

# EDITING DIGITAL MINE IMAGES Using Adobe Photoshop





#### WHY EDIT?

- Legibility

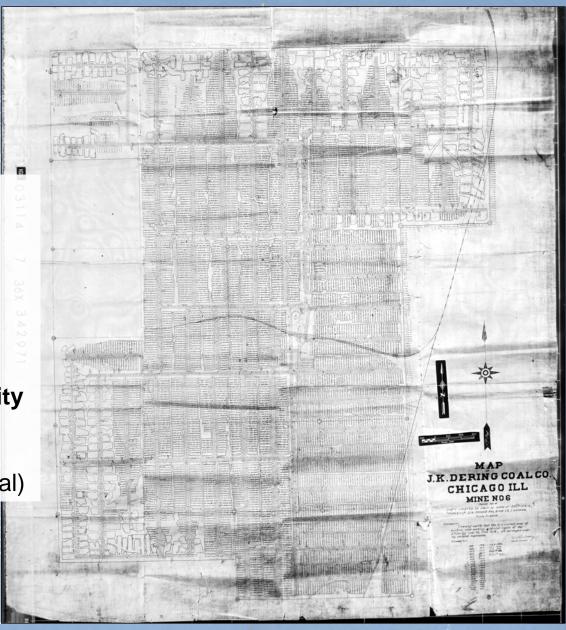
Serving mine maps to the public

Clearer image for georeferencing

- Readability

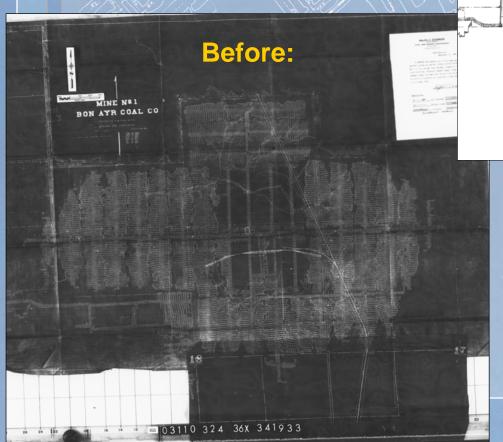
Drilling data and other info on map

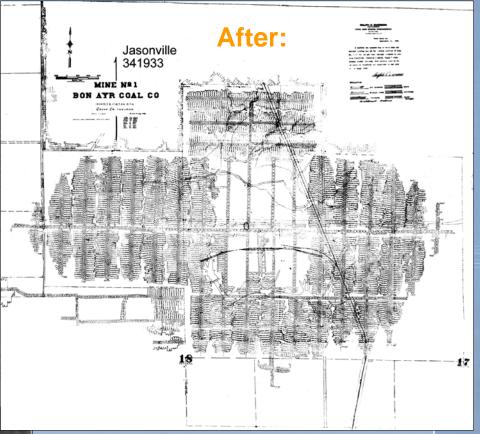
- Consistency in image quality
- Preservation of map info
- Prep for vectorizing (optional)



The process of editing is more of an art than a science.

Procedures can be established for editing, but each map has it's own unique issues.





It takes a certain eye for detail and someone who 'cares' to do the task.

The main objective is to make sure all the information on the map is preserved and legible.

