

# Lecture 02 – Fundamentals of digital imaging I

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<u>joaofmari.github.io</u>

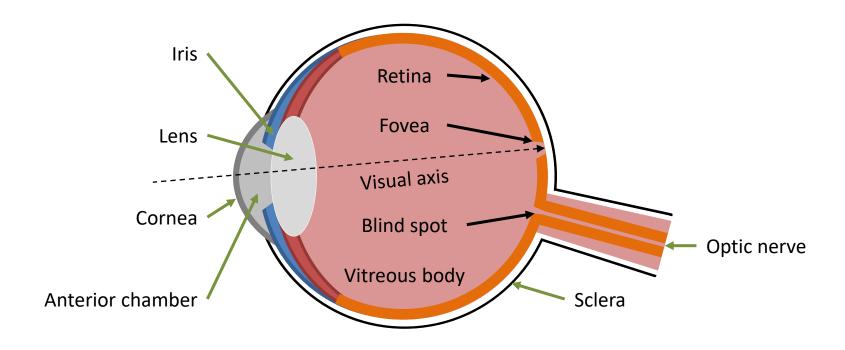
joaof.mari@ufv.br

#### Agenda

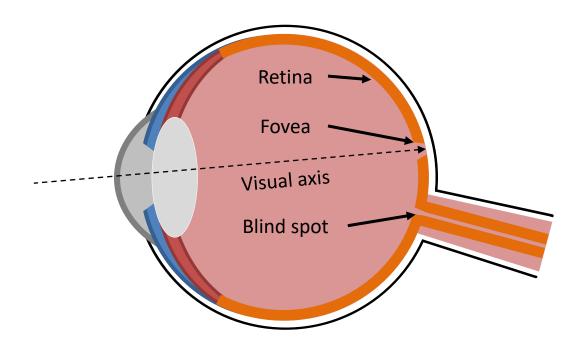


- The human eye
- Photographic camera
- The digital image
- Colored images— RGB
- The RGB color space
- Image acquisition
- CCD sensor and Bayer pattern
- Sampling
- Effects of spatial resolution
- Intensity resolution
- Effects of intensity resolution

