

Class 12: Raster Graphics and RGB Colors

Held: Monday, 11 February 2008

Summary: We consider the basics of *raster graphics*, a common technique for describing and representing images. We also consider *RGB colors*, one of the most common mechanisms for representing colors digitally.

Related Pages:

- EBoard.
- Lab: Raster Graphics and RGB Colors.
- Reading: Raster Graphics: Images from Pixels and Colors and RGB Colors.

Notes:

- Quiz 2 returned. It's clear that many of you had difficulty with `mod`, so we'll talk about it a bit more.
- Are there questions on Exam 1?
- EC for attending this Thursday's Thursday Extra. 4:30 in Science 3821. Cable Thompson is speaking about his summer work.

Overview:

- Representing images, revisited.
- Pixels and colors: The basics.
- RGB colors.

Raster Graphics

- Yet another model of images.
- This one corresponds closely to how computers actually represent images.
- The image is a grid of colors.
- You already know about the numbering of the grid points:
 - Rows and columns numbered starting at 0
 - Rows numbered from top to bottom
 - Columns numbered from left to right
- It's painful to have to set individual pixels, but it can be useful.

Colors

- Many ways to represent colors, too.
- Goals: Unambiguous, fast to process, compact
- The color names we've been using are
 - Ambiguous

- Slow to process
- Long
- Whoops!

RGB Colors

- The most common internal representation of colors on computers.
- We think of a color as the combination of three *primaries*: red, green, and blue.
 - These are the primaries for the so-called *additive* colors
 - You are probably used to the primaries being red, yellow, and blue, but those are the *subtractive* colors
- On computers, we represent each component as a number between 0 and 255, inclusive.
- It turns out that you can shove four numbers, each between 0 and 255, into the internal representation of an integer.
 - So, the red, green, and blue components are three of those numbers.
 - What's the fourth? In multi-layer images, it's the alpha channel.
- We use `rgb-new` to create these colors.
- We use `rgb-red`, `rgb-green`, and `rgb-blue` to extract the corresponding components.

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