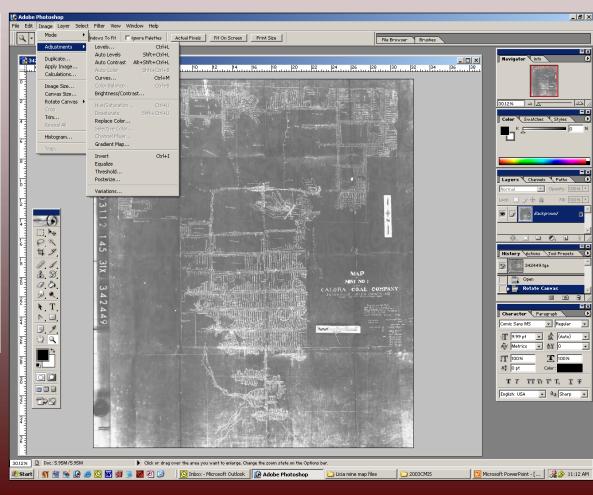
### **Using Adobe Photoshop**

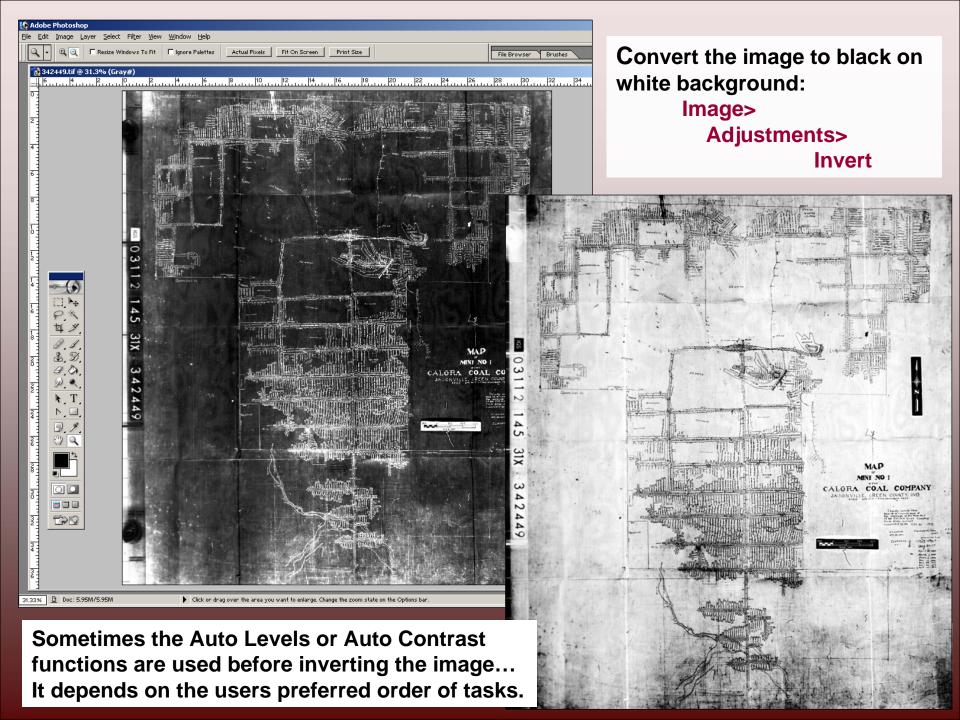
#### **Editing map images for legibility**

Many of the functions that will be used for editing mine map images are found under:

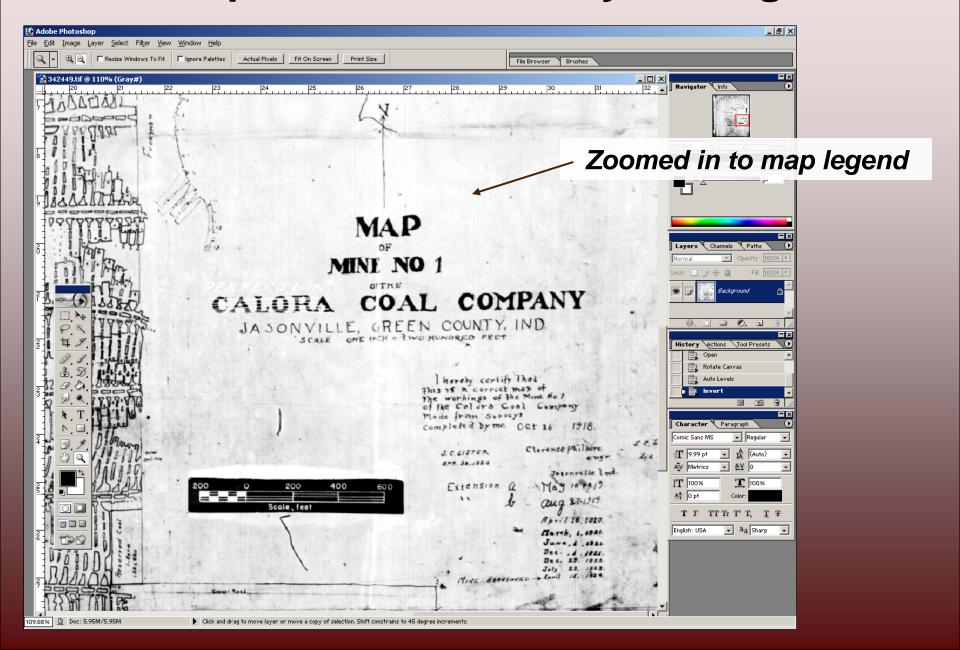
Image>
Adjustments>
Levels
Brightness/Contrast
Invert
Variations

Other preliminary functions such as Rotate and Image Size are also found in the Image menu





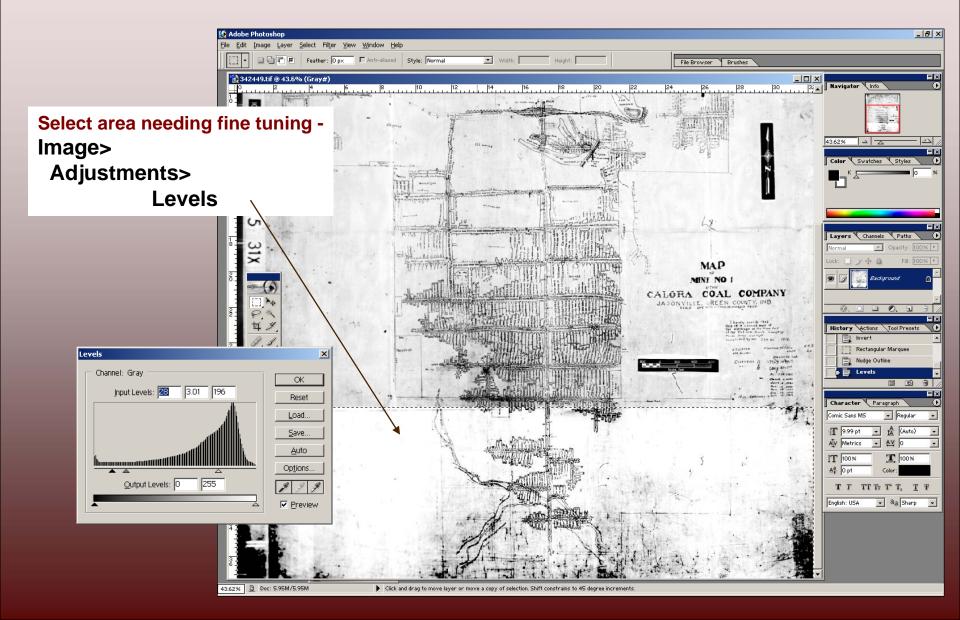
#### Check map details... Are they still legible?



