

Starting with an Image that has Square Pixels

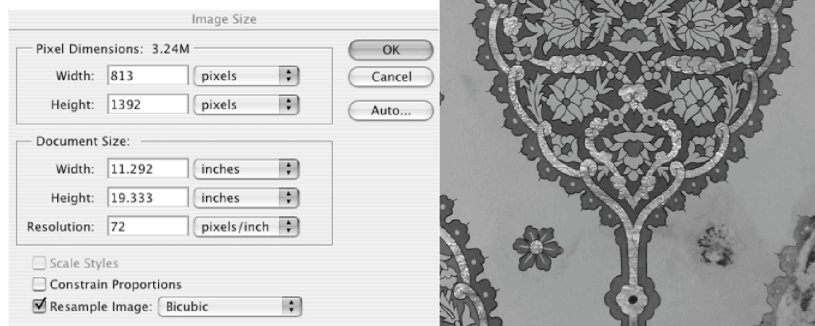
If you working with scanned images or images from a digital camera, which are captured with square pixels, you want to scale these images first, to reflect the Pixel Aspect Ratio, before beginning to clean up or modify the design. Let's go through an example of the process using a digital image as the starting point.

The first step is to resize the file to reflect the epi and ppi of the final image. Let's assume that we are going to weave this image on a warp at 30 epi and 24 ppi (which will give us a Pixel Aspect Ratio of .8). First we want to find out the ratio of the height to width of the original image, because we will want to keep that ratio. Go to **Image>Image Size** and write down the width and height of the design. In our case, at a resolution of 72 (we are starting with a

low resolution digital image) we find the width = 11.292 inches and the height is 19.333 inches (Figure 4-25).

We need to modify the image in two steps, since epi and ppi are not equal. Which number is higher, the ppi or the epi? Modify the image first for the higher of the two, then modify the other. This will help you preserve the detail of the image. Since our epi is higher than the ppi, we will correct the width first. Go to **Image>Image Size**. Make sure that neither **Constrain Proportions** nor **Resample Image** is checked. Change the resolution to 30 and note that it has changed both the height and width of the

4-25



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