

# How to Read and View Images

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# 1 How to Interact With Images

There are two ways to open these images, as text files, and as an image. The files I make will not behave like they are supposed to. This is because they are all random assortments of data that are not supposed to be where they are, according to the computer at least. This means that opening images in different softwares will produce different results, despite the file being the same. This is due to different software are based on different programming languages that all interpret data in differently, but in they end up with the same result. But because my images have no result, they are the results in themselves and are trying to make one specific image.

If you want to read the text, depending on the software used, there will be blocks of gibberish symbols being displayed. But somewhere inside the images there will be the text I have written. Where this is though depends on the software.

When it comes to view the image as an image, the most different results are to be expected. I have noticed that opening the images on the website through a browser generally produces the least interesting results. But downloading the images and opening them in the operating systems standard image viewer creates on average nice results. For each image viewer software used, a new result will be produced, but in essence the image is the same since it is made up of the same data.

## 2 Reading the images

To be able read the JPEGs they have to be opened in a text editor, hex editor with ASCII support, or a word processor. Opening the images in these different softwares I am listing will create widely different results. Some will prompt you to open the images in certain file formats. I have not tested all of these softwares myself, so I am not sure how all will act, but they should all work.

### 2.1 Examples of hex editors

- Bless (Linux)
- Hexedit (MacOS)

- WinHex (Windows)

## 2.2 Examples of text editors

- Vim
- Emacs
- Notepad (Windows)
- TextEdit (MacOS)

## 2.3 Examples of word processors

- Microsoft Word
- OpenOffice Writer
- LibreOffice Writer
- Apple Pages (MacOS)
- Google Docs

## 2.4 Notes

Any of these programs should be able to open the images I have made as text files. Inside the images there is a lot of text. The reason is because if not, the images would mostly be a grey solid. In images where I have repeated text, like the sonnets I have had to separate between the repetitions by using these signs `/* */`, with the text being in between these signs. Also since images are not supposed to be opened in text programs, the formatting will be weird, and it is often necessary to scroll horizontally for text editors and vertically for word processors.

## 3 Previewing images

As I mentioned earlier, this is where the most different results will come. The images in this folder were made on my computer with a hex editor called `bleess` and previewed with an image viewer called `sxiv`. Unless you use `sxiv` as well,

the image will not look the same for you as it did for me when I made it. I will recommend trying different softwares and see how the images change based on software. Zooming in and out on the images can give interesting results as well depending on the image viewer creates the zoom, if it scaling the image or through other means.

### **3.1 Examples of Windows Image Viewers**

- Windows Photos
- IrfanView
- FastStone Image Viewer
- XnView MP
- HoneyView
- Nomacs
- Imagine Picture Viewer
- Gimp
- Photoshop

### **3.2 Examples of Mac OSX Image Viewers**

- Preview
- XnView MP
- ApolloOne
- qView
- Fragment
- Lyn
- Gimp
- Photoshop

- `feg` (CLI)
- `sxiv` (CLI)

### **3.3 Examples of Linux Image Viewers**

- Nomacs
- Gwenview
- Ristretto
- Geeqie
- Mirage
- Gimp
- `feh` (CLI)
- `sxiv` (CLI)