

PIXELS GALORE!

Here's a quick look at the number of pixels found on standard computer monitors, and what the new breed of digital cameras has to offer. Note: Most WEB photos are sized at 72 dots per inch.

MONITORS

Standard	Format	Pixels =	Megapixels	Comments
VGA	640 X 480	307,200 pixels	0.3	Low-grade, old monitor
SVGA	800 X 600	480,000 pixels	0.5	Minimum current Web standard
XGA	1024 X 768	786,432 pixels	0.8	More common, higher resolution
SXGA	1280 X 1024	1,310,720	1.3	Very high resolution – uncommon

CAMERAS

Note: “*Digital Zoom*” is an advertising rip-off. All that does is crop the picture in your camera, giving you a grainier image. Look for true 3:1 Optical zoom when you go shopping! Cameras get cheaper every year. \$300 is the price-point for getting best value for today's dollar. As of Christmas 2003, \$300 would buy you 3:1 zoom plus 3 megapixels. Manufacturers are now upgrading their CCD's (charge-coupled-devices) to 4 megapixels for the same price. Look for 3:1 zoom, 5 megapixel cameras by the end of 2004.

Camera	Megapixels	Typical Format	Comments
Entry Level	1.3	1280 X 960	Very affordable, under \$200
Getting Better	2.1	1600 X 1200	\$200 - \$250
Serious Amateur	3.2	2048 X 1536	\$300
Moving on Up	4.0	2272 X 1704	\$350 - \$450
Stop Right There!	5.0	2592 X 1944	\$400 - \$500
State of the Art 2003	6.3	3072 X 2048	Canon EOS & Rebel \$1,000 +
2004	8.0	3360 X 2460	Watch for the new SONY Cybershot

The more pixels, the higher the resolution, the bigger the print you can produce on your PC and Inkjet printer. “Crop in the camera” with your zoom – get rid of extraneous material, so every dot counts. But remember, more pixels means you will need more memory. (*128 megabytes or higher!*)

You can produce pleasing 8 X 10's with a 2.1 Megapixel camera. At 3 Megapixels and up you can try for an 11 X 14 or 11 X 17. Start with a quality, well-lit image (good composition, good contrast), and you can often push the size higher than your theoretical megapixels allow! Be sure to use quality photo paper for best results.