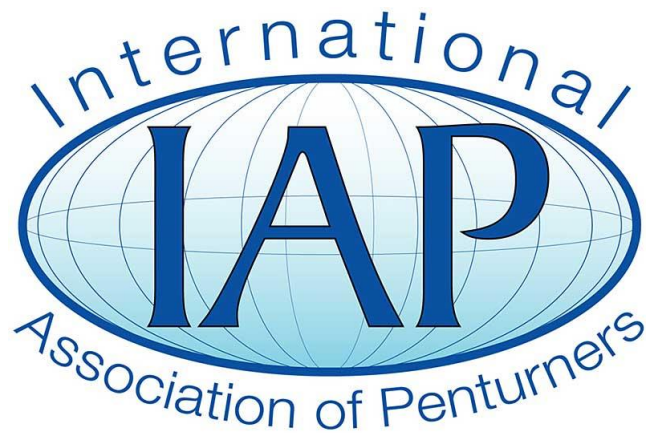


Photoshop Tips

Tip #7: A Better Resize

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The International Association of Penturners

*"Pay attention, son, this is for your own good. You gotta understand the scientific principle behind it! There's a right way and a wrong way."
- Foghorn Leghorn*

"That must be the wrong way!" - Henery ChickenHawk (in response)

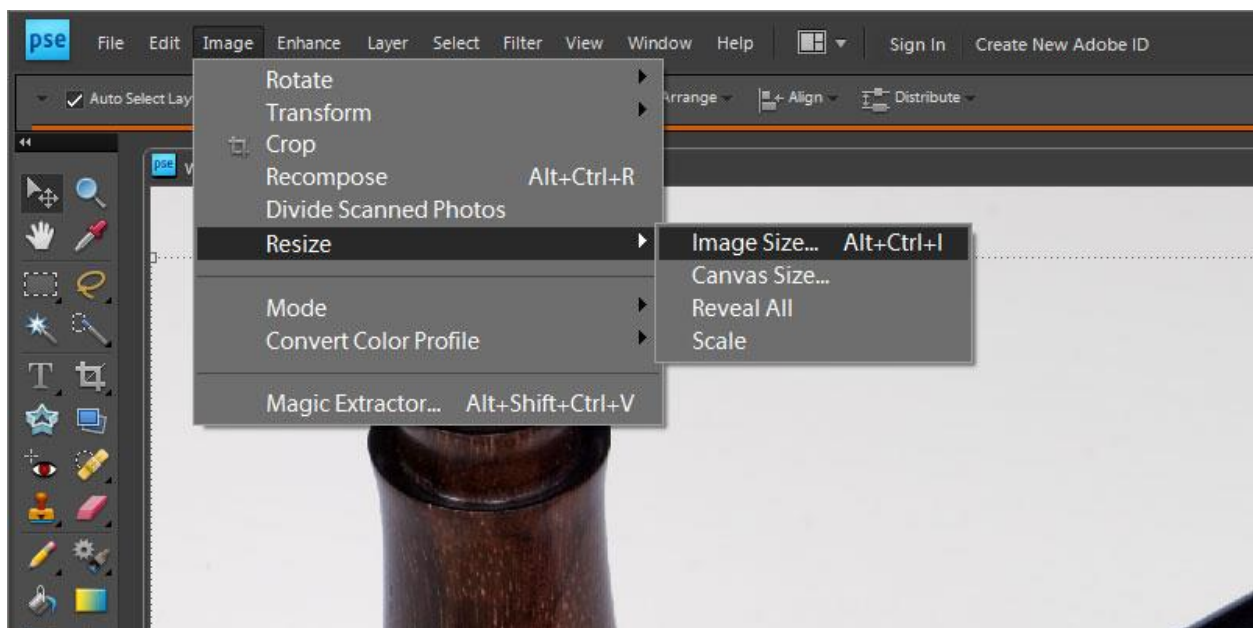
When we talk about the "size" of a digital photograph, we mean two different things:

1. the dimensions of the image (how many pixels high and how many pixels wide), and
2. the file size (how many bytes of storage the image occupies).

