

# Web Media

## Chapter 6

# Chapter 6

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Summary

# Digital Representation of Images

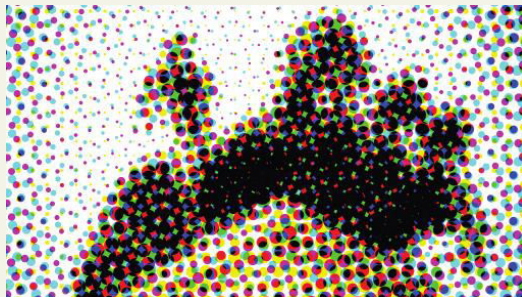
Digital compared to Print



Original photographic image



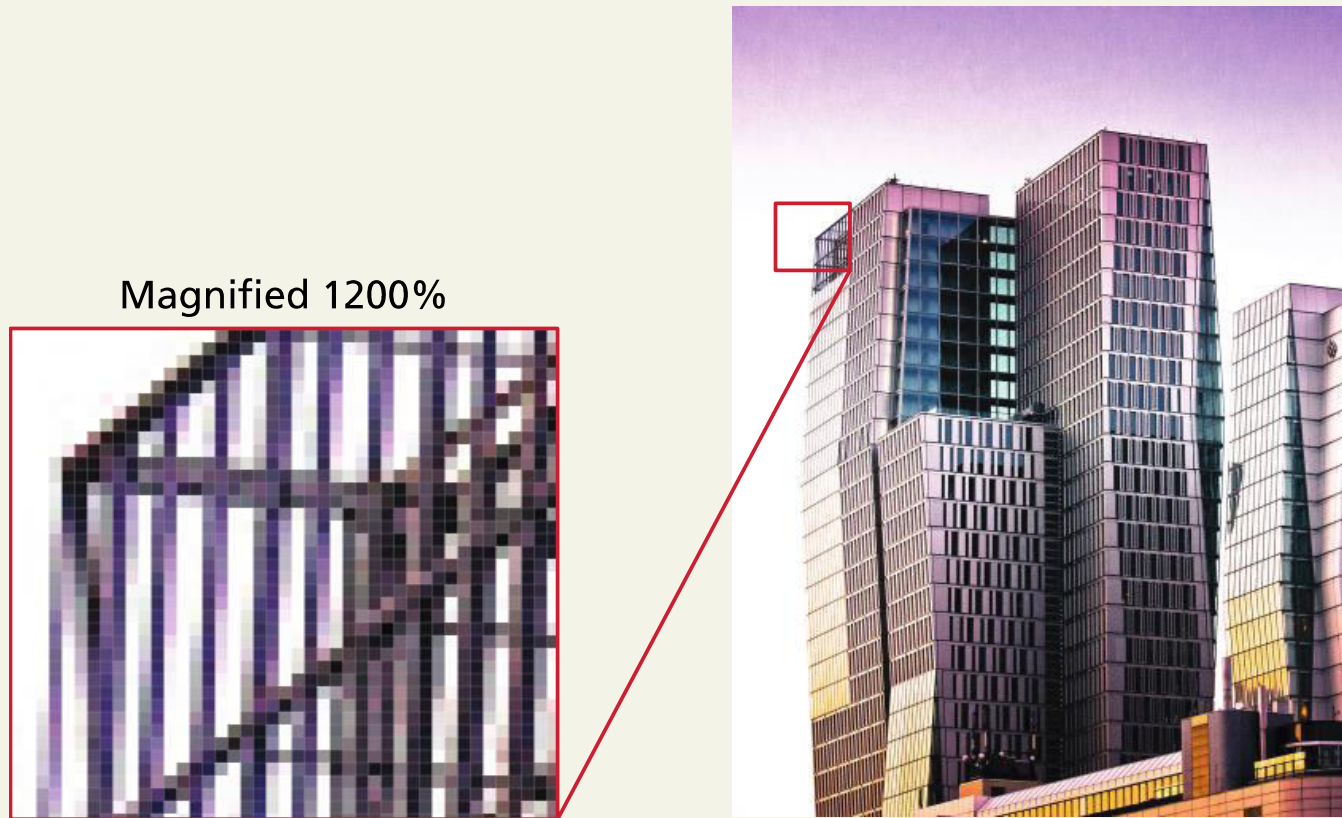
Output as pixels  
(size exaggerated)



Output as halftones  
(size exaggerated)