#### Continue to check for map detail legibility...



# Fine tuning... work on areas where background may be dark (or lines are too light)

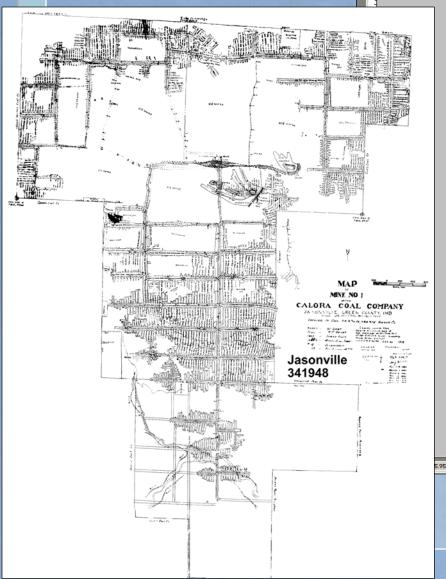


#### Finished image...

Madobe Photoshop

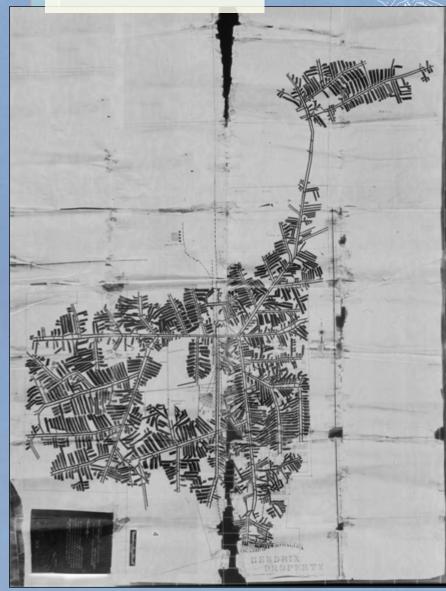
<u>File Edit Image Layer Select Filter View Window H</u>elp

⊕ 🔾 🗆 Resize Windows To Fit 🗆 Ignore Palettes 💮 Actual Pixels 📗 Fit On Screen 📗 Print Size



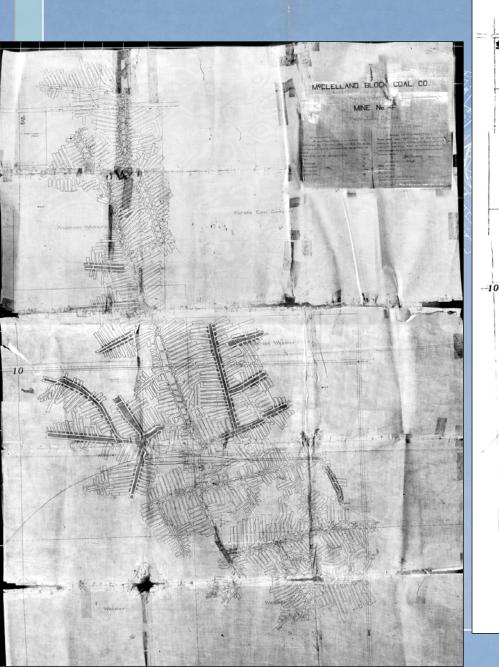


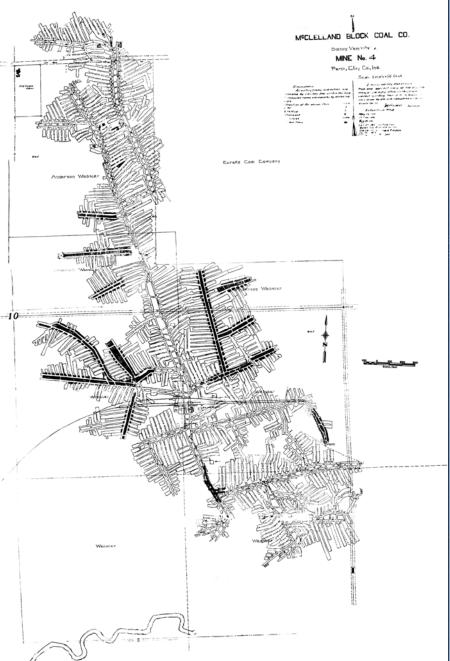
**BEFORE** 





**AFTER** 





## **Contact Info:**



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