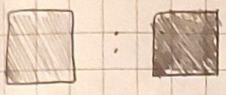
Osvrt na predavanje Kodiranje i obrada piksela

U ovoj lekciji govorimo o ispuni piksela tojest, kako se ispunjava površina piksela

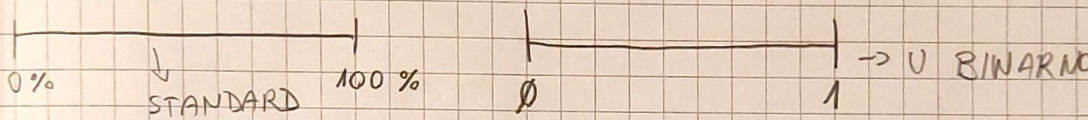
1 bit =  ili  => 2 moguće kombinacije znači možemo imati samo dvije nivoće 

- zatamnjenje = samo 2 sive razine

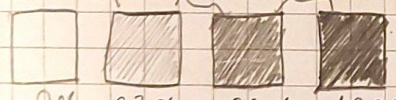


= 2 sive razine ali drugačije nivoće

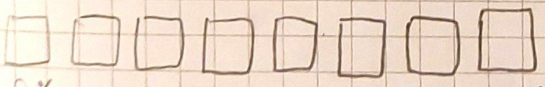
- krajnje granice nivoće su 0% (bijela) i 100% (crna)



- 2 bita => 00 01 10 11 } 4 kombinacije, dakle, 4 sive razine



- 3 bita -> 2^3 kombinacija => 000, 001, 010, 100, 101, 110, 111



8 kombinacija

- 6 bita -> 2^6 = 64 sive razine
- 8 bita -> 2^8 = 256 sivih razina

↳ dovoljno da ljudsko oko ne vidi razliku u naglom prijelazu nijansi

- bitno je raditi s 8 bitova jer se tada gradacije neće jako vidjeti

16 bita

$2^{16} = 2^{10} \cdot 2^6 = 1024 \cdot 64 = 65\,536$ SVIH RAZINA

prva razina je 0 $\Rightarrow 65\,535$

RGB

8 8 8 = 24 bita

$2^{24} = 2^4 \cdot 2^{20} = 16$ MEGABAJTA $\rightarrow \frac{1024}{k} \cdot \frac{1024}{k} = k^2$ $M = k^2$ $G = k^3$ $T = k^4$

$P = k^5 \ldots$