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[001]

Digital Imaging Competitions

Entry Standards

Version 1.3 : 28-Jul-2009

1 Document Control

1.1 Change history

Version	Date	Author	Reason for new version	Sections Affected
1.0	15-Aug-2008	Stephen Byard	New Document	All
1.1	02-Sep-2008	Stephen Byard	Revision after comments	All
1.2	19-Oct-2008	Stephen Byard	Entrants to add class	6,7
1.3	28-Jul-2009	Stephen Byard	Include Annual Exhibition	All

1.2 Amendments Made In This Version

Add the Annual exhibition to the standards. Update other sections with the latest information.

1.3 References

No.	Ref.	Title
1	NCPF Entry Standards, 2009	
2		

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3 Overview

3.1 This Document

This document describes the standards for entry of Digital Images into Projected Imaging Competitions within the Northallerton Camera Club. It replaces any previously published standards. For entries into competitions outside of the club (including selection evenings and inter-club battles), see the separate published documents.

3.2 Intent

It is the intention of the club to use the simplest and most concise method of image entry into competitions, to ensure that members find this process not only as simple as possible, but consistent across competitions.

3.3 Club Equipment

The club projects digital images using a laptop, projector and screen. The current projector has a native resolution of 1,024 pixels wide and 768 pixels tall.

3.4 Calibration

The club equipment should be regularly calibrated to a known standard. This is achieved using commonly available calibration equipment. The Calibration process is outside of the scope of this document, but is mentioned for reference purposes.

3.5 Colour Space

It is assumed that the projection process (using digital equipment) adheres to the standard sRGB colour space (defined in IEC61966-2).

Members may enter images using any colour space. However, the projection of images that do not reference a colour space, or use a colour space different to sRGB may not project as expected.

In general, images will not be altered by the competition secretary, once entered. However, members may be advised if images have a serious issue that renders them unusable within the competition.

3.6 Entry Methods

Entries to all competitions may be brought to club nights on a memory-stick for copying, or by CD. Be aware that the competition secretary may not be able to make all club evenings. The preferred method of entry is therefore by email for all competitions (although a different committee member handles the annual exhibition and may or may not accept emailed images – this will be indicated prior to entry into this competition). Send all other entries to the Projected Images competition secretary at sbyard@pixelda.co.uk

3.7 Image Randomisation Process

All images entered into a competition are renamed using a numbering system instead of the entrant's name. A Judge cannot therefore identify who the entrant of an image by filename. The final set of images sent to the judge is also randomised so that member's individual images (individual sets in the case of the Millennium Trophy) can come anywhere in the list.

The Annual Exhibition process is likely to be handled manually, but the outcome will be similar.

4 Entry Numbers

4.1 How many images can I enter?

For all competitions except the Annual Exhibition and Millennium Trophy, you may enter up to three images. These can be any combination of slides and digital images, but no more than three. I.e. you can enter the following,

Members Nights Maximum Entry
3 Digital Images
2 Digital Images and 1 Slide
1 Digital Image and 2 Slides
3 Slides

Of course, you may enter less than this number in all competitions except the Millennium Trophy.

4.2 Millennium Trophy

You can enter a panel (set) of either three Digital Images or Three slides. No other entry is acceptable.

4.3 Annual Exhibition

You may enter up to five Projected Images, with no more than two projected images in any one section. I.e., your maximum entry into the Annual Exhibition is the following combination of slides and digital images,

Annual Exhibition Maximum Entry
5 Digital Images
4 Digital Images and 1 Slide
3 Digital Images and 2 Slides
2 Digital Images and 3 Slides
1 Digital Image and 4 Slides
5 Slides

You may enter less than the maximum number of entries allowed. See the Annual Exhibition section later in this document for the sections you may enter.

5 Known Issues

5.1 Judges Equipment

It is assumed that judges have the necessary equipment to view digital images. It is possible that their equipment may be un-calibrated. This is an issue outside of the scope of the camera club, and although it may be seen as “the same for all entrants”, judging might be unknowingly influenced by this problem.

It is likely that judges may view and asses images on a screen rather than projected on a screen. This is a known limitation and acceptable operation of the judging process.

5.2 Entrants Knowledge of Digital Imaging

Not all entrants to digital imaging competitions will be familiar with the rationale and instruction of this document. This might lead to members providing entries that fall outside of the scope of the required entry definition.

