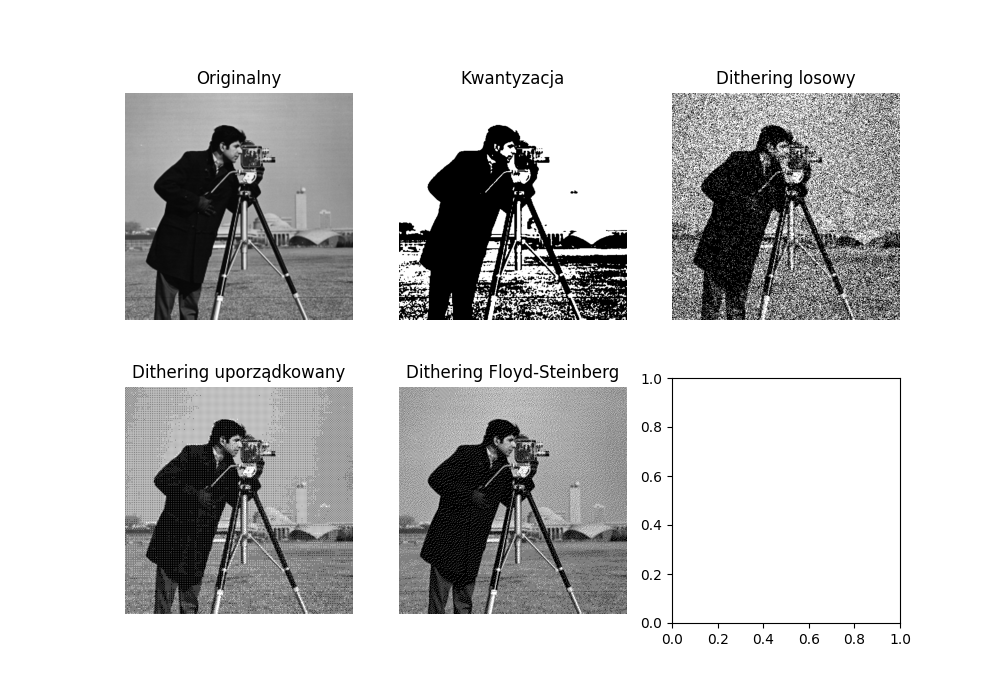
Hubert Jakubiak LAB4

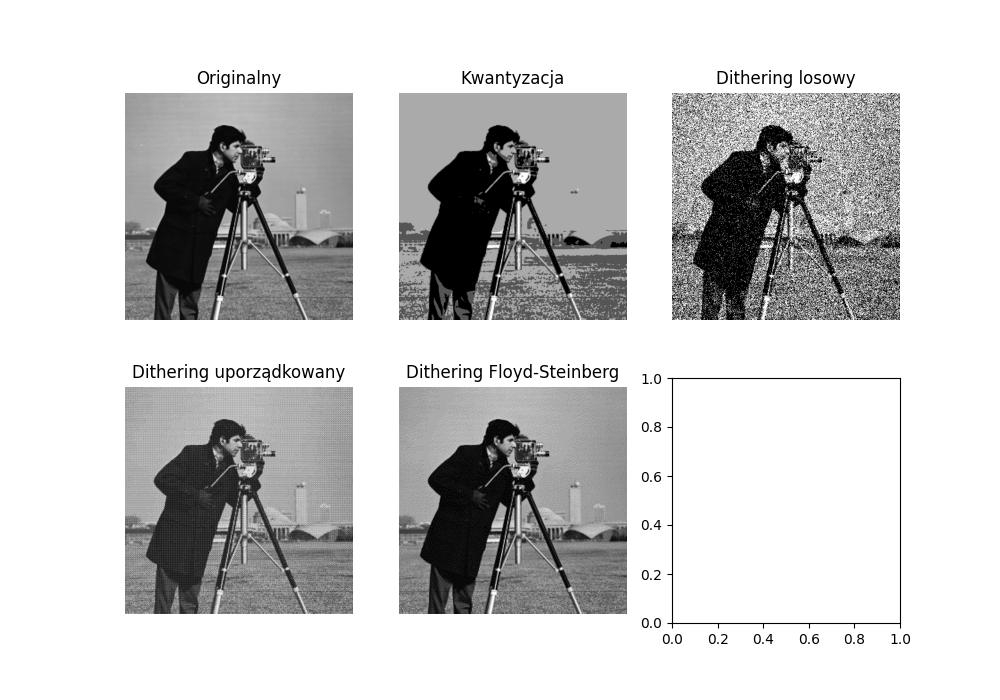
# GS

## IMG = IMG\_GS/GS\_0001.tif

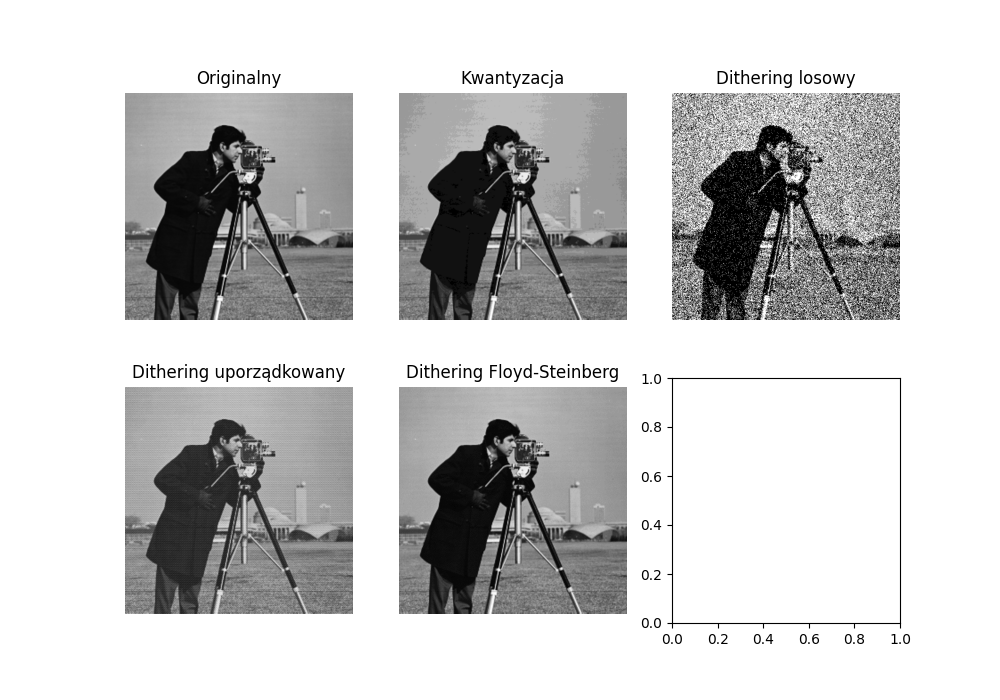
