

# Introduction to digital images

Information Technology

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# Raster graphics

Pixel vs print resolution

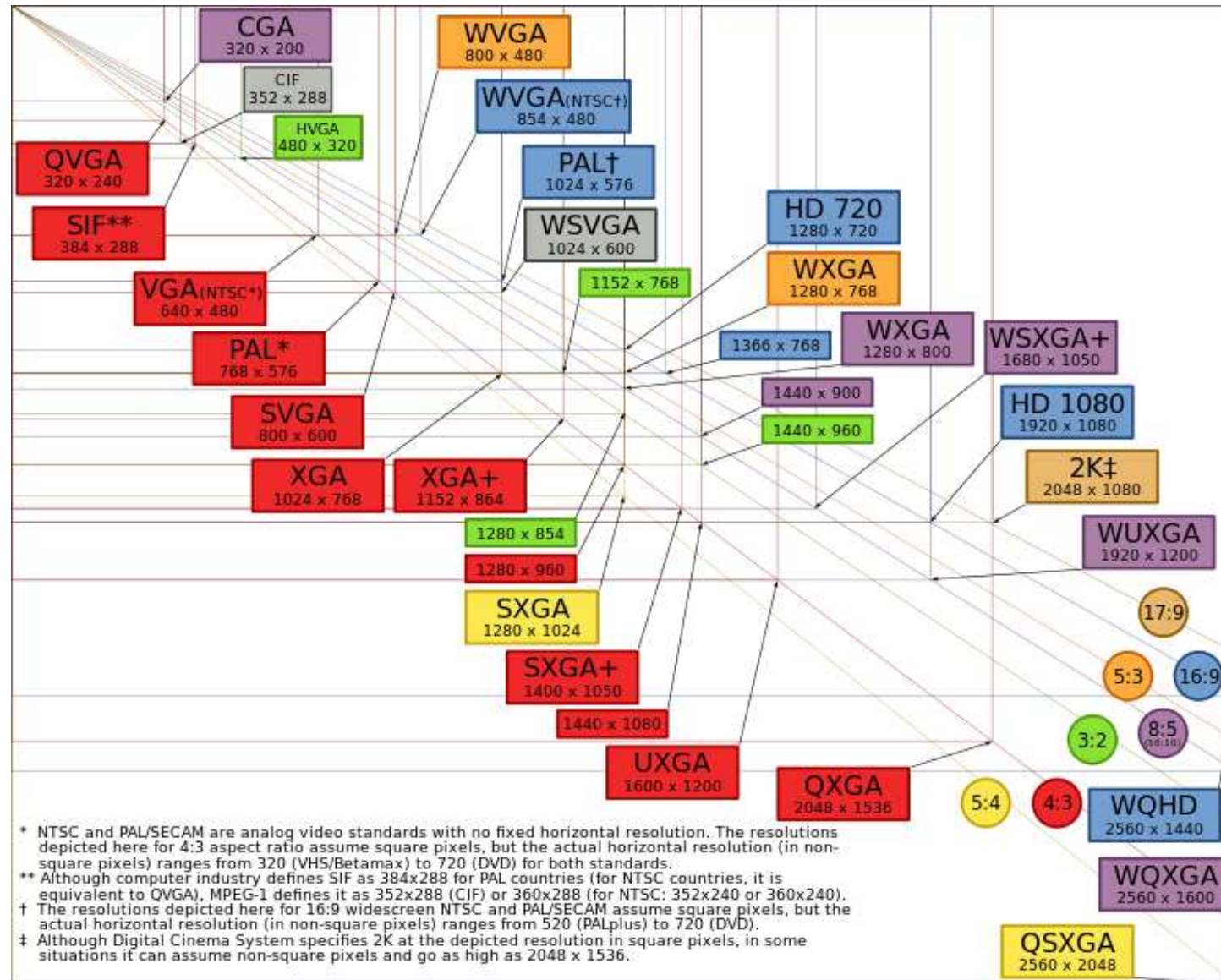
Color resolution a.k.a color depth

