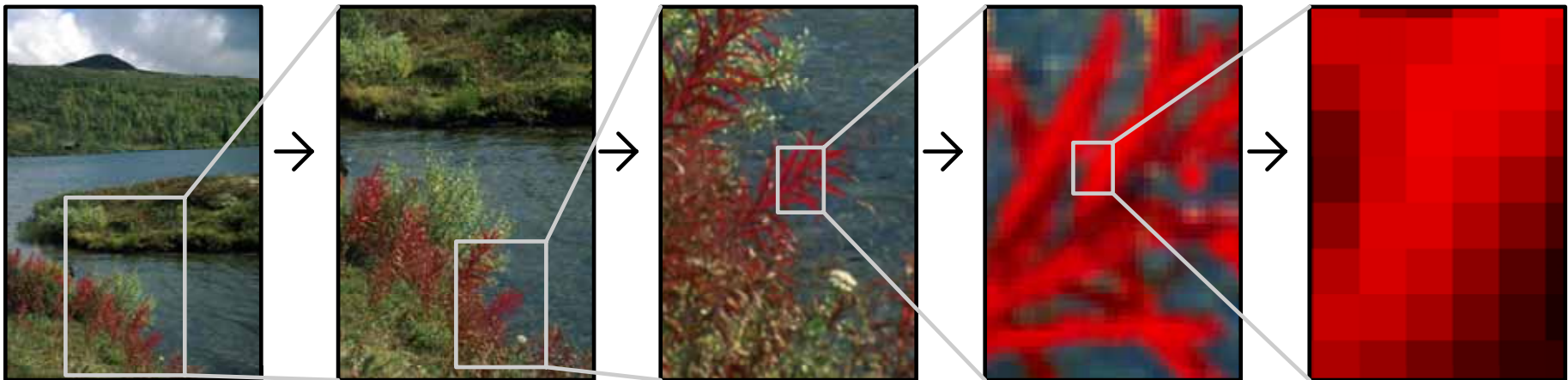


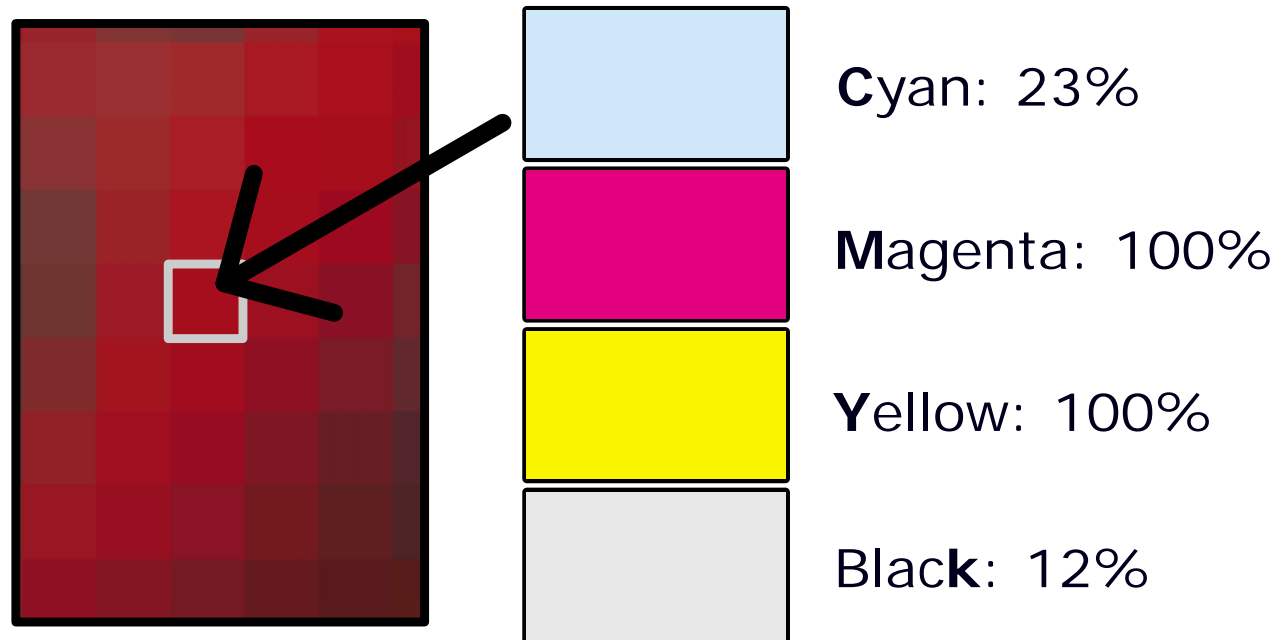
images

# pixels



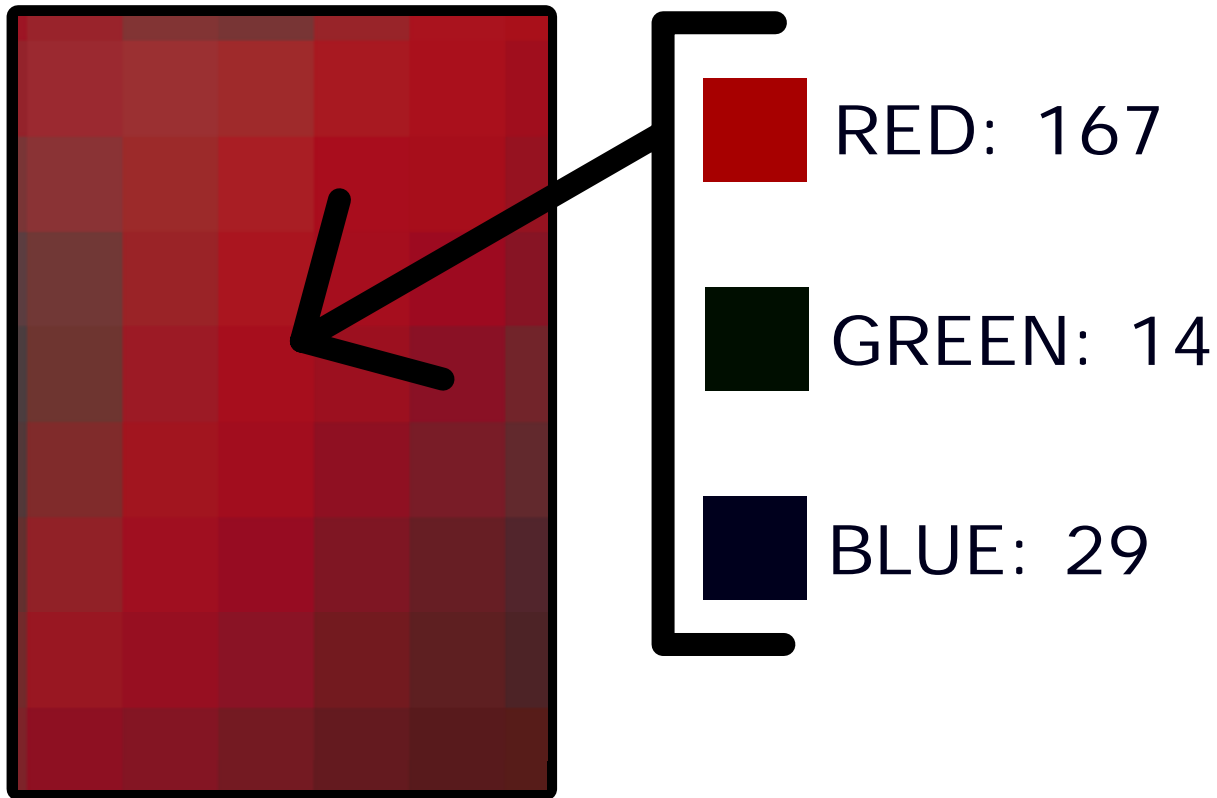
# colour

for print on paper

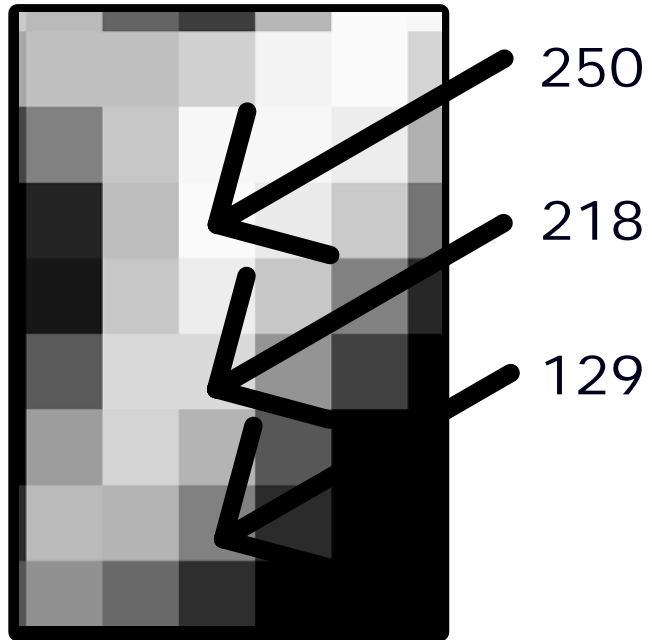


# colour

for the screen

