09 / IMPORTING IMAGES

Digital cameras use memory cards to store images within a camera, but to work on the images we have to first you will want to transfer them from the camera to your USB flash drive or external hard drive (or the internal hard drive of your own laptop if you're working on your own computer). In this section we will practice importing images from the camera into our project folder.

CONNECTING

To copy the images from the camera to your project folder on the computer, the digital cameras available from the SF Cage are connected to the computer via the USB cable included in the camera case.

A card reader may also be used to connect the card directly to the Mac and read it like a hard drive, but we STRONGLY RECOMMEND you follow the method using the USB cable and the Image Capture application described below..

Most Mac computers in Studio Foundation have a built in SD card reader (the most common memory card). When using a card reader you can drag and drop the folder of image files from the card reader to any folder.

Once images are copied safely to your computer or hard drive it is safe to delete the images from the card or to reformat the card. Let's give it a try.
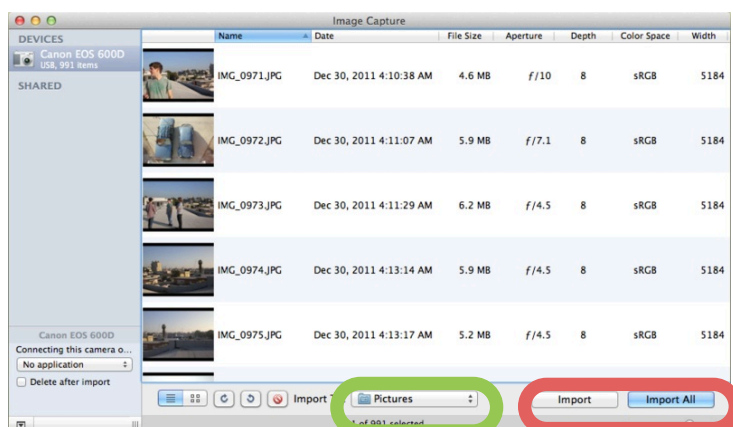
IMPORTING IMAGES

In this exercise we will be using the Image Capture application to transport our images from the camera to our project folder on our USB flash drive or external hard drive. Then we will delete them from the card so we can take more.

YOU WILL NEED:

- A Mac running OS X 7 or later.
- A memory card or digital camera containing images
- A card reader or USB cable to connect your camera to the computer

STEPS:

1. **Connect your camera to the computer** through the USB cable. If iPhoto automatically launches, close it.

2. **Open Image Capture**. If the program is not in the dock find it in the applications folder.

3. **Notice** the red circle, it's pointing out the buttons for import. The green circle points out the drop down menu to change where the images are imported.

4. **By default**, images will be downloaded and saved to the "Pictures" folder on the hard drive. If you are using a computer in the lab this might not be the best location to use. Choose to import the images onto your storage device.

5. **Choose** the "Import All" button OR if you want to just choose some images you can hold Command(⌘) + click on their icons to select them, then click the "Import" button.

6. Alternative Method: You can simply select and drag the images you want to move to your project folder (i.e. drag and drop).

VERIFY YOUR IMAGES

In image capture you can see a small green check mark next to images you have imported. This doesn't tell us where our imported images are. To be safe verify in the following way: Eject the card, then unplug the camera or reader from the computer. Find the folder you imported into on your hard drive or storage device and open it. If your images are there you are safe and can go head and reformat the memory card in order to make room for more pictures.

DELETE FILES OR REFORMAT SD CARD?

Clearing files from a cameras card is important so you can take more pictures, but you don't want to delete something you don't have a copy of.

Once you know the images are safely stored you can clear the memory card. However simply deleting the images using the Finder is not enough. When you delete images in the Finder they are moved to the trash, but might still be taking up space on the card. This can cause errors or slow the performance of the card. This is why we suggest to make sure your images are in your project folder and then go ahead and reformat the card.

Reformatting the card in the camera or device you will use it on is the best way to clear the card before you use it next. If you are unsure of how to do this the first place to check would be the camera's menu setting. Studio Foundation cage monitors can also walk you through this process.