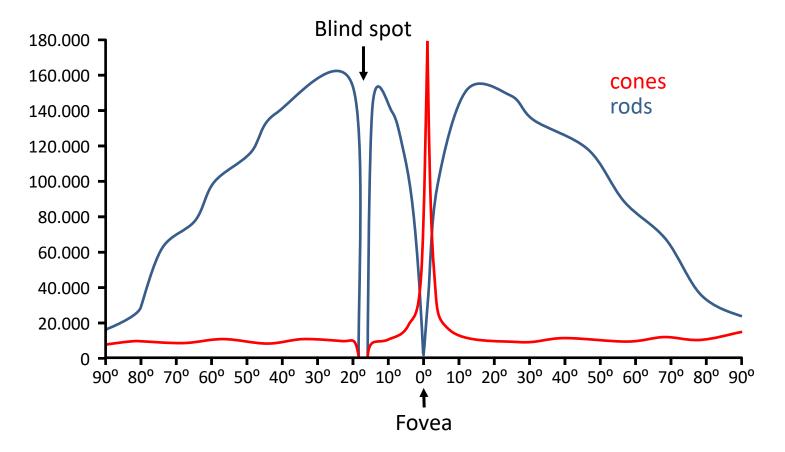




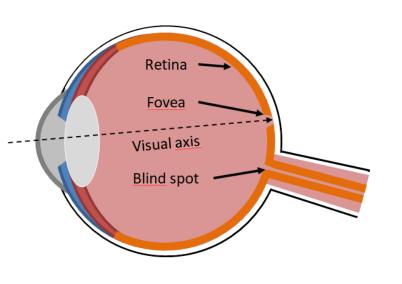


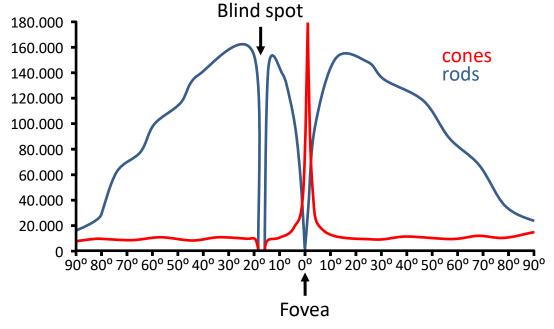




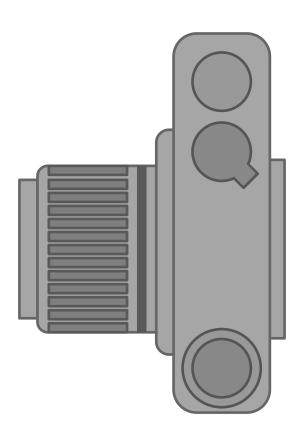




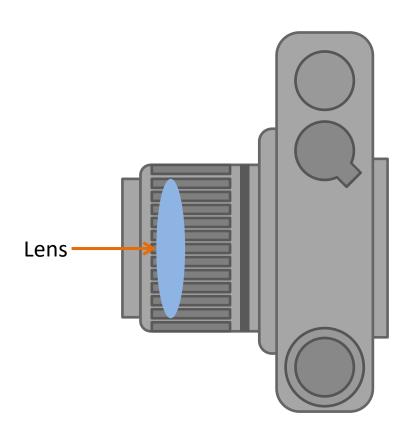




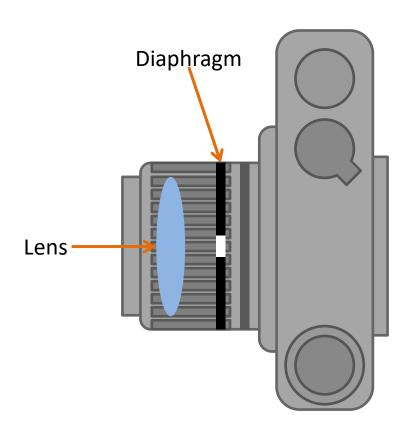




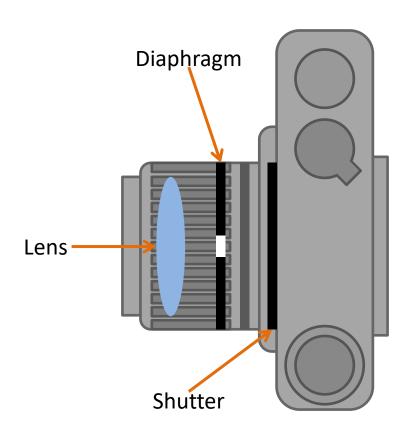




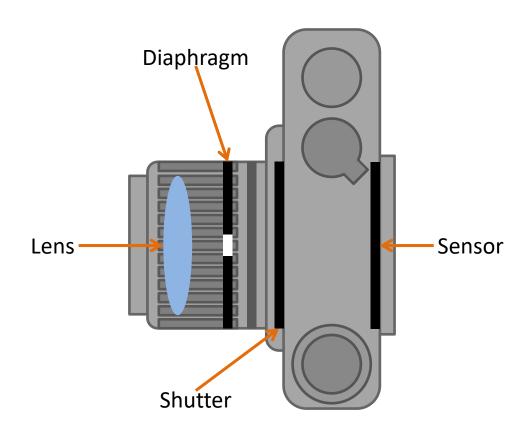




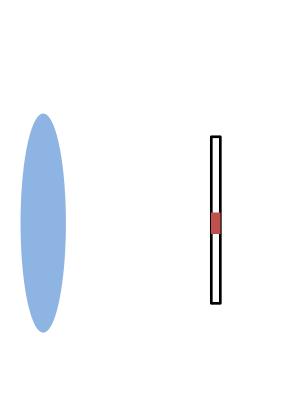


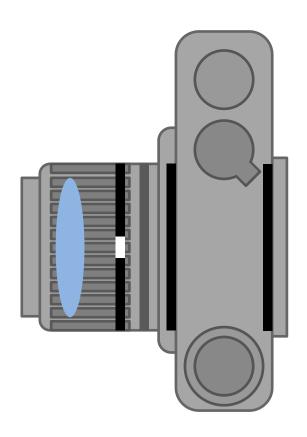




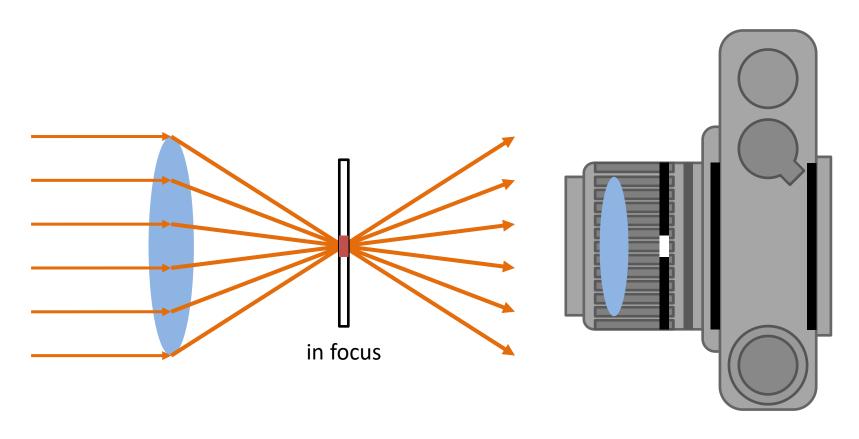




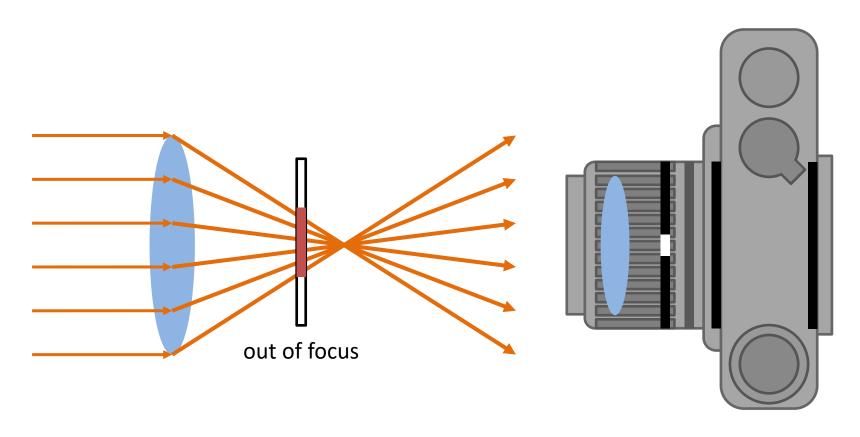




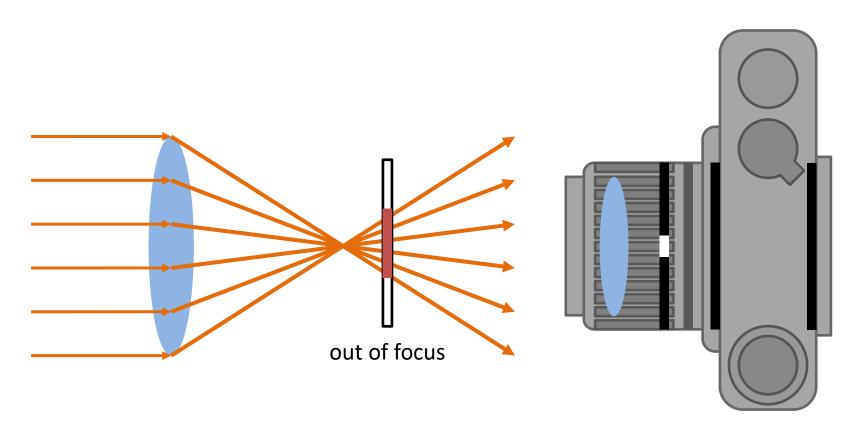






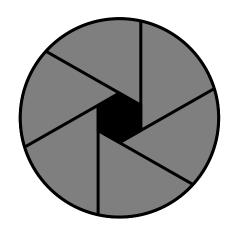


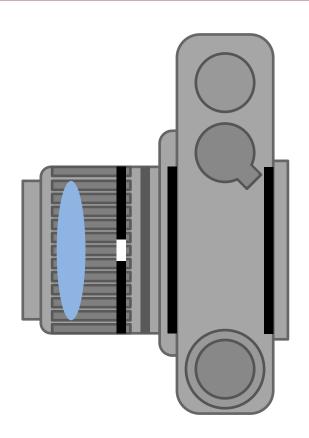




## Photographic camera - diaphragm

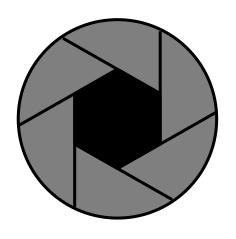


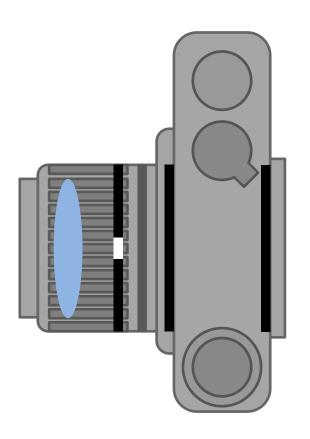




## Photographic camera - diaphragm

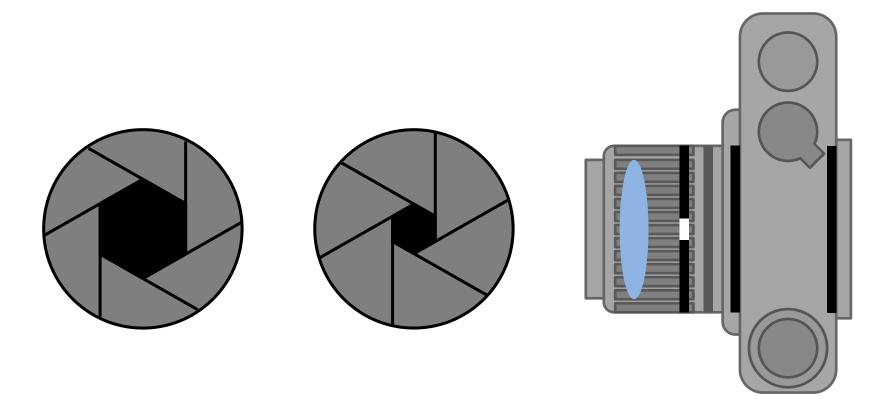






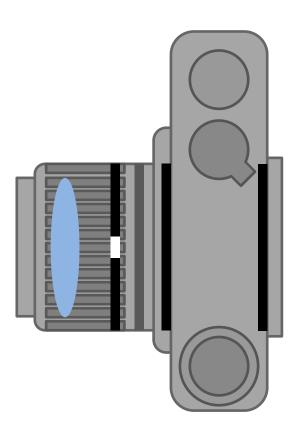