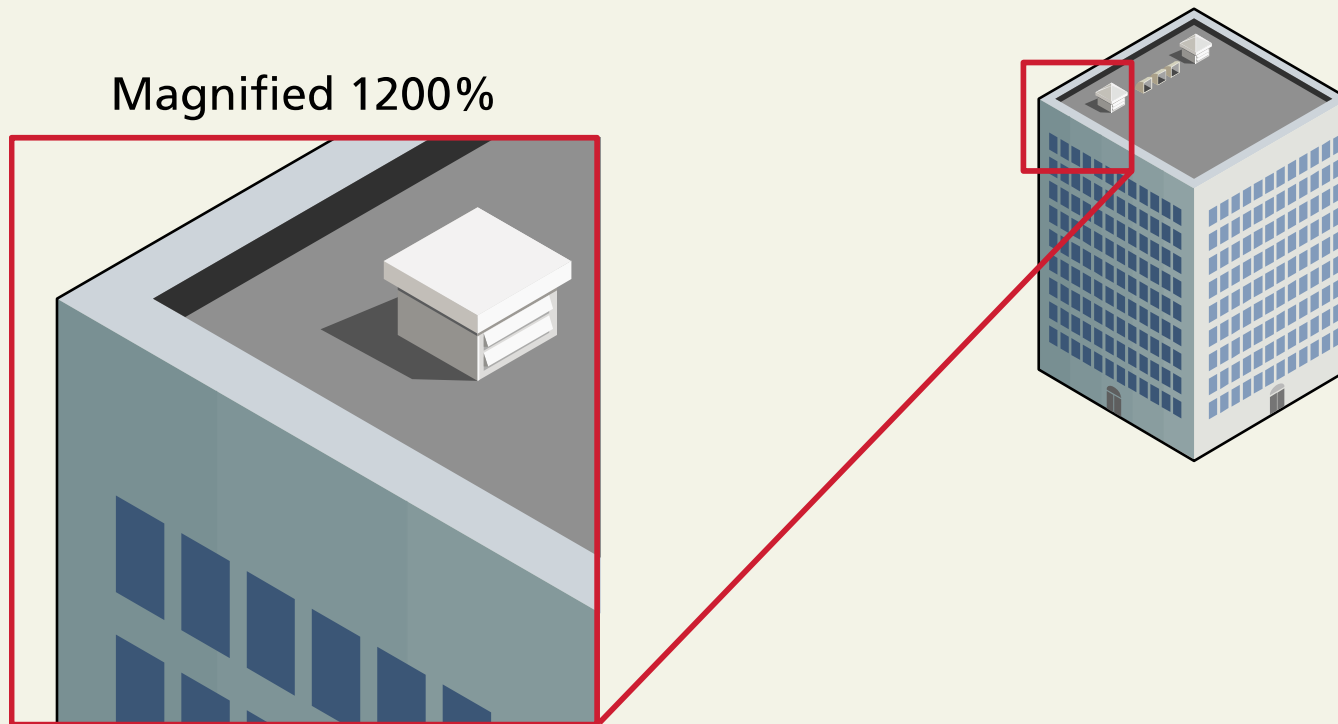
# Digital Representation of Images

Raster



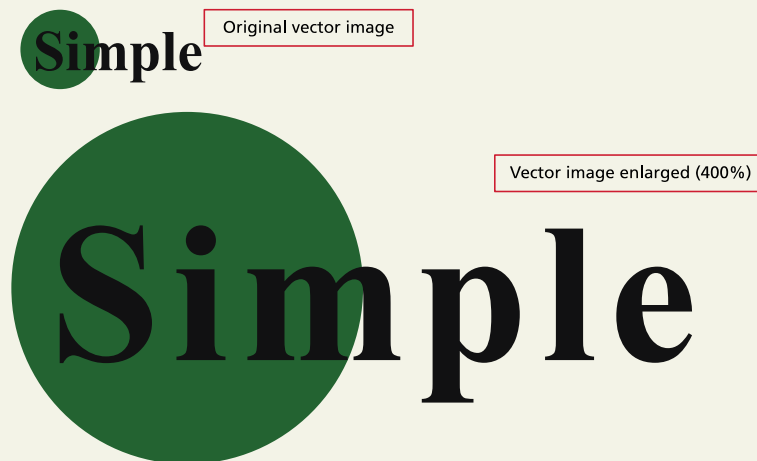
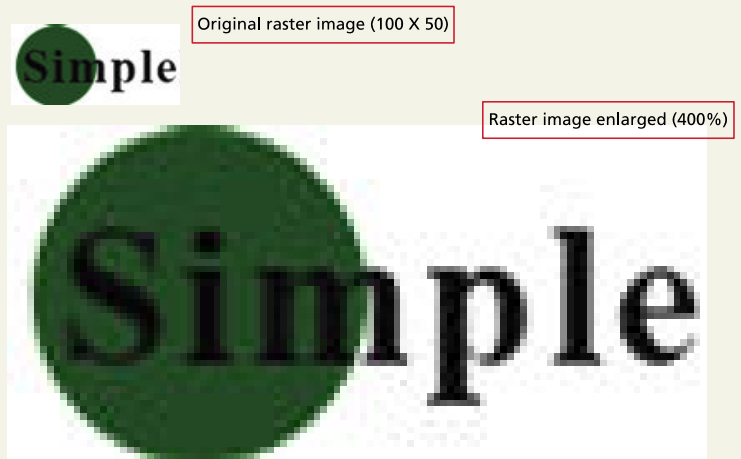
# Digital Representation of Images