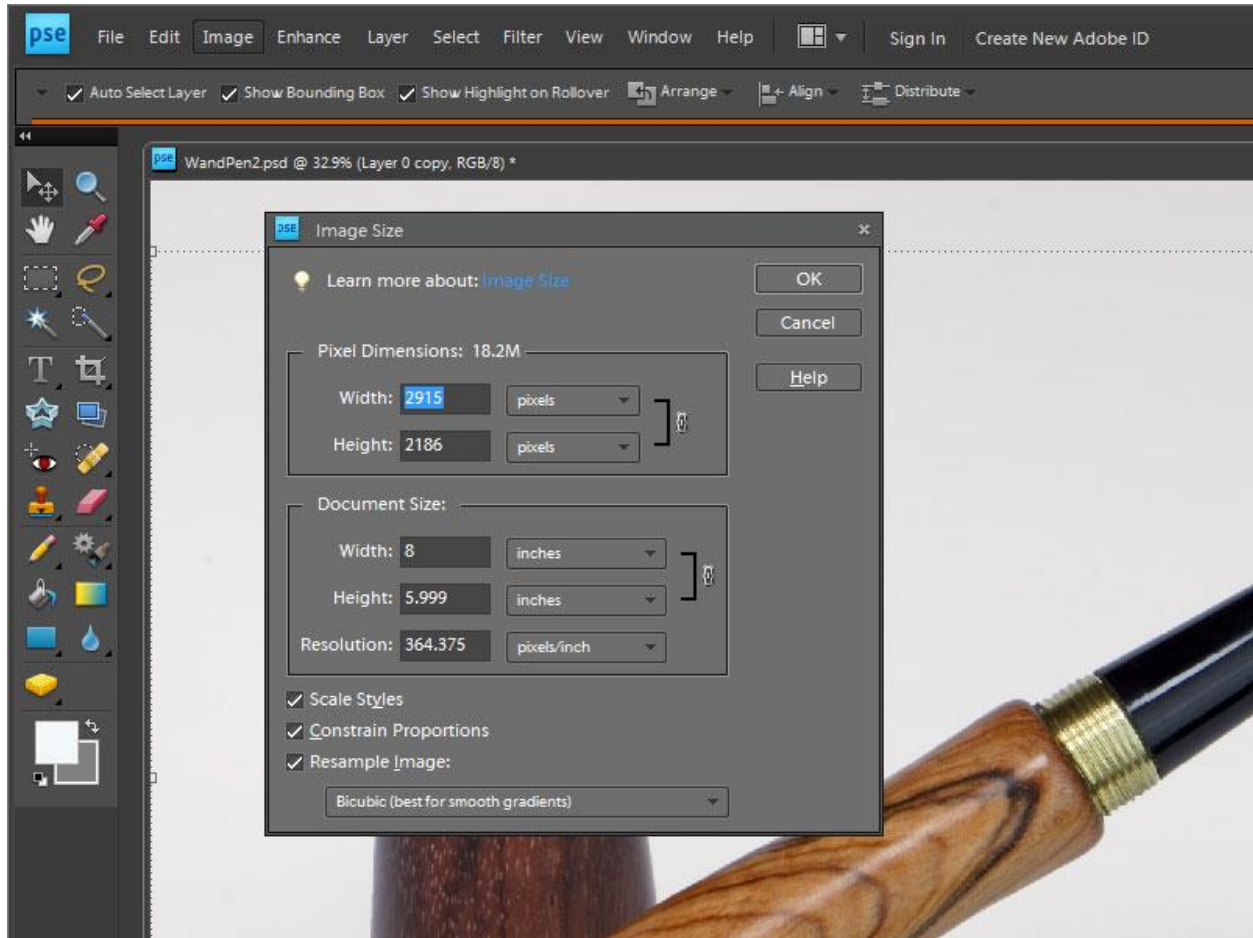
I showed how to control both of these in [*Photoshop Tip #1 - Saving Images for the Web*](#). Now I'd like to introduce a better way to set the image dimensions.

The downside of the previous method is that it works only when saving the image. That can be a problem because any time you resample an image, you introduce softness (blur), or noise. If you resize while saving, you don't have a chance to resharpen. Therefore, I prefer to resample my pictures directly within Photoshop.