## Photographic camera - diaphragm



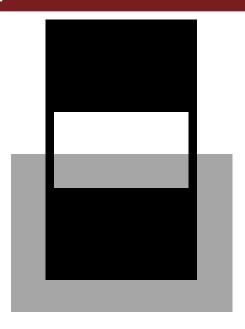


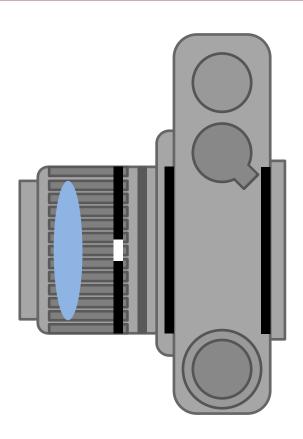




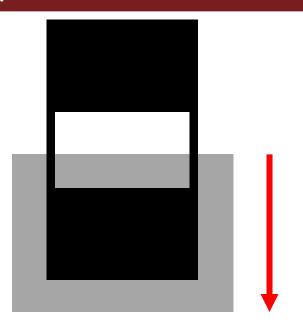


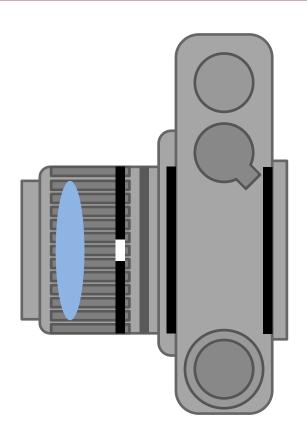




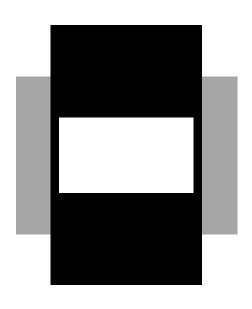


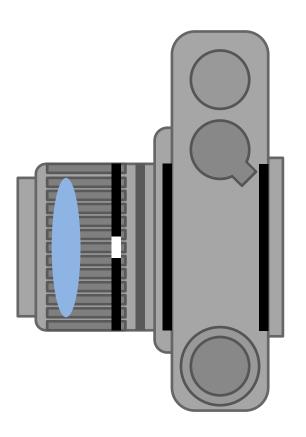




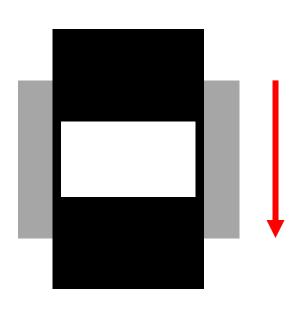


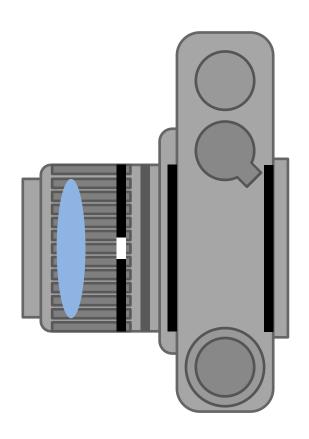




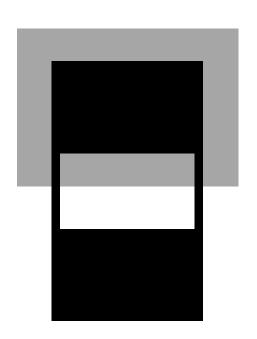


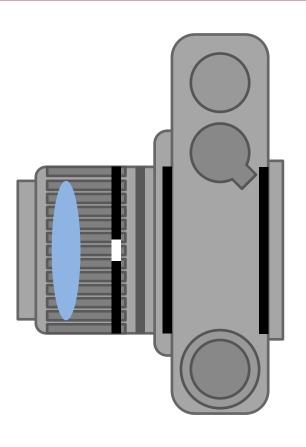




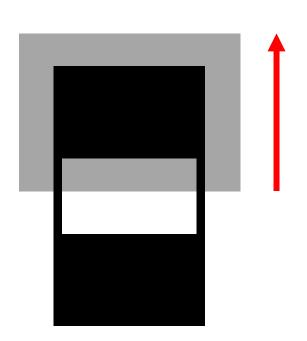


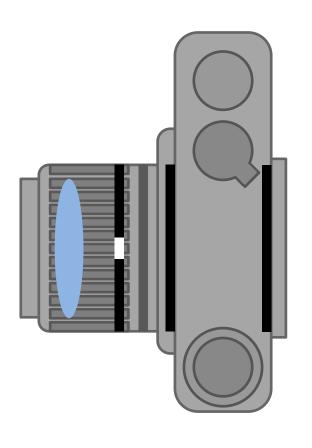




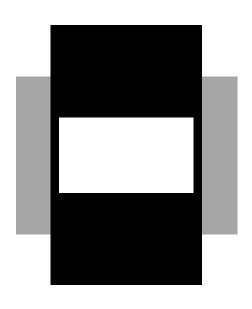


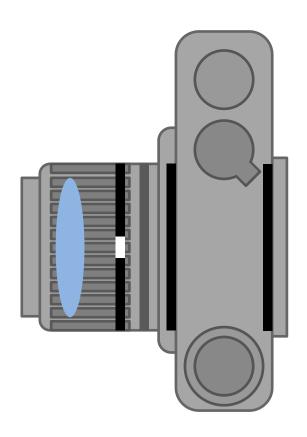




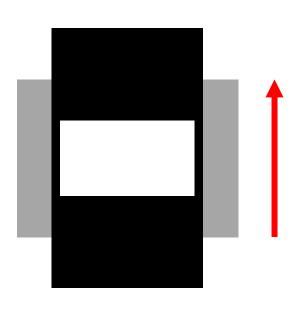


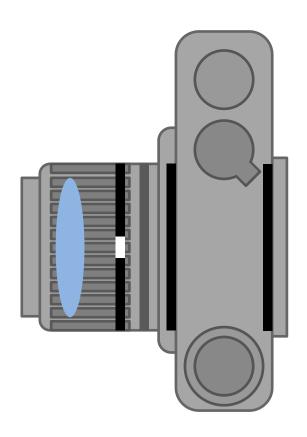




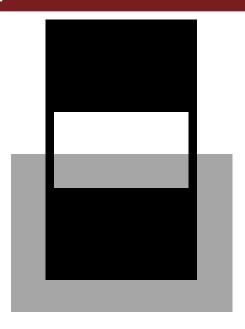


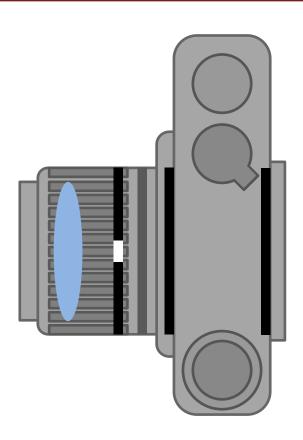














#### Intensity image (gray levels):



Colored image (RGB):