Vector



# Digital Representation of Images

Resizing – an example



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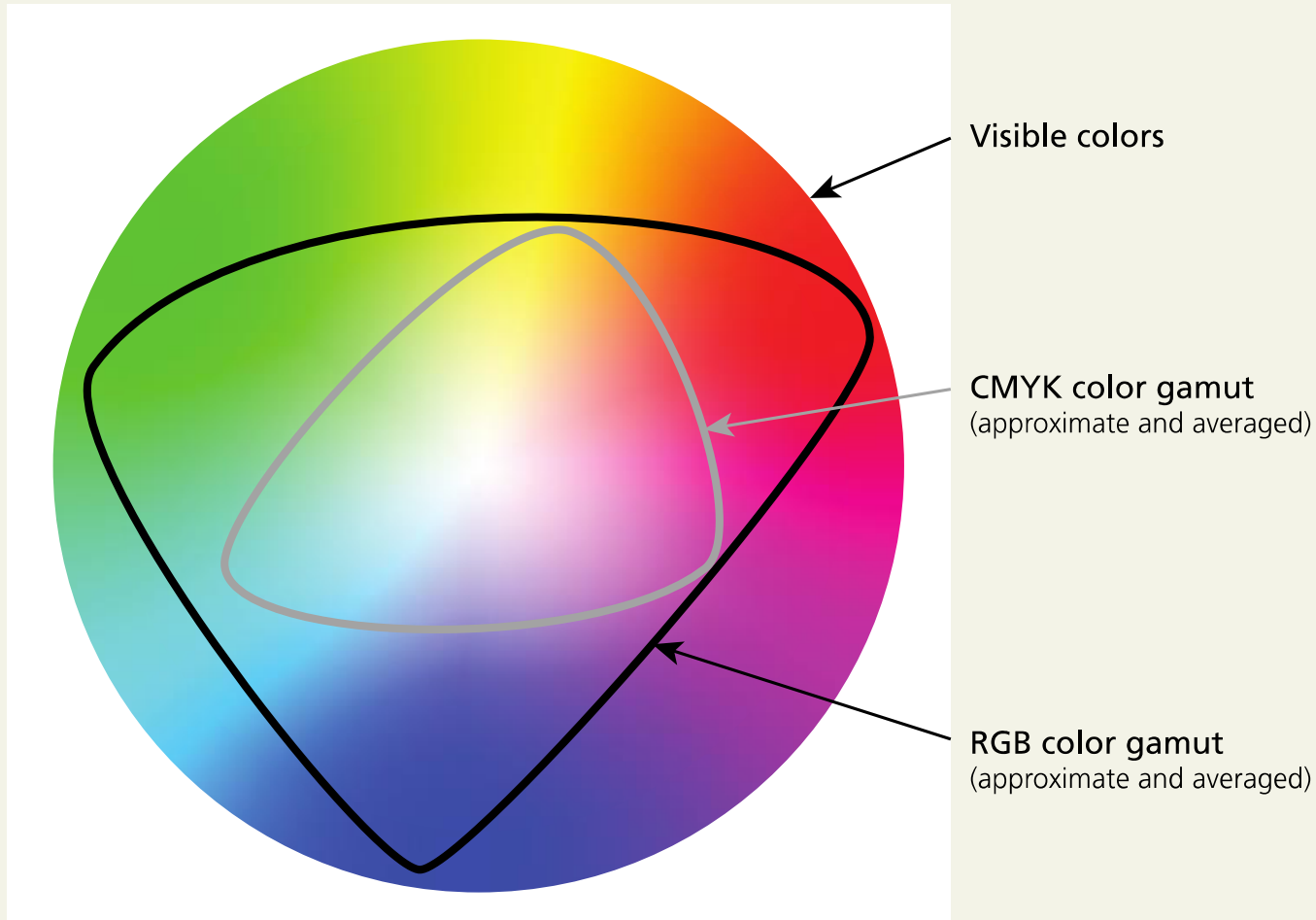
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Summary



