
Subject: Quality of Uploaded Logo

Posted by [karmabomb](#) on Mon, 23 Aug 2010 17:37:02 GMT

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Hello everyone,

I have been trying to upload a new logo. It has the correct dimensions and the quality of the jpg are at the maximum setting. Whenever I upload a new logo to shapeways, the new logo has artifacts and degrades in quality greatly. I have tried multiple methods and cannot figure out a solution. Any suggestions or help would be much appreciated.

Original:

File Attachments

1) [New logo.jpg](#), downloaded 245 times

Subject: Re: Quality of Uploaded Logo

Posted by [karmabomb](#) on Mon, 23 Aug 2010 17:41:34 GMT

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degraded uploaded image:

File Attachments

1) [1124_New logo.jpg](#), downloaded 144 times

Subject: Re: Quality of Uploaded Logo

Posted by [dizingof](#) on Mon, 23 Aug 2010 18:24:07 GMT

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It's an old issue - after some "Trial and error" i found out that if you upload a 1600X1000 resolution pics they will display correctly without artifacts.

Check out my shop's pics - all clean and vivid.

<http://www.shapeways.com/shops/dizingof>

Cheers,
Dizingof

Subject: Re: Quality of Uploaded Logo
Posted by [karmabomb](#) on Wed, 25 Aug 2010 04:15:33 GMT
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Thank you for the help but all things I tried, including your suggestions, did not work.

Thanks again,

-Kris

Subject: Re: Quality of Uploaded Logo
Posted by [dizingof](#) on Wed, 25 Aug 2010 09:40:57 GMT
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Kris,

Yesterday i uploaded a new design, a full color Pencil Holder and found out that pictures with red in it aren't showing good even with my 1600X1000 resolution trick....

So shapeways tech guys should look into it - something to do with parsing and resizing a pic.

Cheers,
Dizingof

Subject: Re: Quality of Uploaded Logo
Posted by [Drawn-SteelHero](#) on Wed, 25 Aug 2010 12:55:16 GMT
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Another alternative, of course, would be to allow users to upload other image types, especially PNGs. JPEGs are great for for photographic-type images, with smooth transitions of colour, but can often produce artifacts in graphic images with lots of flat areas of colour.

Andy