### Pallet = 2



### Pallet = 4



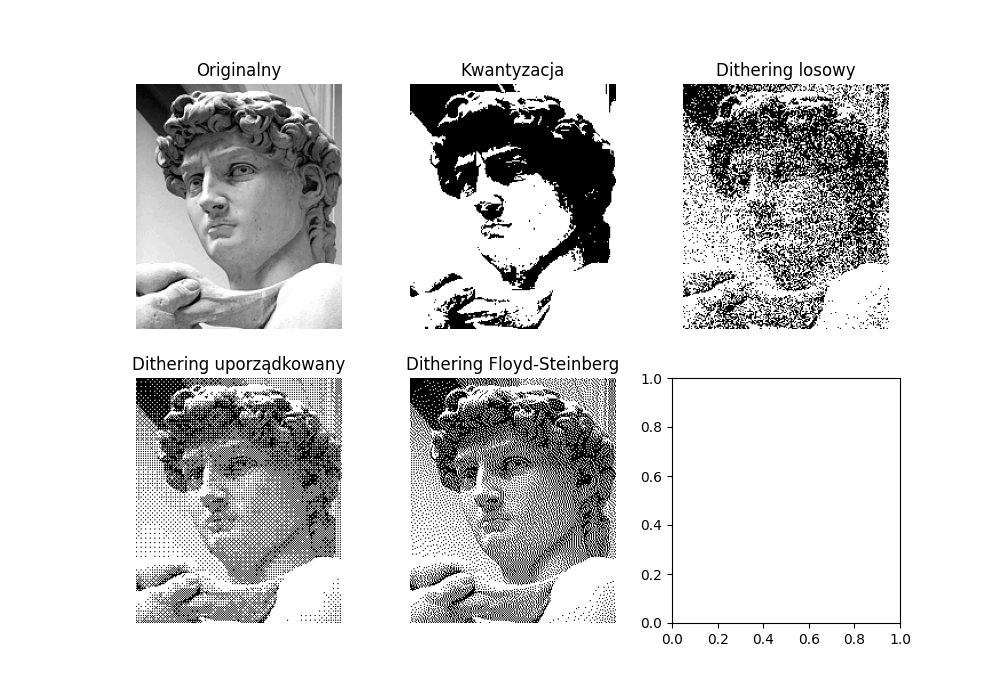
### Pallet = 16



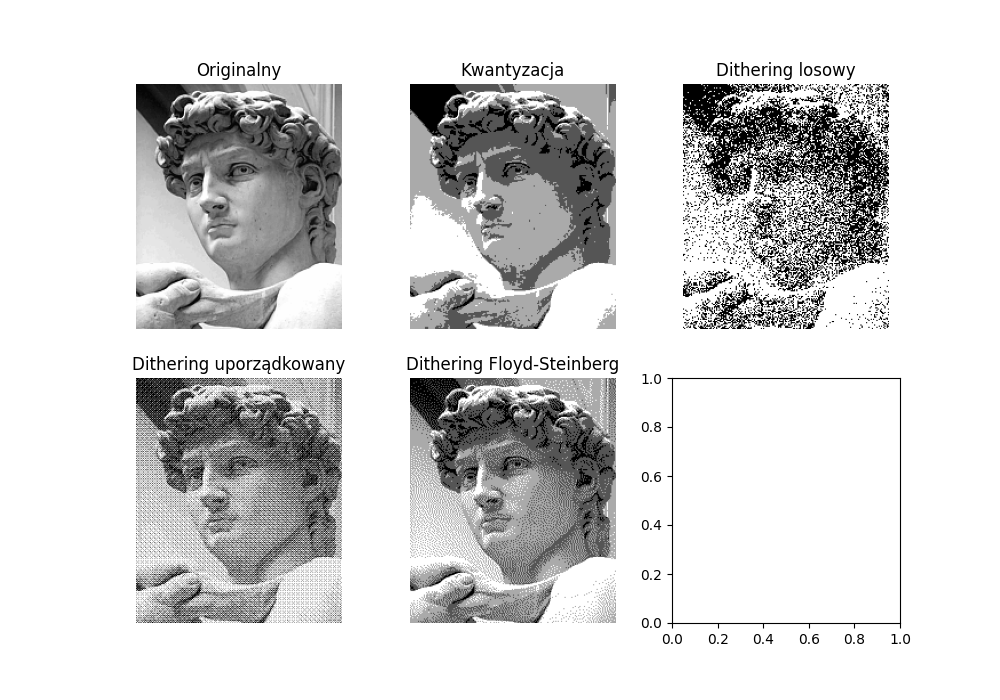
# GS

## IMG = IMG\_GS/GS\_0002.png

### Pallet = 2



### Pallet = 4



