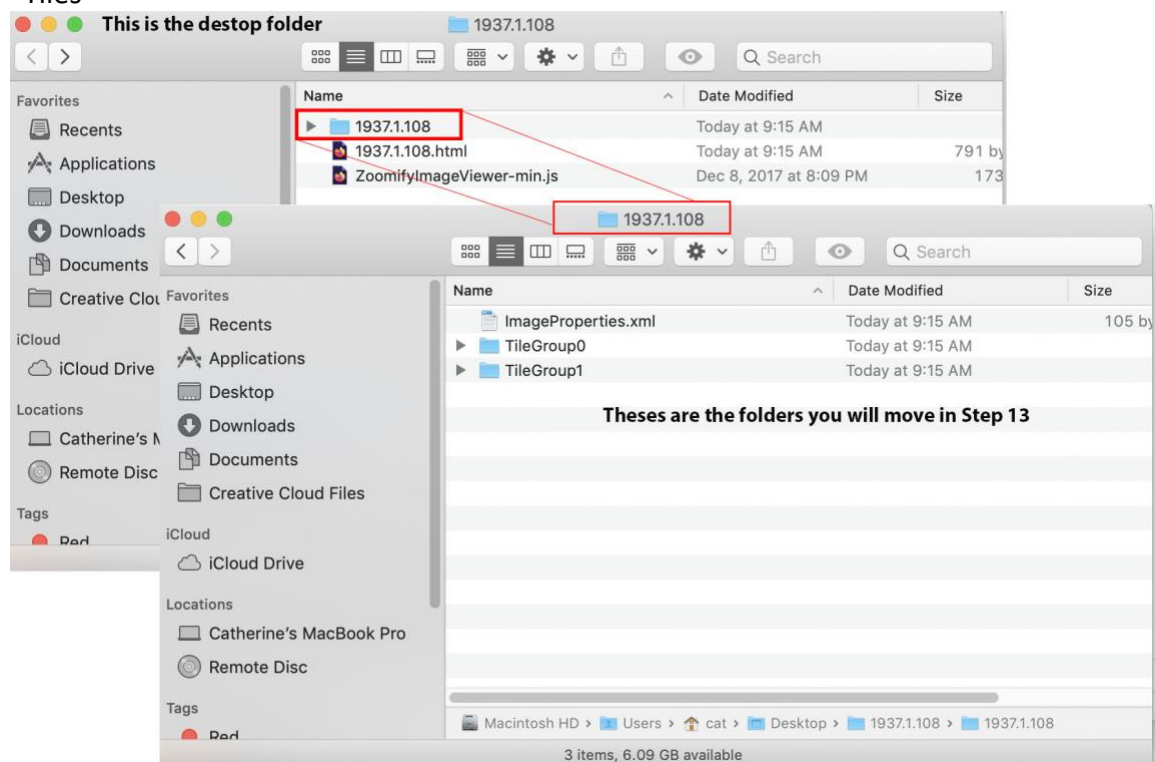


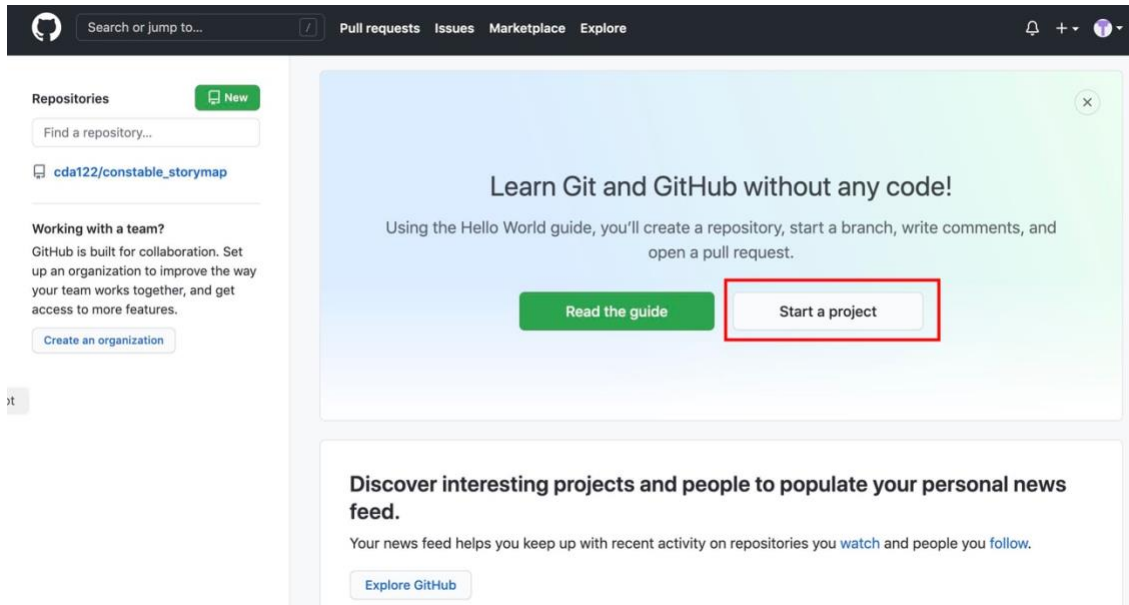
## StoryMap for Images

<https://storymapjs.knightlab.com/gigapixel/#how-to-gigapixel>

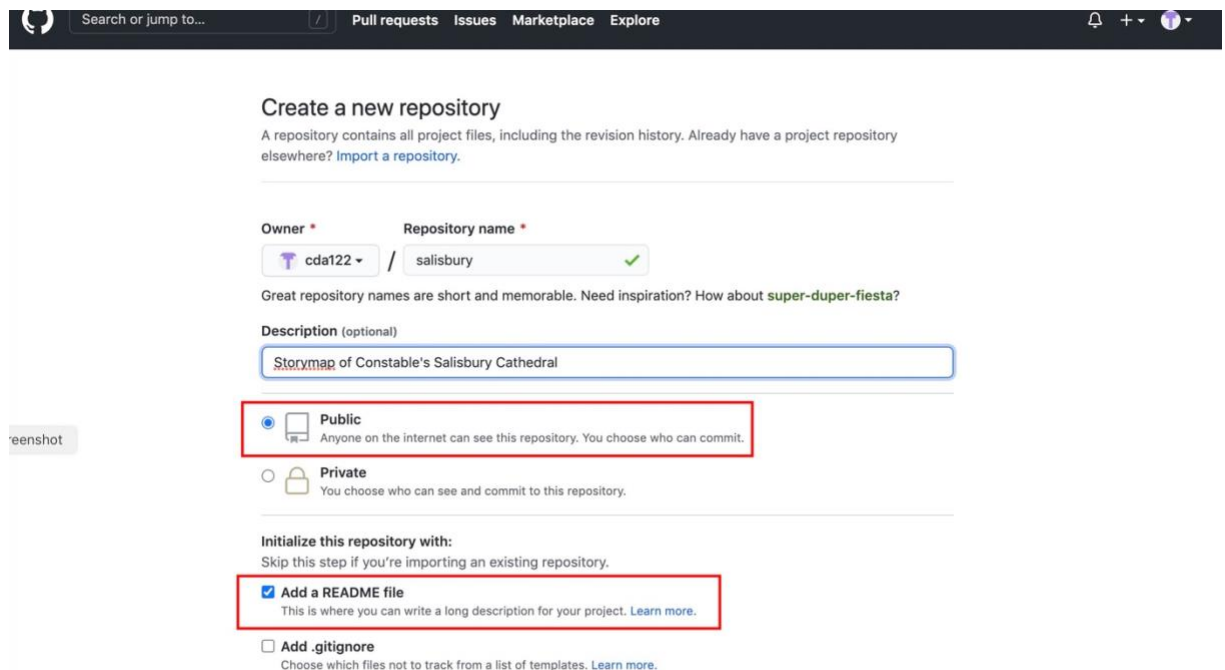
- 1) You will need a very large image as the base
- 2) Start by opening your image in Photoshop
  - a. You need the dimension of the image, save for later
  - b. Image – Image size. Note the width and height in pixels
- 3) Go to File – Export – Zoomify
  - a. Set the output Folder. Create a folder on 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”



