andrey@cco.caltech.edu (Andre T. Yew) writes:

>d9hh@dtek.chalmers.se (Henrik Harmsen) writes:

>>1-4 bits per R/G/B gives horrible machbanding visible in almost any picture.

>>5 bits per R/G/B (32768, 65000 colors) gives visible machbanding

>>color-gradient picture has _almost_ no machbanding. This color-resolution is

>>see some small machbanding on the smooth color-gradient picture, but all in all,

>>There _ARE_ situiations where you get visible mach-banding even in

>>a 24 bit card. If

>>you create a very smooth color gradient of dark-green-white-yellow

>>or something and turn

>>up the contrast on the monitor, you will probably see some mach-banding.

> While I don't mean to damn Henrik's attempt to be helpful here,

>he's using a common misconception that should be corrected.

> Mach banding will occur for any image. It is not the color

>quantization you see when you don't have enough bits. It is the

>human eye's response to transitions or edges between intensities.

>The result is that colors near the transistion look brighter on

>the brighter side and darker on the darker side.

>--Andre

Yeah, of course... The term 'mach banding' was not the correct one, it should've been 'color quantization effect'. Although a bad color quantization effect could result in some visible mach-bands on a picture that was smooth before it was quantizised.

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"I haven't lost my mind -- it's backed up on tape somewhere."