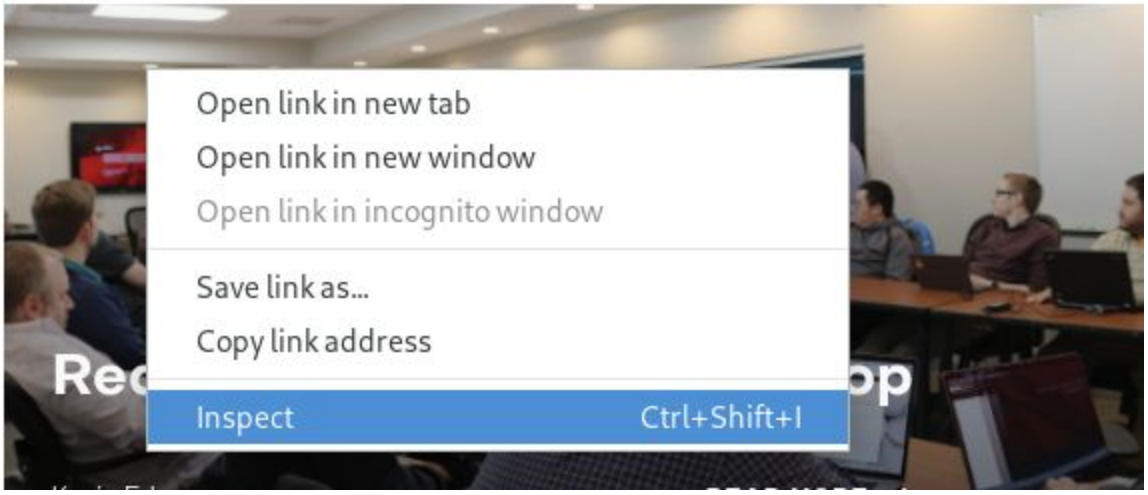
Understanding images is an important part of software development. A few key points to understand:

- Aspect Ratio, maintaining the same proportional relationship between the width and height keeps the quality and consistency of the image, see https://en.wikipedia.org/wiki/Aspect_ratio_(image)
- Image Optimization, always want the smallest possible size image to improve the download speed of pages. https://developers.google.com/web/fundamentals/performance/optimizing-content-efficiency/image-optimization

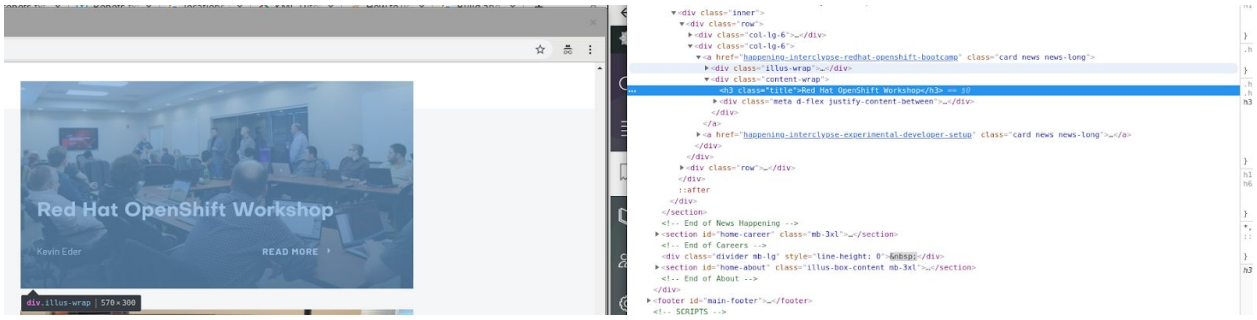
To find the correct size open your browser

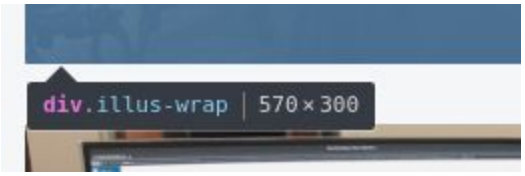
To find the correct size open your browser window (Chrome) and expand it out of responsive size.

Next, right-hand click "inspect".



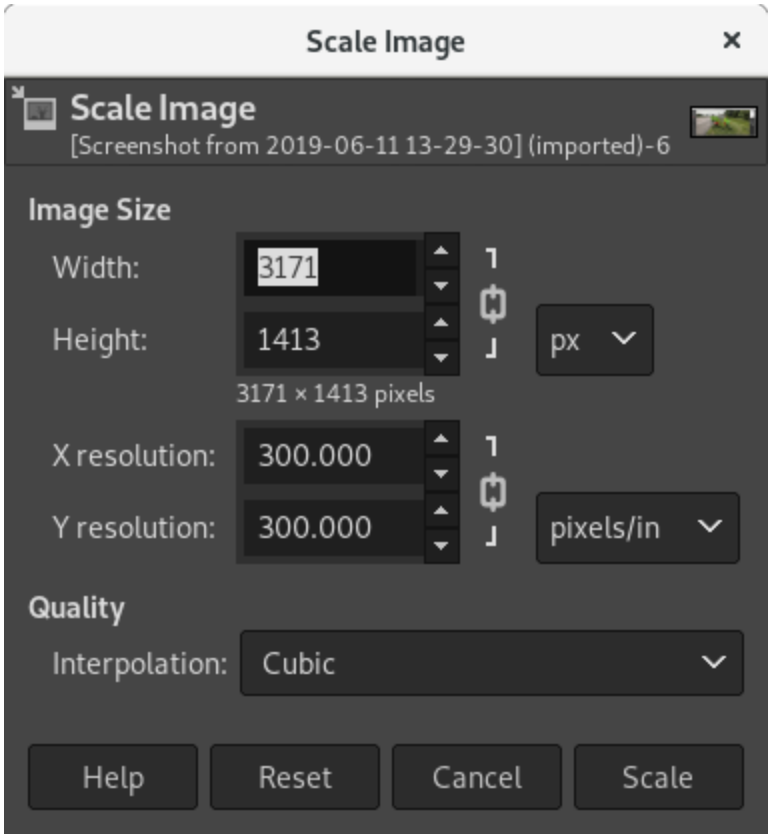
Hover over the image in the code and it should become highlighted in blue and you should see the actual size 570x300



