

Lightroom – screen dumps are taken from the current version of Lightroom Classic CC

PDI Size

PDIs should be no bigger than a maximum of 1400 pixels width **and** a maximum of 1050 pixels height

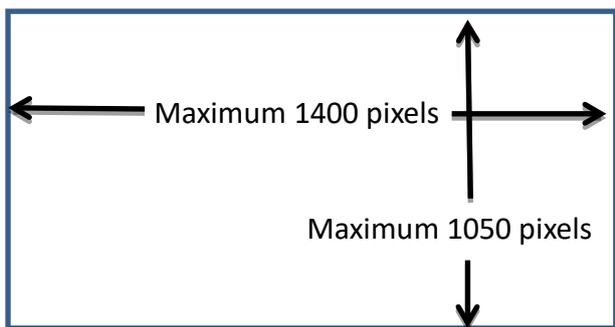
Resolution should be 72 Pixels Per Inch (PPI)

Colour space should be sRGB

Highest Quality JPEG

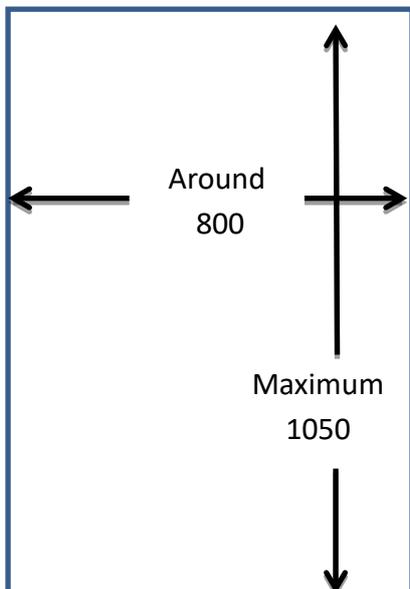
In order to give your images the best possible chance, you should use the maximum size of the dominant side depending on the style of your image;

Landscape



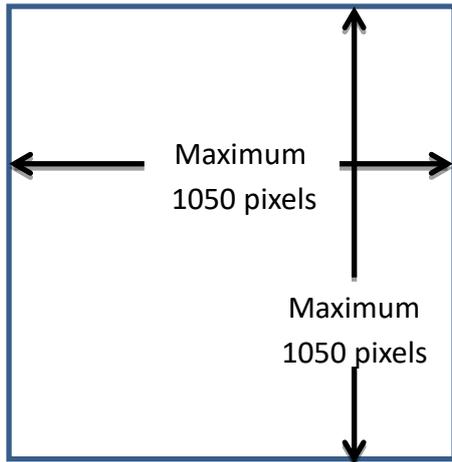
i.e. use the maximum 1400 pixels for the width side – the height can be any size up to maximum of 1050 pixels

Portrait



Use the maximum 1050 pixels for the height side – this will generally give you around 800 pixels on the width side

