

Responsive Images

The following technique allows you to load different image sizes for different screen resolutions in order to reduce download times and save data for mobile users.

1. In Photoshop, create three different versions of each image size to: 500px wide (small), 1000px wide (medium), and 2000px wide (large).
2. Type the following script into the HEAD of your web page just above the line that reads `<script src="js/respond.min.js"></script>`. This script dynamically creates a picture element for images on the page.

```
<script>
    document.createElement( "picture" );
</script>
```

3. Attach the following script directly beneath the code you just added:

```
<script src="js/picturefill.min.js"></script>
```

This script is a *polyfill* (javascript workaround) designed to address compatibility issues in browsers that do not support this technique.

4. Code your image links as follows:

```
<picture>
  <!--[if IE 9]><video style="display: none;"><![endif]-->
  <source srcset="images/nebula_large.jpg" media="(min-width:
  1000px)">
  <source srcset="images/nebula_medium.jpg" media="(min-width:
  800px)">
  <!--[if IE 9]></video><![endif]-->

  <img srcset="images/nebula_small.jpg" alt="Nebula">
</picture>
```

Using the above code, the browser will load in different images depending on screen resolution.