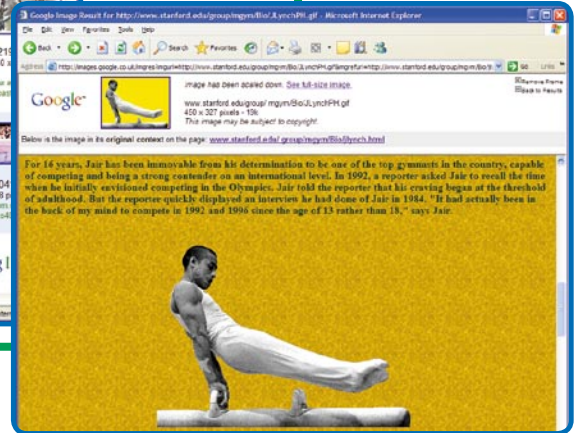
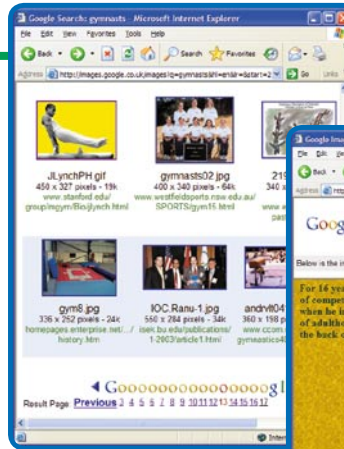




### INTERNET OR FILE

There are 3 ways to get an image into gridmagic.

First, you need to find your image. This can be from a file, the internet, from a scan or a digital photograph.



### 1. FILE - IMPORT IMAGE

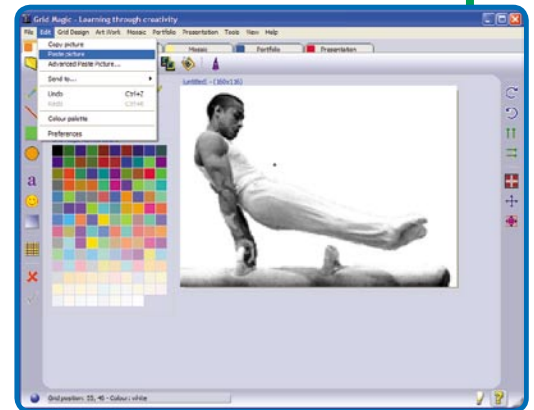
You may have images already on your computer that you want to use. Gridmagic can read most Windows image formats, such as bitmaps and JPEGs.

To open an image that's in a format that gridmagic can read, but isn't a gridmagic file, select the File Menu, followed by 'Import image'. Then navigate to the file in your folders and open it.

### 2. EDIT - COPY/PASTE

Right-click on the internet image and select 'copy' from the right-click menu.

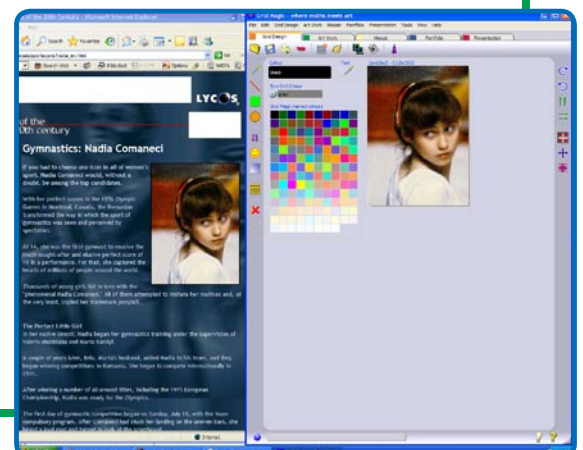
In gridmagic, select 'Edit' on the top menu bar and then 'Paste picture' from the drop down menu; your image will be pasted onto the grid.



### 3. RIGHT CLICK - DRAG/DROP

You can drag your select image into gridmagic. Open up the application with your desired image, but make the program window small. Open up gridmagic as well - also make this small.

Click and hold the image you want and drag it into gridmagic. Your image will be placed on the Grid Design grid.





**Art Project:** Import image  
**Level:** Beginner

**ICT skills:**

- copy & paste
- import image
- drag and drop

**Art skills:**

- Researching internet images
- Digital photography
- Scans

**Definition:** Import: to open a file not in the native format of the current application (gridmagic).

**Progression:** Follow this activity with Level 2e 'Dings Picture'.

**Grid Size and Shape:** The grid will automatically size itself to the same size as the imported image at the maximum resolution, ie, 160 cells wide and/or high.

**Technical Point:** If you're using an older version of gridmagic, you will need to turn off the grid lines in Grid Design to see your picture clearly. (Version 4.6 onwards does this automatically).

### Teaching Points:-

- The aim of this activity is to make sure that pupils can reliably import an image into gridmagic as a starting point for the artwork. There is no right or wrong way to import an image, and pupils should become competent at all three ways if possible.
- Drag and drop is the more tricky of the three ways as both the exporting application and gridmagic need to be open simultaneously and sized so both applications are visible. Doing this is harder than the drag and drop operation itself.
- Copy and paste is the simplest of the three methods to use, especially when using images from the Internet.



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