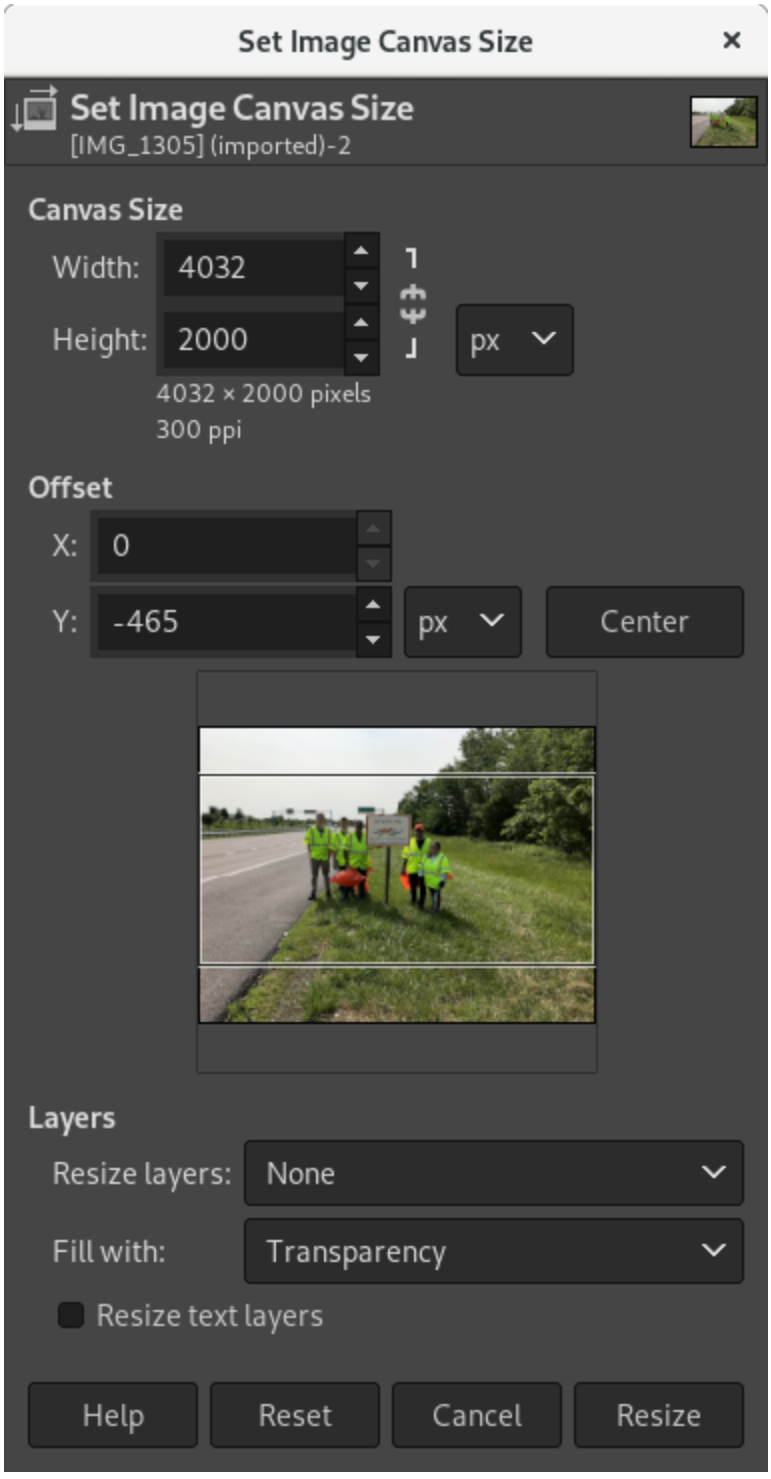


Properly Sizing Images

Remember to scale the image to one side and then canvas size (cut) from the other side to preserve the original Aspect Ratio. When you scale make sure the size of each size is larger than required (if not then change the other size using the scale feature). **Never** change both width and height in the “Scale Image” mode.



Step two, now use Canvas Size to fix the other dimension (note this will essentially cut the image and you can choose how it cuts the image).


Set Image Canvas Size
Set Image Canvas Size
[IMG_1305] (imported)-2
Canvas Size
Width:
4032
Height:
2000
px
4032 × 2000 pixels
300 ppi
Offset
X:
0
Y:
-465
px
Center
Layers
Resize layers:
None
Fill with:
Transparency
Resize text layers
Help
Reset
Cancel
Resize