



***Welcome to the Evergreen Photo Center (photoland)***  
***Darkrooms, Digital Imaging Studio, Photo Studio and Print Finishing***

**Library 1310**

**Phone 867-6274 (Photo Center) 867-6272 (Photo Production Services)**

**Information, including hours: [photo.evergreen.edu](http://photo.evergreen.edu)**

"Photoland" is the pet name for Evergreen's Instructional Photography and Photo Production Services. These areas provide academic and photo production support for the Evergreen State College, and offer limited access for the local community.

**Access**—Facilities can be scheduled by the lab aid, or online at [photo.evergreen.edu](http://photo.evergreen.edu). You do not need to enroll in a specific class or program to use the space. Evergreen members may use the Photo Center free of charge during the academic school year, and will need to pay a fee during the summer months. Community members are granted access on a space available basis, and pay either a daily or quarterly fee. Please inquire about payment ahead of time during normal business hours. All users are required to check in with the lab aid before beginning work.

**Facilities** (newly remodeled in 2006)

- **Darkrooms**—These include a large state of the art B/W printing lab, daylight film developing area, and individual color printing suites and a 42" RA print processor.
- **Digital Imaging Studio (DIS)**—Offers 12 high end, color-managed workstations, film and flatbed scanners, and three professional ink jet wide-format printers.
- **Photo Studio**—Features 3 individual shooting bays and professional flash systems. Currently this area is only available to advanced photography students.
- **Photo Production Services**—Offers film, paper and other consumables for sale. Film processing, digital printing, copy work (including 2D and 3D portfolio photography) are also available.
- **Schedule**-- *Check the website for current hours.*
- generally, the facilities are open @ 10:00AM and close in mid to late evening. Open six to seven days/week.
- Closed between sessions and on all campus holidays.



# DIS Inkjet Prices

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## *per linear inch:*

10" Paper	\$.18
13" Paper	\$.24
24" Paper	\$.40
44" Paper	\$.70

## *Examples:*

8 x 10	\$1.44
8.5 x 11	\$1.70
13 x 17	\$4.08
20x24	\$8.00
44x30	\$21.00

***If wanting to print on your own material, you need pre-approval. Pricing is then 60% of regular rate.***

## Notes about Image Resolution

(updated May 2013)

Your camera's resolution is defined by the number of pixels contained on the image sensor. This is usually described in terms of megapixels. A five megapixel camera will have close to five million pixels. This might be easier to appreciate when broken down to the pixel width and height dimensions. (The five megapixel image will be roughly 2500px wide X 1900px high.)

The idea of resolution is not dissimilar to conventional film cameras. Instead of pixels, the image is described by tiny crystals that make "film grain." The more grain, the less you see the grain, because it will appear proportionately smaller. A large 4x5" negative will contain many more grain elements than a 35mm image, and therefore can resolve far more detail. Fine grain films (which are usually slower) will also provide greater resolution than faster and "grainier" film. The quality of your lens also plays a role in resolution.

**It's not all about pixels.** A quality image is dependent on camera (or scanner) optics and physical sensor size and quality, as well as pixel dimensions. A top notch 12 megapixel DSLR with an excellent lens might create a cleaner and more defined image than a cheaper 20megapixel camera.

### How much resolution do I need?

That depends on the kind of output you want. It is also a little bit subjective—simple images that are more about color than detail don't need as much resolution as an image that is detail dependent.

A picture that will live on a computer screen needs far less resolution. This is because your computer screen has a finite ability to show pixels. A very high resolution monitor can show up to 2880px×1800px, but most come in under that. When viewing an image on your screen more pixels than that will be wasted and as a result slow your machine down.

**For the internet**, an image size in the neighborhood of 1000px X 800px is pretty large.

**For prints**, it depends on the printer, but here's a rough guide:

**High Quality Prints** with lots of detail:

**360ppi (pixels per inch)**

**8x10 = 2880px X 3600px** (about 30 megabytes when uncompressed.)

**16X20 = 5760px X 7200px** (almost 120 megabytes!)

*Image size from 5 megapixel camera: approx. 5x7*

**Medium Quality Prints**, acceptable for most purposes:

**180ppi (pixels per inch)**

**8x10 = 1440px X 1800px** (about 7.5 megabytes when uncompressed.)

**16X20 = 2880px X 3600px** (almost 30 megabytes)

*Image size from 5 megapixel camera: approx. 10x14*

As you can see, it takes the same file resolution to produce a high resolution 8x10 as it does to create a medium resolution 16x20. These figures are guides. I've seen small, low rez files blown up very large, and they sometimes look fine. Remember, if it looks OK, it is OK.

### **Four Important Digital File Formats**

1. **JPEG** (jpg)—This is short for the Joint Photographic Experts Group. These experts got together and developed a standard for saving images with extraordinary compression capabilities. This makes them small, so they can be saved easily on your camera, and transmitted quickly over the internet. However, compression comes at a cost—the image quality deteriorates which reduces detail and will make the image look blurry. It allows for the storage of file information (metadata.) It is *not* a good format for editing and printing.
2. **TIFF**(tif)—Tagged Image File Format. This format works on just about any application. It is capable of preserving all the image information, and is great for editing and printing. It also can store metadata. Files stored will be much larger than jpeg files.
3. **PSD**—Photoshop Document. Very similar to TIFF, and is the native format for working in Adobe Photoshop applications. The downside: Not as universal as TIFF in non Adobe applications.
4. **RAW**. This is a digital camera format, and different camera brands have different RAW formats. RAW is like a film negative. It still requires “processing” and conversion to a final format. The advantage is that it saves all possible camera information, giving you more flexibility with an image than JPEG. For example, if you set the white balance incorrectly, with a RAW file you can easily correct this problem by using the RAW converter in your computer software—with no loss of data. This is the format most used by professionals.

**A file can always be translated to another kind of format in an editing application.**