

KODAK GUIDE TO IMAGING

OVERVIEW

elcome to *The KODAK Guide to Imaging: a digital resource primer*. This short resource guide is far from a complete representation of all that there is to know about digital imaging. In fact, it is a great oversimplification of a vast and growing field that changes with every new product announcement.

Rather than cursing the fact that it seems impossible to learn all there is to know about a moving target, it is better to recognize that there is no better time than the present to get involved.

By reading this you have started.

In order to begin to understand all of the varied and complex issues related to digital technology it helps to learn about the key elements which go into the making of a digital image, series or publication.

To facilitate your understanding we have broken this guide into three major segments:

Image Copius — which describes the ways in which images, both analog and digital, can be brought into a digital system.

Image Management — which discusses the ways in which digital information is modified and changed in order to meet the needs of the digital artist and his or her clients.

mage Ontput — the act of completion, when all your work can be viewed on paper or film as a proof or in its final form.