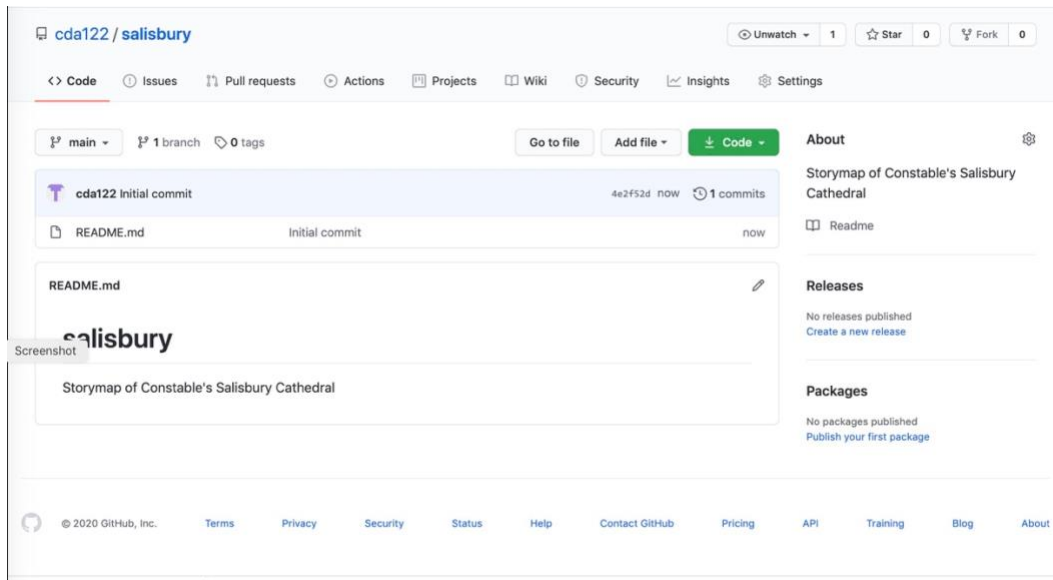
- 5) Next is uploading this folder on to GitHub
- 6) Go to <https://github.com/> and create an account
- 7) Once you are signed in choose “Start a Project”



