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Thread: [Is there a way to resize an image but keep it from pixelating?](#)

Doctah - October 15, 2013, 8:02 am

I have an image that's 240x240 but need it to be 512x512. I'm wondering if I could resize it but not lose the quality it has. It's a very basic black and white image.

FerTheWin - October 15, 2013, 9:35 am

Post the image? Depending on the current quality of it might be able to be upscaled without much quality loss.

Doctah - October 15, 2013, 10:21 am

[img]http://images1.wikia.nocookie.net/___cb20110807195534/gtawiki/images/1/18/FIB_logo.png[/img]

It's OK quality, I'd say so.

Pentatonic - October 15, 2013, 12:30 pm

Nop, It won't look good if you increase the w&h.

gdaddyb - October 15, 2013, 2:36 pm

I found an image similar to it and did some resizing. You could edit it to your liking.

Raitz - October 15, 2013, 5:34 pm

You could try sharpening it. Resizing is shrinking or enlarging pixels, so there's no way to do it without losing quality.

Vector Master - October 15, 2013, 7:24 pm

if its something like this, a b&w high contrast image, you can try to live trace it using illustrator. But, some sharpness or corners might be lost, like the text is unreadable so i just removed them. I can recreate this but I just don't have the time at the moment :\

Ryuuji Takasu - October 16, 2013, 12:44 am

easiest way would be vectoring it yourself/hire some one.
vector's won't lose quality if scaled.

SnowCom - October 16, 2013, 7:23 am

Merge all your layers, hold CTRL and click the image on the left of the layer name, edit, copy merged, new, type in your dimensions, Edit paste, CTRL T, make it bigger, save for web and device then that's it!, hope I helped.

BlockaSmash - October 18, 2013, 3:01 pm

I'm pretty sure if you turn it into a smart object and scale it proportionately you can retain some of the quality. Usually only works with small scaling though.