Square

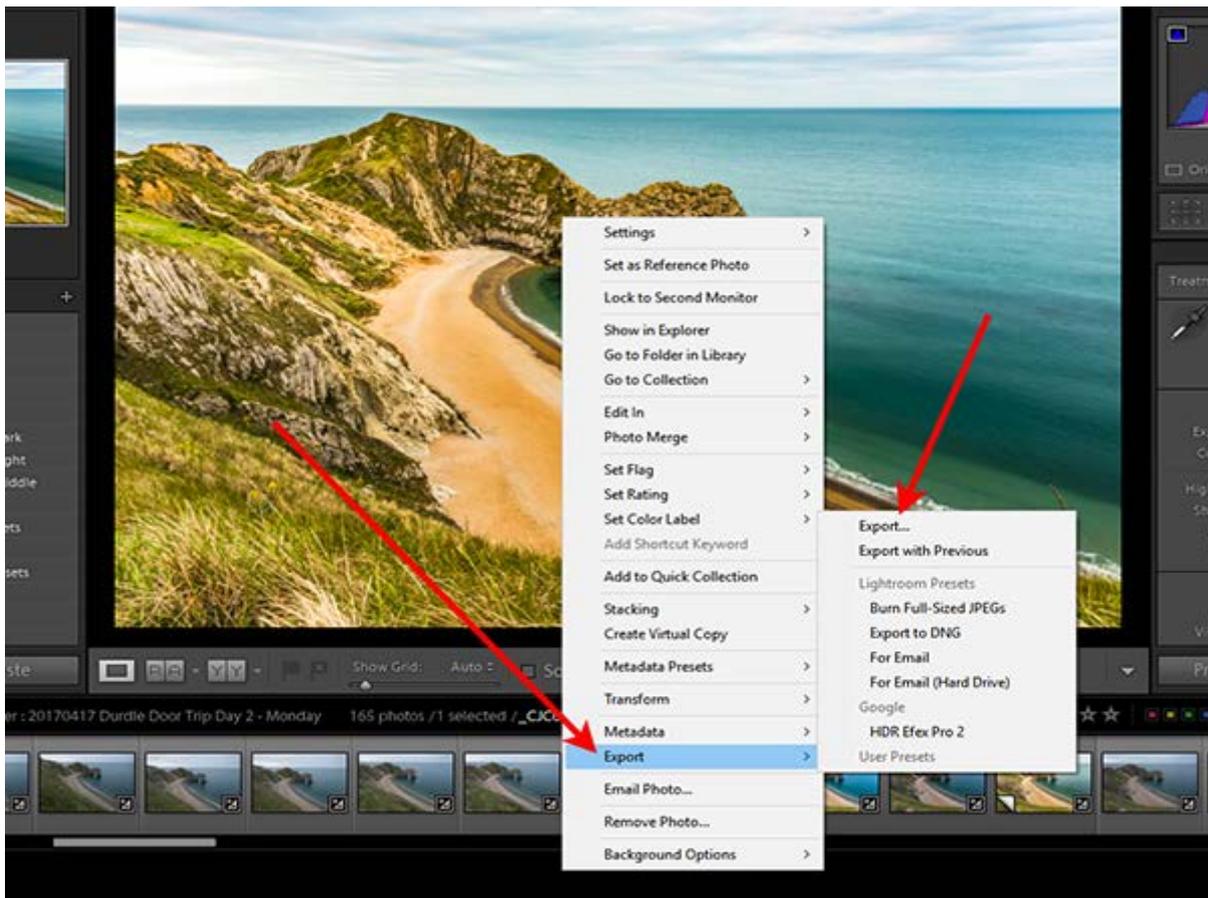


Note that as the biggest permissible height side is 1050 pixels, the maximum size of a square image is 1050 pixels by 1050 pixels