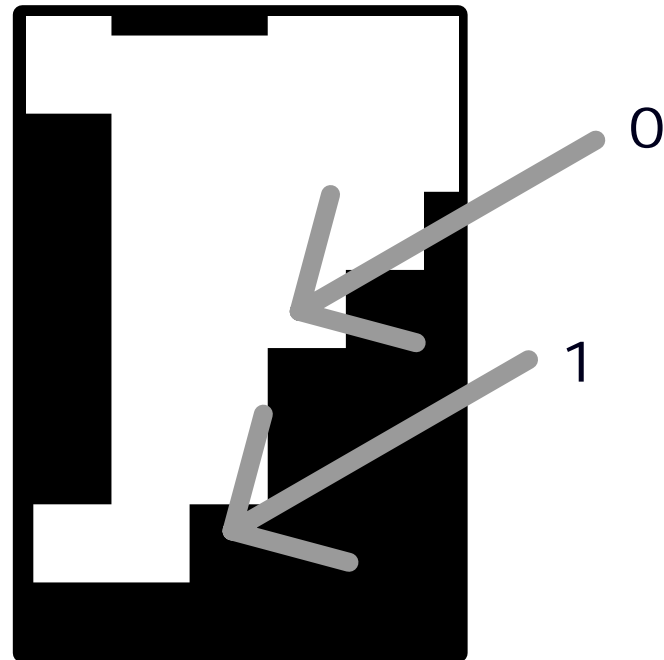


# greyscale



and

# black & white



# colour depth



0

15



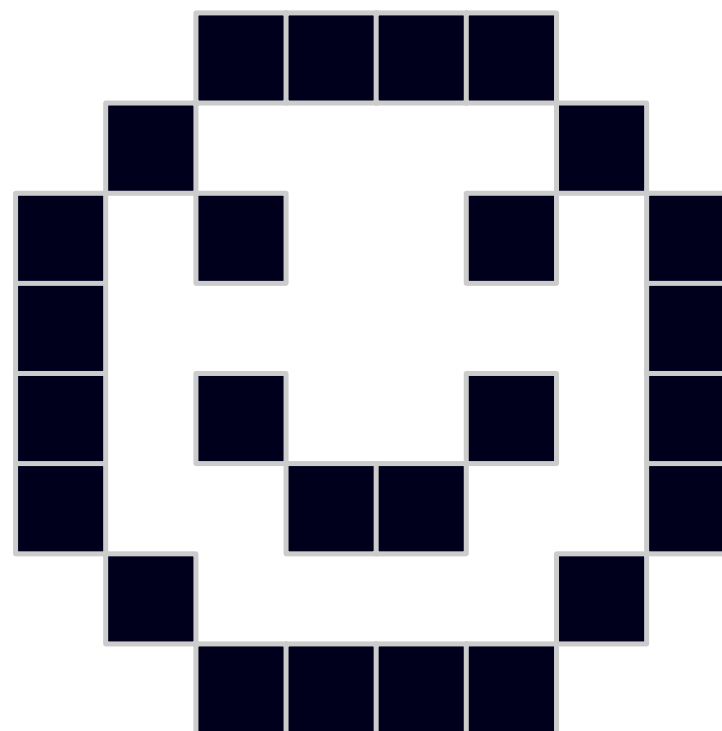
0

255

# compression



the picture - digitized



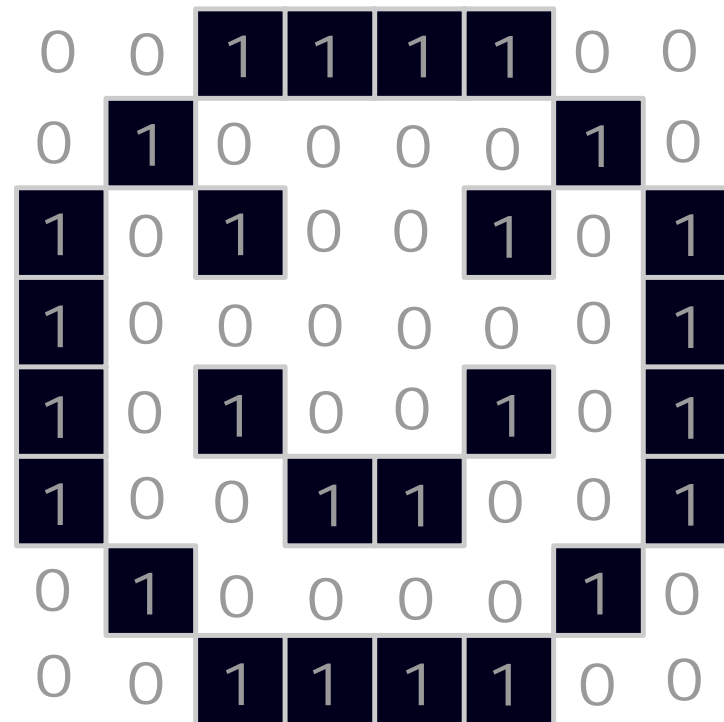