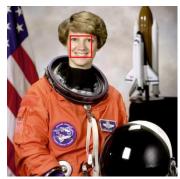


#### Intensity image (gray levels):





#### Colored image (RGB):



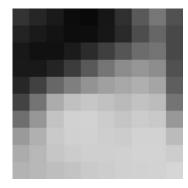




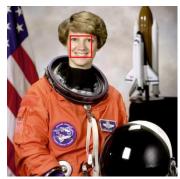
#### Intensity image (gray levels):

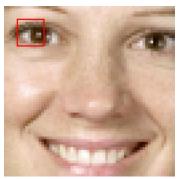






#### Colored image (RGB):



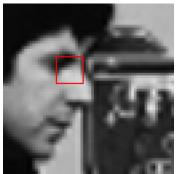


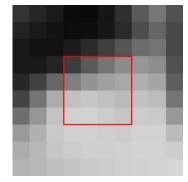


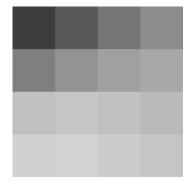


#### Intensity image (gray levels):



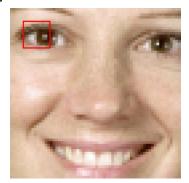


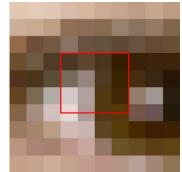


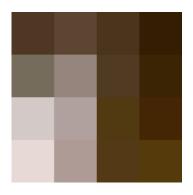


Colored image (RGB):







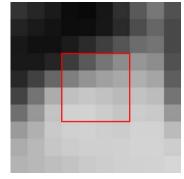




#### Intensity image (gray levels):



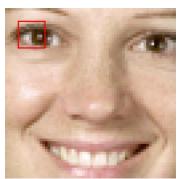


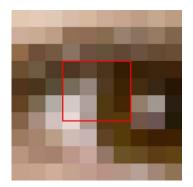


60	89	117	140
127	147	160	168
192	198	193	186
209	210	204	197

#### Colored image (RGB):

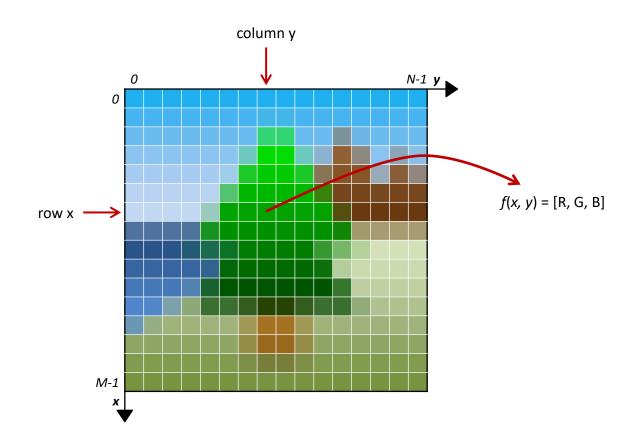






78	92	75	51
56	70	52	30
36	49	28	3
118 108 91	149 133 124		
211 202 200	176 161 158		
231	174	83	85
218	155	57	58
214	150	21	11





M rows N columns M × N pixels

## Colored images - RGB





## Colored images - RGB







R (red)



## Colored images - RGB











G (green)



## Colored images - RGB













G (green)





B (blue)



