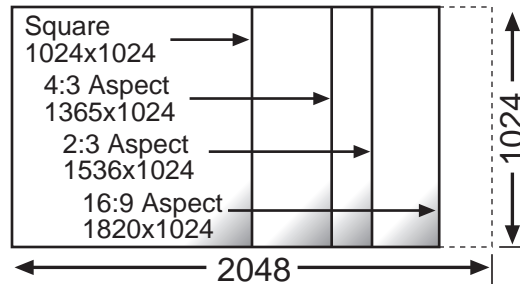


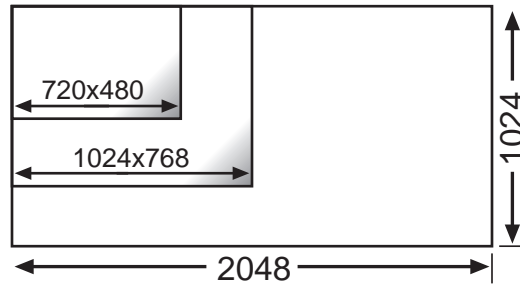
**1** The absolute largest image dimensions catalyst will display are 2048 pixels wide by 1024 pixels tall. Images beyond these dimensions will be cropped along the right or bottom edge to these limits.



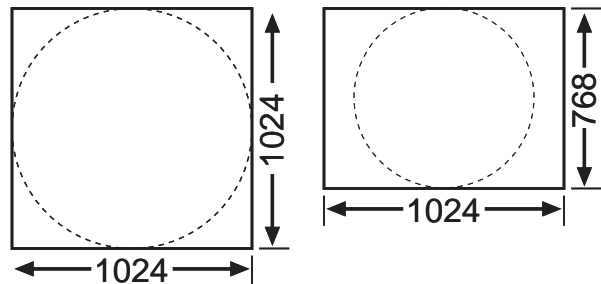
**2** For most high resolution still image preparation, from scans or digital cameras over 1.5 Mega-Pixels, or images rasterized from line art or vector based graphics, this will mean scaling the image to a height of 1024 tall by whatever width the aspect ratio of the source image will allow. For example, A 3:2 aspect ratio image should end up at 1536x1024, 4:3 at about 1365x1024



**3** If you have existing digital images with less than 1024 vertical pixels, such as 1024x768, just leave them in their original size. Scaling up will only add a little extra unneeded distortion.



**4** For "art" images meant to act more as lighting textures than pictures, make the image square, and/or keep important parts of the image within an imaginary circle inscribed and centered within the image area. Art outside of this area may be masked or clipped at times by the catalyst system. Logos with non-black backgrounds should be kept well within this circular area. Logo's with pure black backgrounds may freely use the entire image area.



**5** File formats include Photoshop, TIFF, JPEG, GIF, BMP, Pict, PNG, and others supported by QuickTime. The optimum format choice will depend on the nature of the image: Most photographs work well in JPEG format, though TIFF offers lossless compression for highest quality at the cost of file size. For simple line art and graphics with 256 colors or fewer, GIF is a good choice. File size primarily effects load time in the Catalyst system, as well as ultimate hard disk capacity.

Photoshop  
JPEG  
TIFF  
GIF  
3DMF

Quicktime  
Pict  
BMP  
PNG  
Targa