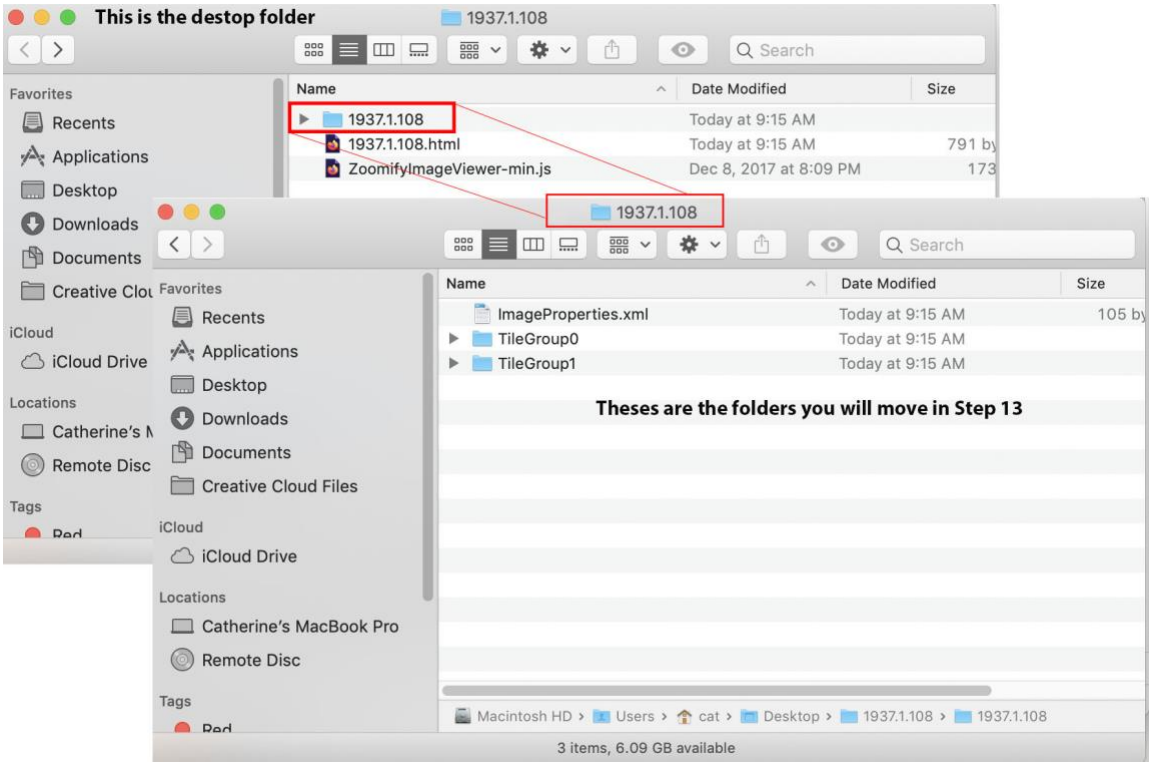
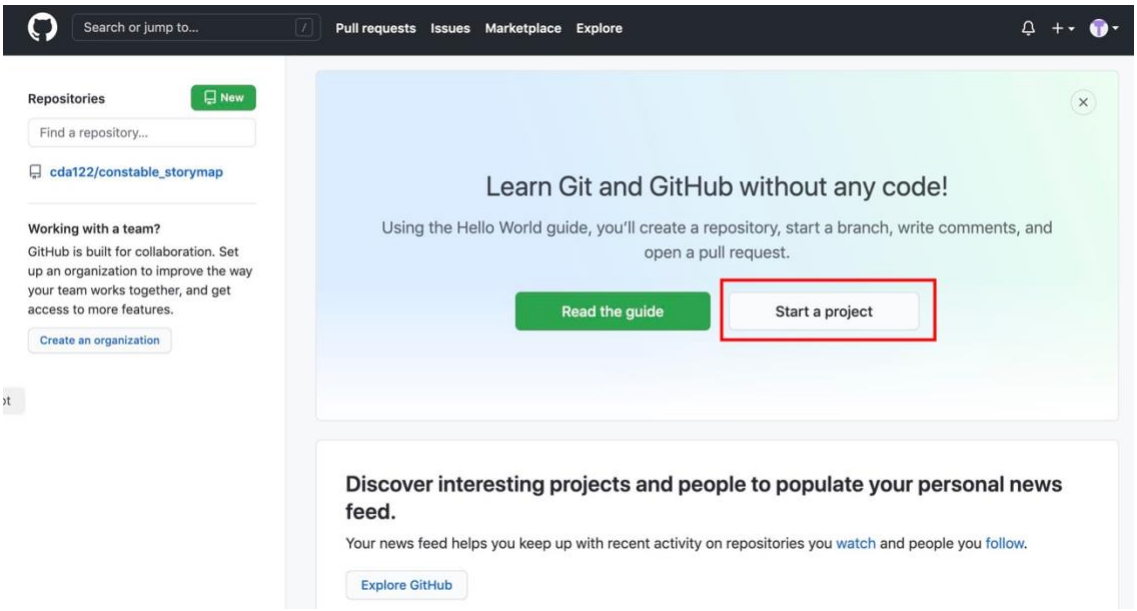
StoryMap for Images
https://storymapjs.knightlab.com/gigapixel/#how-to-gigapixel

