

For the optimum performance a Director movie should contain images which occupy the smallest possible file space.

The following formats are recommended:

- PSD
- JPEG
- PICT
- 24bit BMP
- 8bit BMP

The following formats are not recommended:

- GIF
- Animated GIF

Dos

- Optimise or edit your images in PhotoShop
- Ensure your images have dimensions no larger than necessary
- Use 8bit BMPs wherever possible
- Flatten PSDs before saving

Don'ts

- Use uncompressed images unless quality is an absolute priority
- Use images with dimensions larger than necessary

The table below is for guidance only.

File Type	PSD	JPEG	PICT	24bit bmp
Advantages	Used when an alpha channel is required to create transparent areas within an image.	Director can compress JPEGs once imported. Good quality	Very good compression. Custom colour palette can be created with image	Use when the highest quality image is required but transparency is not needed
Disadvantages	Large file size	High quality images are very large in file size	A PICT file is not editable within Director. If you need this capability use a BMP image	Large file size
Quality	Highest possible	Depends on optimisation settings	Very good	Highest possible
File Size*	234k	250k at High Quality setting	58k using indexed colour	234k
To prepare (in PhotoShop)	Image needs to be flattened. Alpha channel needed to produce transparent areas where required. In the Save dialog box, make sure Alpha Channels are selected.	Use Save for Web . Optimise appropriately.	Image needs to be flattened. Colour mode should be Indexed Colour . For palette choose Adaptive , Selective or Perceptual If you want to import a custom palette, select Custom from the list of palettes and create a custom palette. Save this with your image	Image needs to be flattened. Make sure you do not include alpha channel
To import into Director	Standard import. Make sure Use Embedded Alpha is selected on the Bitmap tab in the Property Inspector	Standard import. Dither should be selected in most cases You can also use Include Original Data for Editing	Import file as PICT Import colour palette if present If you use Standard Import , the file is converted to a bitmap	Standard import.

File Type	8bit BMP	GIF	ANIM GIF
Advantages	Often the best compromise between quality and file size	Works well with large areas of plain colour such as with cartoon images	Compatible with Director
Disadvantages	Some degradation of image quality	Since a GIF image is converted to a bitmap, there is little advantage in using this format. Better to use an 8bit BMP in the first place. Does not work well with photographic images	Not recommended. Animation can be achieved more effectively in Director itself. ANIM GIFS are not editable from within Director.
Quality	Reasonable	Depends on optimisation settings	Variable
File Size*	60K	72k	
To prepare (in PhotoShop)	Image needs to be flattened. Colour mode should be Indexed Colour . For palette choose Adaptive, Selective or Perceptual Dithering works best at 100%. Diffusion works well.	Use Save for Web . Optimise appropriately. For palette choose Adaptive, Selective or Perceptual	Animated sequences need to be optimised using the GIF format.
To import into Director	Standard import. Dither should be selected in most cases	Standard import. Dither should be selected in most cases You can also use Include Original Data for Editing	Standard import Requires Xtra to play Select Animated Gif when prompted (not bitmap)

* Based on a photographic image, 300 x 200 pixels.