- 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

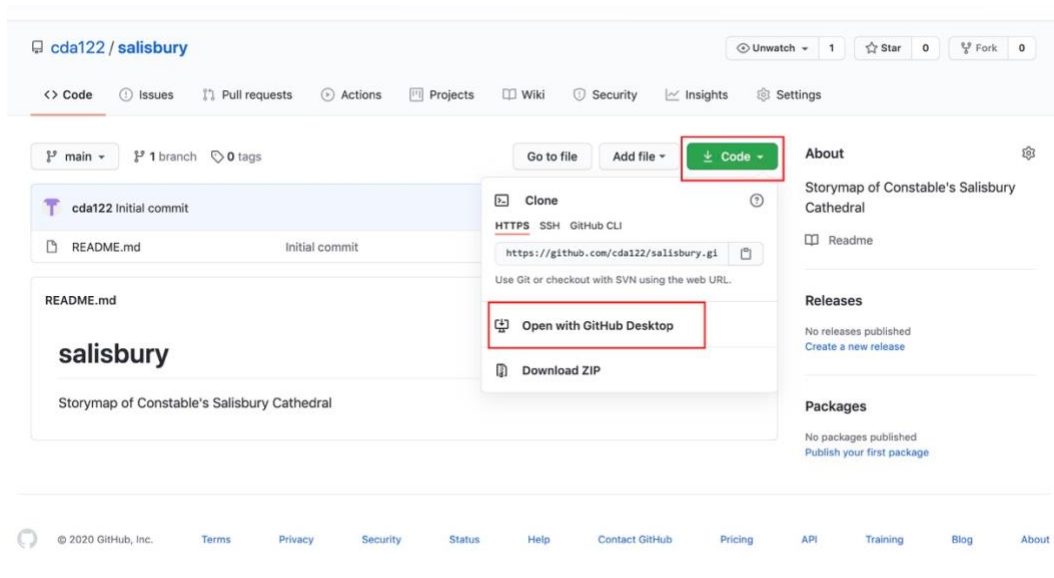


9) Your new repository should look like this

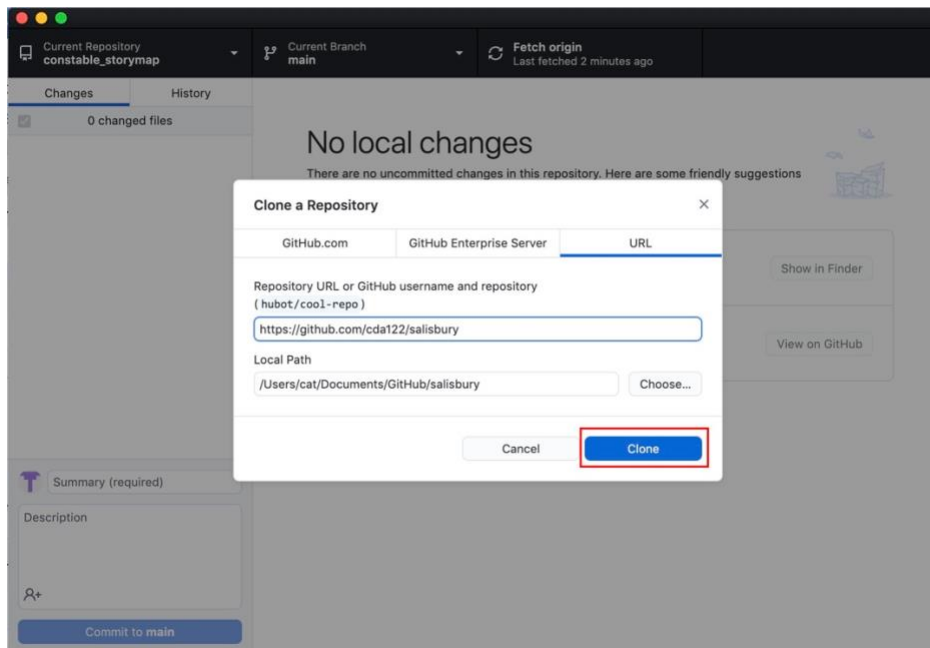


10) The first time you will need to download the Github Desktop  
(<https://desktop.github.com>)