# Colored images - RGB















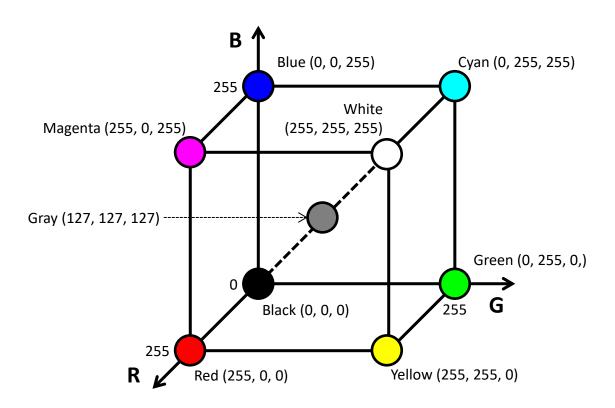






#### The RGB color space











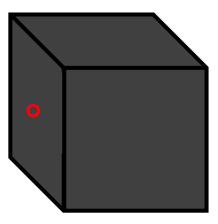








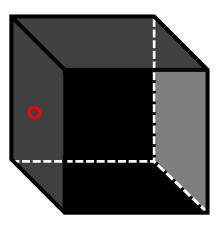




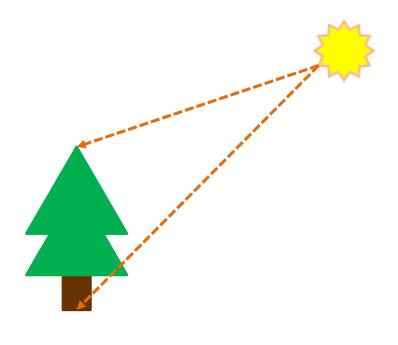


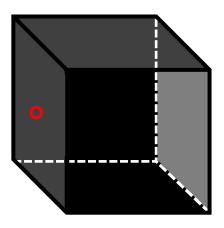




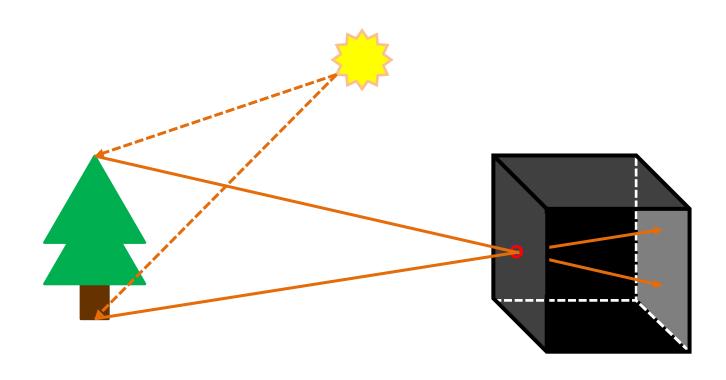




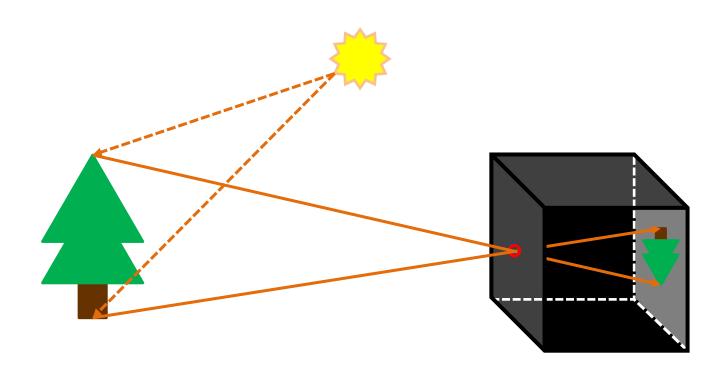




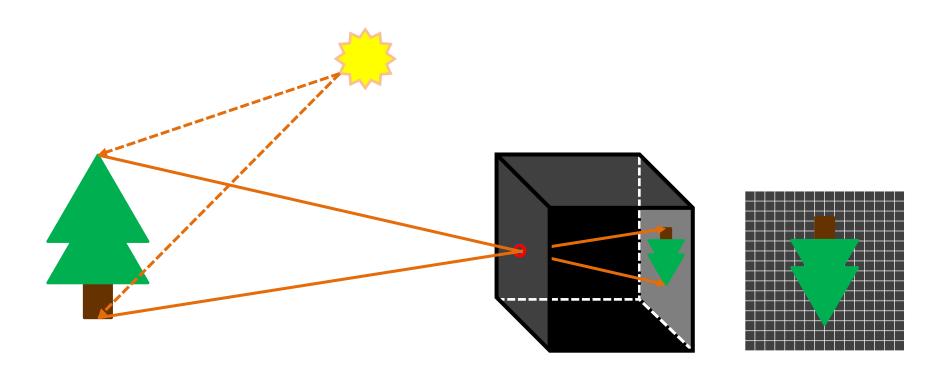




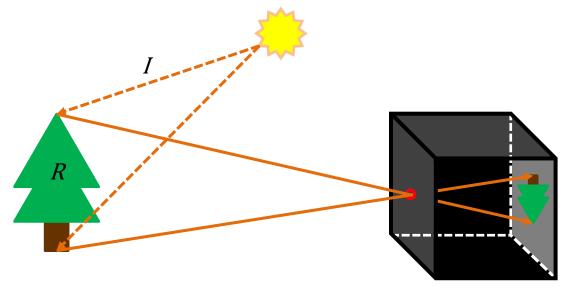












$$0 < i(x,y) < \infty$$

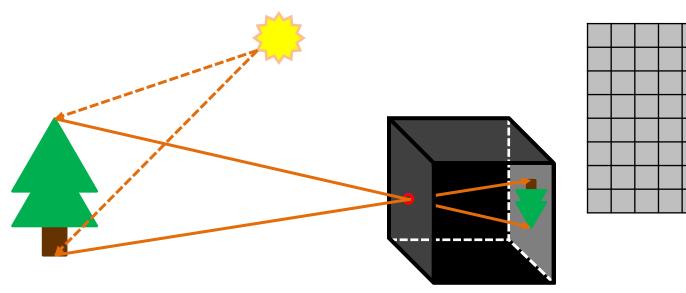
*R* : reflectance

f(X,	y) =	i(X,	<i>y) x</i>	r(x,	V)
-().	//	-()		- ()	"

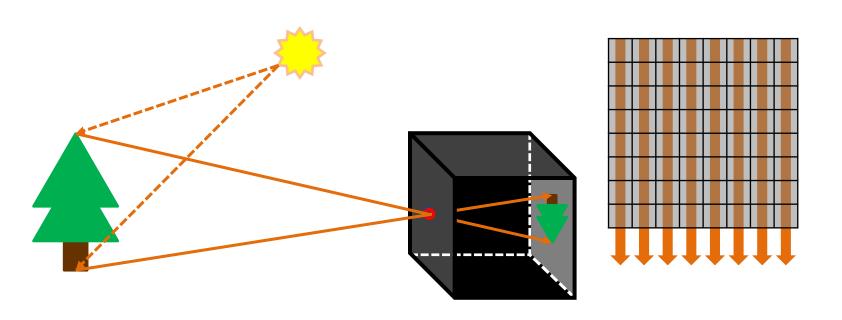
i(x, y)	(in lux ou lumen/m²)
900	Sunny day
100	Cloud day
10	Office
0.001	Clear night