Compression standards

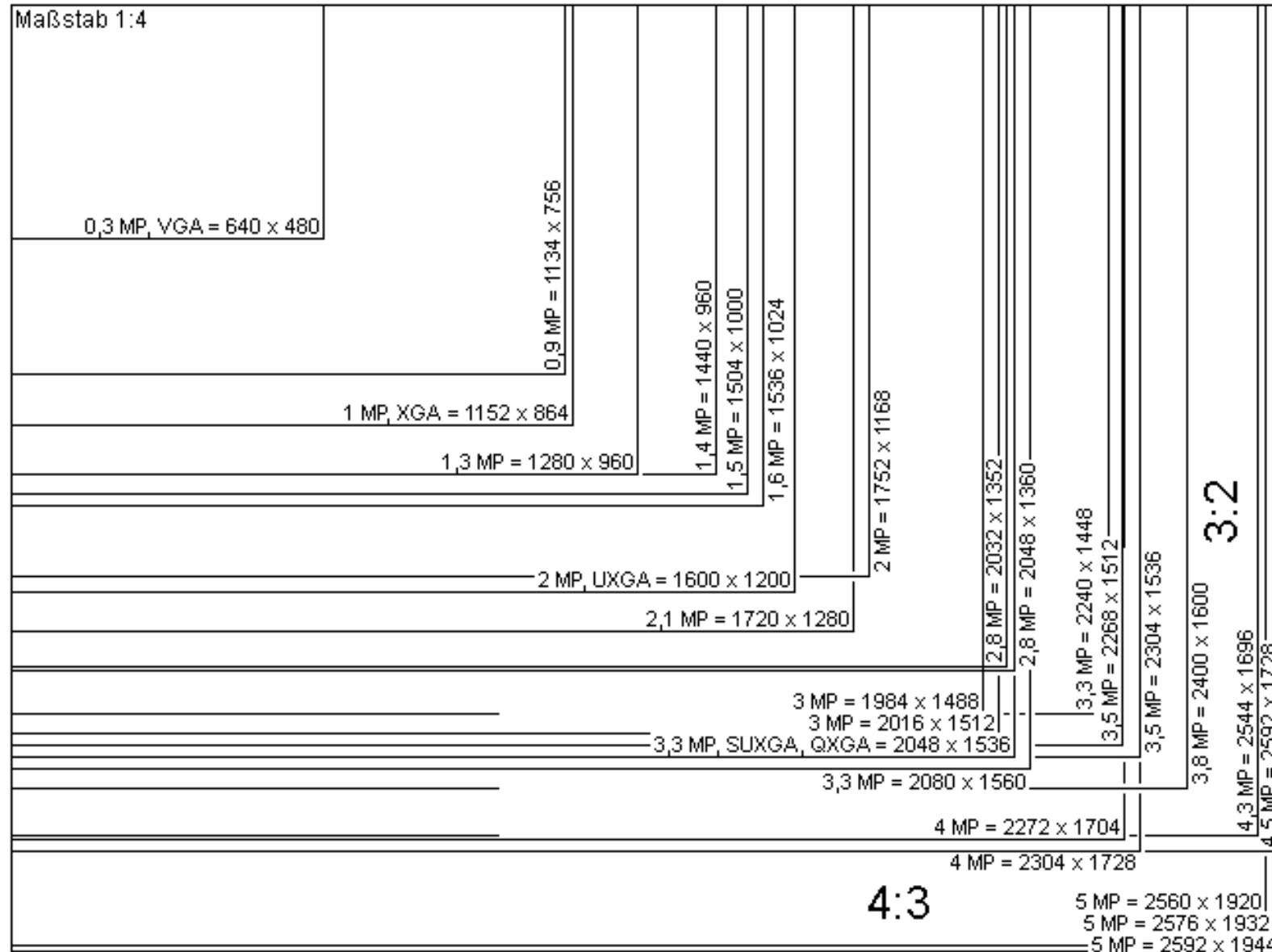


<http://www.opticsinfobase.org/ol/abstract.cfm?uri=ol-35-16-2705>

# Pixel resolution (display)



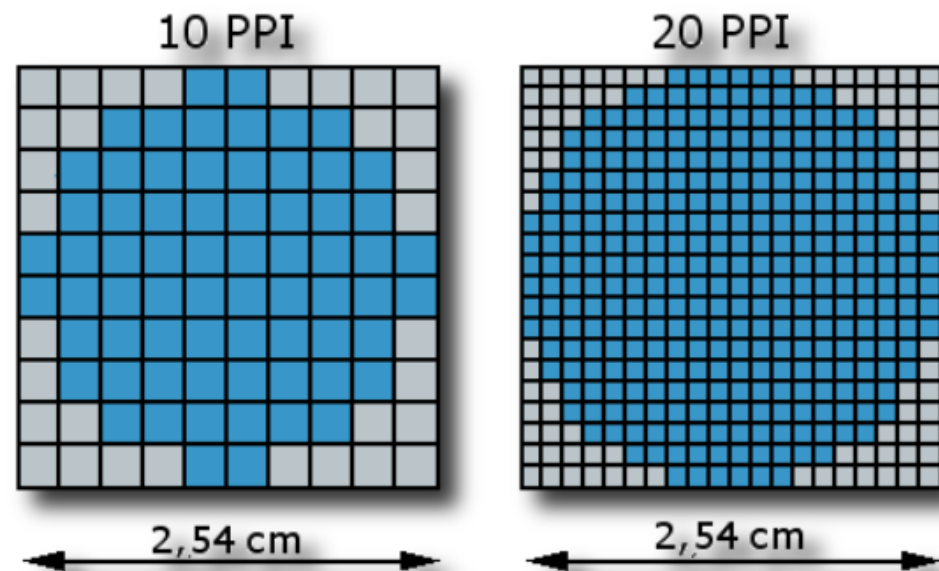
# Pixel resolution (camera)