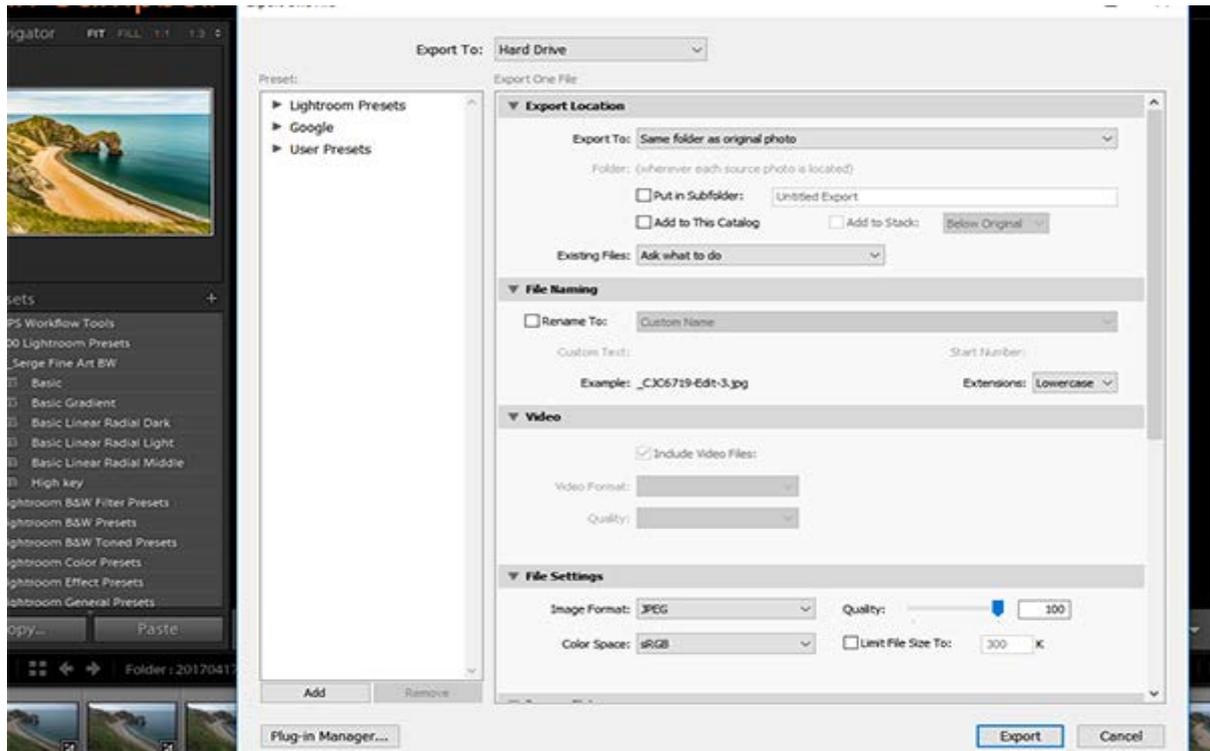
Convert your image into a PDI

You must be completely finished working on your image in Lightroom Classic CC before converting for PDI – if you realise you need to make any manipulation changes whilst going through the PDI conversion, cancel what you are doing and rework the original image – then restart the PDI process.

When you are happy with your image in Lightroom, right click on the image and a menu will appear. You will want to hover your mouse over 'Export' from this menu



When you do this, another, smaller, menu will appear – click on ‘Export’ at the top of this menu and a much longer menu appears;



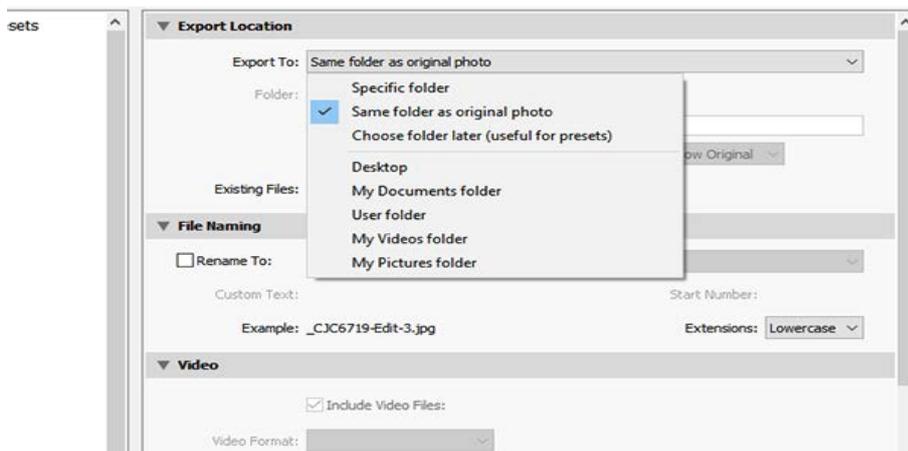
In general, once you set this menu up, it will always do what you have set it to – until you change a setting.

The sections are;

1. Export Location

Basically this is where the exported file will be saved.

If you click on the drop down arrow on the right of the ‘Export To’ box, you will see the following options;



You can either save into a specific folder (for example where you might keep your competition entries) or to the same folder as the original or chose later, or to Desktop etc. This is a personal choice you need to make.

If you select a specific folder, you will then be asked to select the folder.