Members are responsible for understanding and complying with the rules of entry. Members who are unsure of the correct process for preparing images for entry should contact a member of the committee for advice in advance of the entry closing date. Advice will be available to members as far as is reasonably practicable.

Entries may be replaced before the closing date. After the closing date, any entry not complying with the standards cannot be replaced. Such entries will be judged “as-is”. The competition secretary is liable for altering members entries.

5.3 Emailing Images to Judges

Using information in the standards section, the collection of image files comprising a competition entry is likely to be between 50Mbytes to 100Mbytes. Although it is possible to email such data sizes, there can be issues with email recipients (judges) ISP’s rejecting large sizes of email. Email is unlikely to be used to communicate image lists to judges.

5.4 Portrait Image Display

Unlike the display of prints or slides, images that are in portrait format (taller than they are wide) display less well in digital image competitions. This is because they will be small, compared to an equivalent landscape format image. There is no bar to presenting portrait images, but entrants should be aware of the limitations of portrait image displaying smaller than landscape images within digital image competitions.

6 Standards - Images

6.1 Described

The following table lists the digital image standards for competition entry for Northallerton Camera Club.

Property	Value	Notes
Image Width	1,024 pixels wide (maximum)	Projector native pixel size is 1,024 x 768
Image Height	768 pixels high (maximum)	Projector native pixel size is 1,024 x 768
Colour Space	sRGB	Images will be projected in the sRGB colour space, regardless of that tagged in members images
Image Type	JPEG	This is the standard 8-bit JPEG (not to be confused with the rarely used 16 bit JPEG)
Colour bit depth	8 bit	Saving as a standard JPEG will create an 8 bits per colour image by default
File size	Any	1,024x768 JPEG will usually be 700kbytes to 1Mbytes in size

6.2 Notes

At 1024 x 768 pixels. A JPEG image will be approximately 750kbytes in size.

6.3 Competition Entry File Sizes

Assuming a worst-case file size of 1Mbyte for each entry, three entries per person, and thirty entrants, the images will take up approximately 90 Mbytes. This will adequately fit onto any current storage device (CD, DVD, memory-stick).

6.4 Other Image Properties

Any image property not mentioned in the above table can be set to any legal value that creates a valid JPEG file. E.g. the document size, or PPI can be set to any value, since it makes no difference to an image that is projected.

6.5 JPEG Quality

Since the projector native resolution is 1024 x 768, you may find that a quality setting of "8" is adequate for competition digital entries. Saving at a higher quality setting increases file size, but may not increase discernable quality of the projected image.

6.6 Colour Space

The colour data in images is assumed to relate to, and will be projected in sRGB. Images tagged with any other colour space may project differently than intended. However, failing to tag images with sRGB, or tagging images at all is not a reason to reject an image into a club competition.

6.7 Invalid Images

Any image that has an invalid colour space or size (wider than 1024 pixels, or taller than 768 pixels) will not be rejected, but will also not be profiled/resized. It will be projected with a maximum size determined by the projector and its colour space, and may thus lose quality.

7 Standards - Filenames

7.1 Described

The following table lists the naming of digital images for entries into all competitions. This encompasses all projected competitions for the 2009/2010 season and thereafter.

Note that the millennium competition is a panel (set) of three images, each image of the three to be viewed in an entrant-specified order. The image renaming process for randomising these entries takes this into account.

The following table defines the naming convention for all images, regardless of competition.

Property	Value	Notes
Number	1,2, 3	For single entry use 1, two entries use 1 and 2, for three entries, use 1, 2, and 3
spacer	#	Hash symbol
Member name	Initials and surname separated by spaces	As per Microsoft file name conventions, use characters A-Z, a-z, and the space character. Do not use apostrophes, quotes, or any other non alpha character
spacer	#	Hash symbol
Member Class	C (club) I (intermediate) A (advanced)	Must be C or I or A
spacer	#	Hash symbol
Picture Title	Letters numbers and spaces	Any file name is limited to 256 characters maximum
JPEG suffix	Either .JPG or .JPEG	This should be appended automatically by your imaging software

7.2 Filename Examples

Example are,

- 1#s p byard#C#Misty Morning.JPEG
- 2#s p byard#I#The fog on the Tyne is mine all mine.jpg
- 3#s byard#A#Castle Bolton Dawn.jpeg

7.3 Notes

The numeric prefix (1,2,3) is technically irrelevant in all but the millennium trophy and is not used otherwise. However, by enforcing the above approach, the entry naming process becomes consistent for all internal competitions, making it easier for club members to remember.