# the picture - digitized

0,0,1,1,1,1,0,0,0,1,0,0,0,0,1,0,1,0,1,0,0,1,0,1,1,0,0,0,0,  
0,0,1,1,0,1,0,0,1,0,1,1,0,0,1,1,0,0,1,0,1,0,0,0,0,1,0,0,0,  
1,1,1,1,0,0

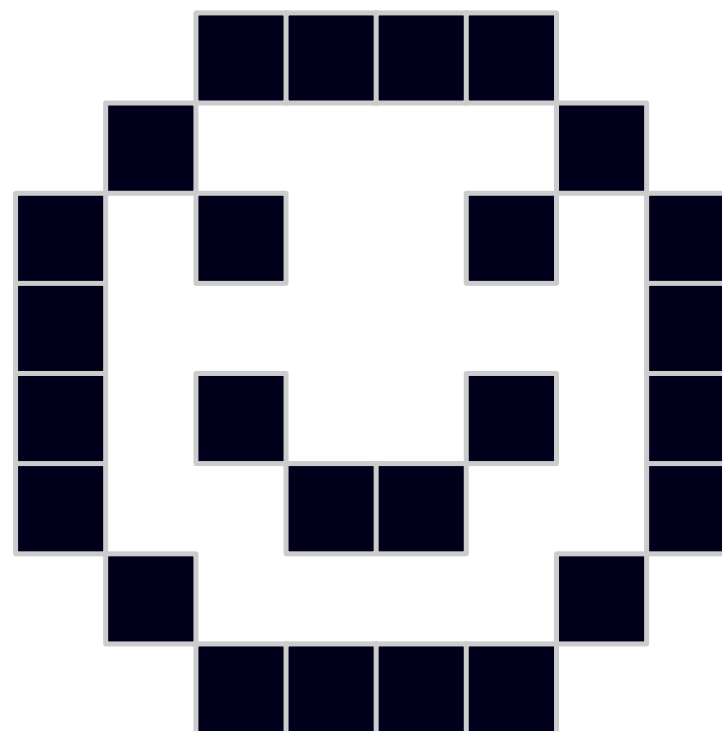
# the picture - digitized

0	0	1	1	1	1	0	0