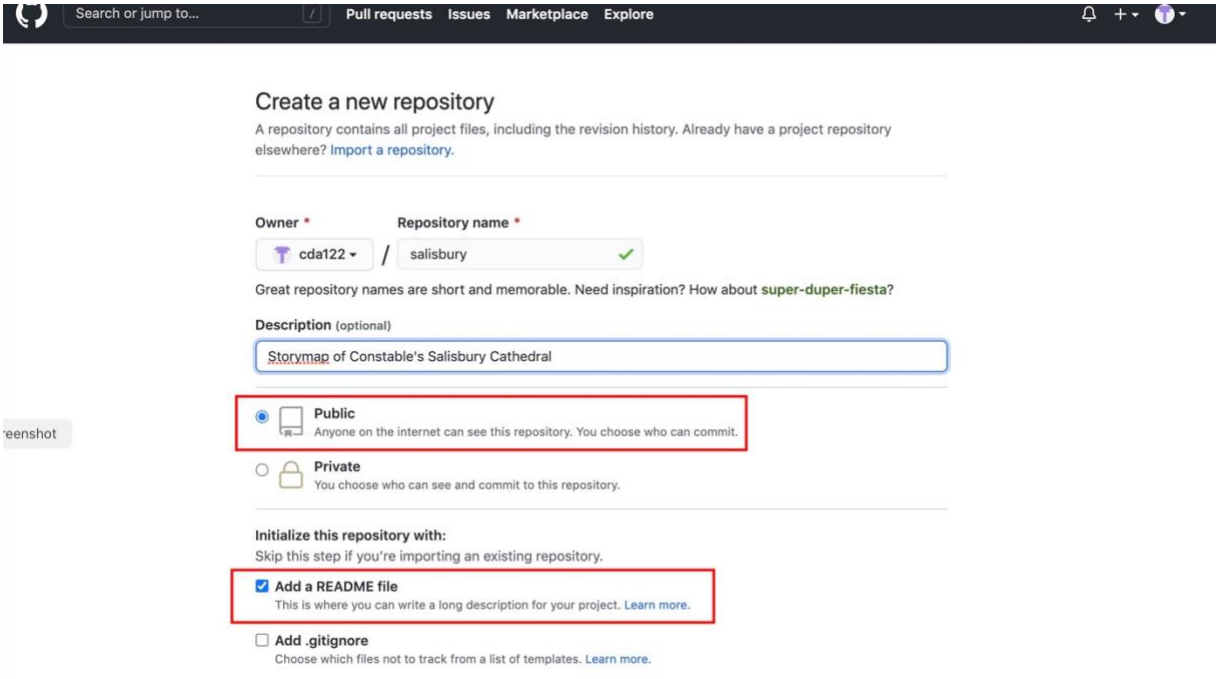
1) You will need a very large image as the base
2) Start by opening your image in Photoshop
    a. You need the dimension of the image, save for later
    b. Image – Image size. Note the width and height in pixels
3) Go to File – Export – Zoomify
    a. Set the output Folder. Create a folder on your desktop to save the files to
    b. In Base Name you can change the name of the folder the files will save to
        i. This is the folder you will load on GitHub
4) Now you should have a folder on your desktop with several files and folders labeled "Tiles"