# Color Models

More than 1 model



# Color Models

RGB



# Color Models

CMYK



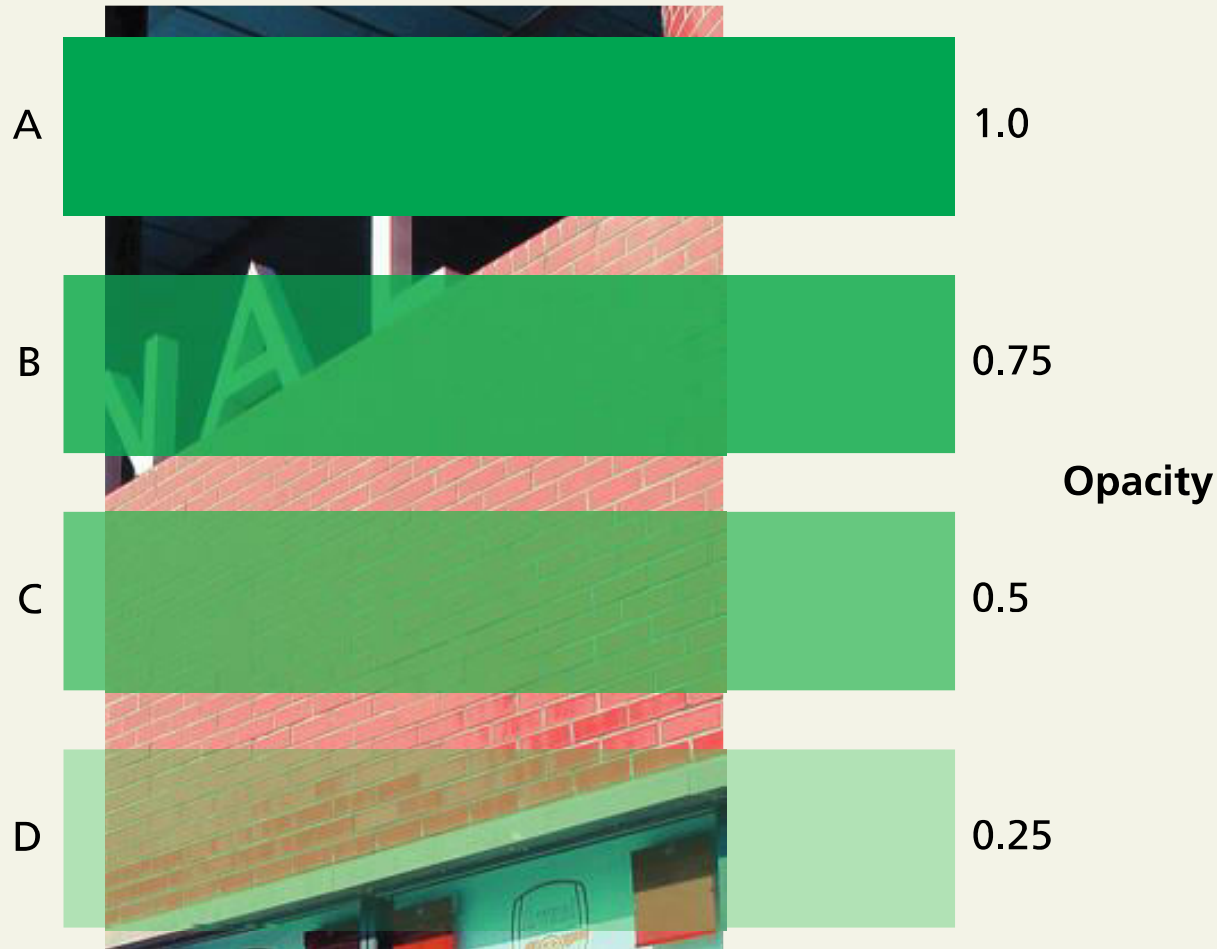
# Color Models

HSL



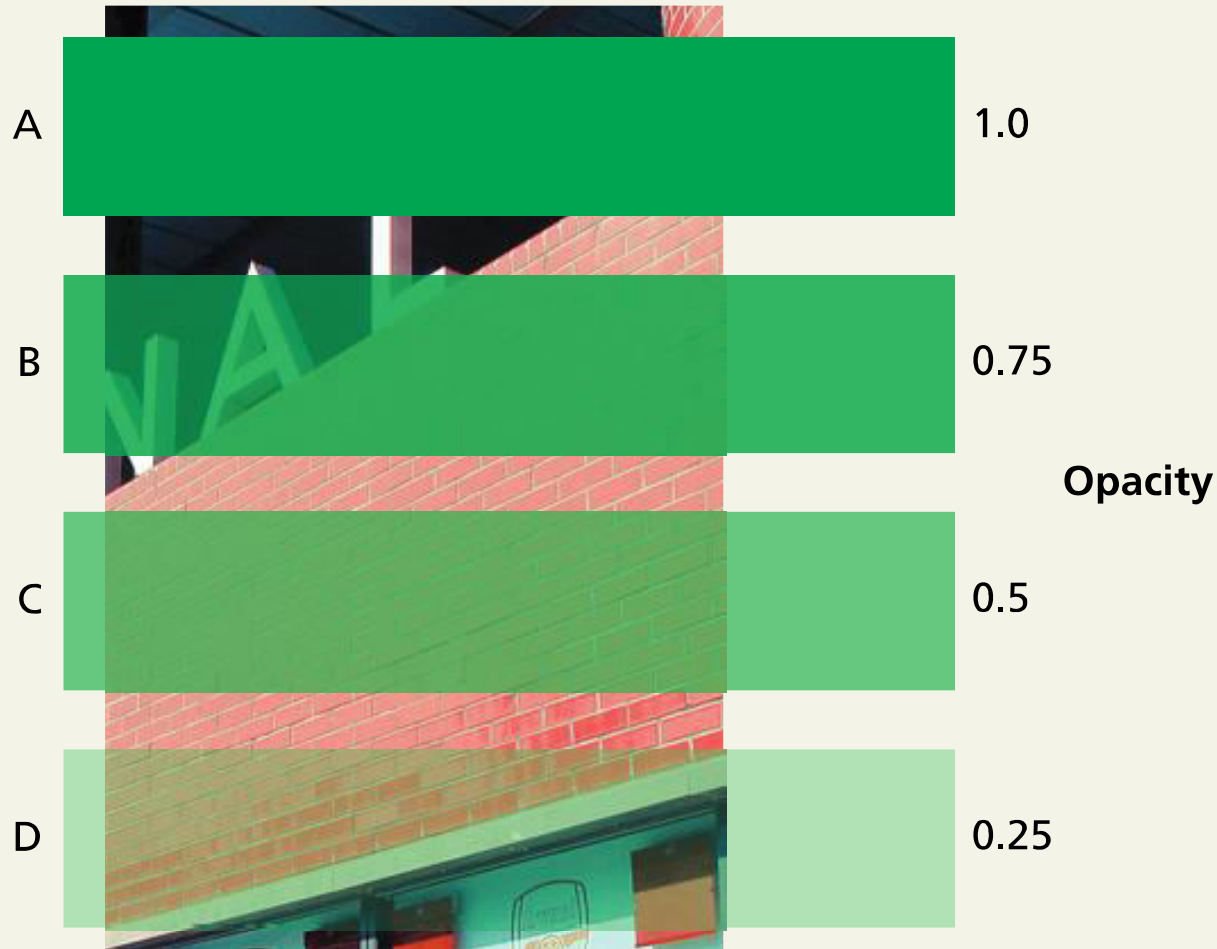
# Color Models

Opacity



# Color Models

Opacity



# Color Models

## Gradients

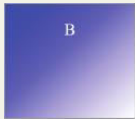
default  
direction  
is top to  
bottom



background-image: `linear-gradient`(green, white);

color stop   color stop

CSS function



background-image: `linear-gradient`(to top left, white, blue);

destination direction



background-image: `linear-gradient`(90deg, green 50%, orange, blue);

angle   you can specify multiple color stops

size of color stop



background-image: `repeating-linear-gradient`(135deg, black 0, black .75em, green 0, green 2em);

