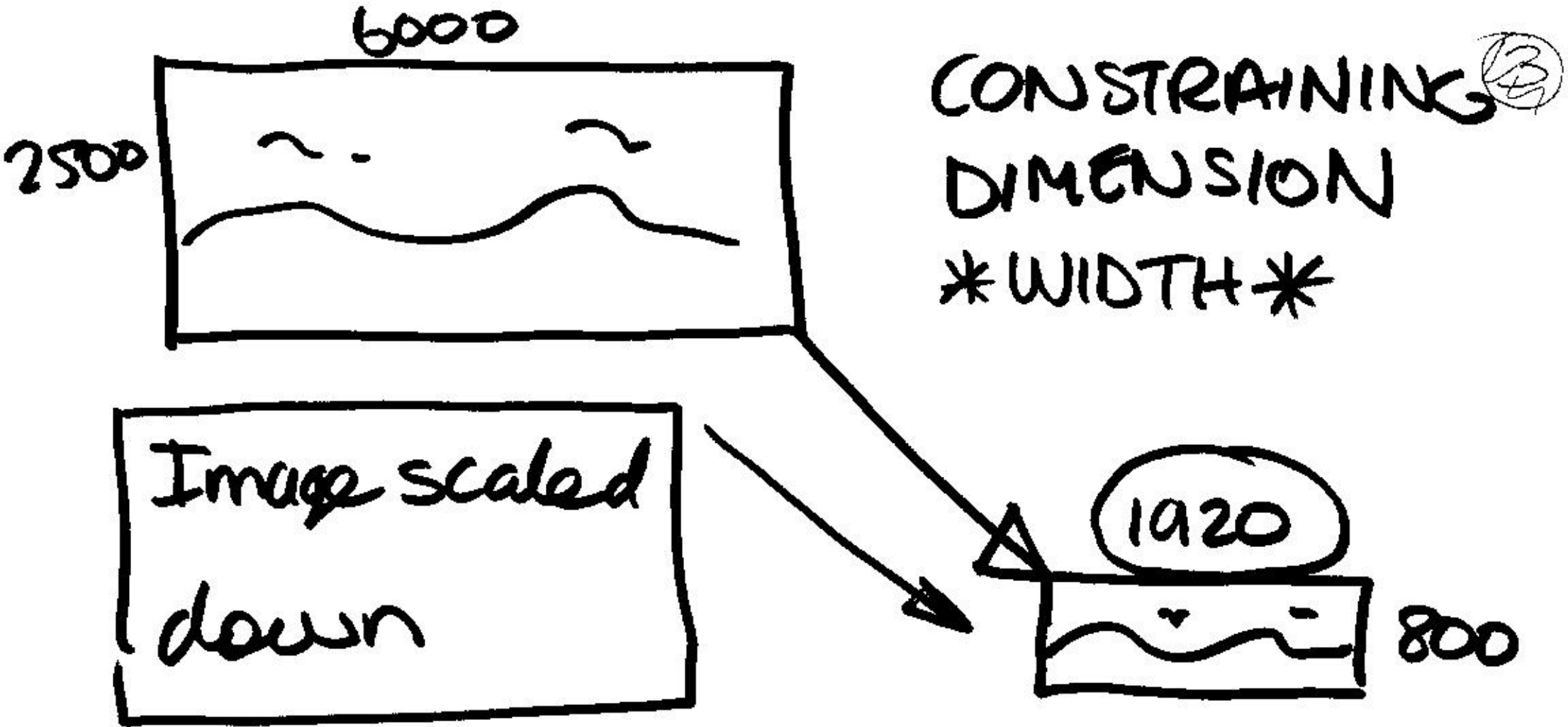
6000



4000

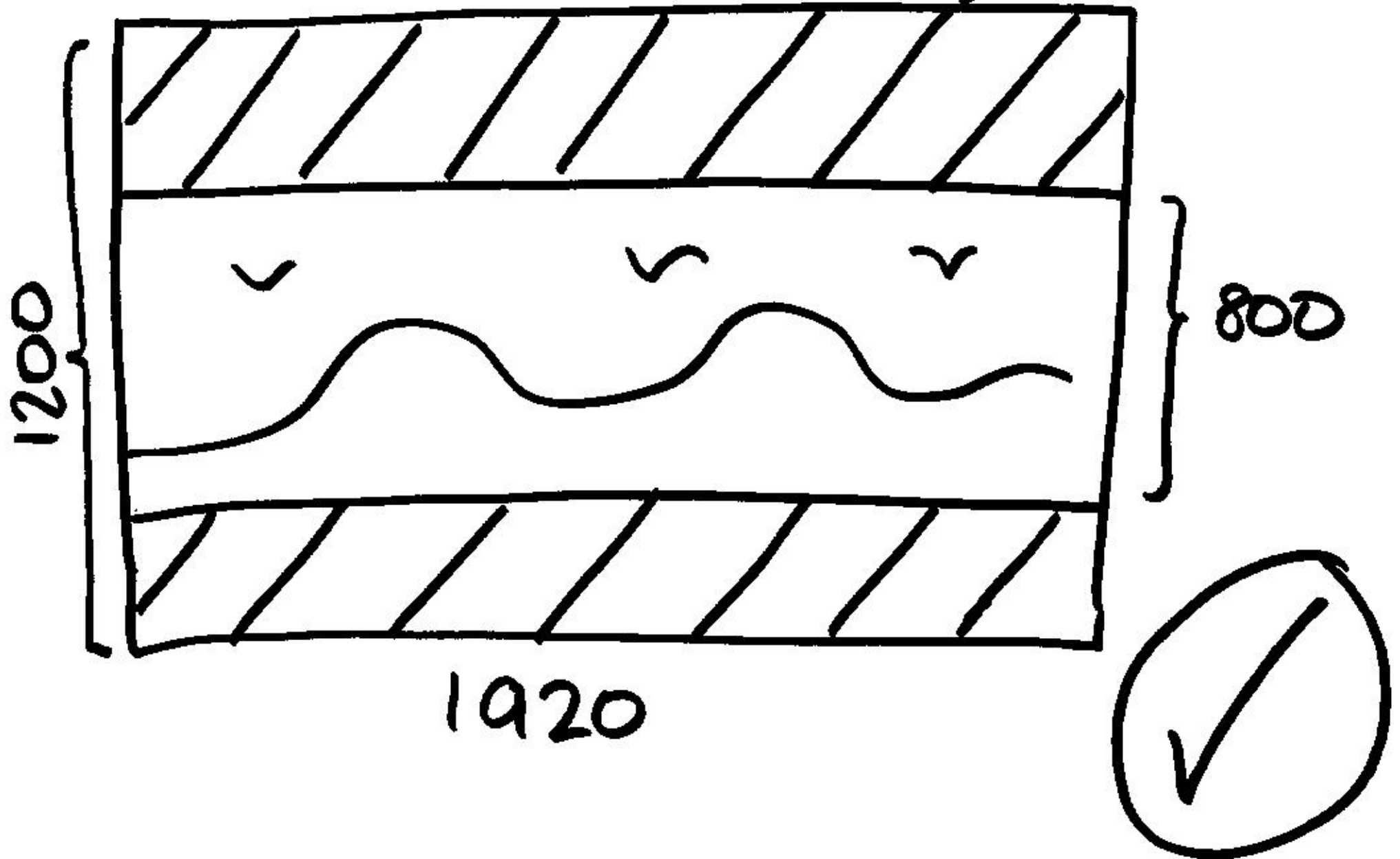
3:2 Aspect Ratio

or 1.5:1