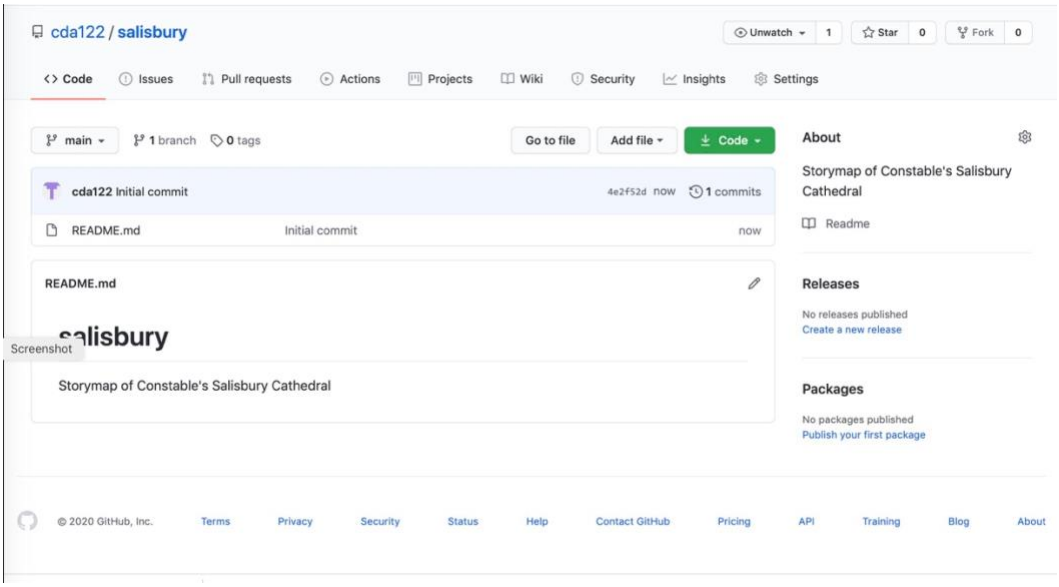
5) Next is uploading this folder on to GitHub
6) Go to https://github.com/ and create an account
7) Once you are signed in choose "Start a Project"



8) Create your new repository, give it an identifying name. A repository is just a place for us to store our files. In our case, we'll be uploading our Zoomify images to this repository.
    a. Make sure your repository is set to public.
    b. Check the box to initialize your repository with a README.
    c. Click on “Create repository” at the bottom of the page