# Print resolution (dpi)

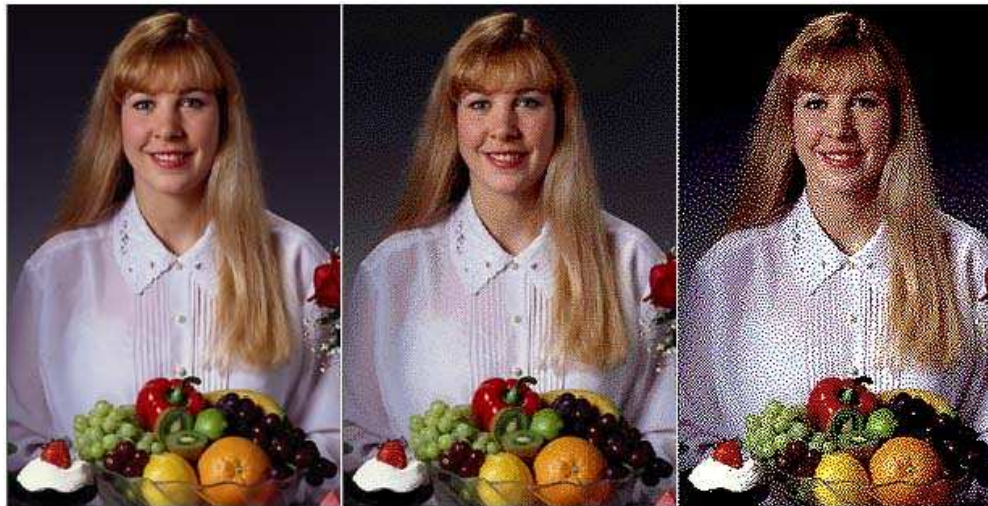
Typical ~100 dpi for monitors,  
300dpi for printers

E.g.: 2016x1512 (3MP) image printed at  
300dpi would be roughly 7in x 5in



# Color resolution/depth

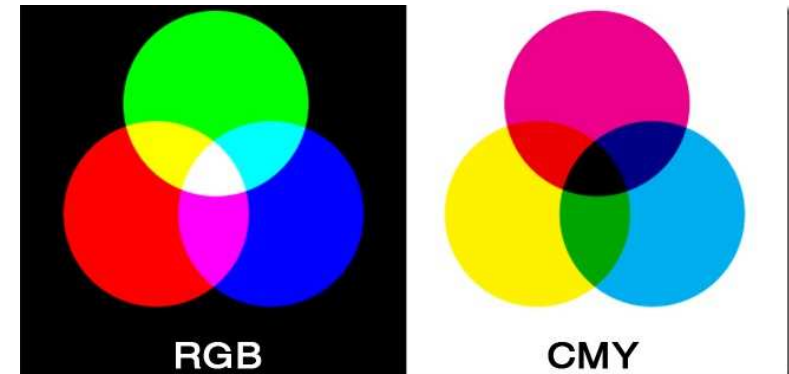
True Color – 16 million colors (RGB 3x8=24 bits)  
8bit color palette – 256 colors



16.7 Million  
Colors

256  
Colors

16  
Colors



# Compressed format - JPEG

Joint Picture Experts Group

Performs DCT on image and cuts off irrelevant details  
then performs normal lossless compression

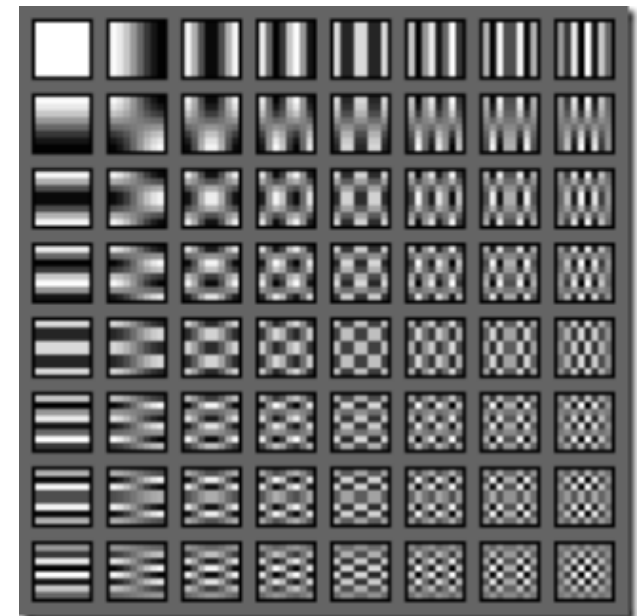
Perfect for photos



original image



lossy JPEG format  
with "artifacts"