2. File Naming

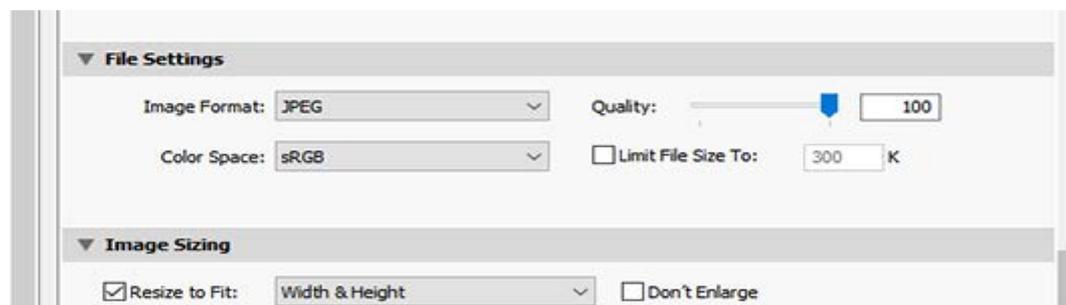
If you want to, you can rename the file at this point (or you can rename it later after it has been saved.). If you don't rename it and save it in the same folder as the original, it will have the same file number but will be a jpeg image rather than a RAW image – so should be easily identified.

3. Video

This can be ignored for our purposes.

4. File Settings

This is an important section.



Here you want to set;

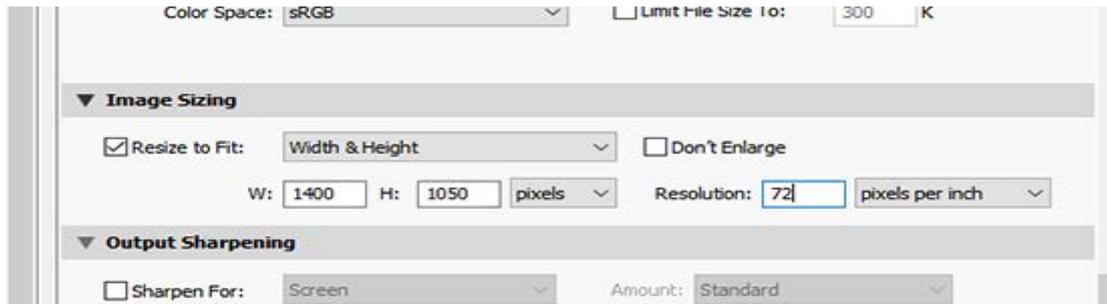
Image Format – JPEG

Quality – Highest quality possible – 100%

Colour Space – sRGB

Limit File Size box – leave unticked

5. Image Sizing



You want to;

Tick the 'Resize to Fit' box

Set the dimensions to 'Width & Height' – other options are available, but this is the one we need

Ensure the 'Don't Enlarge' box is not ticked

W: (Width) is set to 1400 pixels

H: (Height) is set to 1050 pixels

Resolution is set to 72 pixels per inch.

The clever thing about this is that Lightroom will recognise if your image is in Portrait format and will size it accordingly – you don't have to change anything!

6. Output Sharpening

You should have sharpened as necessary during your processing so ignore this.

7. Metadata

In general there is no need to do anything with your metadata – ignore this section

8. Watermarking

In general, you won't be watermarking images for competitions – ignore this section

9. Post Processing

This gives you options as to where to go after finishing your export. This is a personal choice, initially I would leave it as 'Do Nothing' and you can then move on to work on your next image.

That's it – now click on the 'EXPORT' button, bottom right of the screen and your image will be saved and can be used as a PDI.

If you didn't rename your image, go to the folder you have saved it to and rename it.

If;

XX is your club identification

_ = underscore (press shift key and hyphen/minus keys together)

Mountain Sunset is the name you want to call your image

Then the correct format is XX_Mountain Sunset

If you have any problems with this process – or if you are using different software and can't understand it, ask a committee member and we will get someone to help you.