When Projected

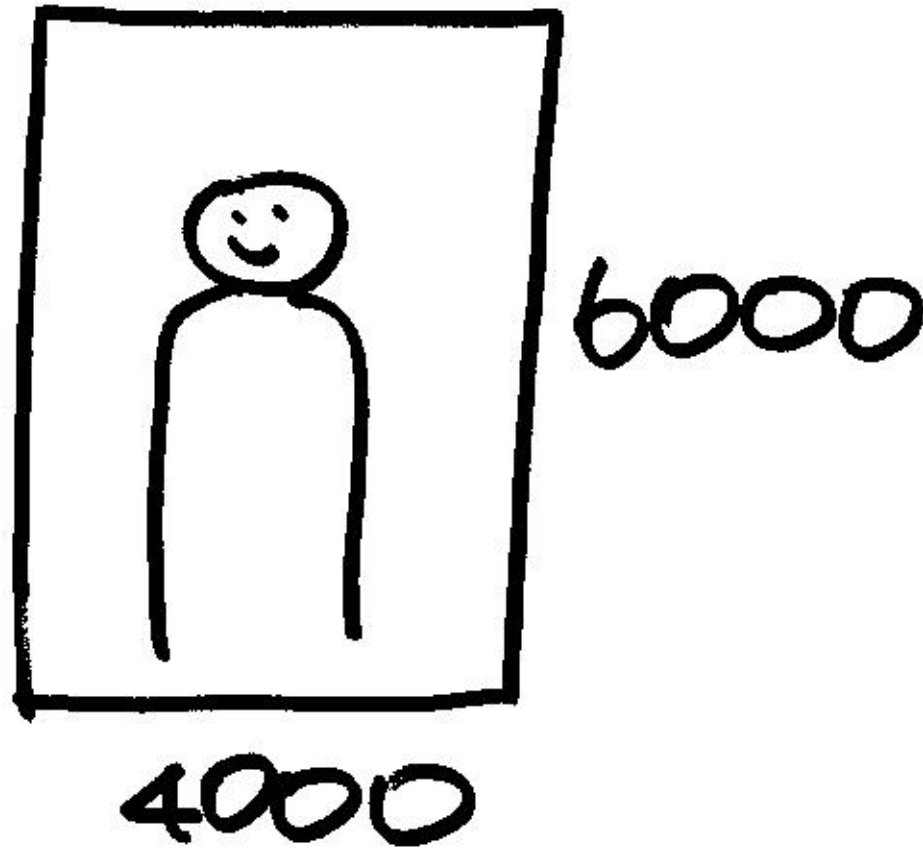
Proj Area 



Ex Camera

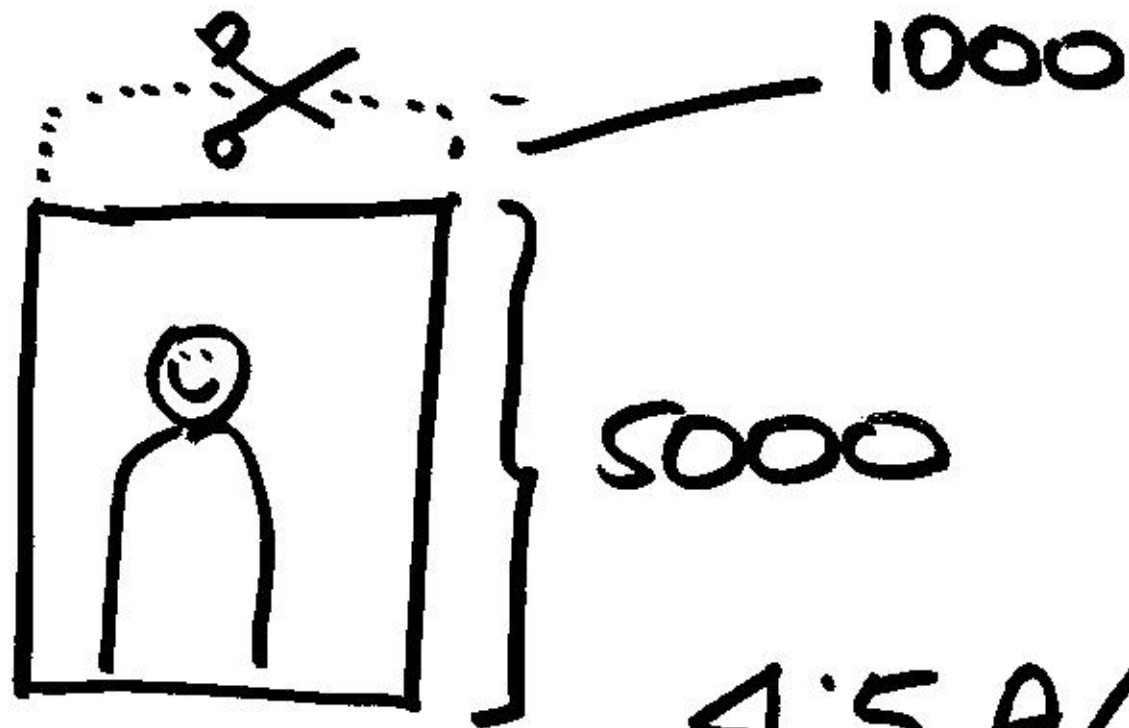
Example

