

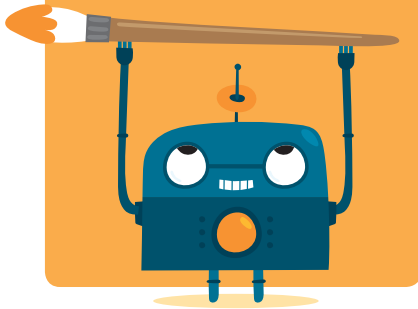
# Image cropping tips



If you want to use your own image as a backdrop in Scratch, you'll want it to be the right size and shape to fill the stage: 480 x 360 pixels. (You can use a smaller image that isn't an exact fit, but it will leave a border around the edge.)

## Changing size

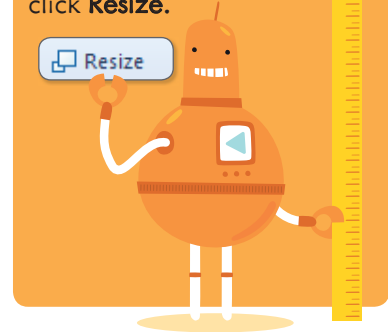
1 Open Microsoft Paint.\*



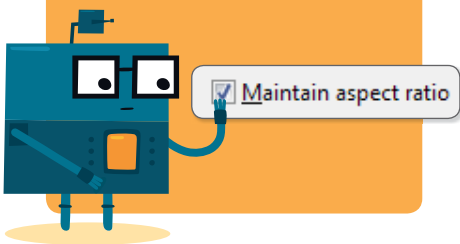
2 Open the image you want to use.



3 In the **Image** menu, click **Resize**.



4 Make sure the box is ticked to keep the same ratio. This will stop your image getting stretched or squashed.



5 Change the width to **480 pixels**. If the height automatically becomes **360 pixels**, bingo – your photo is in the right ratio and your work is done. Click OK and skip to **Saving and uploading**.

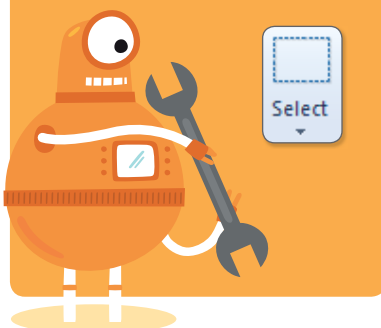


6 If the height doesn't automatically become 360 pixels, you need to crop your image. Click OK and move on to **Selecting an area**.

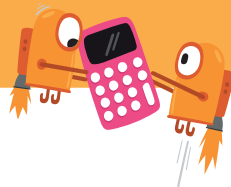


## Selecting an area

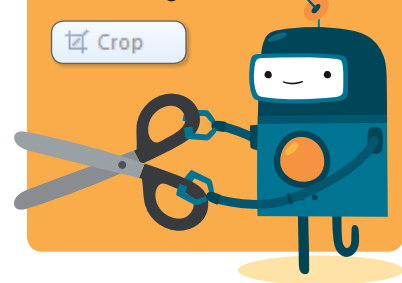
1 Choose the **Select** tool.



2 Select an area by clicking and dragging on the image. Make a rectangle that is **480 x 360 pixels**. You can see the size in pixels at the bottom of the screen (width is always given first).



3 Click the **Crop** tool to remove everything outside the rectangle.



## Saving and uploading

Once your image is 480 x 360 pixels, it's ready to use. Save it to your computer as a **.jpg** or **.png** file, and follow the instructions on page 31 of your book to upload it to Scratch.



\* These instructions are for Microsoft Paint 5.1 on Windows 7. The basic technique is similar in other image editing programs, but some of the names may be different.