0	1	0	0	0	0	1	0
1	0	1	0	0	1	0	1
1	0	0	0	0	0	0	1
1	0	1	0	0	1	0	1
1	0	0	1	1	0	0	1
0	1	0	0	0	0	1	0
0	0	1	1	1	1	0	0

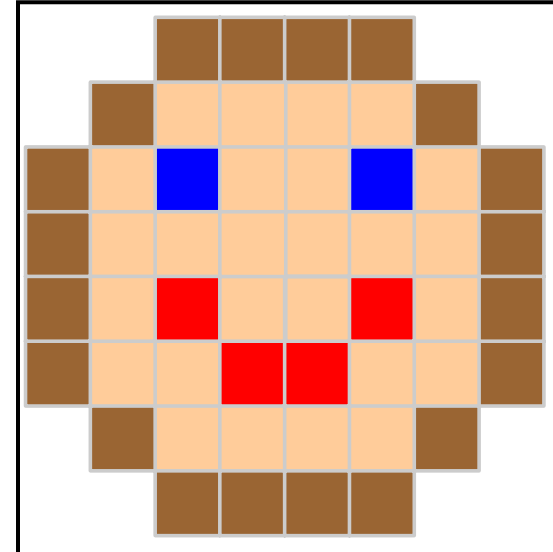
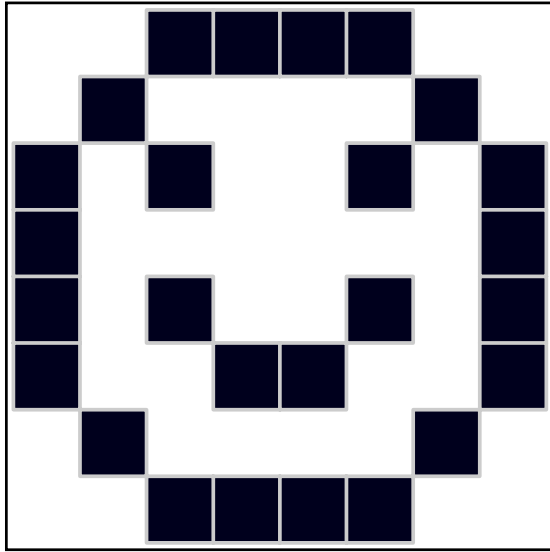
# the picture - digitized