The “#” character replaces the “_” character from 2009/2010 as NCPF and other external bodies have adopted the “#” as their separator character. Consistency, at least locally, is preferred.

7.4 Title size

Although internal club competitions allow your title to be any length (up to the limit of the Windows File System), remember that for external competitions, 25 characters for the title is often the maximum you can use. If you are planning to use the same files for both internal and external competitions, it may be worth adopting the 25 character standard.

8 Millennium Entry

8.1 Overview

The Millennium trophy consists of a named theme containing titled images. Although you may use the theme name for all three images, you can also have a theme name, and separate titles for each image.

8.2 Described

Image files are created in exactly the same way as all other competitions. The number that you place at the front of the filename indicates the order in which you wish the images to be viewed (i.e. 1,2, or 3). Each image file contains a title, and you can create a panel (set) name for your theme by placing the images in a folder that is the name of the theme.

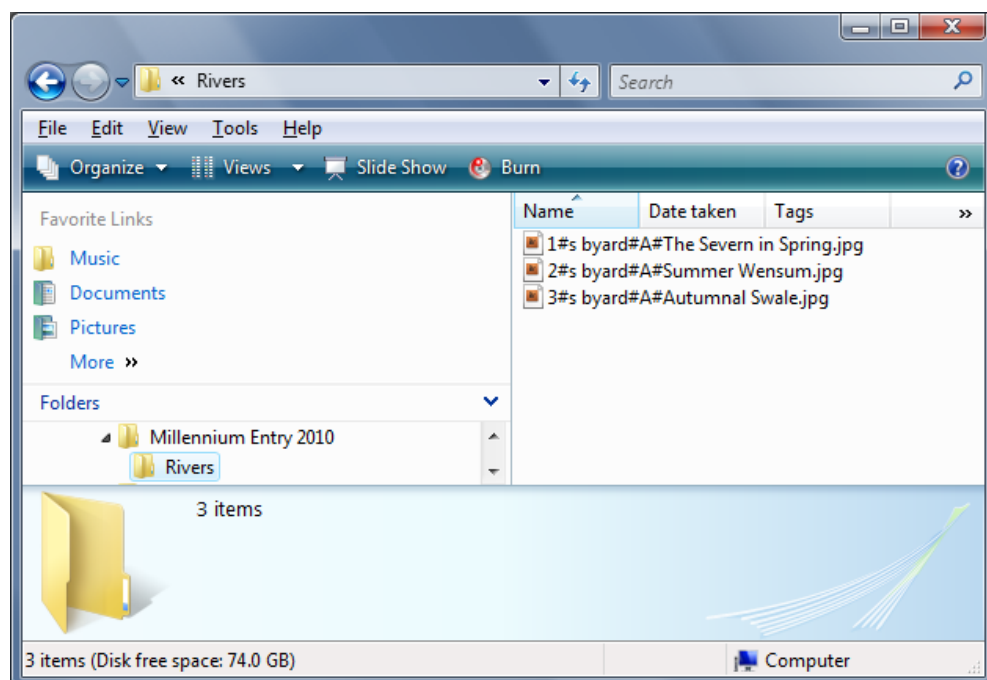
8.3 Theme Name

Create your three images, then, create a folder on your computer called <your theme name>. E.g. "Rivers". The theme name can be up to 256 characters, but a concise title is better.

Copy your three images into this folder, and copy the folder onto a memory stick or CD to hand to the competition secretary.

If you are emailing your files, then, in Microsoft Outlook, you cannot simply email the folder. Therefore, email the three files as attachments, and indicate your theme name in the email or email title bar. Alternatively, you can compress (or "zip") the folder an email this. Compressing the folder will not reduce the file size much (JPEG's are already compressed), but it does allow you to send the folder with its contained files in one go.

The following screenshot indicates an example of such an entry.



9 Annual Exhibition Entries

9.1 Overview

The Annual Exhibition consists of a number of sections containing titled images. You create named folders for each section in the exhibition and save up to two images in each folder (total entry must not exceed 5 images).

9.2 Described

Image files are created in exactly the same way as all other competitions.

9.3 Class Name

Create your images, then, create a folder on your computer for each section you wish to enter (*see the table below for the folder names you should create*). Copy up to two images into each folder you wish to enter, then, copy the folder onto a memory stick or CD to hand to the Annual Exhibition competition secretary.

