

Explanation of Projected Competition Image Size

The club digital projector cannot show an image larger than 1400 pixels wide by 1050 pixels high. If an image larger than this is fed to the projector, it will show only a 1400 x 1050 pixel portion of the image. Straight out the camera most digital images are thousands of pixels on a side. Thus images must be resized for the projected competition.

The rule is: Height shall not be more than 1050 pixels and width shall not be more than 1400 pixels.

The problem most often encountered with the resized images is with vertical (portrait) images. The longest dimension in these images is the vertical and it cannot be 1400 pixels. It must be reduced to no more than 1050 pixels. Because of this limitation most vertical images will cover less screen area, i.e., will be smaller than horizontal images when projected. This should not discourage submission of vertical images when that orientation was obviously best for the original picture.

1400 divided by 1050 is 1.33. This is the aspect ratio of older TV screens (not the newer wide screens). It is also the aspect ratio of most point and shoot digital cameras. Thus if you have a point and shoot digital image taken horizontally (landscape mode) you will be able to reduce it to 1050 pixels high and 1400 pixels wide without cropping or distortion.

The aspect ratio of 35 mm and most SLR digital cameras is 1.5. Thus if the picture is taken horizontally (landscape mode) and the width is reduced to 1400 pixels, the height will be reduced to 1400 pixels divided by 1.5 which is 933 pixels. This assumes the image is not cropped or distorted. The 933 is less than 1050 and is acceptable.

A vertical image (portrait mode) with a 1.5 aspect ratio must be limited to 1050 pixels in height. the width will then be reduced to 1050 pixels divided by 1.5 which is 700 pixels assuming the image is not cropped or distorted. The 700 is well below the 1400 pixel limit for width and is acceptable.

To ensure that the projected image will appear as large as possible on the screen, its limiting dimension, width or height, should be set close to the corresponding maximum limit.