r(x, y)	
0.93	Snow
0.80	White wall
0.65	Stainless steel
0.01	Black velvet

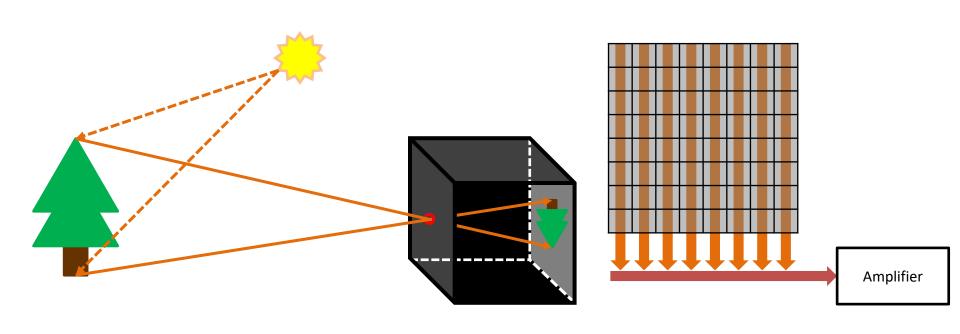




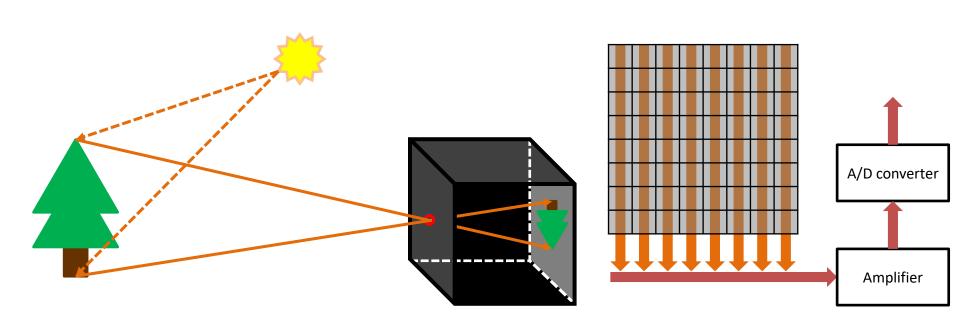




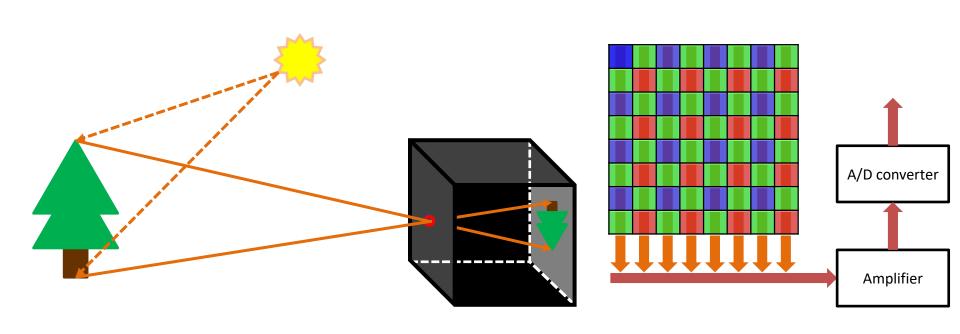




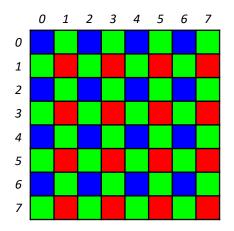




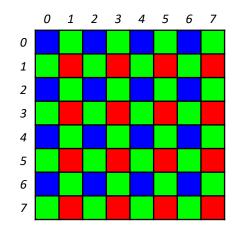


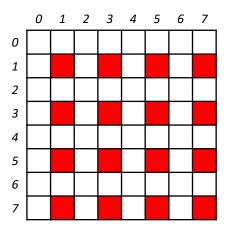


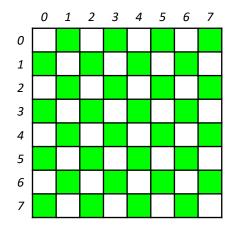


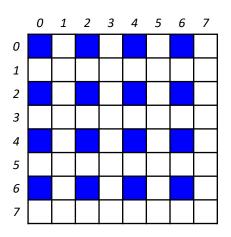




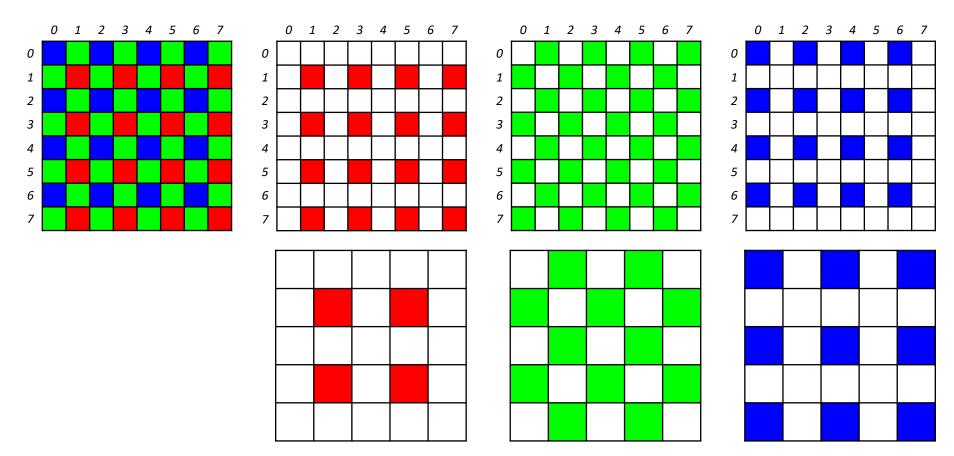




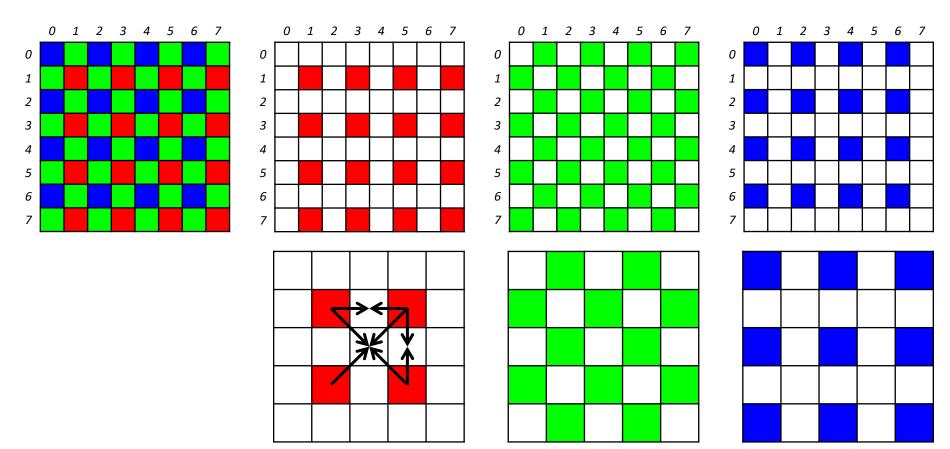