Note that, only club class members may enter images into the “Club” section, and only Intermediate class members may enter images into the “Intermediate” section. Any member (regardless of class) may enter any of the other sections.

Class Name
Club
Intermediate
Pictorial
Record
Portrait
Action
Nature

9.4 Annual Exhibition Competition Secretary

It may be possible to email images to the annual exhibition secretary, but you should contact them directly about this. It is likely that a different committee member will handle the Annual Exhibition to the member’s nights, and other club competitions.

If emailing is allowed, you should be able to compress (“zip”) all of your folders with all entries into one compressed (or zip) file and email this.

10 Filename Randomisation Process

10.1 Overview

Judges are supplied with a set of entries that are the renamed and randomised member entries. Judges may of course view the images in any order they wish. User's names are removed from files, and are therefore anonymous to the judge. In the case of the Millennium Trophy, sets of three images will be provided (preceded by theme), displayed together in their 1/2/3 sequence (indicated by the entrant in the filename).

10.2 Standard Competition Shuffle

A windows software application is used to convert individual file names from the entry format,

```
<[1][2][3]>#<UserName>#<Class>#<title>
```

Into a contiguous sequence, that may be sorted by text in ascending sequence,

```
<SequenceNumber>#<title>
```

For example, [1#s p byard#A#Misty Morning.JPG] might become [023#Misty Morning.JPG]

The application will take all file names in a specified input folder and put them in a list. A filename will be randomly selected from the list to make the first filename in the output folder (e.g. [3#s p byard#A#Castle Bolton Dawn.JPG] becomes [001#Castle Bolton Dawn.JPG]). This process continues until no filenames are left. The application then copies and renames each file to a destination folder, and creates a CSV text file of the from/to filenames. This can be opened in Excel, Word, Notepad, etc. A copy of the output filenames is provided to the judge on the same CD/memory-stick as the images, for marking purposes. The CSV file contains a column with character "C" for those members that are club class.

10.3 Millennium Competition Shuffle

A similar process is performed as above. In this case, the output file sequence number block is different. Each block of files is still prefixed with a contiguous sequence number, but followed by each image number in sequence. The Windows application will convert individual file names from the entry format,

```
<[1][2][3]>#<UserName>#<Class>#<title>
```

Into a contiguous sequence, that may be sorted by text in ascending sequence in sets of three,

```
<SequenceNumber>#<[1][2][3]>#<title>
```

For example,

- 001#1#A#Misty Morning.JPG
- 001#2#A#The fog on the Tyne is mine all mine.jpg
- 001#3#A#Castle Bolton Dawn.jpeg

10.4 Presentation of Judged Images

On the presentation evening for each digital imaging competition, the club will adopt the method of displaying commended and winning entries last. All other entries will be displayed in their randomised order.

In order to ensure the correct running order on the night, the winning entry will have its original three digit prefix manually changed to "999". This guarantees the image is displayed last. The second-placed image is prefixed by number "998". The next winning or commended images are similarly numbered as required. During presentation, the holes created by renaming are simply skipped in the viewing process.

For the millennium trophy, groups of three images are renumbered as described above.

Note that the realistic maximum entry for competitions is approximately 990 entries using the above method, which is adequate and simple enough for purpose.

10.5 Millennium – Panel (Set) Name

A dividing slide containing the panel name will be created to be inserted before each set of three images.

11 Changing Colour Space

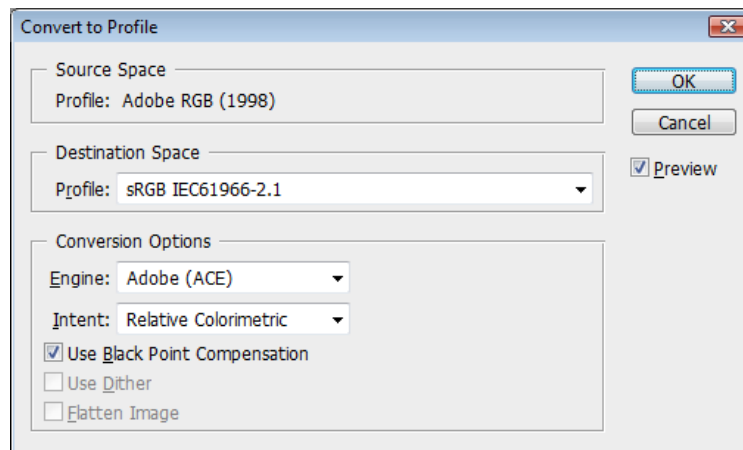
11.1 Overview

In general, you will want to work in the widest colour space during your image editing process (assuming your monitor can display it, and your eyes can see it!). You can use a wide space such as Adobe RGB (1998). This will also provide the best quality prints. In order to create digital image competition entries, you should convert to the smaller colour space, sRGB, and save the image into a separate file from your working document.

