
What makes a good main image?

Posted by doglover27 - 2009/10/22 15:54

I've seen a lot about mosaic size, colorization, among other things... but I can't seem to find anything on what makes a good 'main' or 'source' image. Is it good to have a lot of colors or only a few? Is it better to have a lot of detail or only a little?

What should I be looking for when choosing a main target image?

Thanks in advance!

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Re:What makes a good main image?

Posted by kentstater - 2009/11/12 13:10

This is a great question. I've had a few mosaics made and it seems that contrast is one of the biggest factors. You don't want objects to blend together, or people to get lost in the background. And too much detail is just as bad as not enough.

As long as there's good contrast between people and objects, and a balanced amount of detail, it should make a great main image!

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