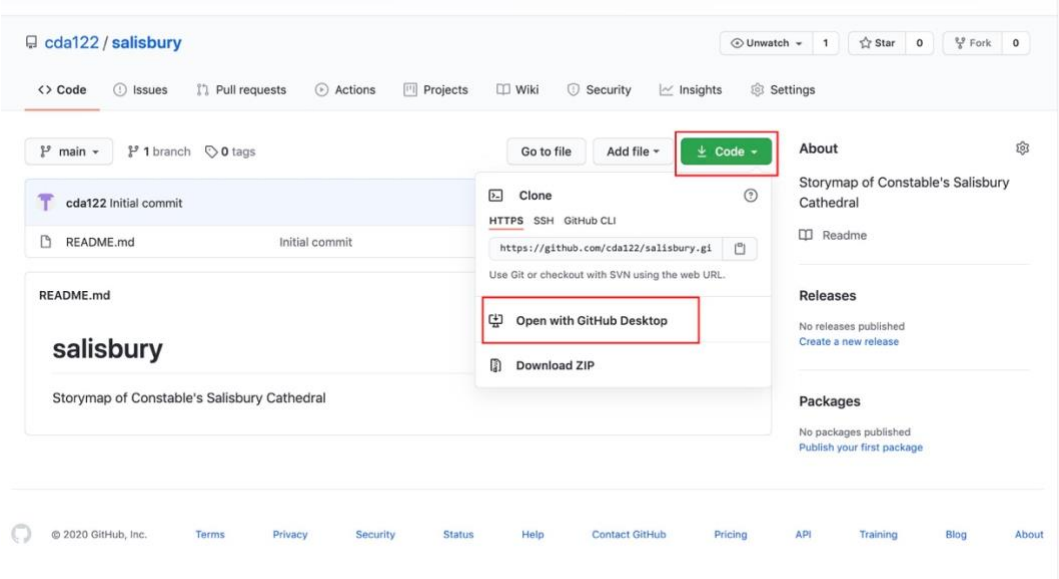


9) Your new repository should look like this

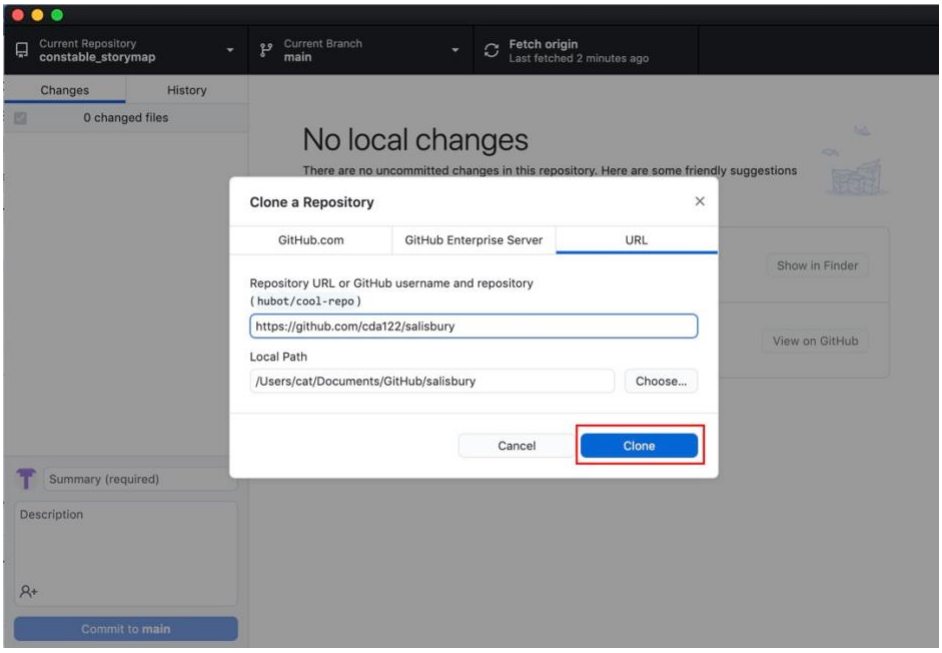


10) The first time you will need to download the Github Desktop (https://desktop.github.com)

11) Click on “Code” and select “Open with GitHub Desktop”
    a. The desktop app should automatically launch

