

# Image Display

---

**Yih-Lon Lin (林義隆)**

**Associate Professor,**

**Department of Computer Science and Information Engineering,  
National Yunlin University of Science and Technology**



**國立雲林科技大學**

National Yunlin University of Science and Technology

---

# Image Display

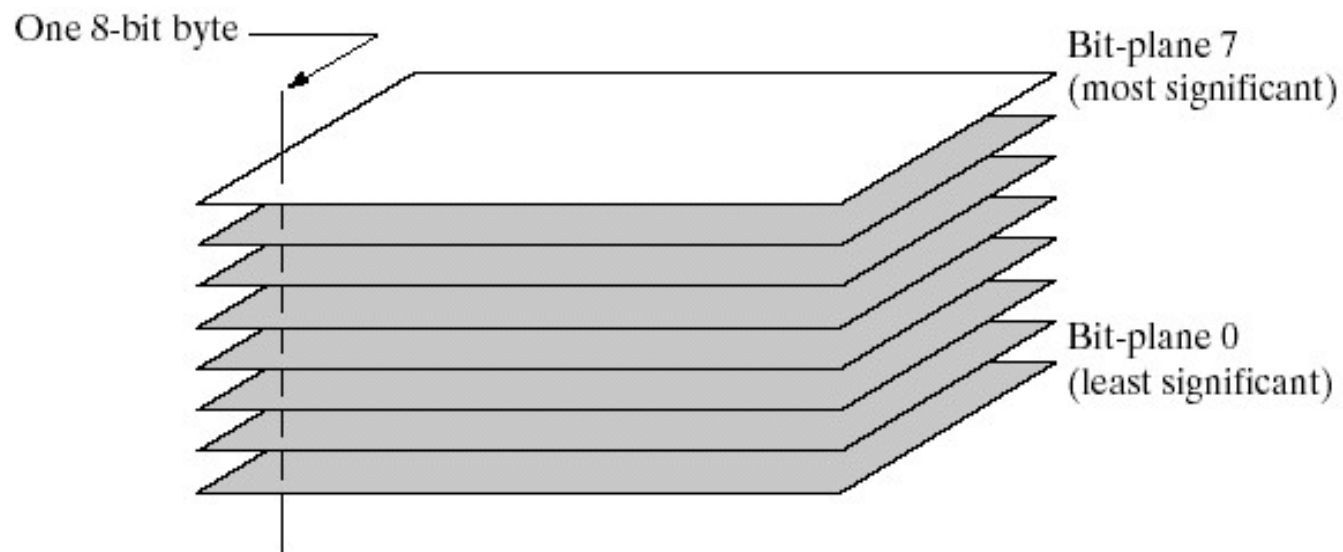
---

- Spatial resolution and quantization
- Computer screen
  - ambient lighting,
  - the monitor type and settings,
  - the graphics card,
  - monitor resolution.



# Bit Planes

---



# Bit Planes

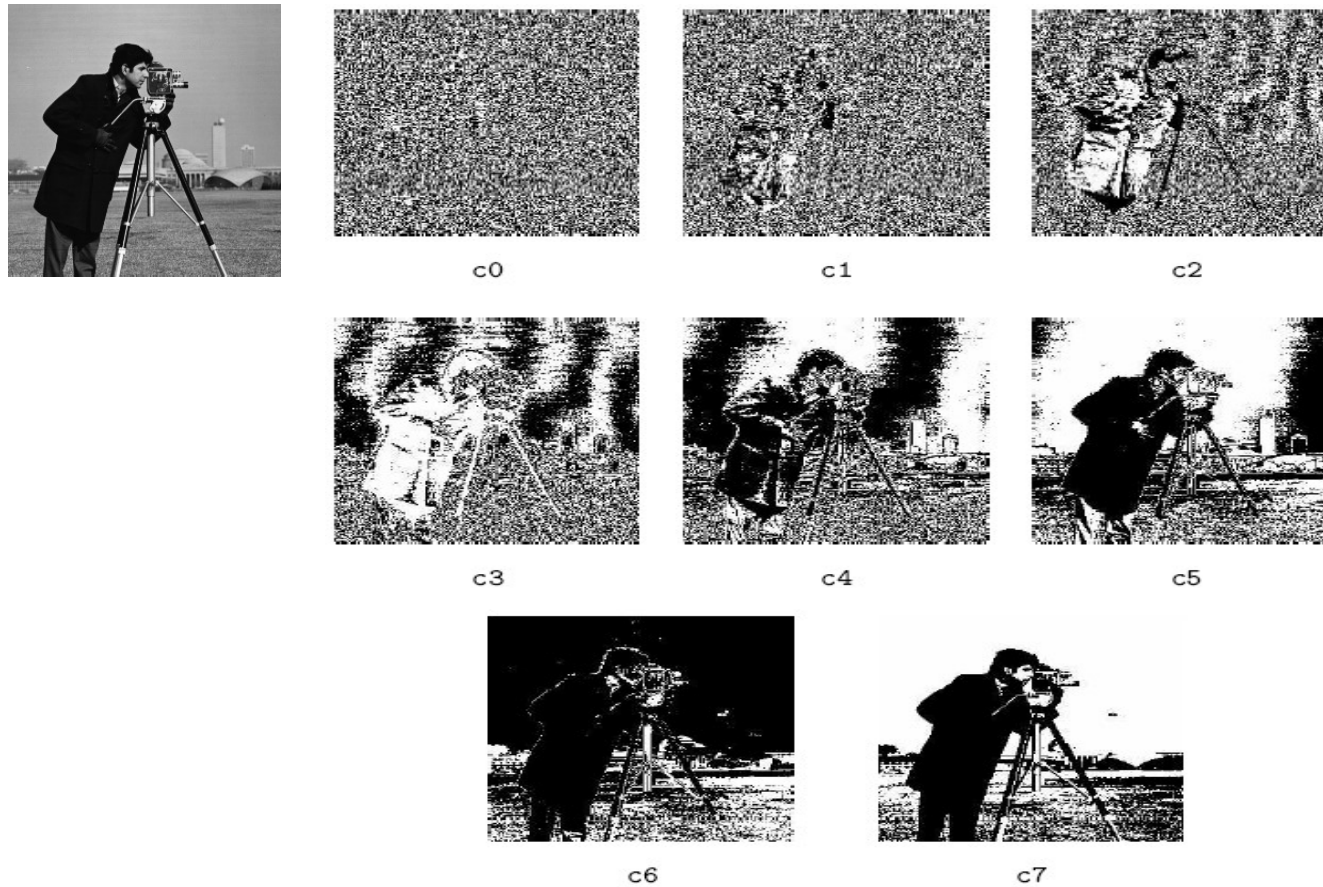


Figure 1.27: The bit planes of an 8-bit greyscale image



# Exercise

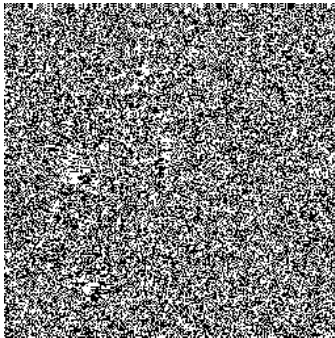
---



**cameraman.bmp**



**cameraman1.bmp**



**bo**

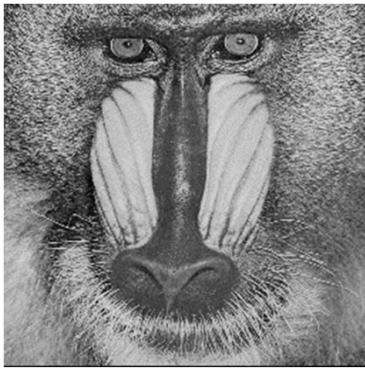


**bo**



# Exercise

---



x0.5

+



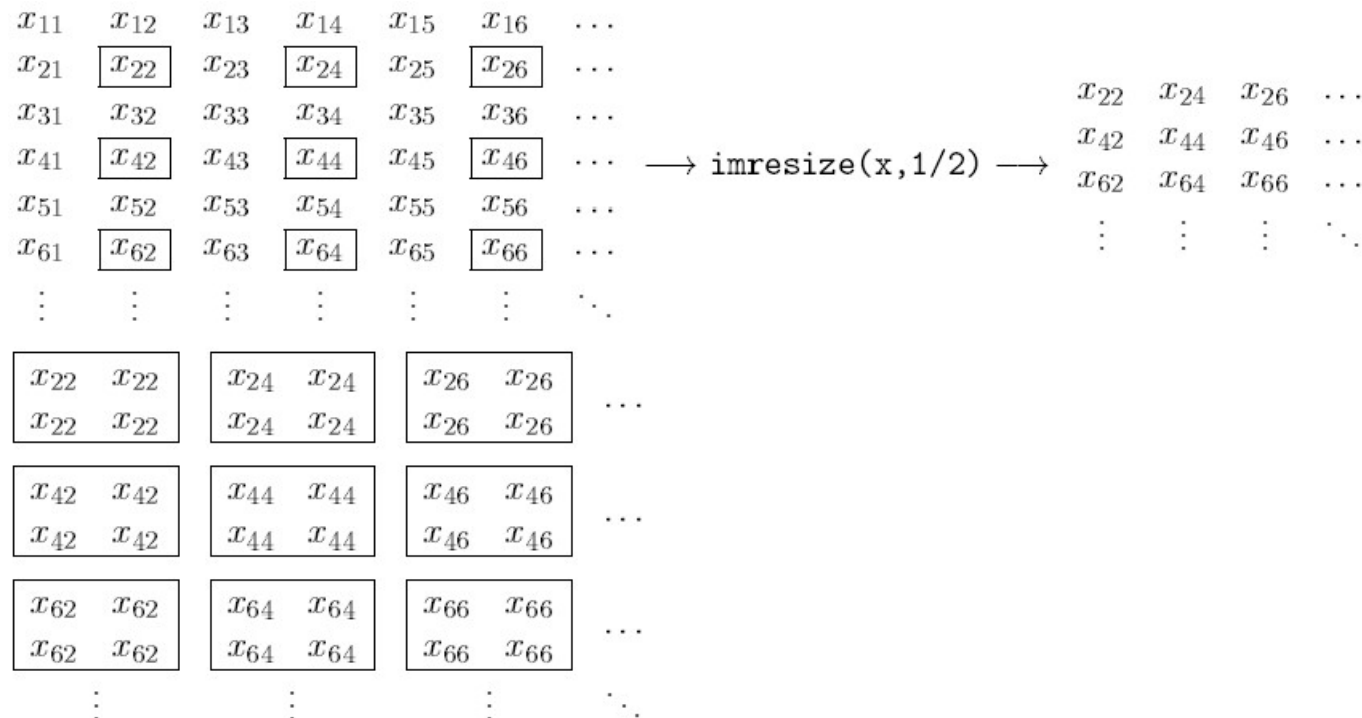
x0.5

=



# Spatial Resolution

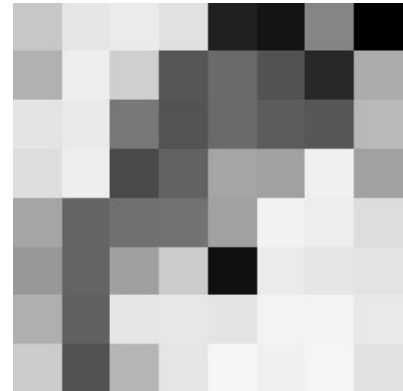
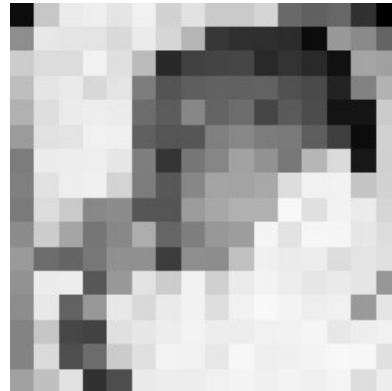
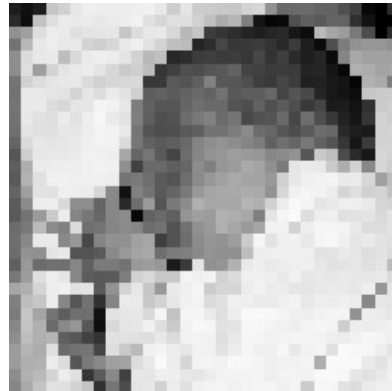
- Spatial resolution is density of pixels over the image: the greater the spatial resolution, the more pixels and used to display the image.