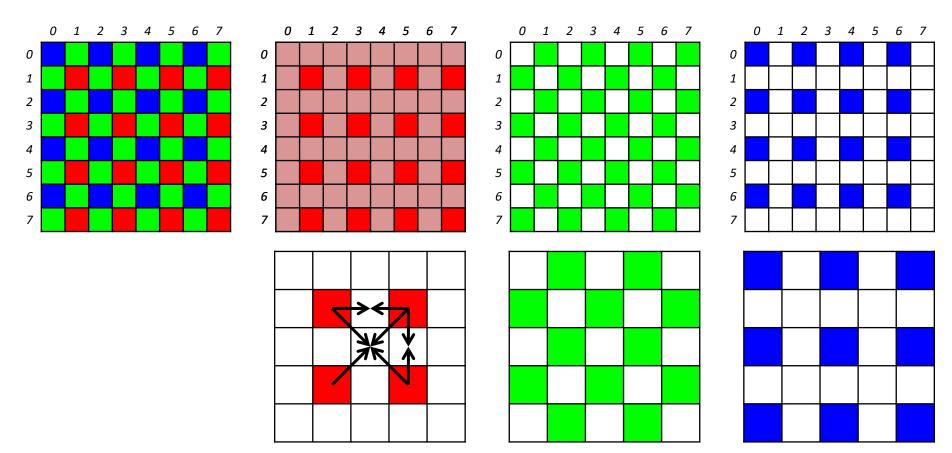




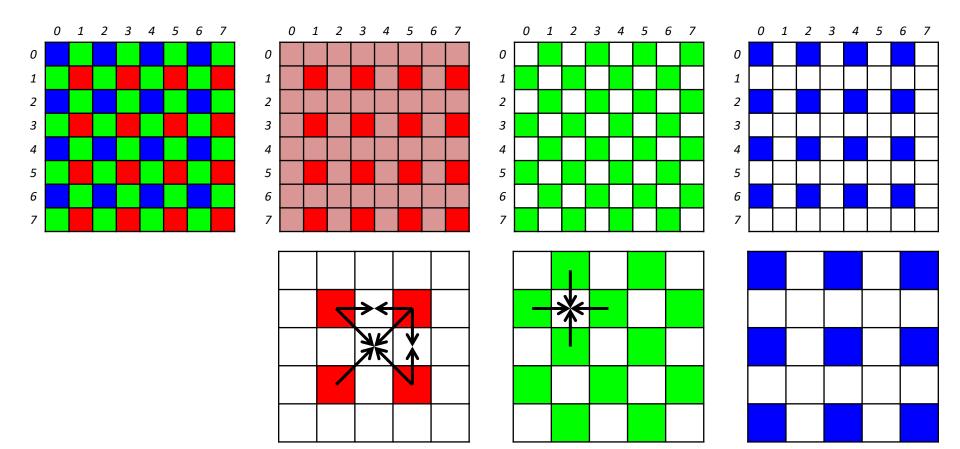




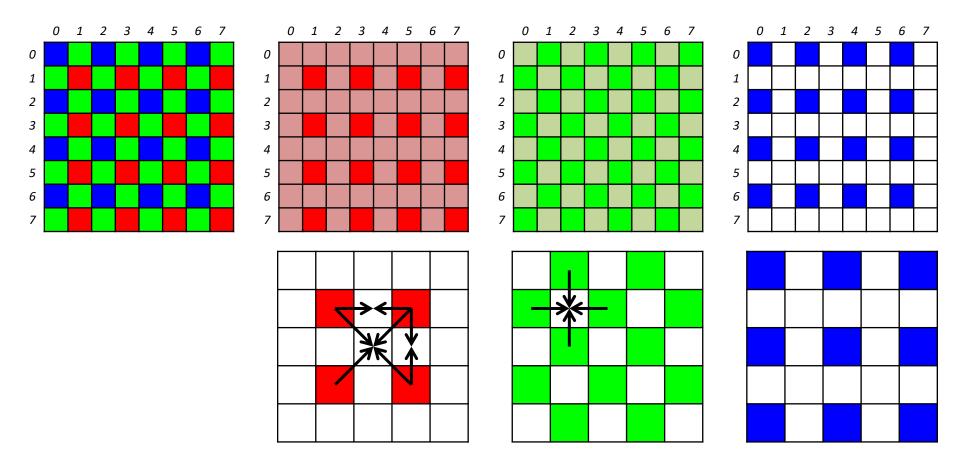




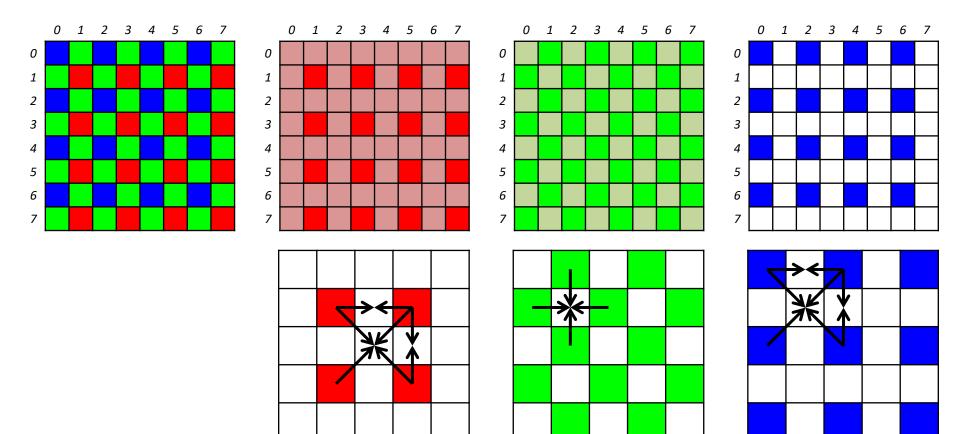




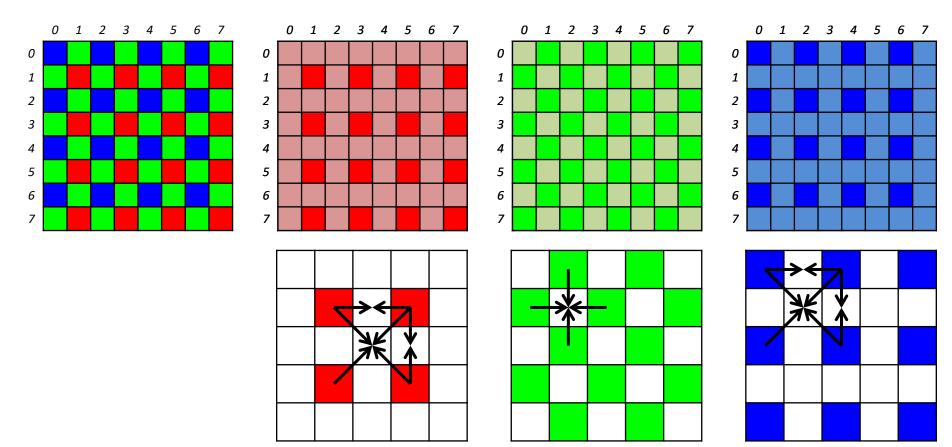




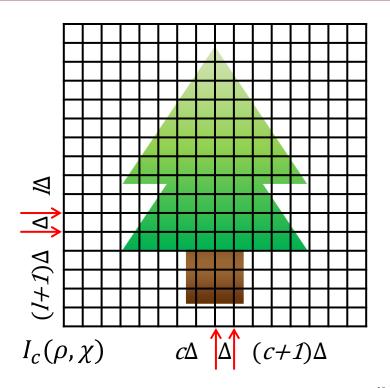


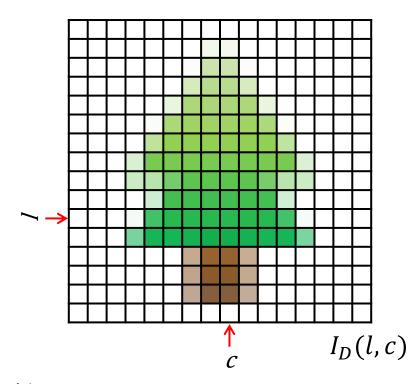












$$I_D = \frac{1}{\Delta^2} \int_{l\Delta}^{(l+1)\Delta} \int_{c\Delta}^{(c+1)\Delta} I_c(\rho, \chi) \delta \rho \delta \chi$$

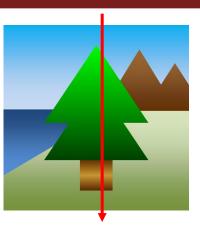
Based on: Alan Peters, 2019.