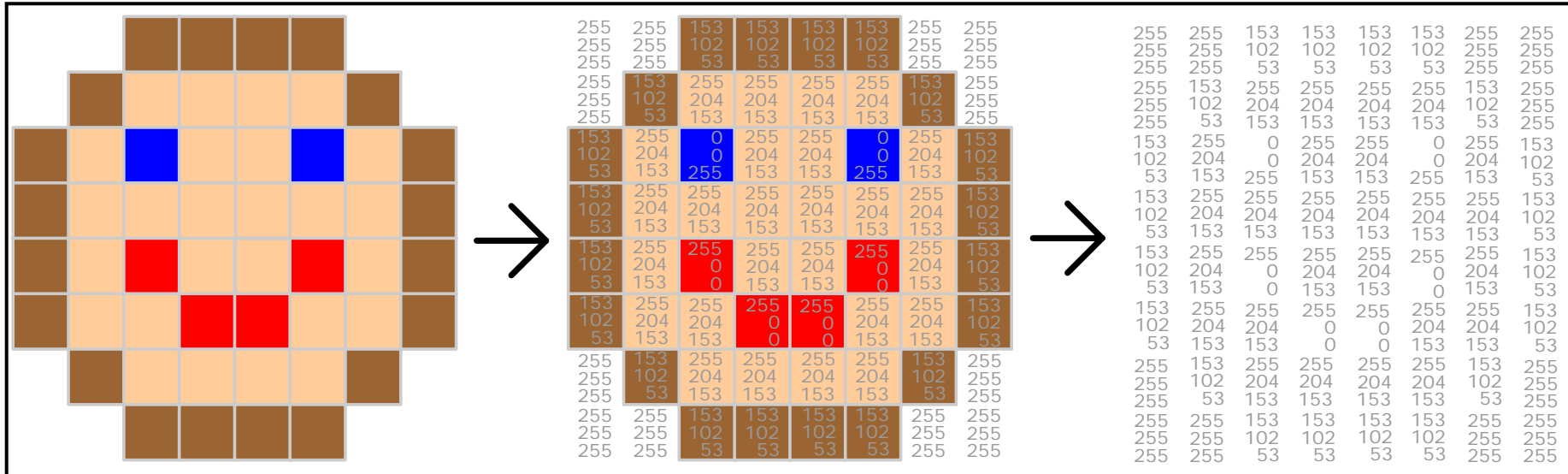
the picture - digitized



# RLE compression

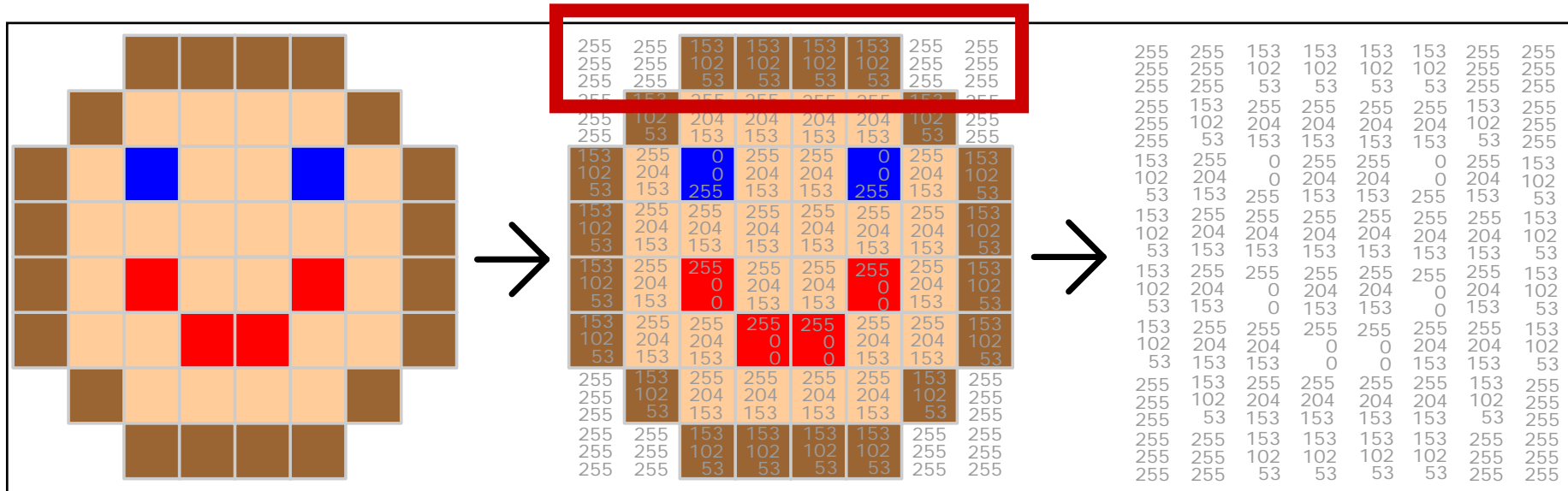


# RLE compression



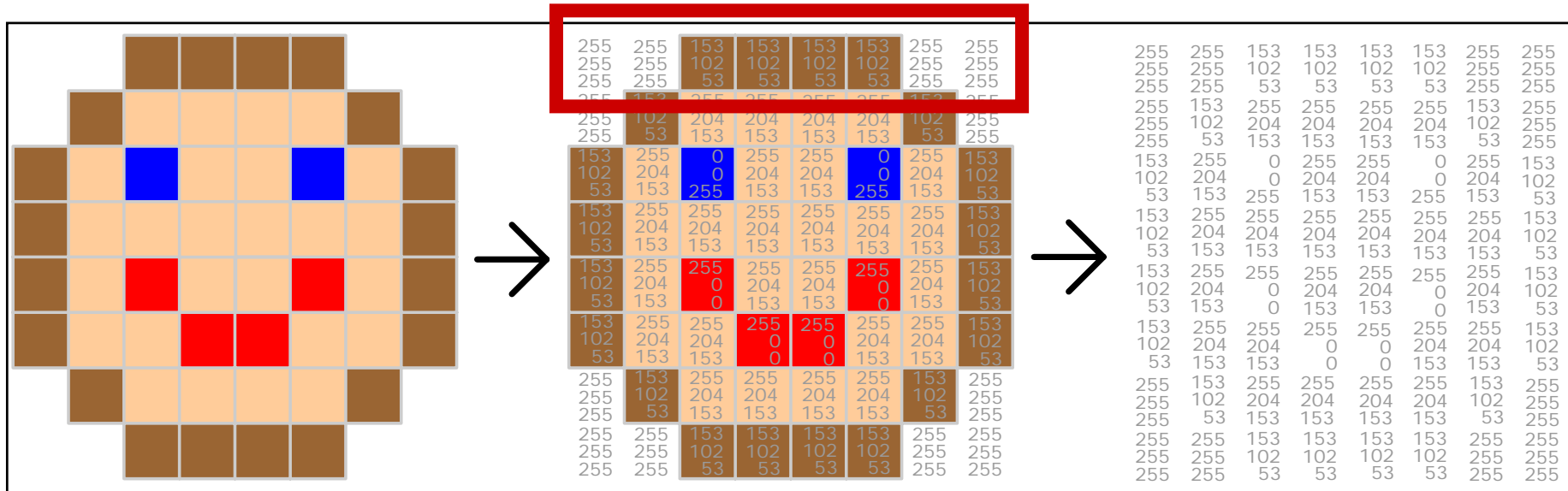
A total of 196 numbers  