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

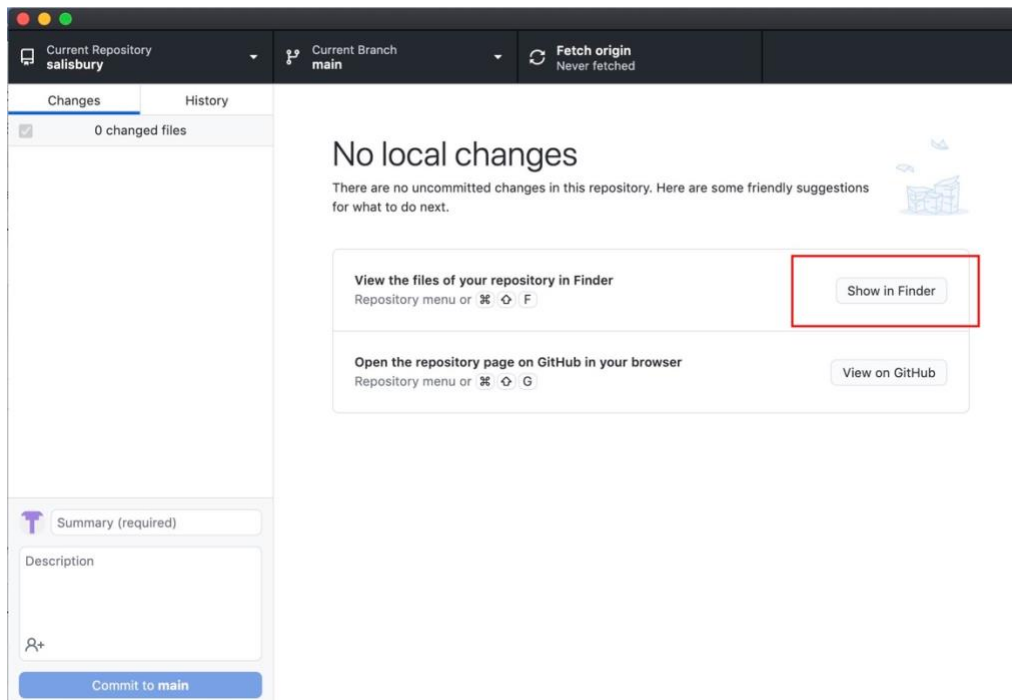


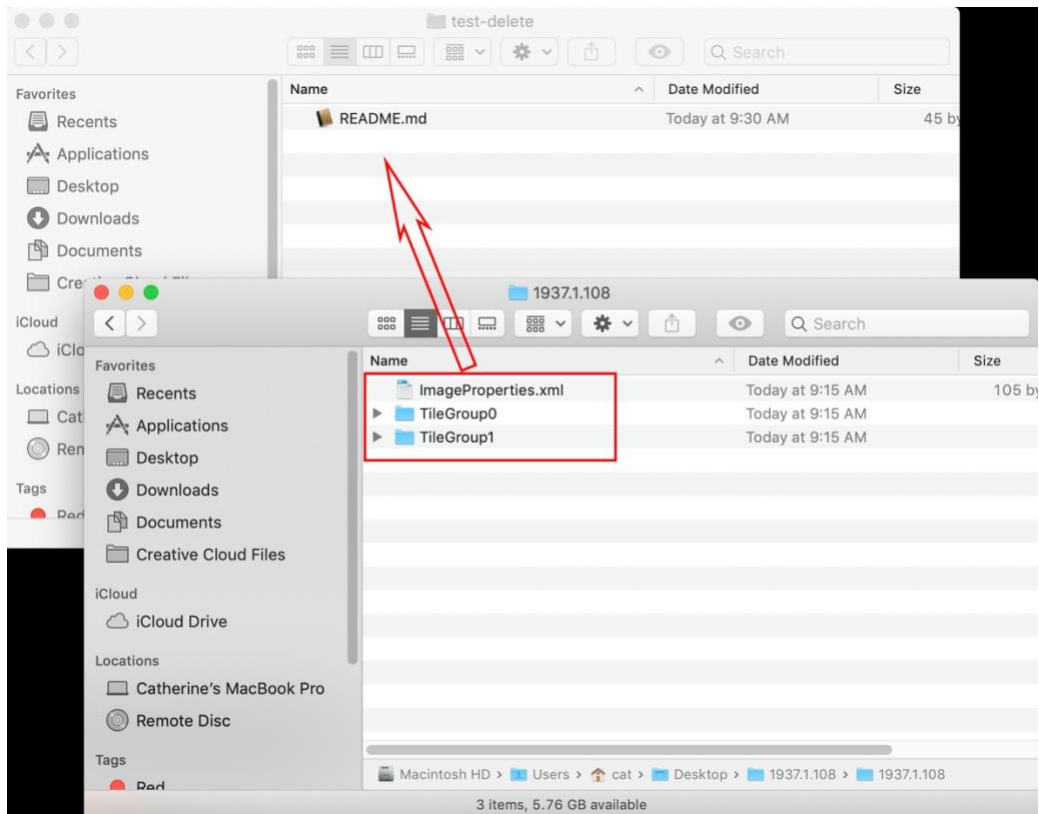
12) The app will automatically populate fields and click on “Clone”