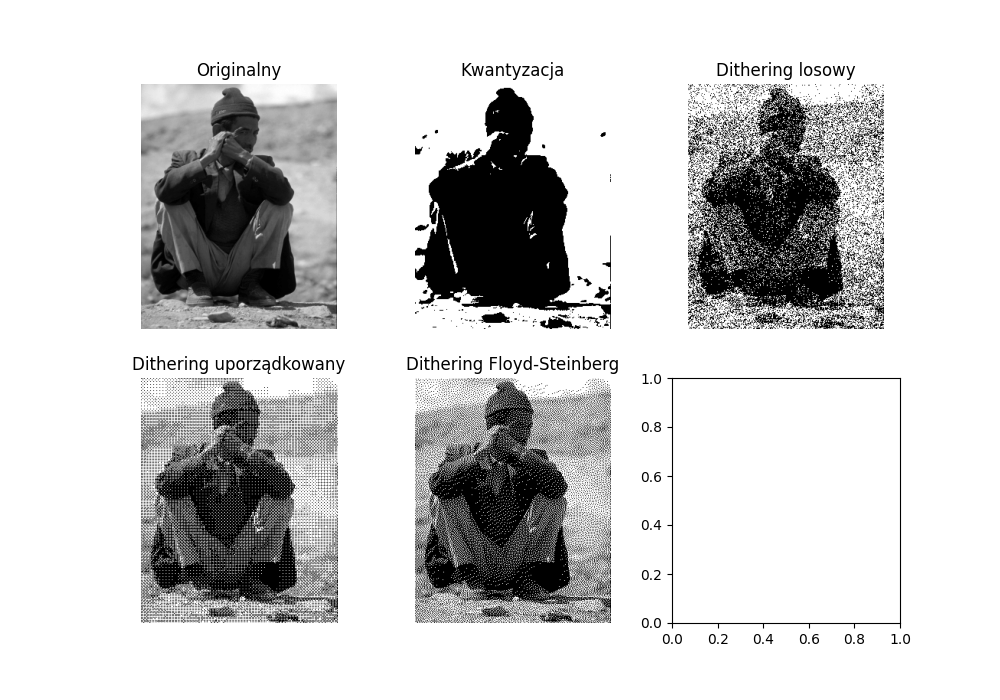
### Pallet = 16



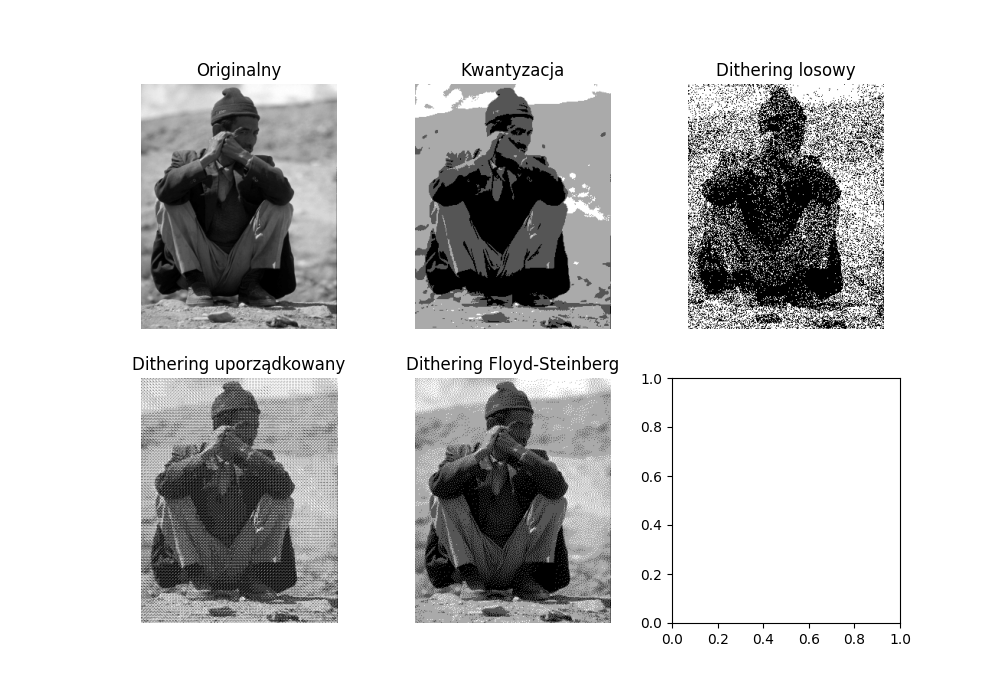
# GS

## IMG = IMG\_GS/GS\_0003.png

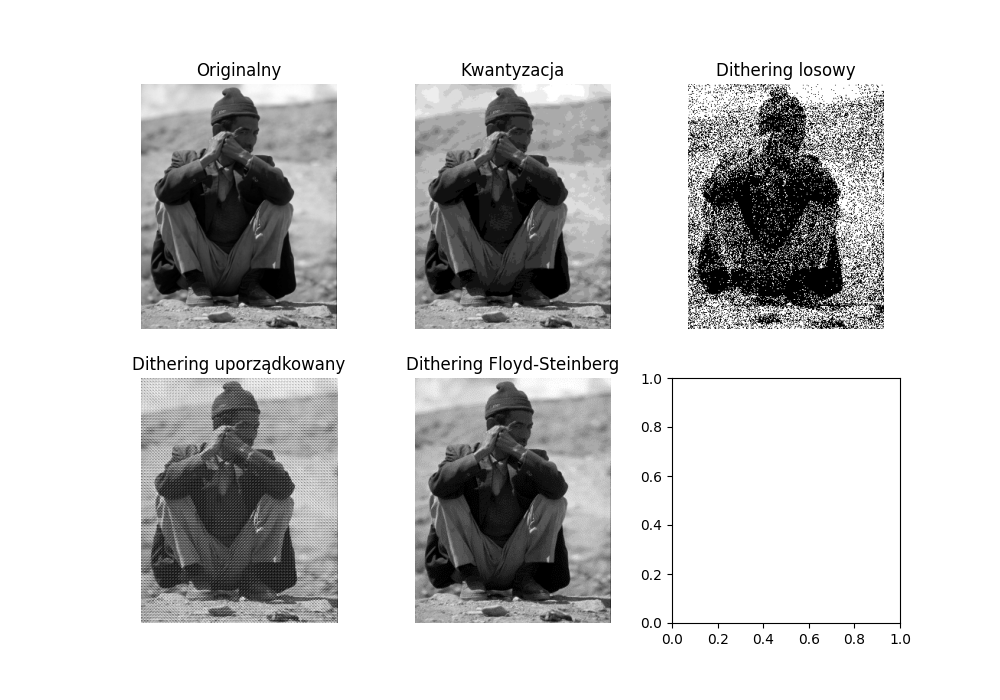
### Pallet = 2



### Pallet = 4



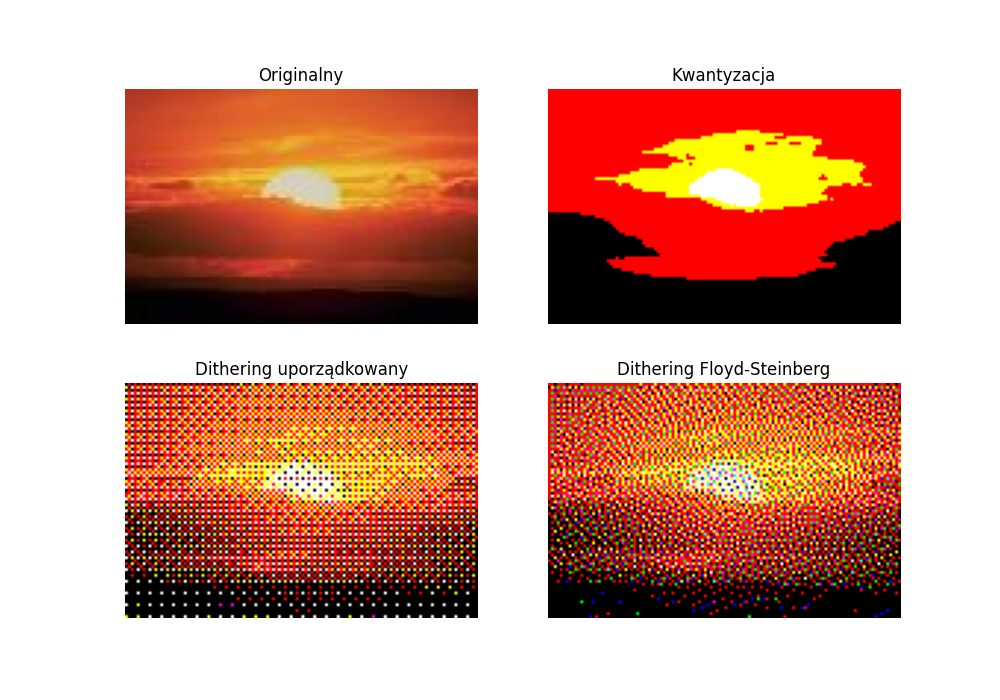
### Pallet = 16



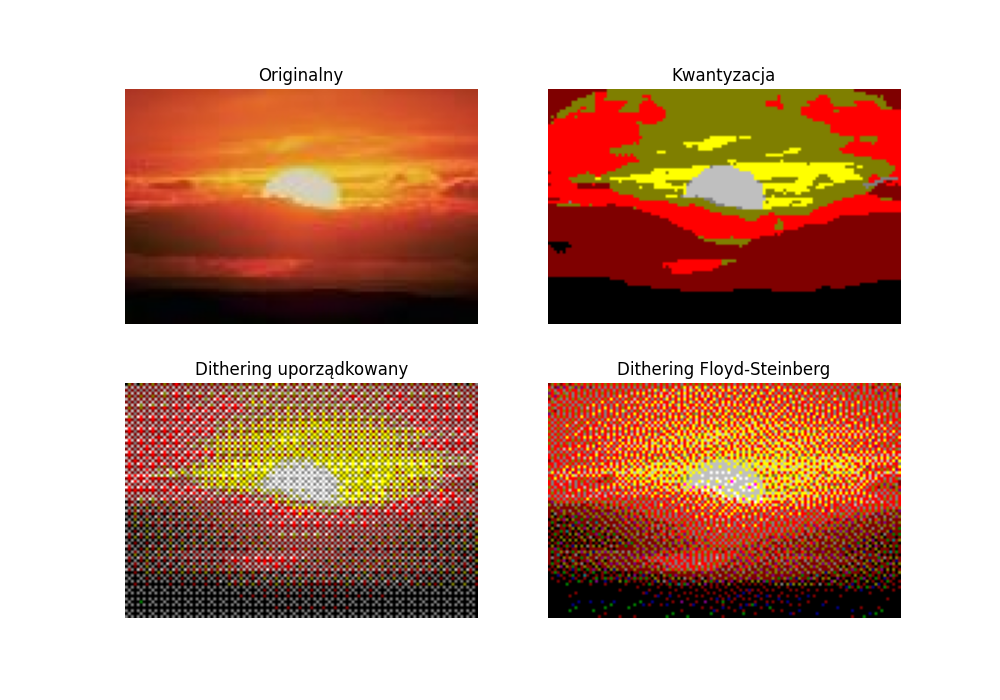
# SMALL

## IMG = IMG\_SMALL/SMALL\_0004.jpg

### Pallet = 8



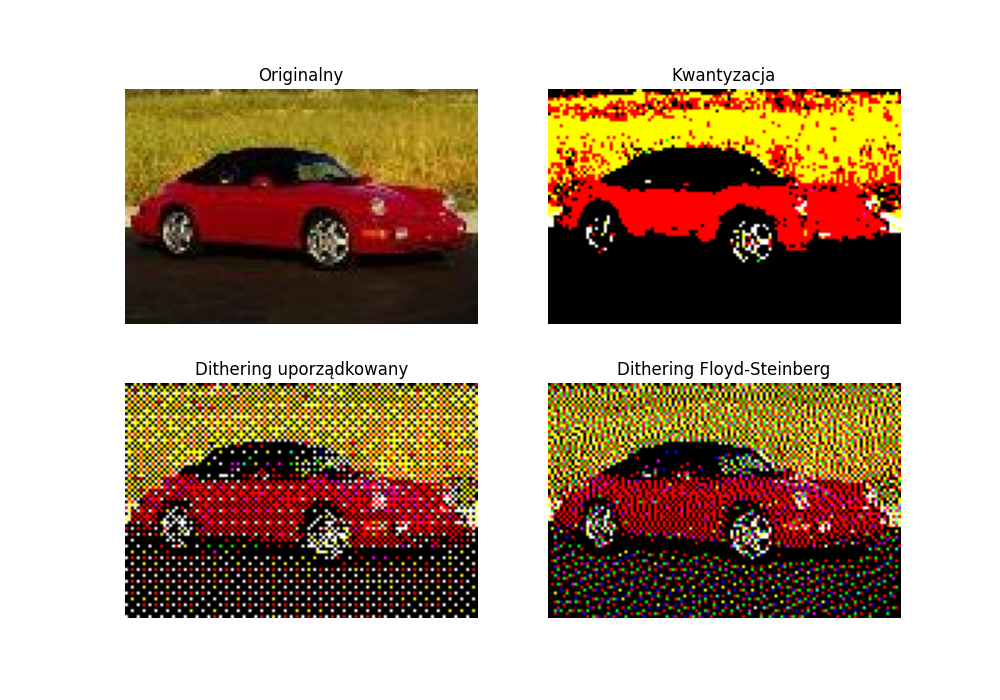
### Pallet = 16



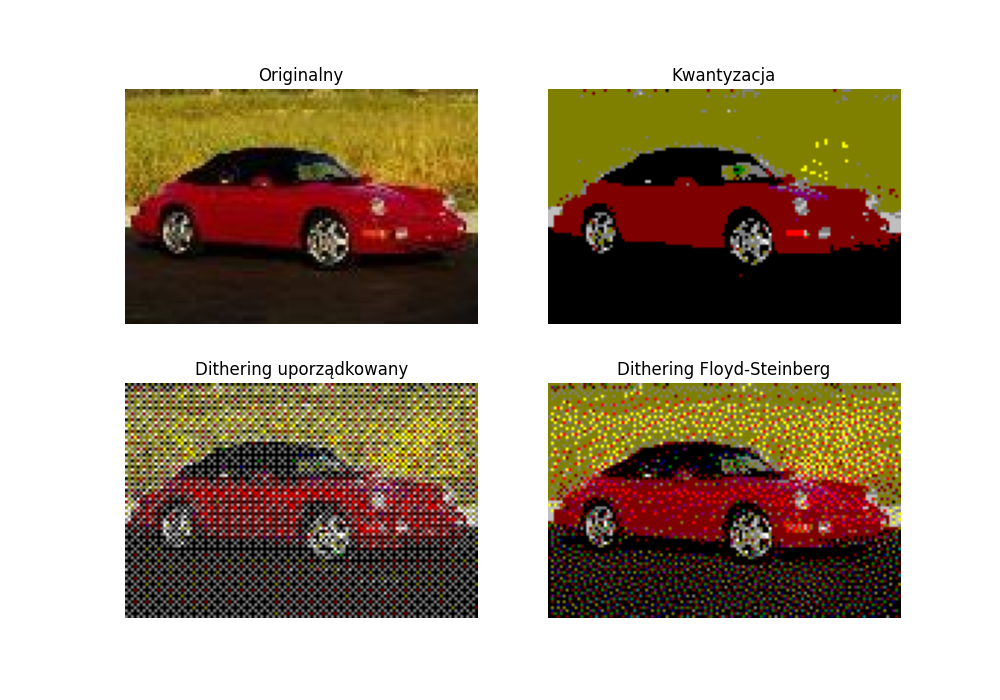
# SMALL

## IMG = IMG\_SMALL/SMALL\_0006.jpg

### Pallet = 8



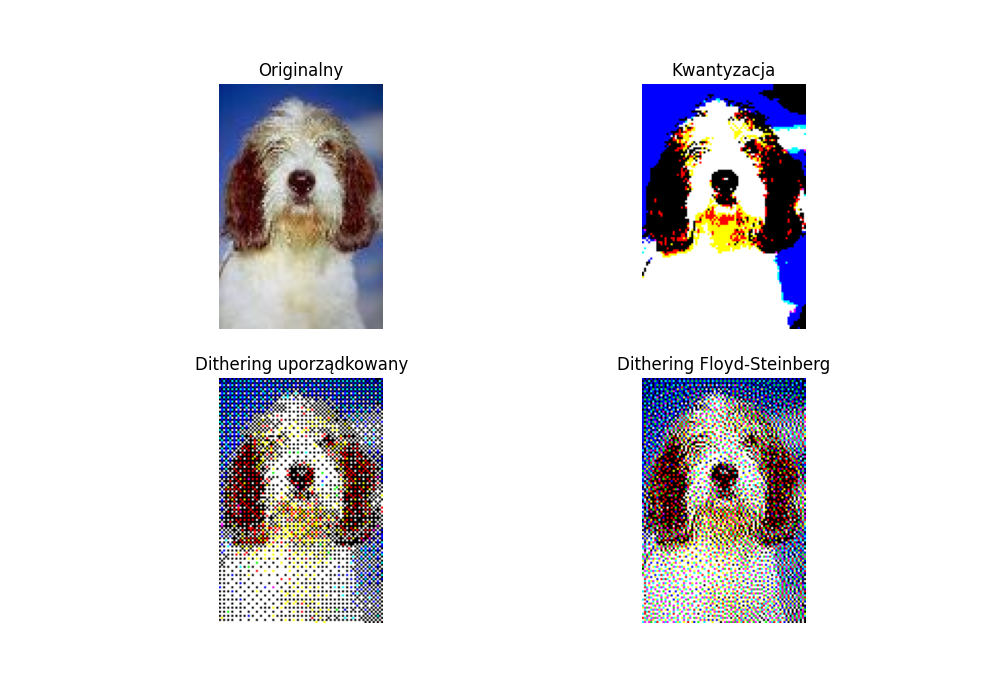
### Pallet = 16



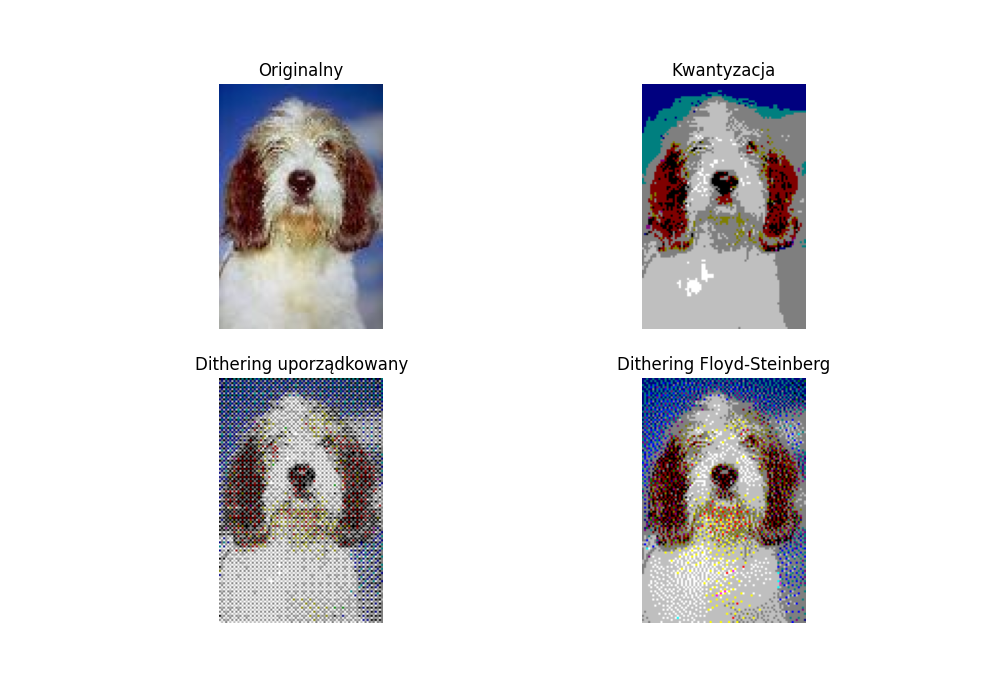
# SMALL

## IMG = IMG\_SMALL/SMALL\_0007.jpg

### Pallet = 8



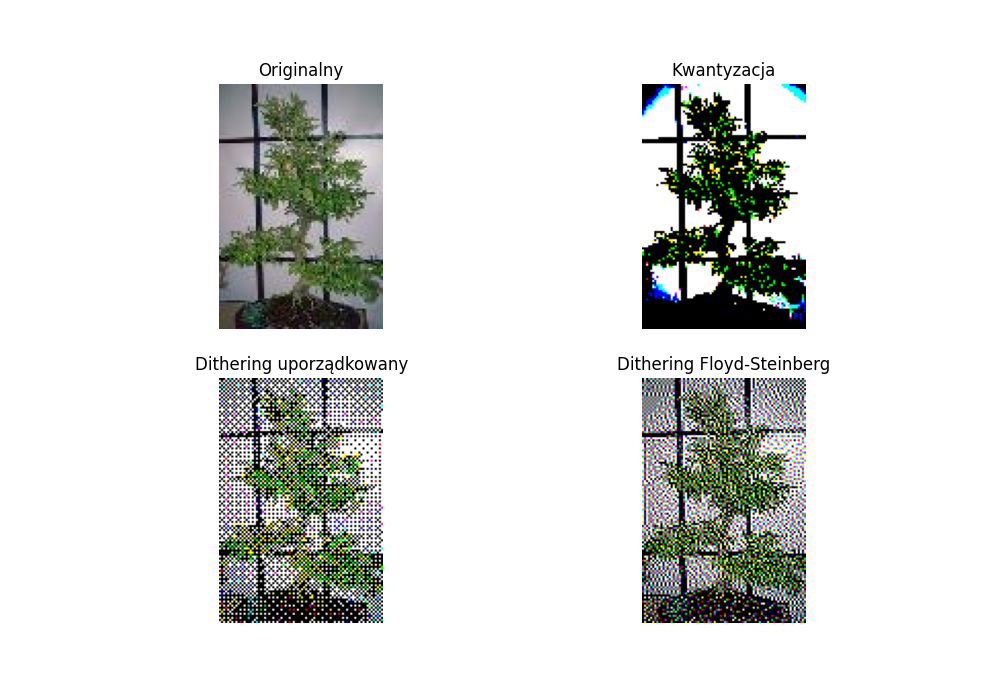
### Pallet = 16



# SMALL

## IMG = IMG\_SMALL/SMALL\_0009.jpg

### Pallet = 8



### Pallet = 16



wnioski:

* Dithering Floyd-Steinberg działa najlepiej, ponieważ najbardziej przypomina oryginalny obraz
* Dithering uporządkowany działa lepiej niż losowy, ale gorzej niż Floyd-Steinberg
* Kwantyzacja działa najgorzej, ponieważ obraz jest bardzo zniekształcony
* Im większa paleta kolorów, tym lepsza jakość obrazu