needed to describe the picture

# RLE compression



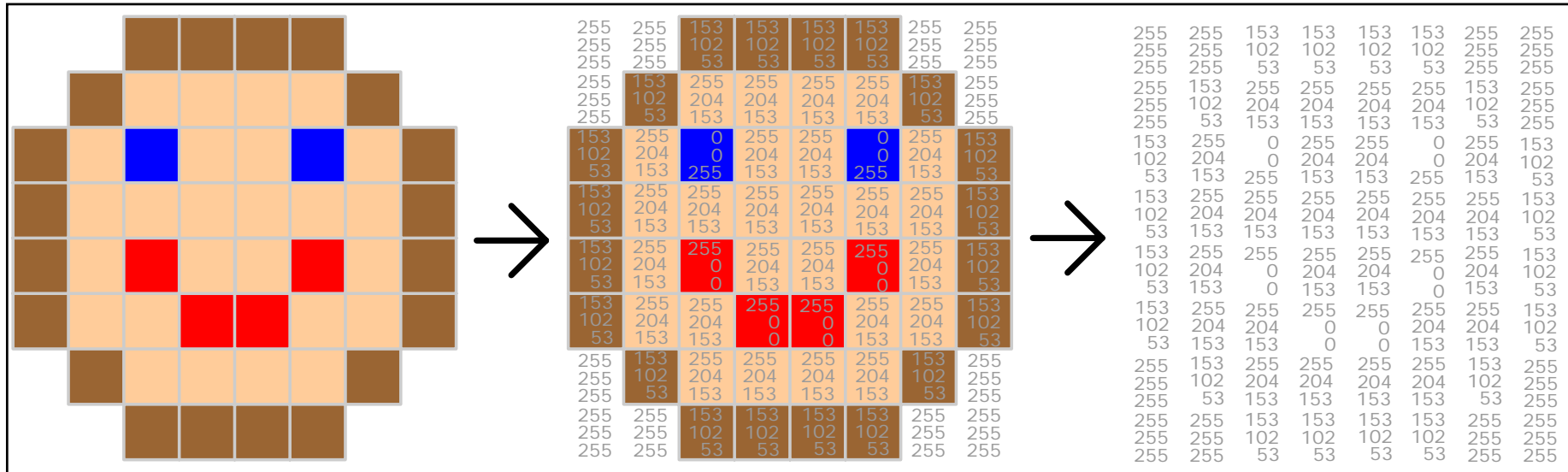
(255, 255, 255), (255, 255, 255), (153, 102, 53), (153, 102, 53),  
 (153, 102, 53), (153, 102, 53), (255, 255, 255), (255, 255, 255)