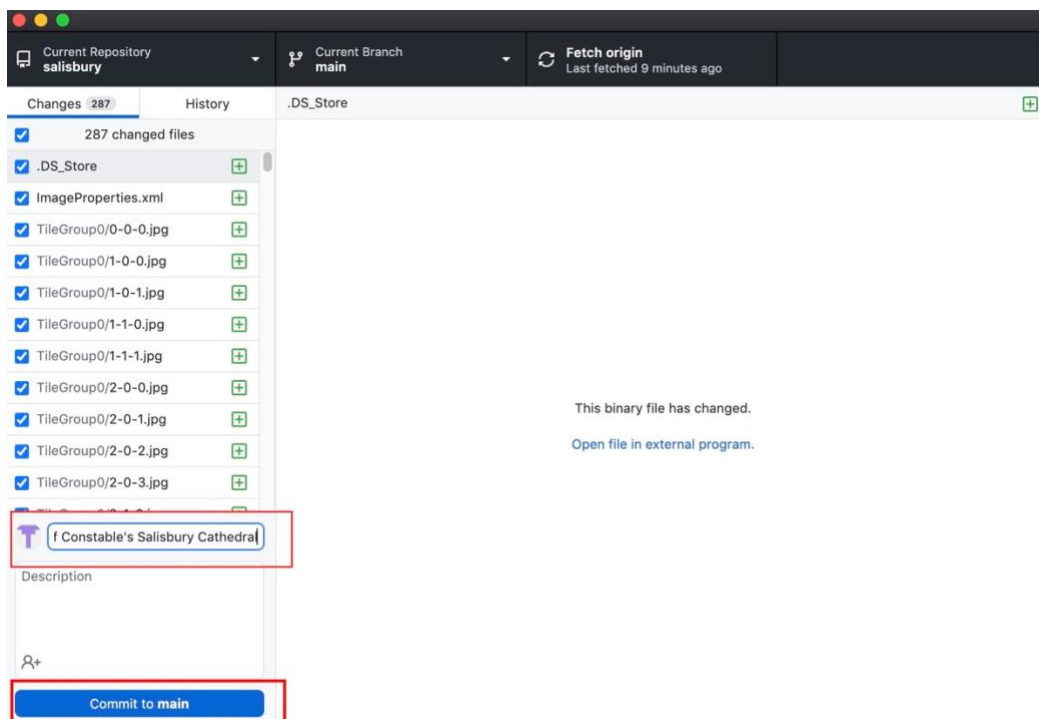
13) Click on the “Show in Finder”

