For this discussion post, I have decided to write about my experience with the introductory image tutorial because I was interested to see how Matplotlib would handle images even though it was only able to handle PNG files.

Within the tutorial, it explains why the library can handle primarily unit8 data for images. For me not knowing much about how bits are used for the displayed images, the tutorial expressed how the displays that are loaded only use this format because that’s the capacity that a human eye can see for colors.

With looking at the capabilities of the library, you are able to apply different schemes to the image to portray several aspects to your audience. In the Matplotlib library, I looked further into the color schemes that are available for you to apply on your images. In this other tutorial, it shows various classes of color maps allowing for different functionality of the colors. The scheme that I thought was the most interesting of them was the ability to apply the heat map unto the bug image that was used for the tutorial.

One part of the tutorial that caught my interest was how they applied the image to a histogram to understand the variety of colors within the image.

References:

Choosing Colormaps in Matplotlib. (n.d.). Retrieved March 26, 2020, from <https://matplotlib.org/tutorials/colors/colormaps.html>

Image tutorial. (n.d.). Retrieved March 26, 2020, from <https://matplotlib.org/tutorials/introductory/images.html#sphx-glr-tutorials-introductory-images-py>