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10 Resources for working with images (as a web developer)



Anna Ikoki · Follow

Published in **Bootcamp** · 2 min read · Dec 13, 2021

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Christmas balls drawing from my daughter


1. placeholder for images of different sizes: <http://placeholder.it> . Use for your Wireframe.
2. Free images: <http://unsplash.com> . Use this for your Prototype.
3. Compress jpeg/jpg images: <https://compressjpeg.com> . Use this for Optimisation.
4. Compress png images: <https://compresspng.com> . Use this for Optimisation.
5. Compress gif: <https://compressgif.com>. Use this for Optimisation.
6. Compress pdf: <https://shrinkpdf.com>. Use this for Optimisation.
7. Pick primary and secondary colours from logo: <https://imagecolorpicker.com> . Use this for good UI.
8. Convert jpg image to png <https://jpg2png.com> , and png to jpg <https://png2jpg.com/> . The difference between them is that, jpg is good for photographic images while png good for graphic images and also for logos. Use the formats accordingly.
9. Convert jpeg image to jpg <https://image.online-convert.com/convert/jpeg-to-jpg> . jpeg and jpg are the same except for one being an extra letter extension than the other. I am including it here because at one point a jpeg image couldn't display in the site I was making for a perspective client, until I had to use a jpg one. I will try to figure out the why and edit this later.

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Written by Anna Ikoki

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Pause: <https://chrome.google.com/webstore/detail/mindful-pause/objjagkpmpegpmhlnfecopbafpdddgq>

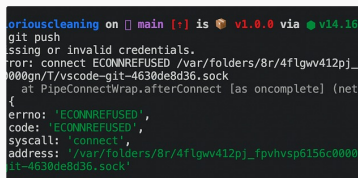
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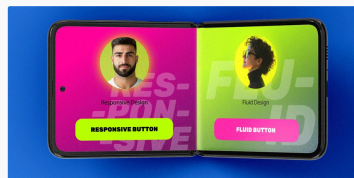



 Anna Ikoki

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Error: connect ECONNREFUSED


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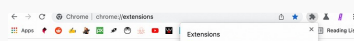
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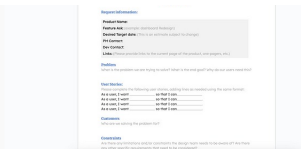
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Project Brief



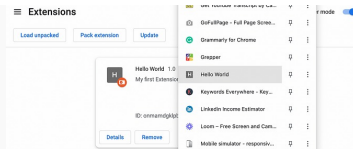


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
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