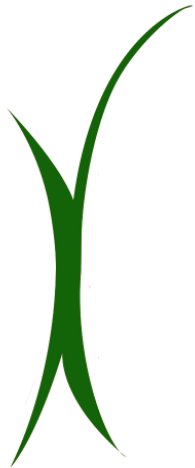


Using Images in The Anglers Database



"I carry a little notebook and sketch every Swim I plumb. This is invaluable when you come back, often several months later to begin fishing. Make a note of any features/weed/gravel bars and line them up with far bank markers. Include details such as where Coots and Grebes are diving, popular and forgotten Swims, and don't forget to mark North so you can determine the effect of the wind."

Paul Garner, "Garners Rough Guide to Bream", Coarse Fisherman, April 2005

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The Anglers Database uses an image based approach to keeping your records of Swims, Fishing Marks, Sessions and Captures. These images can be digital photos, or scanned photos, scans of diagrams or maps of waters.

The User Guide that accompanies the system explains how the Main Image and Linked Images can be used to display as much of the Water as you wish with the Swim and Fishing Mark icons on them.

This article explores the types of Image, their potential sources and how to prepare them for use.

Photographs

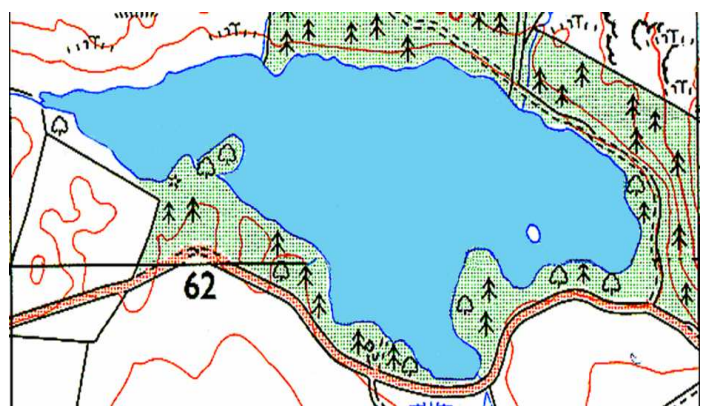
Digital or scanned photographs are one of the most frequently used Images types. They can be used as the Main Image or the Linked Images. When used as the Main Image for a Water you may find that it only shows a section of the Lake or River. As explained in The User Guide, this need not be a problem since you can link other photos of a Water to the Main Water Image and then Link Swim Images to these.

When using a digital camera to capture the Images of Waters or Swims it is not necessary to have a particularly high resolution setting. However, if you have the room on the camera's memory card to allow for this then the greater the resolution the clearer the Image. Resolution is measured in pixels. From experience it has been found that a resolution of 2048 x 1536 pixels gives a good Image which contains details of bank-side features for Swim Icon placement. Such an Image will occupy from 800 kbytes to 1200 kbytes on a camera memory card with the average size being 950 kbytes. When using these Images in the system you can 'fit to screen' so that the whole image is used by the system. There are limits to the Image size which the system can handle. We recommend that the Image size not exceed 2600 pixels (width) by 2000 pixels (height). This comes to approximately 4 Mbytes in size for .jpg Images.

Scans of Photographs or other Images

Though you may not have a digital camera you may have a scanner with which to digitise photographs. When scanning a photograph you will want a high resolution because the photograph will probably be quite small (say 6" x 4" or 8" x 6"). A resolution of 200 or 300 dots per inch (dpi) should ensure enough detail is captured for use by The Anglers Database. We find 200 dpi is satisfactory.

The Anglers Database will allow you to take any size and aspect ratio of Image and use it in the system. This is achieved by using the 'fit to screen' 'View' function. When this function is selected it will take an Image and pull it into shape so that it exactly fits The Anglers Database desktop. When this is done some of the your Images may appear distorted. They will appear stretched or squashed depending upon their original shape. This distortion may be small and hardly noticeable. Where the distortion is significant and intrusive then we advise you to scan the Image or edit (crop) the Image into an aspect ratio of approximately 67%. That is, the height of the Image is 67% of the width. If you are a few percent either side of 67% then the difference will be hardly noticeable. Some scanning software will call this percentage the size or aspect ratio. You may need to experiment with your scanning system



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various buildings and monuments. It's a free product and can be downloaded quickly and installed without any problems at all - although you will need a broadband connection to both download and view it, since it draws data from Google servers, rather than storing it on your own machine. There are also various overlays that you can use, such as roads, borders and other, user added data as well. There are also various other utilities that are available that you can also use in conjunction with Google Earth.

For the angler, you can zoom in on fisheries and see their photographs taken during the Summer. Shallows and weeds reveal themselves in these Images quite effectively.

Google Earth Images can be saved as .jpg and then edited (cropped say) to meet your needs.

Maps

There are a number of options available to the computer user who wished to use Maps in The Anglers Database.

- Anquet Maps
This website <http://www.anquet.co.uk/> sells maps of the regions of the UK. These can be rendered in 3D and used as Images.
- Ordnance Survey
Sell paper maps which can be scanned for personal use. The Explorer editions (1:25,000 scale) have the most detail for this purpose.
- StreetMap.com
'Save as Picture' in a .BMP format. It may be necessary to edit a couple of the image segments together to complete an Image of a whole Water.

Aerial Photographs

Aerial photographs suite being used as the Main Image for a Water. There are a number of sources of aerial images. These mostly have a cost associated with them. These would include:

- Get Mapping
www.getmapping.com provide aerial photos of the UK. These do cost (about £20 per shot) but they can be edited when bought.
- Memory-Map.co.uk
www.memory-map.co.uk do aerial photos and 1:25,000 maps on CD.

Venue Maps

Many venues publish maps on their websites. These are normally low resolution .jpg images which you can 'Save As' in .JPEG, .GIF or .BMP formats and use.

e.g. www.cemexangling.co.uk is an example of a fishery with photos of swims and venue maps. The maps can be edited (cropped & resized to fit). For more examples see www.linear-fisheries.co.uk or www.nineoaks-fisheries.co.uk

Copyright

It should be born in mind that when you take an Image from the internet that you may be breaching copyright. Check to verify that there are no copyright restrictions on the particular sites you visit. These should be in the Terms and Conditions pages of the site.

Example of Venue Maps