first a black stripe from 0 to 0.75em

then a green stripe from 0.75 to 2.75em

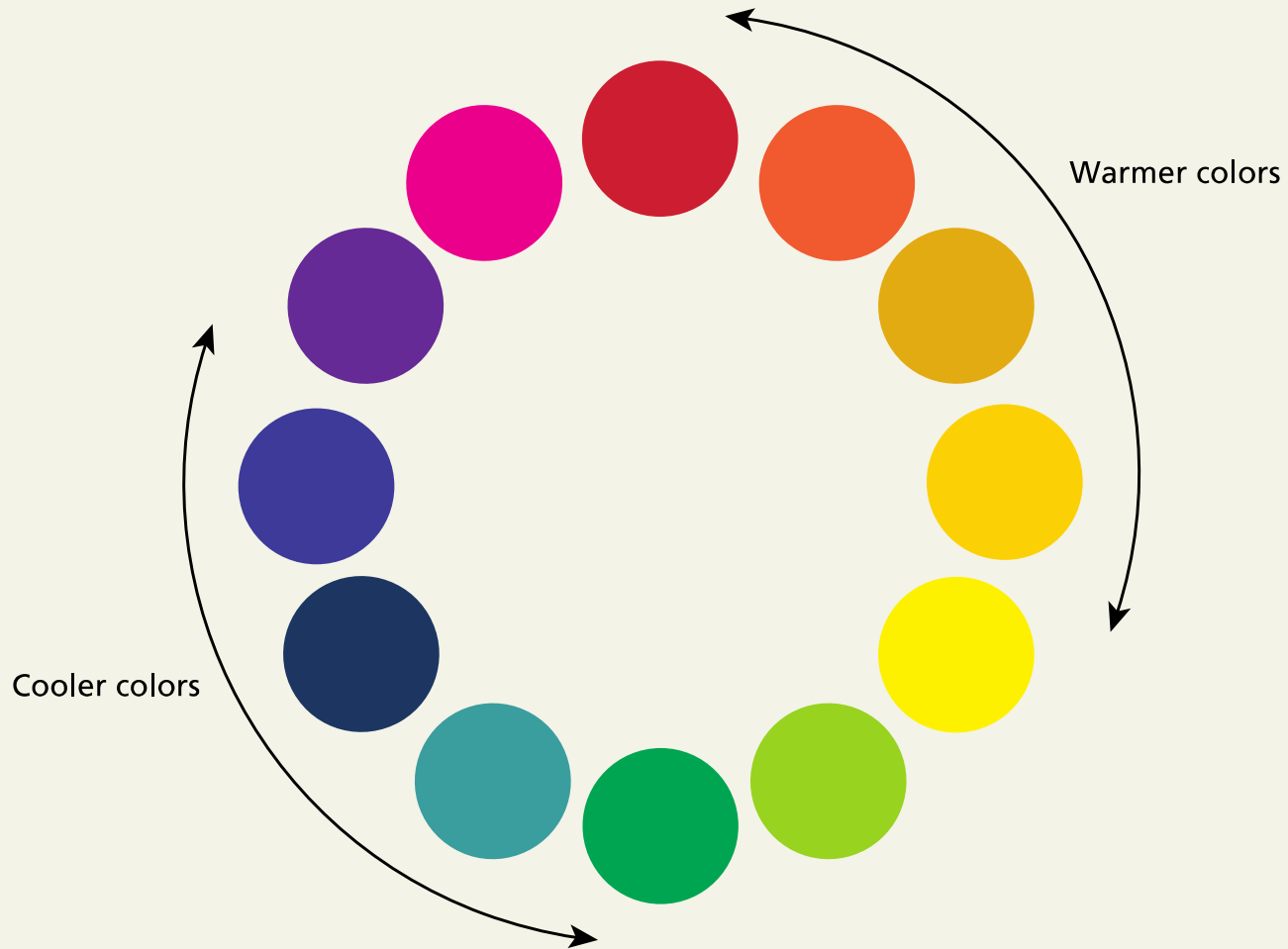


background-image: `radial-gradient`(circle, yellow, red);

shape

# Color Models

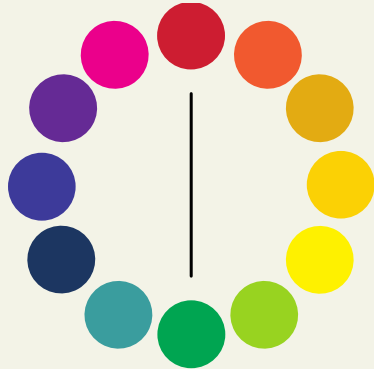
## Color Relationships - Wheel





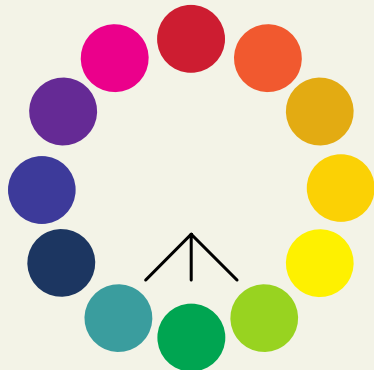
# Color Models

## Color Relationships



### Complementary

These are color pairs that are on opposite ends of the color wheel. Complementary colors are highly contrasting and are believed to create a vibrant look. This scheme looks best when you place a warm color against a cool color.

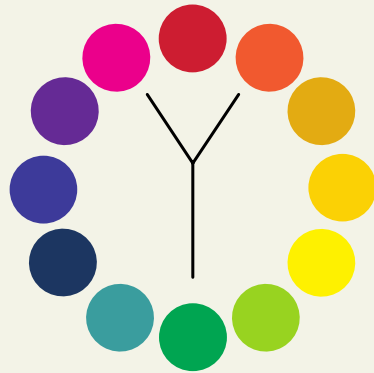


### Analogous

These are colors that are adjacent to one another on the color wheel. Since they lack contrast, they match well and create serene and harmonious designs. One color can be used as a dominant color while others are used to enrich the scheme.

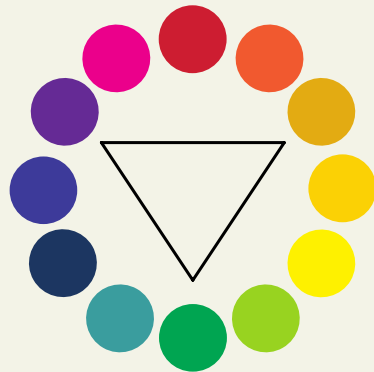
# Color Models

## Color Relationships



### Split Complementary

It uses a primary color and the two colors on each side of its complementary color. This provides contrast but without the strong tension of the complementary scheme as well as providing some of the harmonies of an analogous scheme.

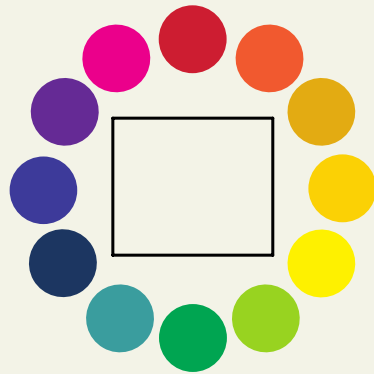


### Triad

Uses three colors on the color wheel in an equilateral triangle. Tends to be quite vibrant, gives a strong visual contrast but still retains a harmony among the colors. Works best if one color is dominant and the two others are used as accent colors.

# Color Models

## Color Relationships



### **Tetradic (Rectangular)**

Also called a double complement, since it combines two sets of complementary colors. This rich scheme can be hard to harmonize if all four hues are used in equal amounts, so only one or two of the four colors should be dominant.