Any 8x8 pixel region can be represented  
as a weighted sum of these patterns

# Compressed format - GIF

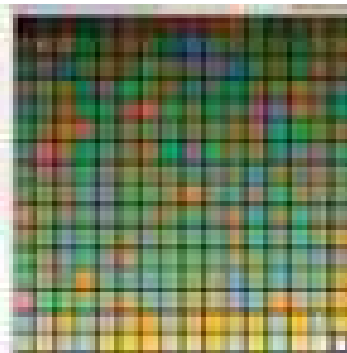
Graphics Interchange Format

Compresses by reducing the number of colors to 256  
(8bits per pixel)

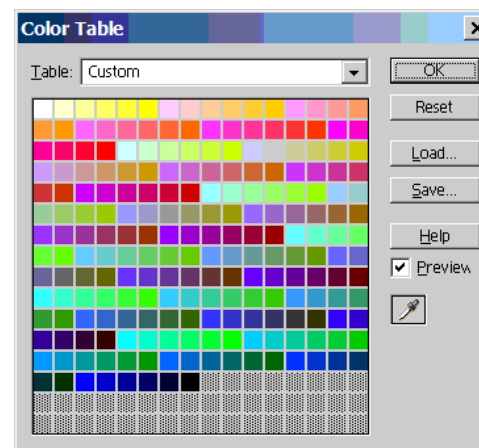
then performs normal lossless compression

Bonuses: transparency, animation

Best for drawings, web graphics



Optimized Palette



Web Safe Palette (216 colors)





# Compressed format - PNG

Portable Network Graphics

Similar to GIF, but the palette can have 8, 16 or 24 bits  
(True Color)

Better lossless compression algorithm

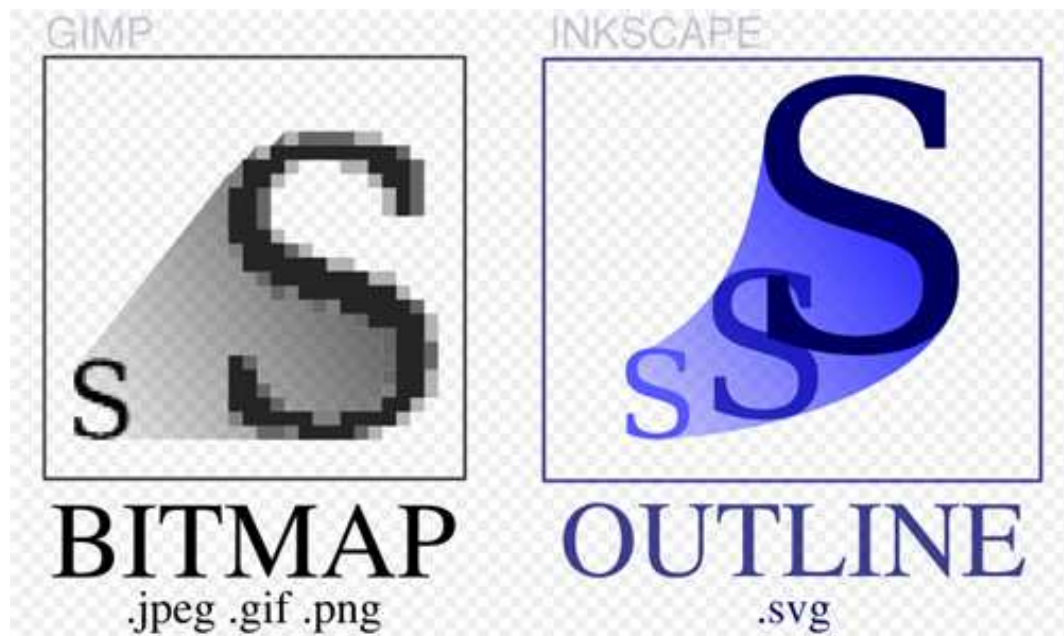
Generally used as a lossless format (i.e. without  
reducing the color depth).

# Vector graphics

Lines stored as mathematical equations („paths”) instead of pixels

Resolution independent

Best for text, logos, technical drawings



# Image editing software

## Raster graphics

Photoshop



GIMP



Photopaint / Paint Shop Pro



## Vector graphics

Corel Draw



Inkscape