# RLE compression



2, (255, 255, 255), 4, (153, 102, 53), 2, (255, 255, 255)

# RLE compression

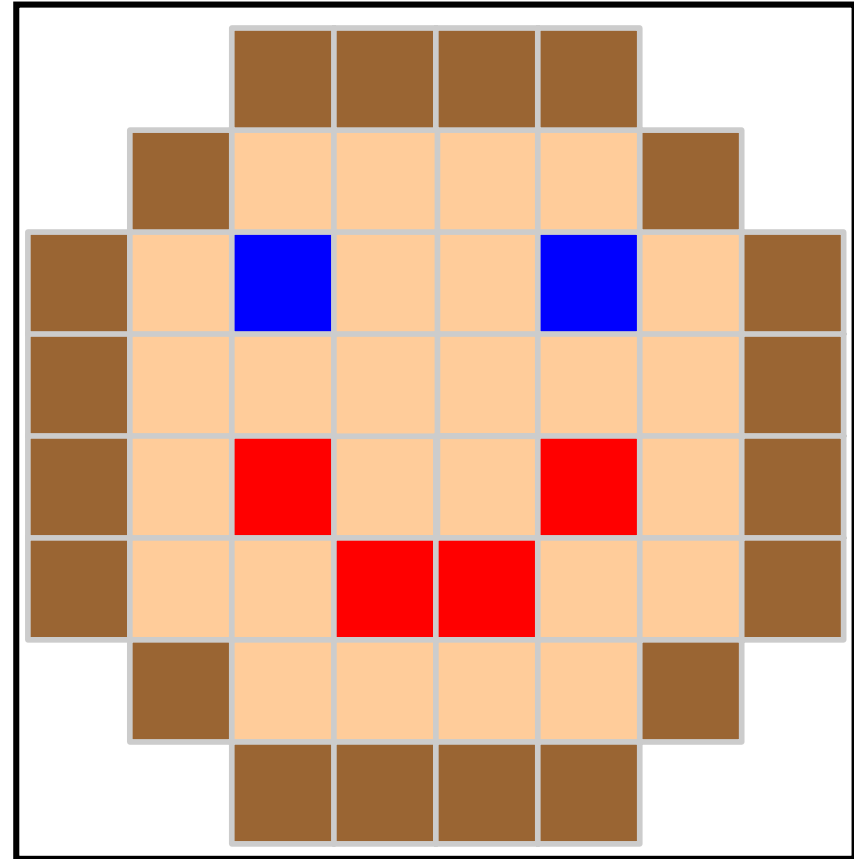


With RLE-compression:

