# **Problem 3 Overview E**: Saving photos using <u>"imwrite"</u>

I should have included better instructions on how to "save" each of the successively-compressed Taylor Swift photos at different J-scales! Ok – here it is:

Consider the compressed (true image) photo at J = 5

(Tiny Meghan Markle =  $32\,$  x  $32\,$  at the upper-left corner, but including the 3 high-frequency sectors,

 $it's 64 \times 64$ ):

Suppose your post-compressed photo at J = 5 was stored in a matrix called "J5\_raw". The matrix structure would look like this:

$$J5\_raw = \begin{bmatrix} 32 \times 32 & 32 \times 32 & high \\ tiny Meghan & freq coeffs \\ 32 \times 32 & high \\ freq coeffs & freq coeffs \end{bmatrix}$$

#### a) If you were going to plot it on-screen:

You would have used the "mat2gray" and "imshow" commands:

```
my_black = 127.5;
my_white = -127.5;

J5_grayscale = mat2gray(J5_raw, [my_black, my_white]
Imshow(J5_grayscale)
Title('Boom - she is totally tiny !!')
```

### b) If you were going to store the 64 x 64 matrix directly into a \*.tiff file:

You would have used the "mat2gray" and "imwrite" commands:

my\_black = 127.5; my\_white = -127.5; J5\_grayscale = mat2gray(J5\_raw, [my\_black, my\_white]

imwrite(J5\_grayscale, "tinyMeghan\_J5.tif")



This image will be an exact 64 x 64 black & white photo representation of your J5\_raw matrix !.....

... which means when I grade your Problem #3, I can open your file up using *imread* and check your matrix values and see if you did it right! =) Now, we can extend this to the rest of problem #2:

#### Consider the compressed (true image) photo at J = 6

(Meghan Markle =  $64 \times 64$ , but including the 3 high-frequency sectors, it's  $128 \times 128$ ):



Use *imwrite* to save this guy!

#### Consider the compressed (true image) photo at J = 7

(Meghan Markle =  $128 \times 128$ , but including the 3 high-freq sectors, it's  $256 \times 256$ ):



Use *imwrite* to save this guy!

## Consider the compressed (true image) photo at J = 8

( Meghan Markle =  $256 \times 256$ , but including the 3 high-freq sectors, it's  $512 \times 512$ ):



Use *imwrite* to save this guy!