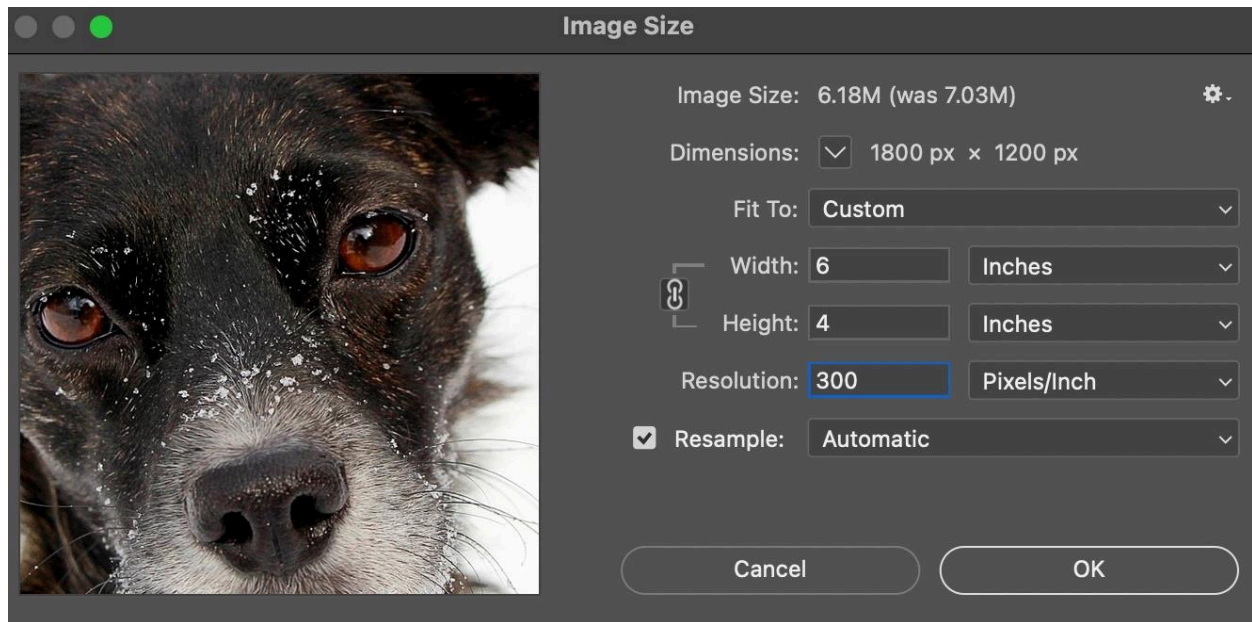




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STEPS IN SAVING IMAGES

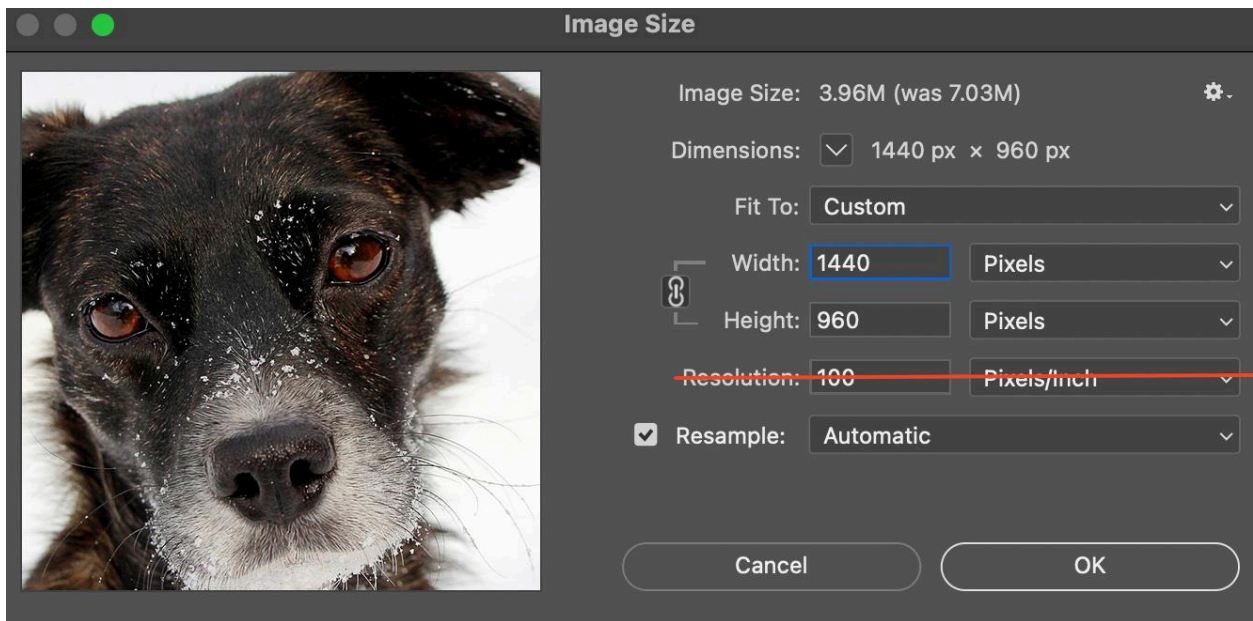


The above image is an example of saving as image 4X6 to be printed. First, the ratio of the image must be the same as your desired print size. You can use the crop tool $WXHXResolution$ in the image below to crop to a specific ratio and size an image.

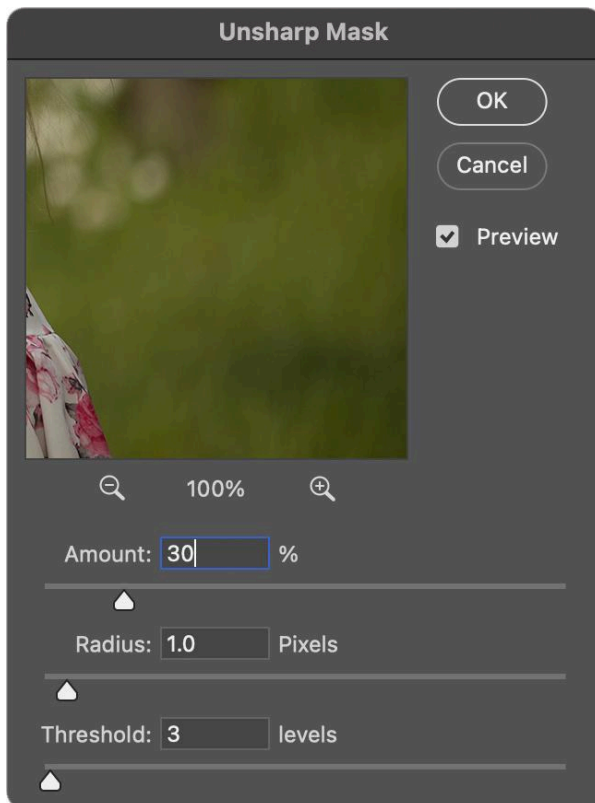


Resolution refers to the print quality. Most printers use around 300 pixels per inch.

The path to the above window is IMAGE/IMAGE SIZE to size your photo.



This image is an example of the image size of a web image. First switch inches or cm to pixels. Website images are always sized in pixels. Resolution does not matter! It is not used when sizing in pixel dimension. Sizing an image to the exact size is important because Google uses page load speed as a ranking factor.



