

## General Rules for Graphics Editing - RGB:

- Use “pixels” as unit of measurement. Set graphics editor to the pixel array of the sign. Your display is a 32H x 144W matrix.
- Export the graphics as a png or bmp files for best results.
- Look for simple graphics without a lot of detail.
- Black is considered a background color to a sign. Black = LEDs off.
- Outlining or shadowing in black will make everything really pop.
- Colors should have a lot of hue and saturation. Red and green combos might look OK for Christmas but generally don't read well because they have a similar grey value/contrast.
- Avoid using white as a background color. A black or dark background provides the best color contrast with lighter color letters.
- Disable “anti-alias” in fonts for text boxes in your design software.
- When editing full color images, use Image Sharpen to help reduce blurring.
- Do not use white and yellow together, as it is very hard to see the difference in sunlight.
- Resize graphics proportionally, height and width to fit in the sign's matrix. Choose images to resize that are already in a similar proportion.
- Choose your font types wisely. Fancy fonts do not translate well.

### Easily Read:

**Aa Bb Cc Dd Ee Ff Gg**

**Aa Bb Cc Dd Ee Ff Gg Hh**

Aa Bb Cc Dd Ee Ff Gg Hh

**Aa Bb Cc Dd Ee Ff Gg**

- Keep the look and words simple:



- Good color combinations:

