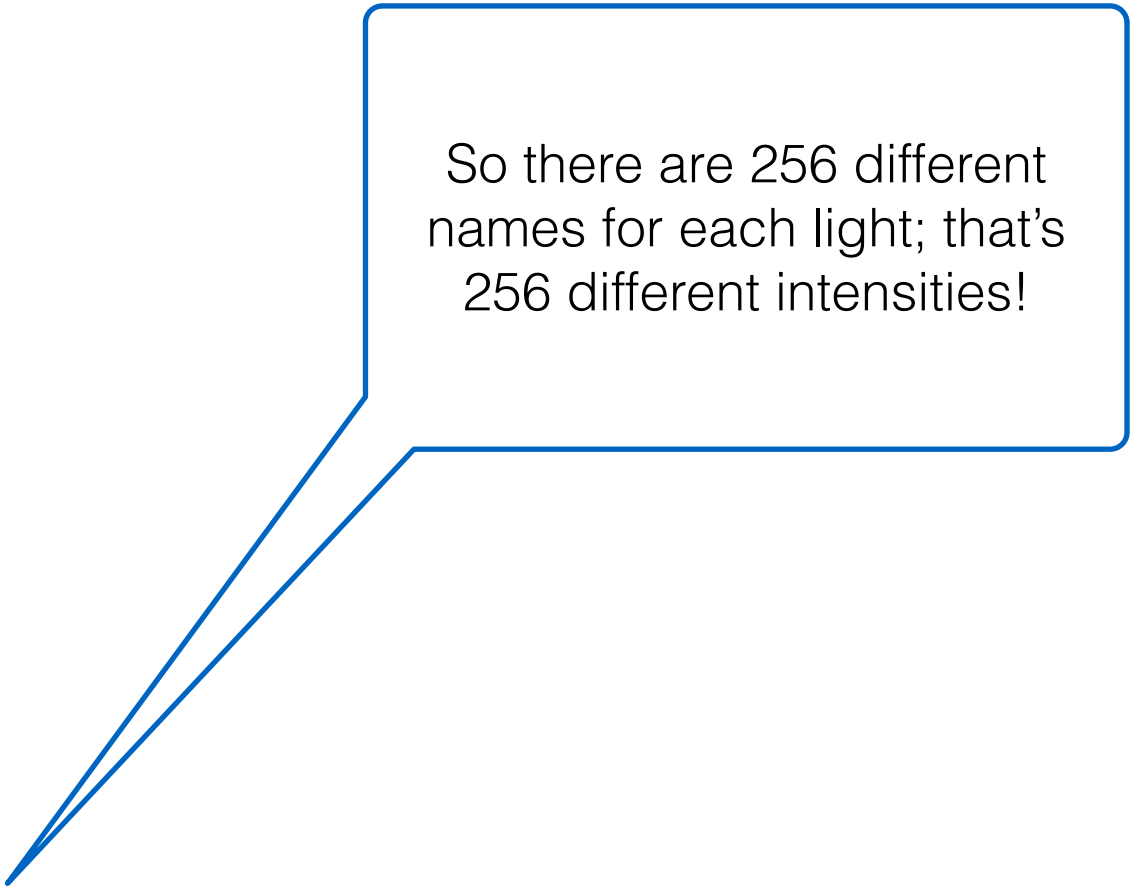




unit 1



So there are 256 different names for each light; that's 256 different intensities!

The convenient unit of 1 byte was chosen to name each light. This has the following consequences:

- It takes 24 bits to complete a pixel.
- The smallest intensity of a light is $0000000_2 = 0_{10}$
- The highest intensity of a light is $1111111_2 = 255_{10}$

So there are 256 different names for each light; that's 256 different intensities!

unit 1

Here's an example:

