## **Working with Large Images**

PhotoGrav now has, beginning with version 3.0.3, the ability to work with Very Large Images. While there are some requirements on the image itself there is now a method by which one can use PhotoGrav 3.0.3 to process Large Images. What constitutes a large image? A large image is any image that is too large for PhotoGrav to handle in its normal operating mode and capacity. Currently, PhotoGrav can handle about a 50 mega pixel image or about 24 by 24 inches at 300 dpi. A rule-of-thumb is that if PhotoGrav can process it normally then there is no reason to use the Large Image functionality that this document describes. If larger images are desired then follow the steps below.

## 1. How to prepare a Large Image for processing with PhotoGrav

- a) Open the Large Image in Corel PhotoPaint, Adobe PhotoShop, etc
- b) Convert the Image to 8-bit Grayscale
- c) Size the Image to the correct size
- d) Save the Large Image as an Uncompressed Bitmap (Windows bmp)
- e) These are the same requirements as PhotoGrav version 2.11

## 2. How to process a Large Image in PhotoGrav

- a) Open up and run PhotoGrav version 3.0.3.xxxx
- b) Select [File]-->[Open Large Image] from the menu bar
- c) Select the .bmp file from the open file dialog window
- d) Select the Material type
- e) Modify or Import the parameters as needed (see below)
- f) Select [File]-->[Process Large Image] from the menu bar
- g) After the file is processed it will be saved to disk as follows: [original image path][original image name] (ENGR).bmp

## **Notes:**

- If there is a need to view or adjust the parameters of the large image then it is recommended to make a smaller image that PhotoGrav can handle through its normal processing. If adjustment is desired, then make the necessary changes to the parameters using the Interactive Mode and finally **export** the parameters to disk. You may then **import** the saved parameters in step e) above just prior to processing the Large Image.
- Processing time will vary depending on the size of the large image and the speed of the computer.