2



2:3 Aspect Ratio
or 0.666:1

CROP



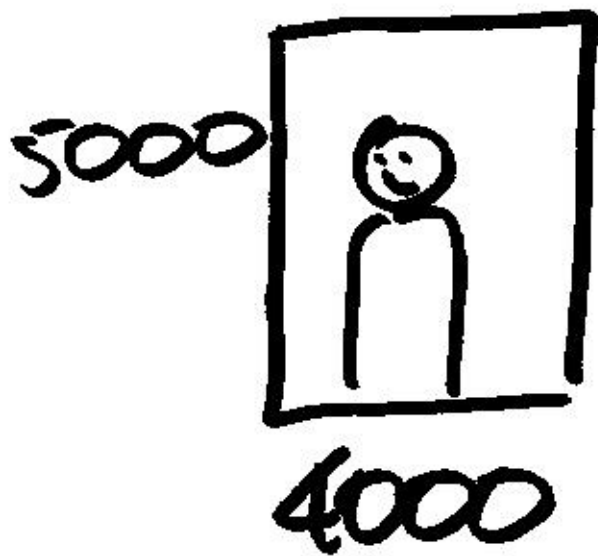
4000

4:5 A/R

or 0.8:1

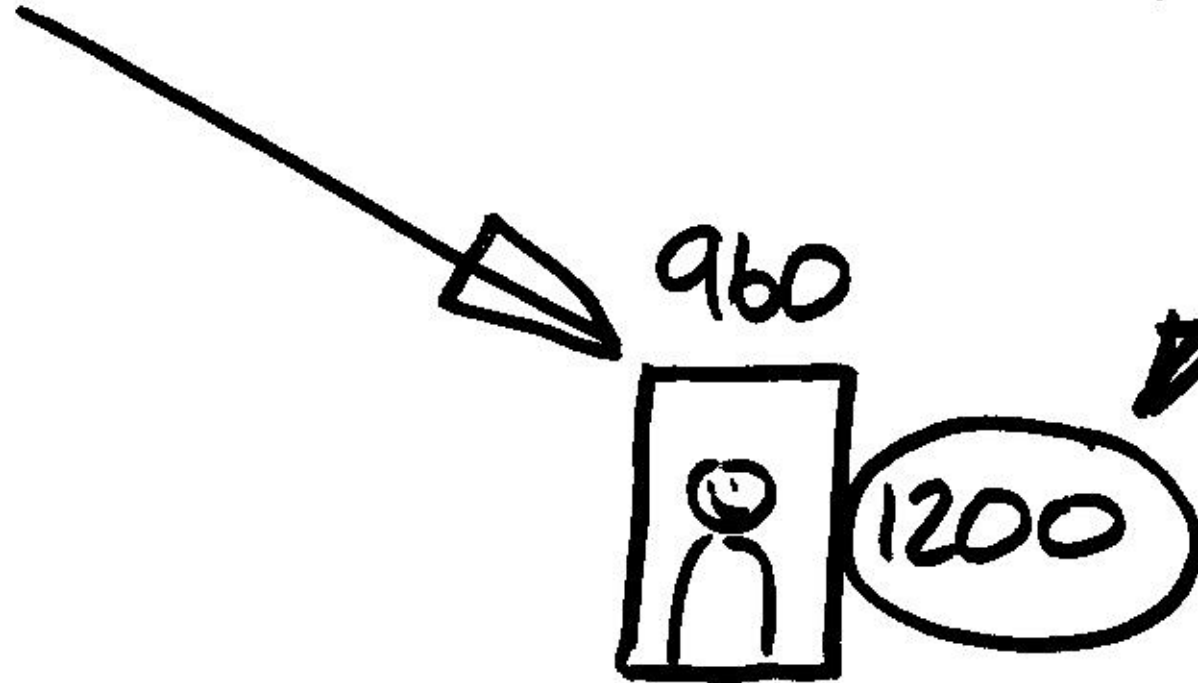
$$\begin{array}{l} 4000 \times 5000 \\ w \quad \times \quad h \end{array} \leftarrow \text{Too Large}$$

