

Due: Friday, 20 February 2009

Submission: Turn in a printed or neatly written copy of your work at the beginning of class.

1. Give a brief description of the differences between the *GIF* and *JPEG* image formats. For example, what kinds of images are each of these formats most appropriate for, and why?
2. Suppose the following triple represents an RGB (red, green, blue) color: (120, 230, 230). What color does it represent? Briefly describe how you can tell from the numbers.
3. Say you want to store a 3.5 minute song with no file compression. If we sample the sound save 44,100 times per second (the rate for a CD), storing each sample using 2 bytes (for higher fidelity), how much total space (i.e., how many total bytes) do we need?
4. Suppose we store an image that is 2112 pixels wide by 2816 pixels high without any file compression.
 - (a) This is the size of images used in a camera advertised as 6.0 megapixels. How reasonable is this claim?
 - (b) Assuming each pixel is stored with 4 bytes—(R,G,B) plus the additional alpha channel byte—how much total space will an image need?
5. You work for a firm creating a website for display on mobile devices. The users of these mobile devices pay a per-byte download fee, and sites are often slow to download. The graphics designers have proposed two logos for the site (possibly to suggest a sense of speed).



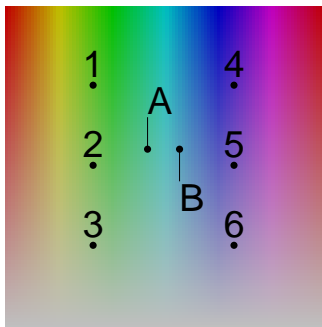
(a)



(b)

Assuming these will use the *GIF* format, explain which would you recommend, ignoring any aesthetics.

6. Suppose a *GIF* file is encoded using a color table with only six colors, as indicated with the numbers 1-6 in the following color diagram.



Explain the result of *GIF*'s color reduction process on the very similar colors A and B (marked in the diagram), and visual the effect it may have on the resulting image.