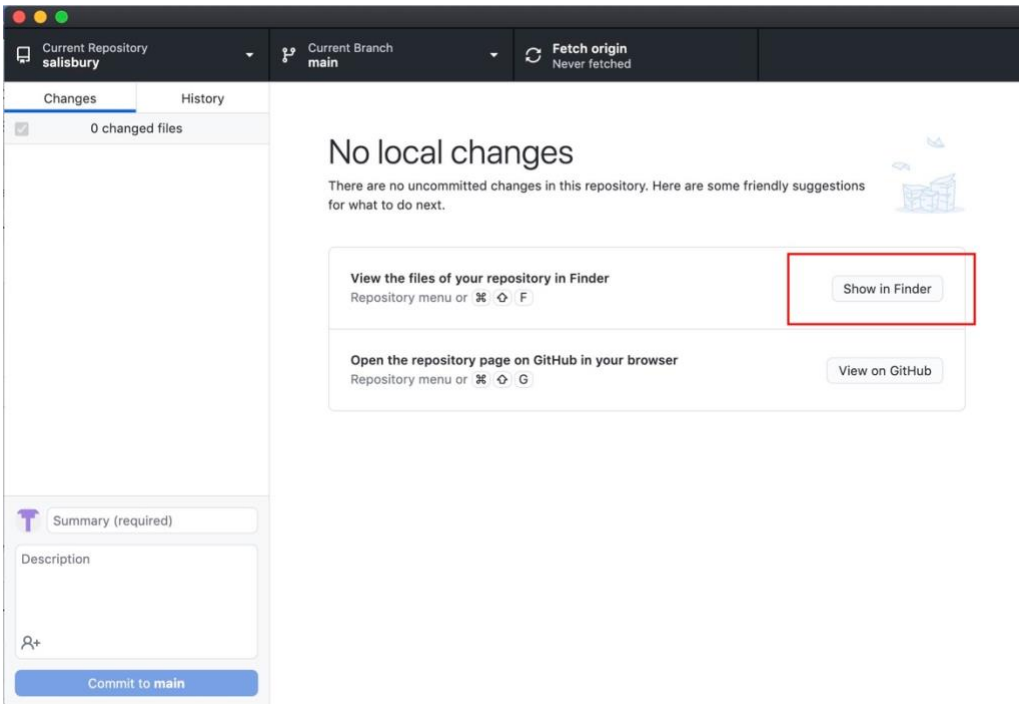


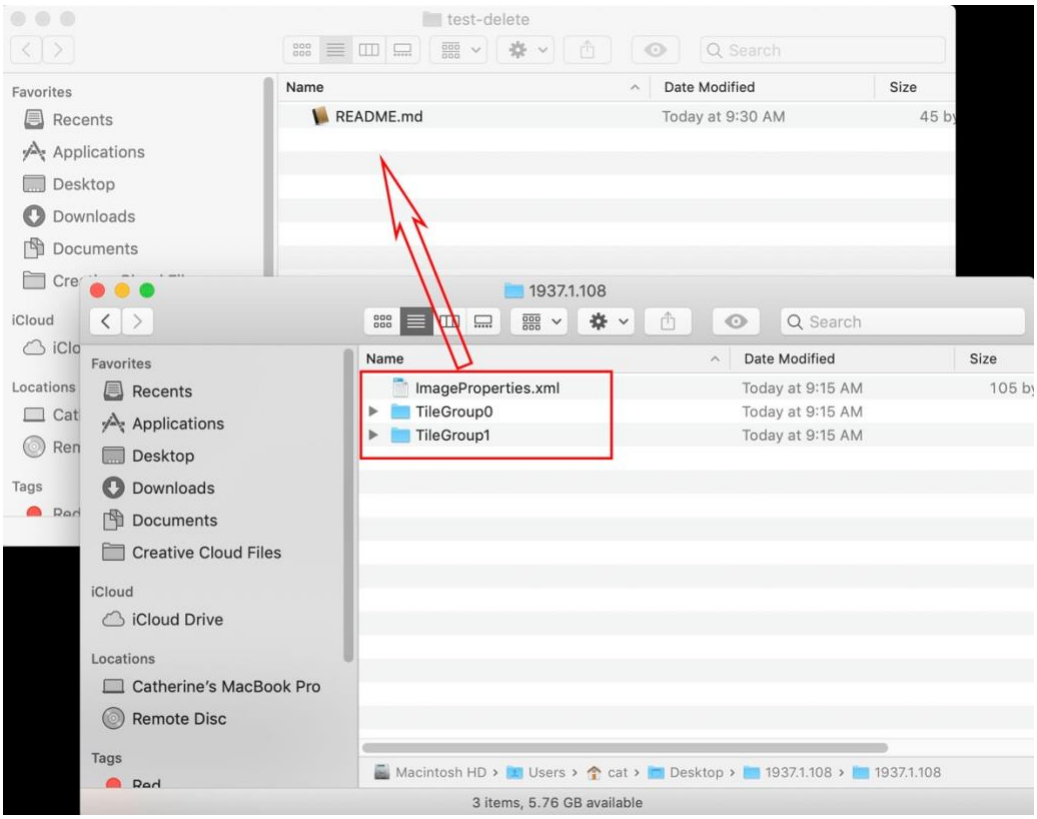
12) The app will automatically populate fields and click on “Clone”



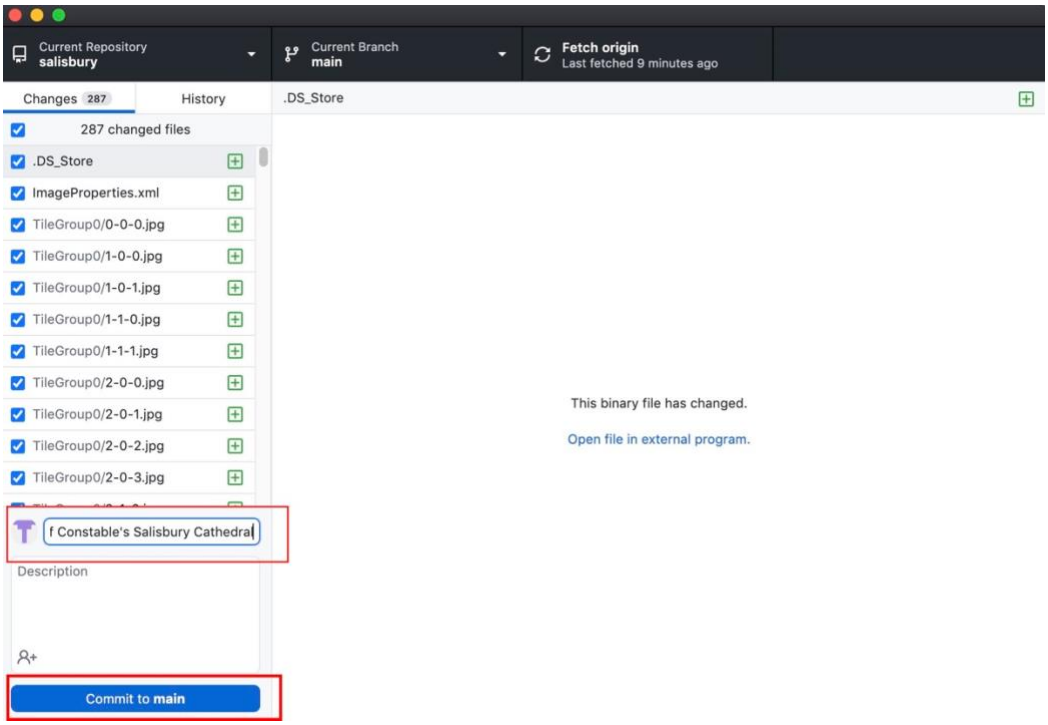
13) Click on the “Show in Finder”