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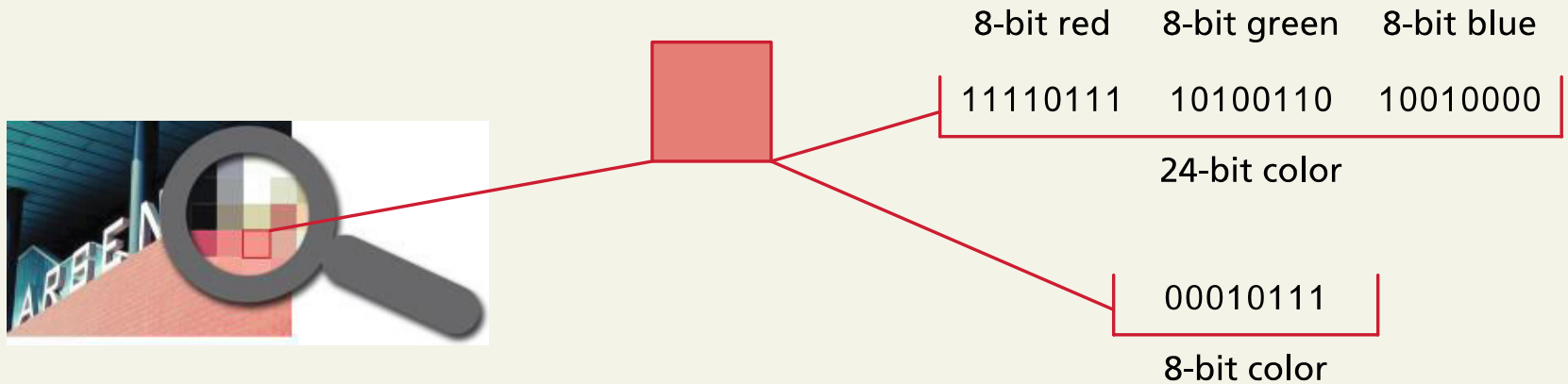
**6**

Summary

# Image Concepts

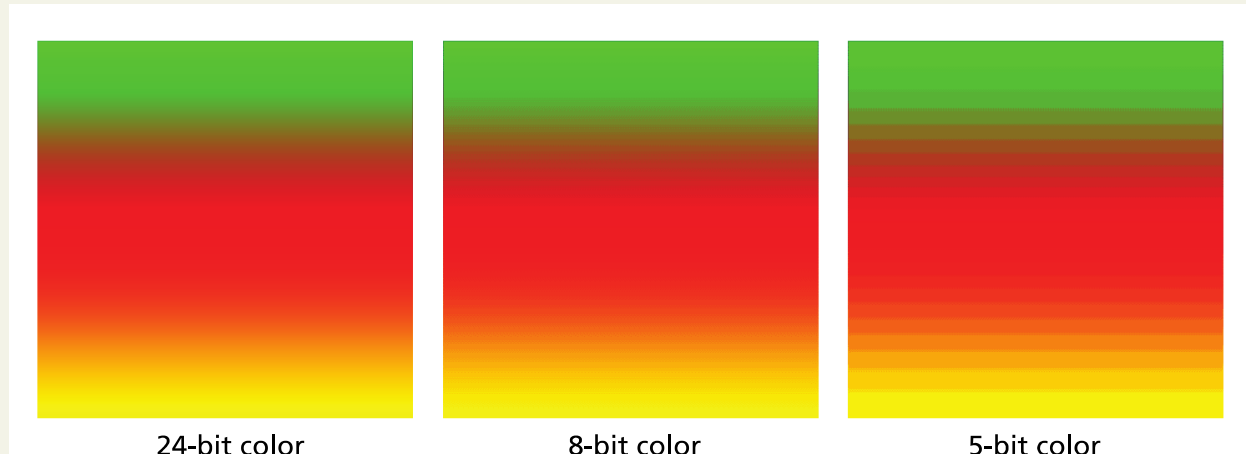
## Color Depth

**Color depth** refers to the maximum number of possible colors that an image can contain.



# Image Concepts

## Dithering



Notice the banding due to the dithering (dithering is more obvious on screen than on paper)

# Image Concepts

## Image Size

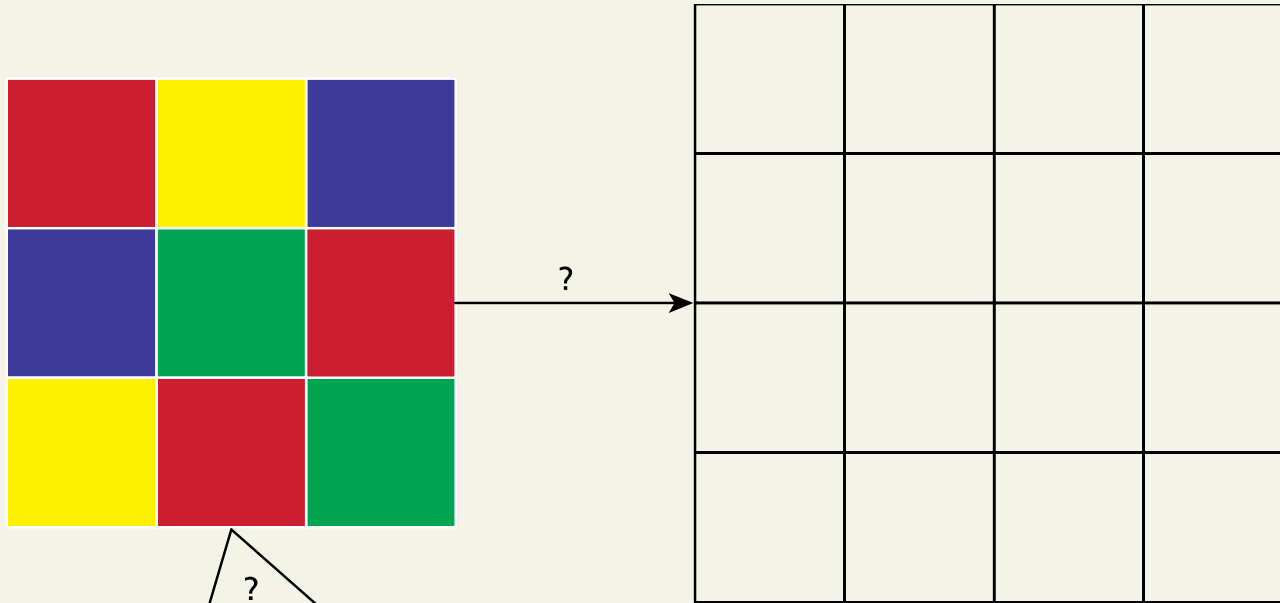
Raster images contain a fixed number of pixels; as such, image size refers to how many pixels it contains.