cf 1920×1200



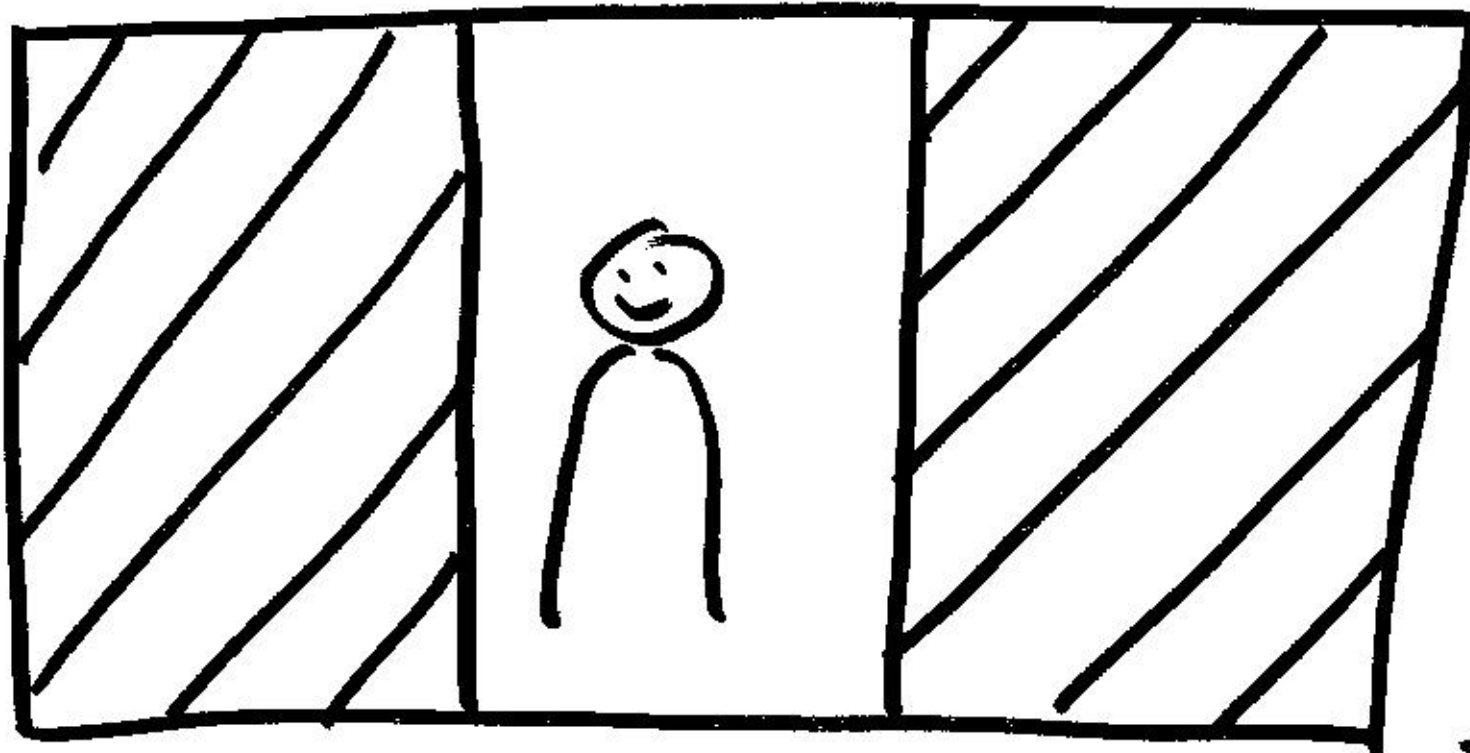
CONSTRAINING
DIMENSION
* HEIGHT *

IMAGE
SCALED
DOWN



When projected

960



1200

1920



SCALING

- Do it after completing all image editing
- Retain an un-scaled copy of your work : useful if you want to perhaps make a Print when full resolution is required .