Click *Image* -> *Resize* -> *Image Size*:

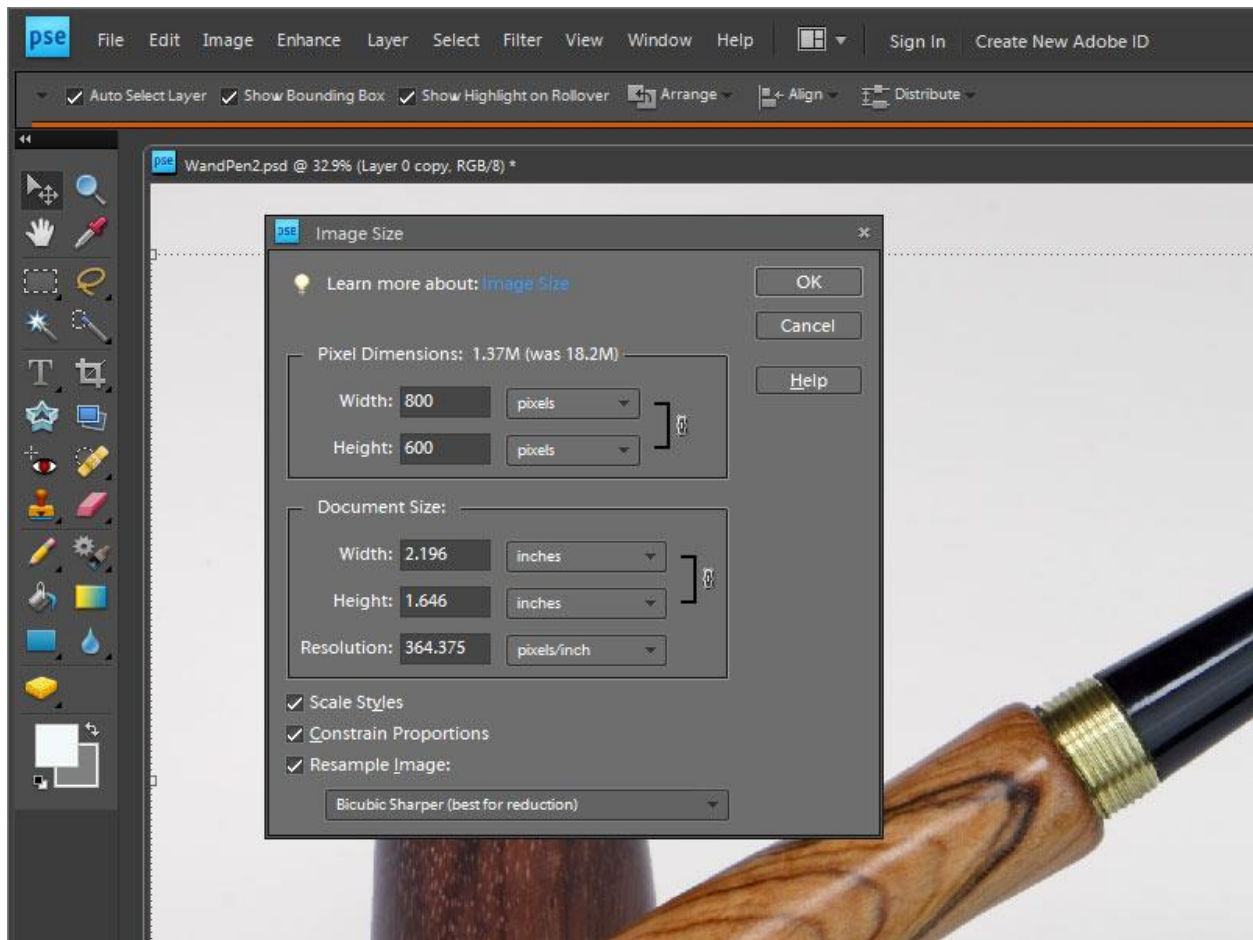


That brings up the resize dialog:



Make sure the "*Constrain Proportions*" and "*Resample Image*" checkboxes are checked.

Change the width or height to the desired size (the other will change automatically to preserve the image proportions). In this example, I've chosen 800×600 pixels (which is the maximum size you can post in an IAP forum). Because I'm shrinking the image, I've also selected "*Bicubic Sharper*" from the drop-down-list at the bottom of the dialog box. This will reduce the amount of blur introduced by resampling.



Click [OK].

This is the result:

