SNG

Toby DiPasquale | CBCG.net

Image credit: http://www.theadvocates.org/celebrities/images/eric-raymond2.jpg

FAQ

Portable Network Graphics

An Open, Extensible Image Format with Lossless Compression

(*Not* Related to Papua New Guinea, the Pawnee National Grassland, the Professional Numismatists Guild or the "Pack 'N' Go" format)

ome Site, maintained by Greg Roelofs. Our hero likes to speak of himself in the third person, but don't let tha
serious set of reference pages for locating information, applications and programming code related to the thir

Image credit: http://www.libpng.org/pub/png/

Scriptable?

```
#SNG: This is a synthetic SNG test file

# Our first test is a paletted (type 3) image.
IHDR: {
   width: 16;
   height: 19;
   bitdepth: 8;
   using color: palette;
   with interlace;
}

# Standard gamma
gAMA: {0.45}

# The parameters are the standard values in the
Specification section 4.2.2.3.
cHRM {
   white: (0.31270, 0.32900);
   red:   (0.6400,  0.3300);
   green: (0.3000,  0.6000);
   blue:  (0.1500,  0.600);
}
...
```

```
# This cannot coexist with the iCCP chunk.
# sRGB {1}   # This value conveys `relative
colorimetric' intent.

# This cannot coexist with the sRGB chunk.
# First four bytes of profile must be the big-endian
length of the remainder.
# Real profiles at <http://pmt.sourceforge.net/iccp/>.
iCCP {
   name: "dummy profile";
   profile: hex 00 00 00 05 01 02 03 04 05;
}

# Sample bit depth chunk
sBIT: {
  red: 8;
  green: 8;
  blue: 8;
  # gray: 8;  # for non-color images
  # alpha: 8;# for images with alpha
}
...
```

```
# An example palette -- three colors, one of which we
will render transparent
PLTE: {
   (0,     0, 255)
   (255,   0,   0)
   "dark slate gray",
}

# Set a background color
bKGD: {
  # red: 127;
  # green: 127;
  # blue: 127;
  # gray: 127;   # for non-color images
  index: 0;  # for paletted images
}

# Frequencies, for rendering by viewers with small
palettes
hIST: {23, 55, 10}
...
```

```
# Test the pHYs chunk; this data isn't really
meaningful for the image
pHYs: {
   xpixels: 500;
   ypixels: 400;
   per meter;
}

# Dummy timestamp
tIME {
   year: 1999;
   month: 11;
   day: 22;
   hour: 16;
   minute: 23;
   second: 17;
}

# Dummy offset
oFFs {
   xoffset: 23;
   yoffset: 17;
   unit: micrometers
}
...
```

..and so on...

```
IMAGE: {
   pixels base64
2222222222222222
2222222222222222
0000001111100000
0000011111110000
0000111001111000
0001110000111100
0001110000111100
0000110001111000
0000000011110000
0000000111100000
0000001111000000
0000001111000000
0000000000000000
0000000110000000
0000001111000000
0000001111000000
0000000110000000
2222222222222222
2222222222222222
}
```

ZOMG!!1!

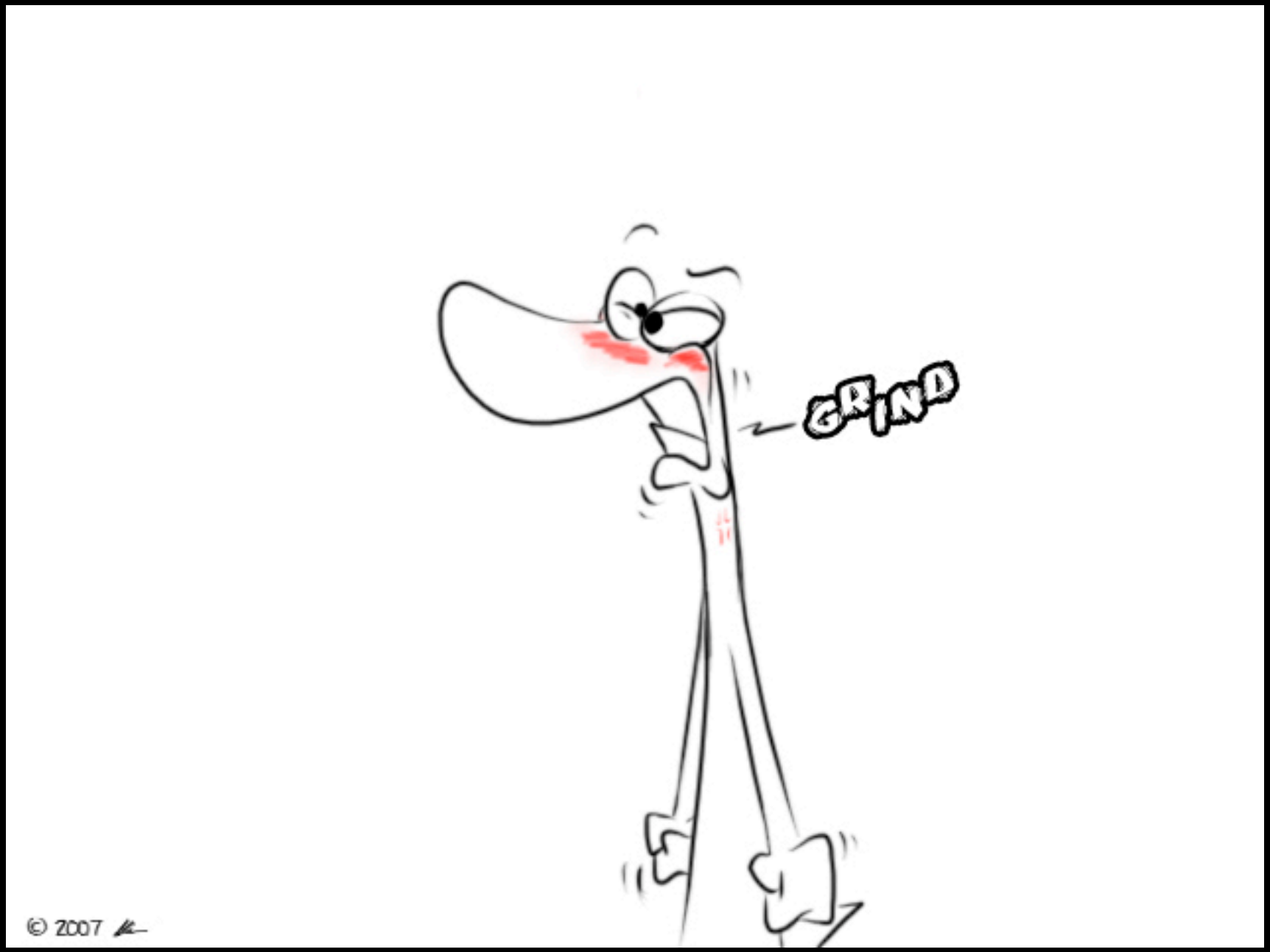

Image credit: http://blog.lib.umn.edu/sabon003/architecture/frustration.jpg

Verdict?

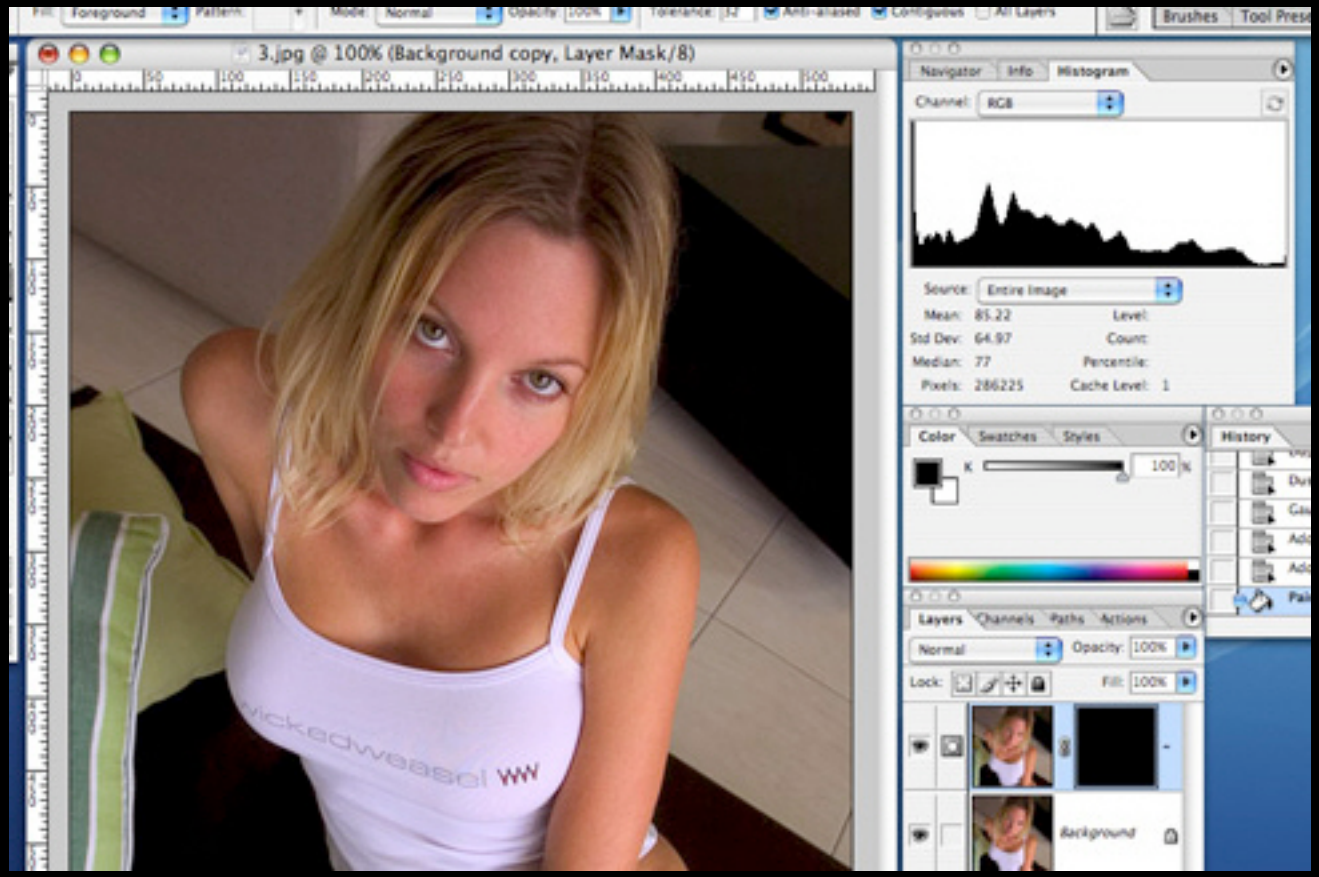

Image credit: http://www.smashingmagazine.com/images/photoshop/airbrush.jpg

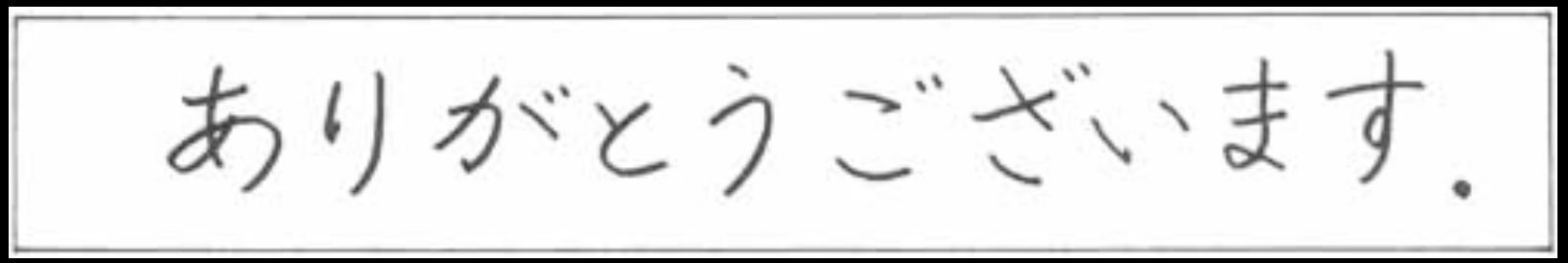

Image credit: http://japanese.about.com/library/blsjp53_8.htm