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

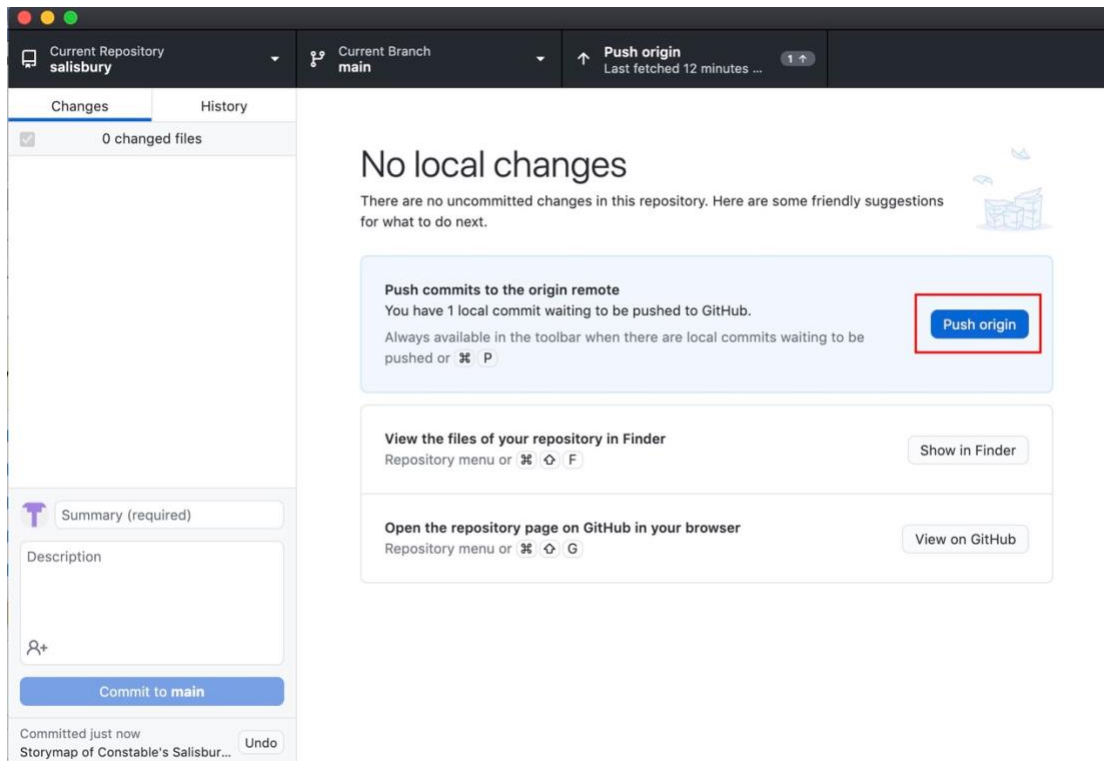




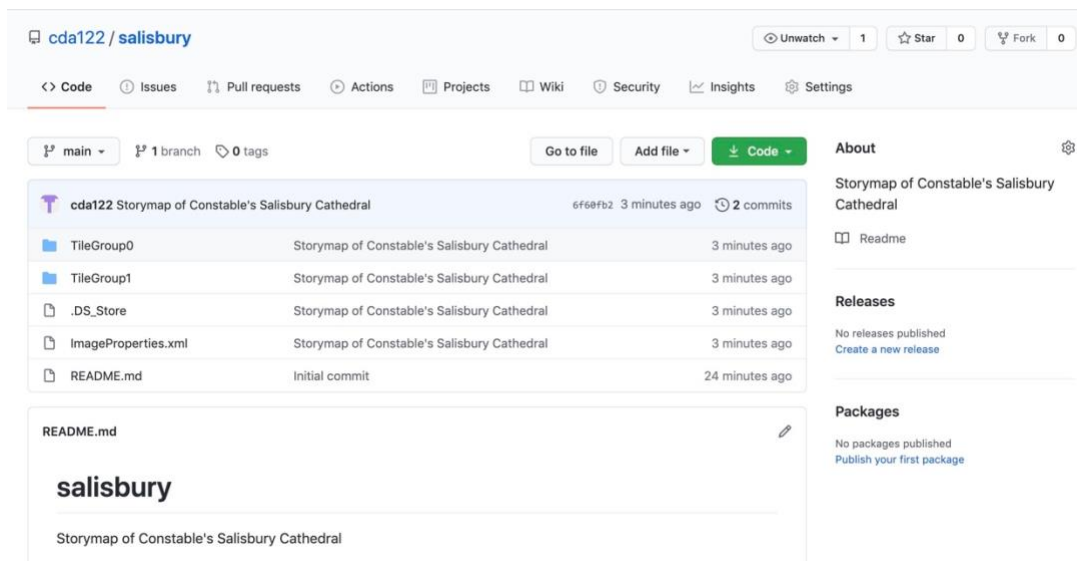
14) Add a summary and click on “Commit to main”



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

### GitHub Pages

GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

**Source**  
GitHub Pages is currently disabled. Select a source below to enable GitHub Pages for this repository. [Learn more.](#)

None ▾ Save

Select branch

Select branch

main

✓ None

Use the gh-pages branch. [Learn more.](#)

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

### GitHub Pages

GitHub Pages is designed to host your personal, organization, or project pages from a GitHub repository.

Your site is ready to be published at <https://cda122.github.io/salisbury/>.

**Source**  
Your GitHub Pages site is currently being built from the main branch. [Learn more.](#)

Branch: main ▾ / (root) ▾ Save

**Theme Chooser**  
Select a theme to publish your site with a Jekyll theme. [Learn more.](#)

Choose a theme

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"

Display **Sharing**

StoryMap Size Width 100% Height 800

Language English ?

Fonts Default ?

Treat As ☒ Cartography ☐ Image

Call To Action ☒ Yes ☐ No enter text, or use default ?  
Default: "Start Exploring"

Map Type Gigapixel ?

Map Background Color #ffffff

Zoomify URL https://cdal22.github.io/salisbury/ ?

Max Image Size Width 4000 Height 3122

⚠ Changing the max image size may move the apparent location of your markers.

Close

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