a. A window will open with a Read Me.me file in it.
b. Move the Tile folders and ImageProperties.xml file from your desktop folder created in Step 3 to the Finder window.

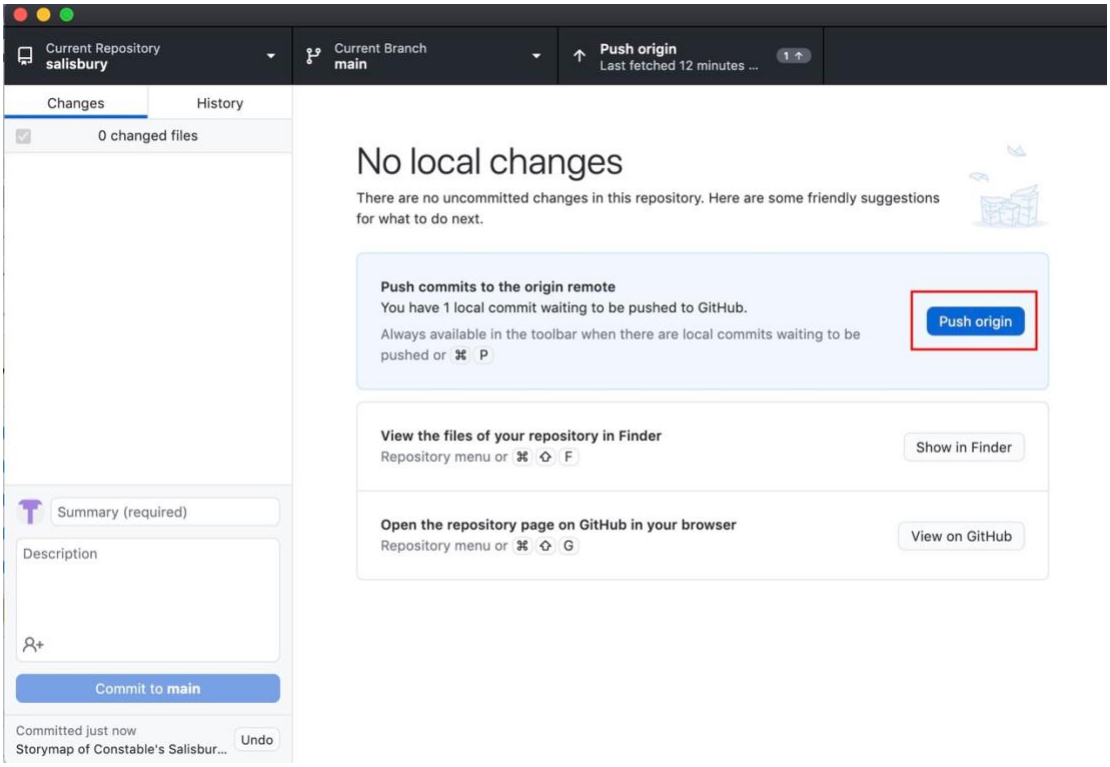




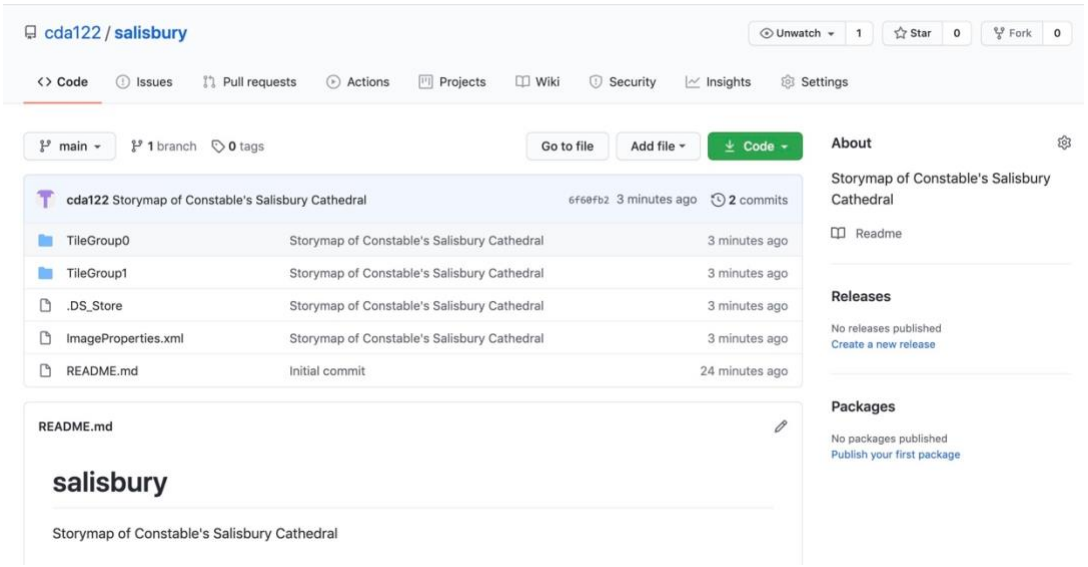
14) Add a summary and click on “Commit to **main**”



15) Now click on “Push origin”