Use your image editing software to check the colour space of your image. If the colour space of the image is already in sRGB then there is nothing to do. When changing profile always use “convert” and not “assign” as these are two different processes.

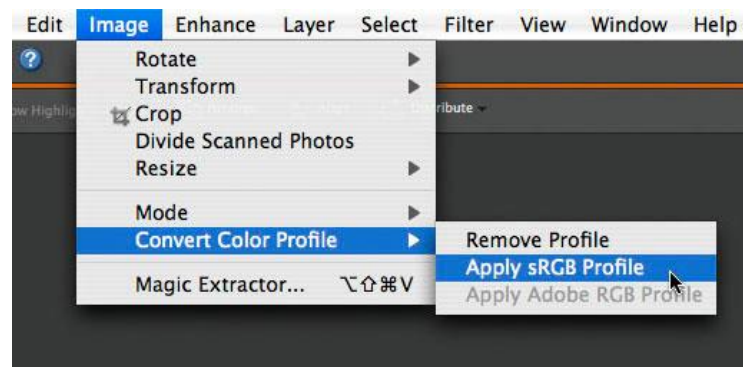
11.2 Photoshop CS2/CS3/CS4

In Photoshop CS2/3/4, use the menu item Edit/Convert to Profile... to open the dialog shown below. Here the source colour space is displayed [Adobe RGB (1998)]. Select the destination space as sRGB – in this case, the most recent version is available, [sRGB IEC61966-2.1]. The other values can be left at their default settings (although you might like to experiment).



11.3 Photoshop Elements

Use the Image/Convert Color Profile/Apply sRGB Profile



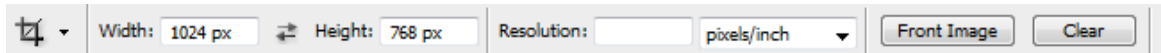
12 Resizing Images

12.1 Overview

Although the club laptop can display images of almost any size, images in the native image size of the projector will display images at their best, with no inherent resizing required. Use your image editing software to change your source image into one no bigger than 1,024 pixels wide and 768 pixels tall. As always with Photoshop, there are a number of ways to achieve this.

12.2 Photoshop CS2/CS3/CS4 Crop Tool

Using the crop tool, you can set the finishing size of the image, then, drag/size the crop tool to the required part of your image. Clicking the “tick” button will resize your image to exactly 1,024 x 768, regardless of the rectangle on your image.



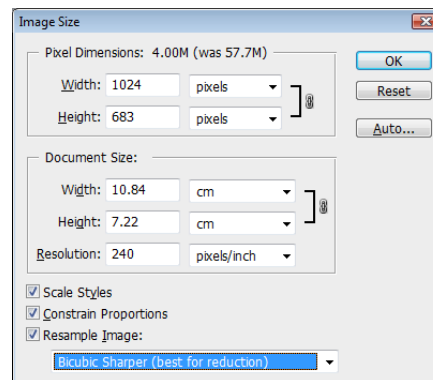
You do not need to set the resolution field. This is only useful in printing scenarios and is not used for display on a computer screen, where only the pixel size is useful.

Note that the “re-sampling” method used will be the one you have selected by default in your preferences.

12.3 CS2/CS3/CS4 Image Resize Dialog

Using the menu item Image/Image Size... you can open the following dialog. Ignore the section labelled “Document Size:” which relates to printing images.

For landscape images (those wider than tall), set the width to 1024. This will constrain the height of your image to the correct proportions if you have the “Constrain Proportions” check-box ticked. For portrait images (those taller than wide, set the height to 768, which will constrain the width to its maximum possible size to match your image proportions). Click “OK” to make resize the image. If the height and with differ by a small number of pixels, you might wish to un-tick the “Constrain Proportions” and set a size of 1024 x 768 exactly and allow the image to be stretched to the full display size (but check if the result is acceptable!).



12.4 Resample Type

There is no “correct” value for the re-sampling type. It may be worth experimenting to see which one suits your images best. Just because there is an options proffered for best reduction, it doesn’t necessarily mean that this is the best one for your image!