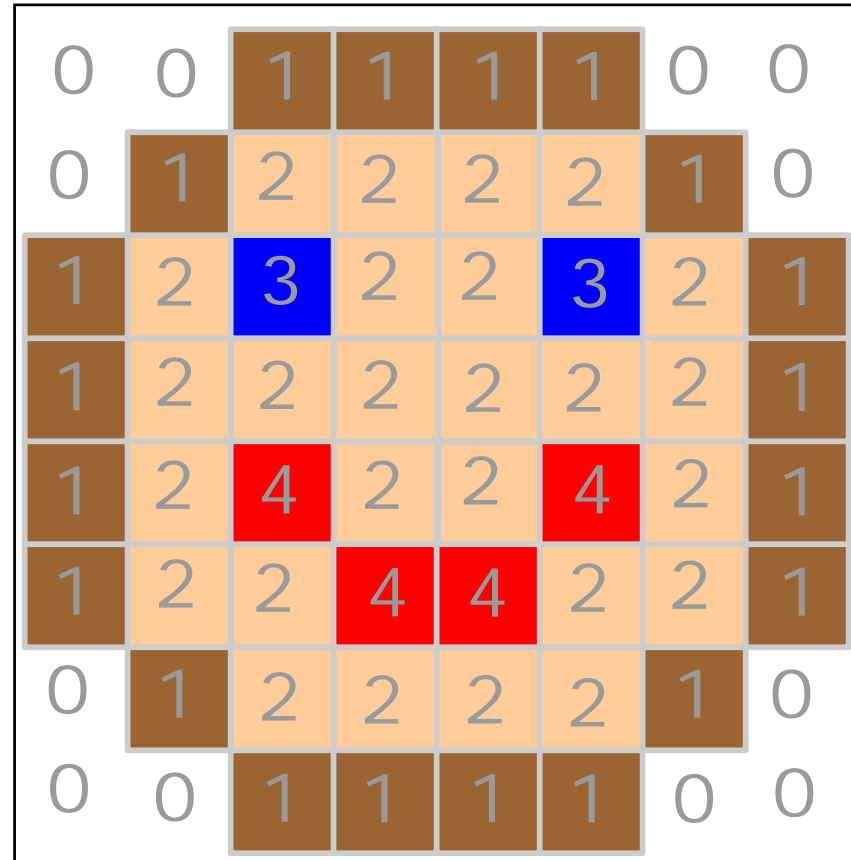
A total of 116 numbers  
needed to describe the picture

# indexing colours

- 0- (255, 255, 255) White
- 1- (153, 102, 53) Dark brown
- 2- (255, 204, 153) Light brown
- 3- (0,0,255) Blue
- 4- (255,0,0) Red

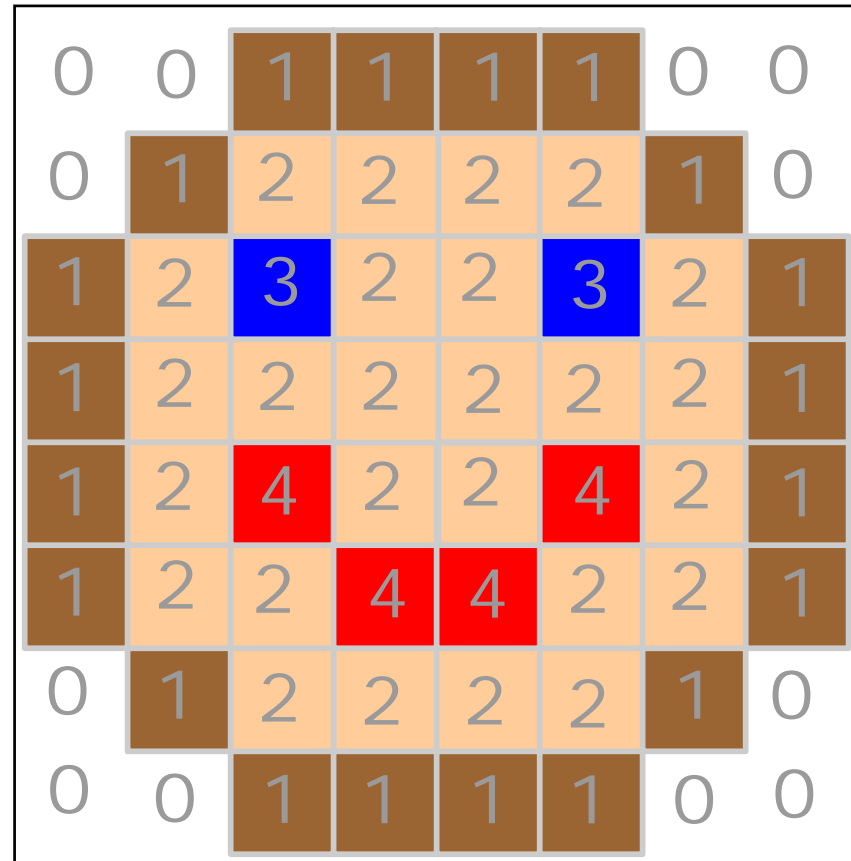


# indexing colours



- 0- (255, 255, 255) White
- 1- (153, 102, 53) Dark brown
- 2- (255, 204, 153) Light brown
- 3- (0,0,255) Blue
- 4- (255,0,0) Red

# indexing colours



64 numbers + 15 for the colour table = 75

With RLE compression: 65

# photo compression



# photo compression



# photo compression