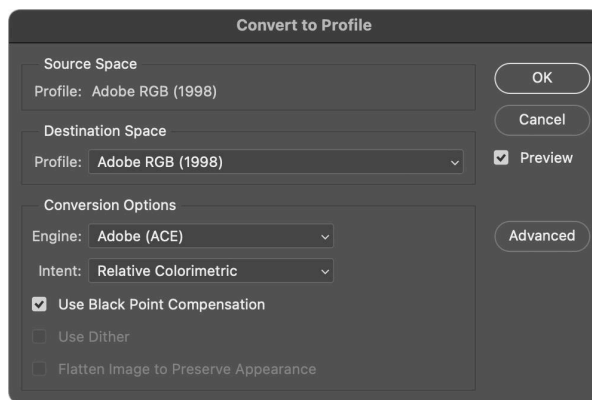
Step 2 is to sharpen your image. Sharpening increases edge contrast. You must always **size** your image first then sharpen. The amount of sharpening is dependent on the size of the image. Below are some basic settings for sharpening settings.

- 1500 pixels 20-25%, radius 1, threshold of 2-6
- 2000 pixels 25-30%, radius 1, threshold of 2-6
- 4000 pixels 40-50%, radius 1, threshold of 2-6
- 6000 pixels 50-65%, radius 1, threshold of 2-6

In **unsharp mask**, the **threshold** setting controls how much contrast difference between pixels is needed before the sharpening effect is applied. Specifically, it helps to prevent the sharpening of areas that have minimal differences in tone or color, such as smooth surfaces like skin or skies.

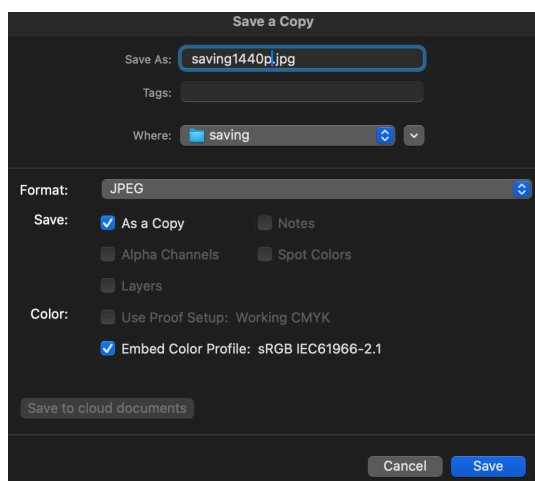
- A **low threshold** means the sharpening will affect even very subtle changes in contrast, enhancing all the details, which might make noise or grain more visible.
- A **high threshold** ensures that only more pronounced differences in contrast, will be sharpened, preserving smoother areas from being over-sharpened.

This setting is particularly useful for reducing the sharpening of noise or other fine, unintended textures.



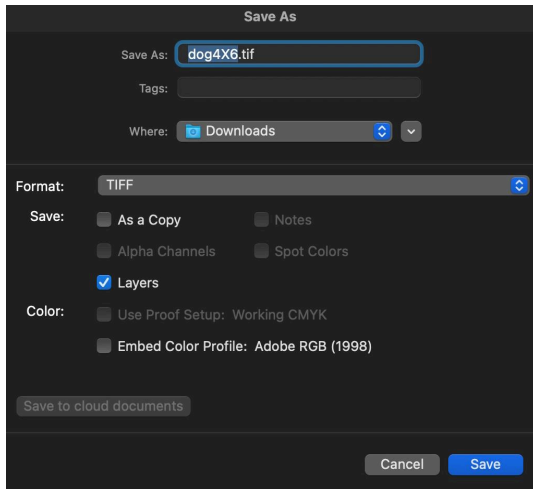
Step 3 is to change the color profile. For black and white images, I will use gray gamma 2.2, and color will use either Adobe RGB (1998), or sRGB. In this image, the file is already in the correct profile. The source space is what profile the image is currently in, and the destination space is what you want to change it to be. For printing, I would

normally use Adobe RGB, and for the web you would want to use sRGB. Some labs use a custom profile so you would need to check before sending the image.



Step 4 is to save your image using either **Save A Copy** for .jpg, .png or .webP. To the left I am using Save A Copy for a web image.

Below, I am using **Save As** to save a file for print using a .tif format. However, you could use Save A Copy. Both .tif, and .psd have the ability to save layers.



Make sure the layers box is checked if you want the layers to be saved.