# Spatial Resolution

---

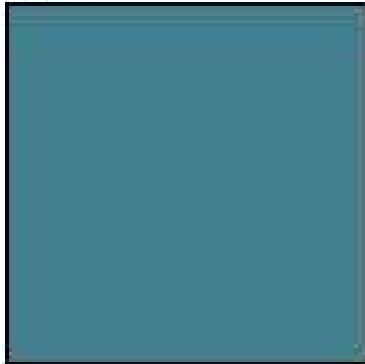




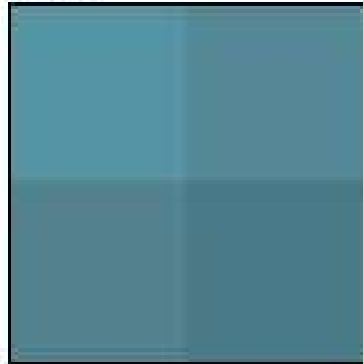
# Pixel Resolution

---

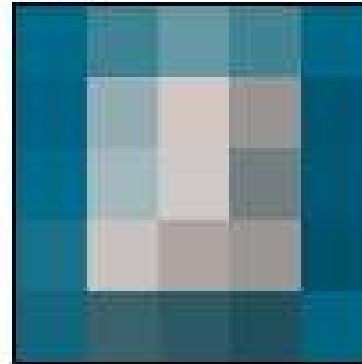
1 x 1



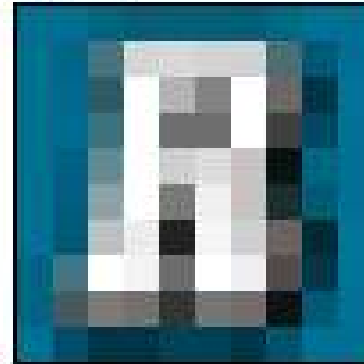
2 x 2



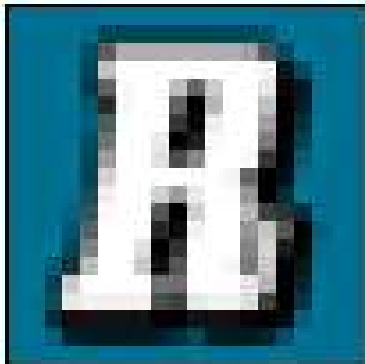
5 x 5



10 x 10



20 x 20



50 x 50



100 x 100



# Quantization

---

- Quantization refers to the number of grayscales used to represent the image.
- There are circumstances in which it may be more practical to represent the image with fewer grayscales.