16) Go back to your browser window. You might need to refresh. The folders should have been cloned from the desktop to the browser.

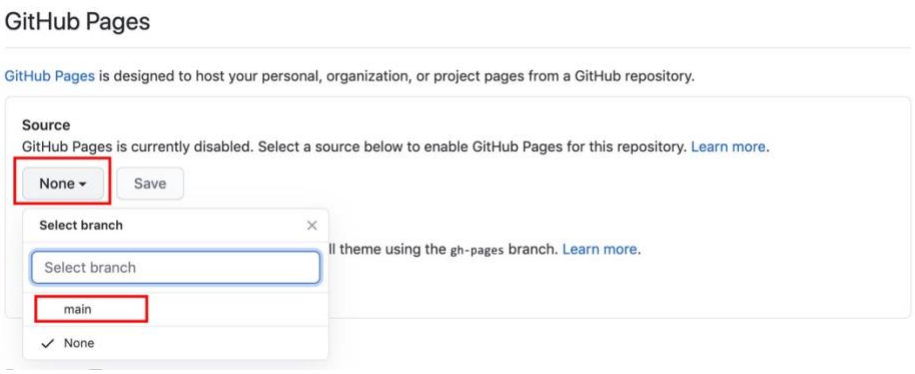


17) Click on the Settings gear

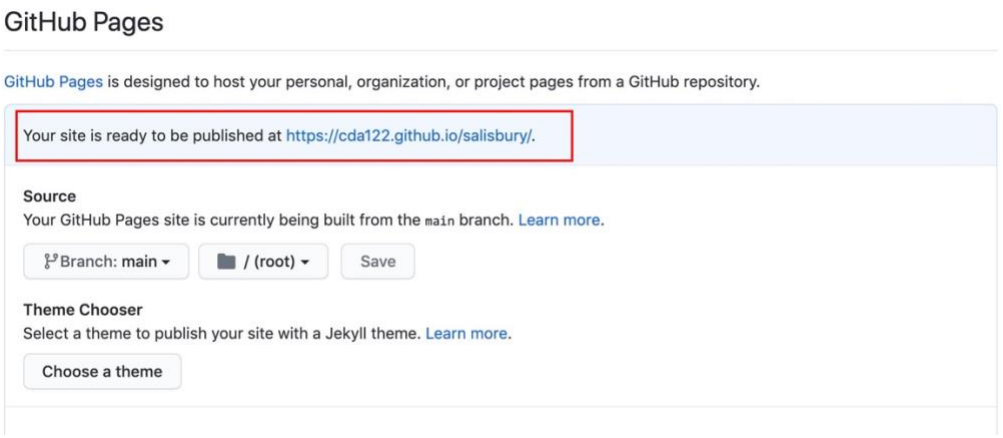
Scroll down to the “GitHub Pages” section

Under Source click on None – choose Main

Click Save



Once the page has refreshed scroll back down to the GitHub Pages section and you should see a url for your project.