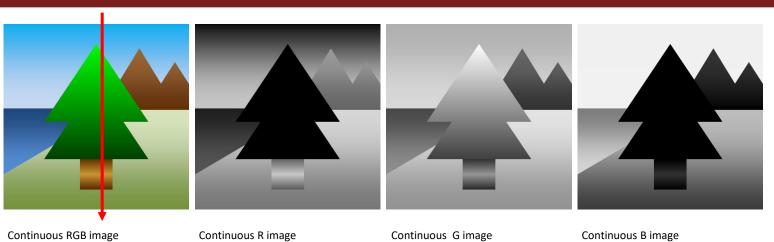
Continuous RGB image



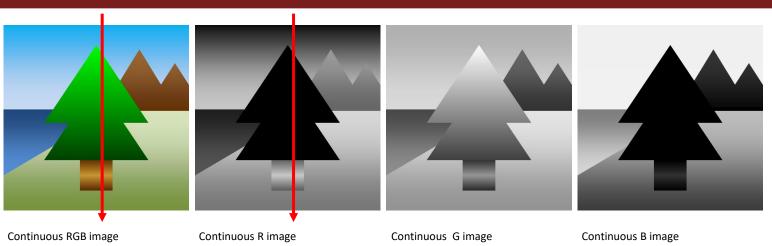


Continuous RGB image

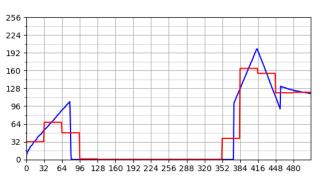




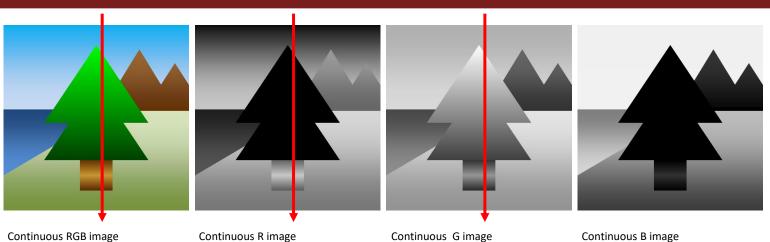


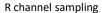


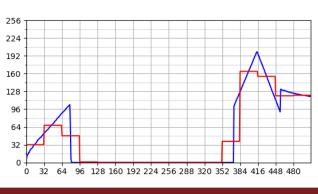
#### R channel sampling



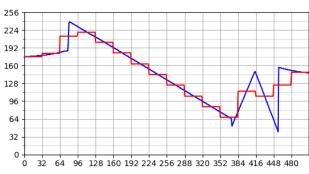




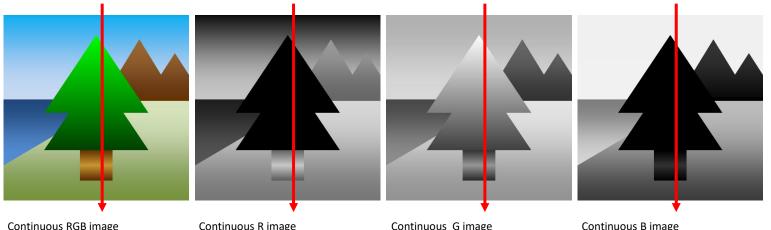




G channel sampling

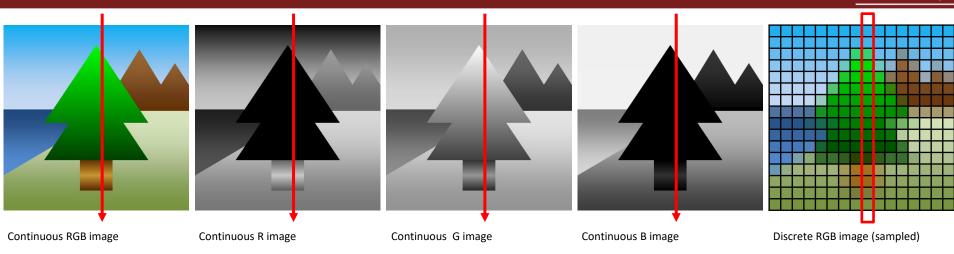


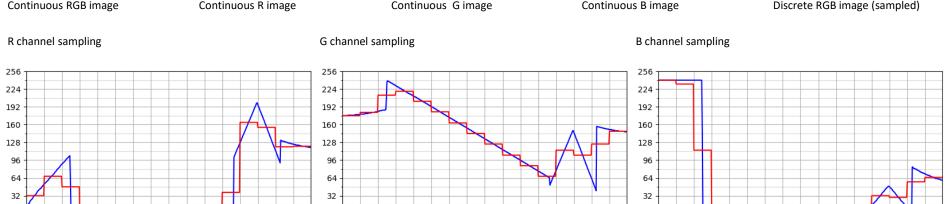




Continuous RGB image Continuous R image Continuous G image Continuous B image R channel sampling G channel sampling B channel sampling 64 96 128 160 192 224 256 288 320 352 384 416 448 480 32 64 96 128 160 192 224 256 288 320 352 384 416 448 480 32 64 96 128 160 192 224 256 288 320 352 384 416 448 480







32 64 96 128 160 192 224 256 288 320 352 384 416 448 480

64 96 128 160 192 224 256 288 320 352 384 416 448 480

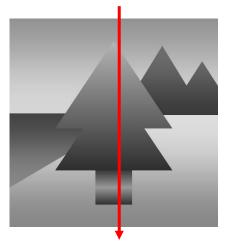
32 64 96 128 160 192 224 256 288 320 352 384 416 448 480



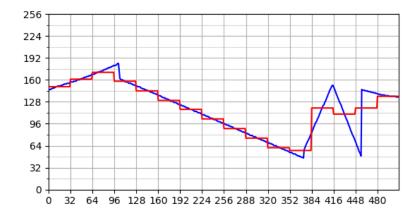


Continuous gray level image



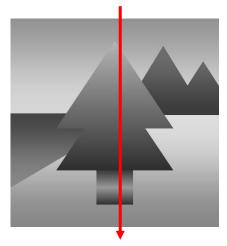


Continuous gray level image

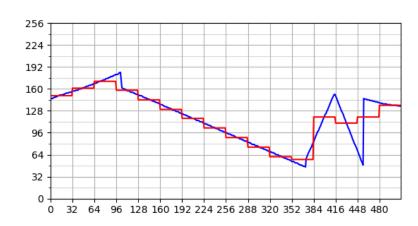


Gray level image sampling

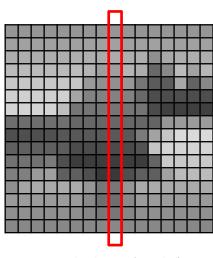




Continuous gray level image



Gray level image sampling



Discrete gray level image (sampled)

#### Effects of spatial resolution

1,7 pol



300 ppi – 512 x 512



1,7 pol. a 150 ppi – 256 x 256



1,7 pol. a ~38 ppi – 64 x 64



1,7 pol. a 75 ppi – 128 x 128



1,7 pol. a 19 ppi – 32 x 32

#### Effects of spatial resolution



1,7 pol. 512 x 512 pixels 300 ppi





0,85 pol. 256 x 256 pixels 300 ppi



0,43 pol. 128 x 128 pixels 300 ppi



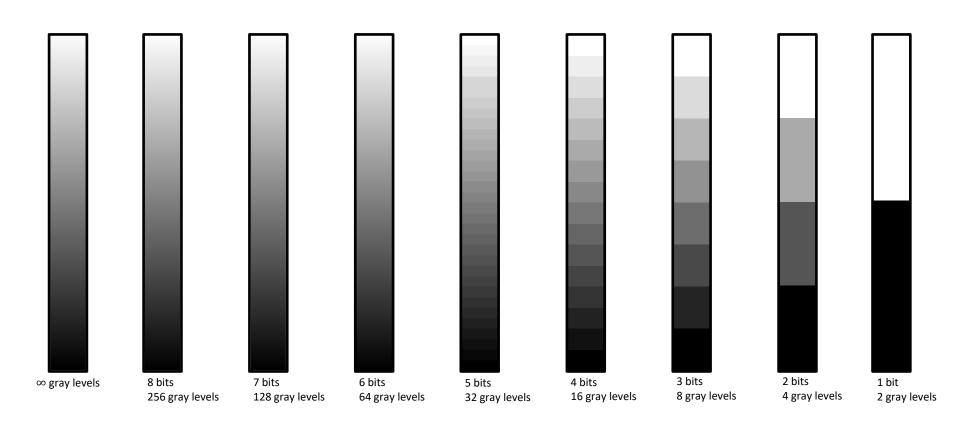
0,21 pol. 64 x 64 pixels 300 ppi



0,11 pol. 32 x 32 pixels 300 ppi

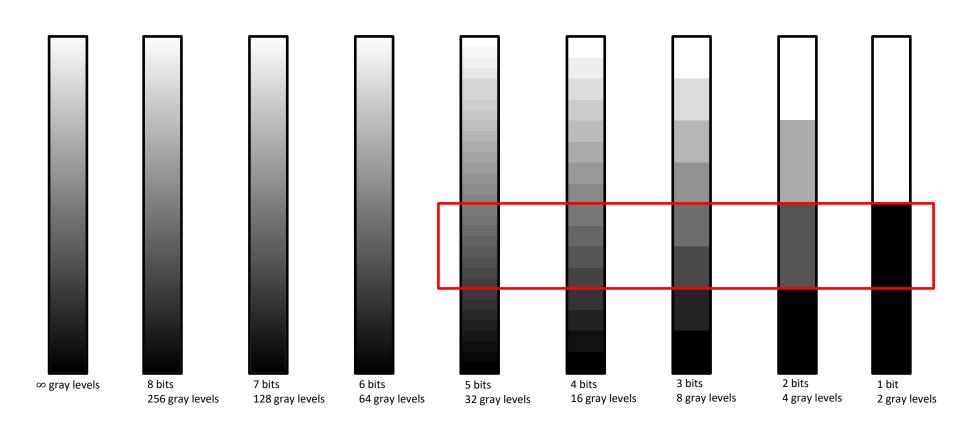
#### Intensity resolution





## Intensity resolution





## Effects of intensity resolution







4 bits.  $2^4 = 16$  gray levels



7 bits.  $2^7 = 128$  gray levels



3 bits.  $2^3 = 8$  gray levels



6 bits.  $2^6$  = 64 gray levels



2 bits.  $2^2 = 4$  gray levels



5 bits.  $2^5 = 32$  gray levels



1 bit.  $2^1 = 2$  gray levels

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#### THE END