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Assignment-1-solution

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Direct coding : In the computer graphics, and direct coding is an algorithm that give us some amount of storage space for each pixel so that the pixel is coded with a color.

Direct coding of colors with 3 bits: Red, Green, Blue,

Bit 1	Bit 2	Bit 3	Color
0	0	0	Black
0	0	1	Blue
0	1	0	Green
0	1	1	Cyan
1	0	0	Red
1	0	1	Magenta
1	1	0	Yellow
1	1	1	White

For color image, the common standard used for filling the pixel.

lookup Table: Image representation using a lookup table can be viewed as a compromise between our desire to have a lower storage

For a look-up table, there have 1 byte per pixel since have only to address one entry in the table. This yields $800 \times 600 \times 1 = 480000$ bytes ≈ 0.46 MB. Plus the table itself. 256 colors, 24 bits (3 bytes) each $- 256 \times 3 = 768$ bytes, negligible comparing to the size of the image.

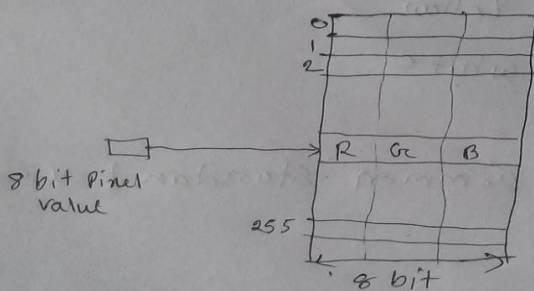


Fig: A 24-bit 256-entry lookup table.

2 A ~~CRT~~ CRT monitor contains millions of tiny red, green, and blue phosphor dots that glow when struck by an electron beam that travels across the screen to create a visible image. The illustration below shows how this works inside a CRT.

There was one of the earlier CRT's to produce color displays. Coating phosphors of different compounds can produce different colored pictures. But the basic problem of graphics is not a color, but to produce color pictures, with color characteristics chosen at run time.

Monitor color display combining the 3 basic - Red, Blue, and Green, can produce every color. By choosing different ratios of these three colors we can produce different colors, so one should have a technology to combine them in different combinations.