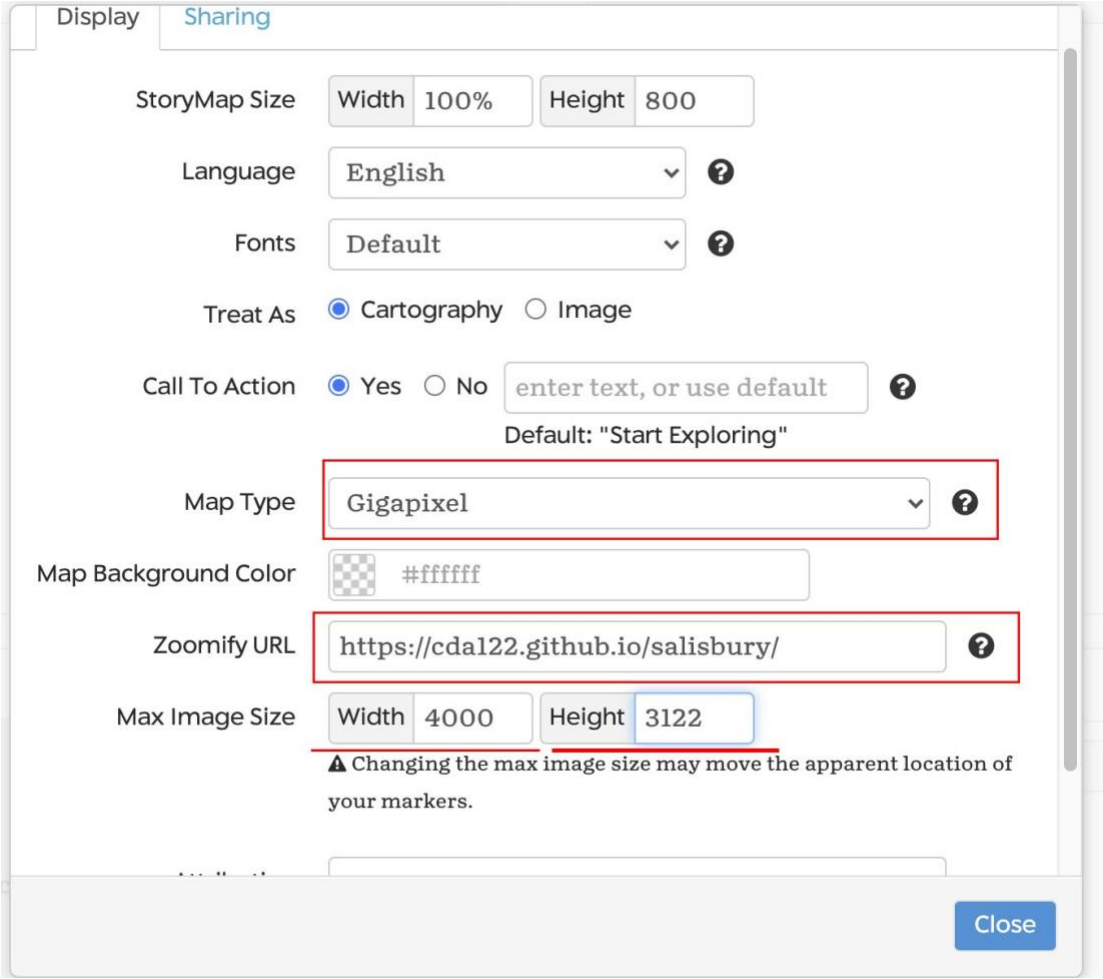
Copy this url/link for your zoomify image.

18) Go to https://storymap.knightlab.com/

Sign in

Create a new map

19) Once the map is created go to the Options on the top left
Change your Map Type to Gigapixel
Paste in the url/link from GitHub
Enter the width and height dimension of the original image file
Click on “Close”



20) Now you can edit your image as you usually would in StoryMapJS.