Lecture 19

Common image formats:
- jpg, png, .gif

Zeke prefers:
- ppm
  => representation is RGB Color grid literally

Color image RGB type
- R, G, B are ints between 0 and 255
- if R = 0, pixel is not red
- (0, 0, 0) ⇒ Black
- (255, 255, 255) ⇒ White

Pixel = one grid entry.
(width-1, height-1)

Width = (200, 0) - (100, 0)

Height = (1, 1) - (0, 0)

X Values
- (0, 0), (1, 0), (2, 0)
- (0, 1), (1, 1), (2, 1)
- (0, 2), (1, 2), (2, 2)
- (0, 3), (1, 3), (2, 3)

Y Values
- (0, 0), (1, 0), (2, 0), (3, 0)
- (0, 1), (1, 1), (2, 1), (3, 1)
- (0, 2), (1, 2), (2, 2), (3, 2)
- (0, 3), (1, 3), (2, 3), (3, 3)

Color representation is RGB
JPEG does compression does not represent lots of redundant info (pixel values — e.g. all 0s) in such a case.