The size of an image onscreen is determined by the pixel dimensions of the image, the monitor size, and the computer's display resolution

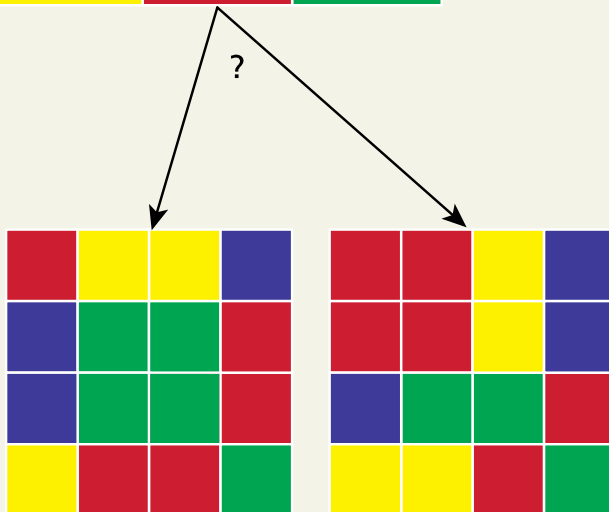
Whenever you resize (either larger or smaller) a raster image, the program doing the resizing must *interpolate*

# Image Concepts

## Image Size - Interpolate



If we enlarge the 3×3 image on the left and make it a 4×4 image, what color should each square be?



There is no optimal interpolation solution to the problem of enlarging raster images.

Certain algorithms work better for certain types of images.



# Image Concepts

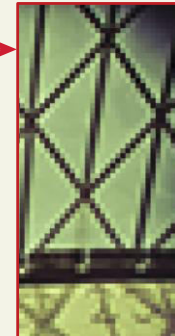
## Image Size - Interpolate



Enlarged using  
bicubic interpolation  
in Photoshop



Enlarged using nearest  
neighbor interpolation  
in browser



# Image Concepts

Image Size - Enlarging versus reduction



Enlarging a small image a substantial amount will noticeably reduce its quality.



Decreasing the size of an image does reduce the quality as well, but it is not nearly as noticeable.

# Image Concepts

Image Size – Enlarging in browser vs enlarging originals



Original (200 x 50)



Enlarged in browser via  
``



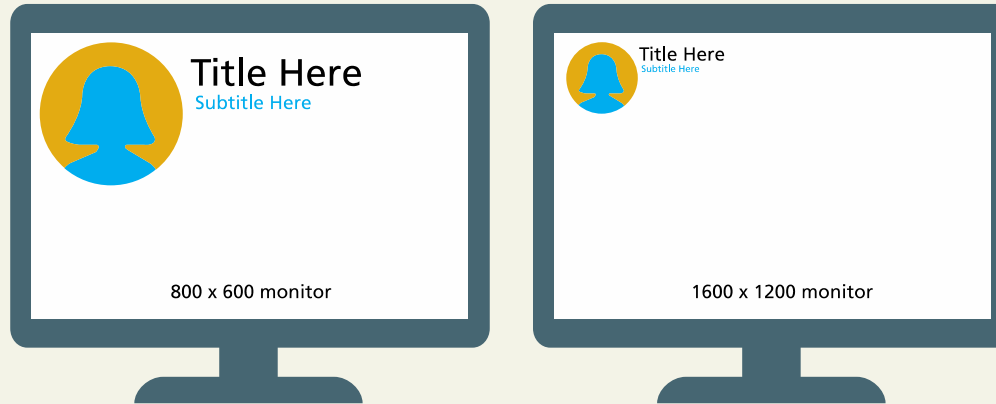
Enlarged original (600 x 150)

By enlarging the artwork in the program that it was originally created in (i.e., by increasing/decreasing the font and object sizes), the quality is maintained.

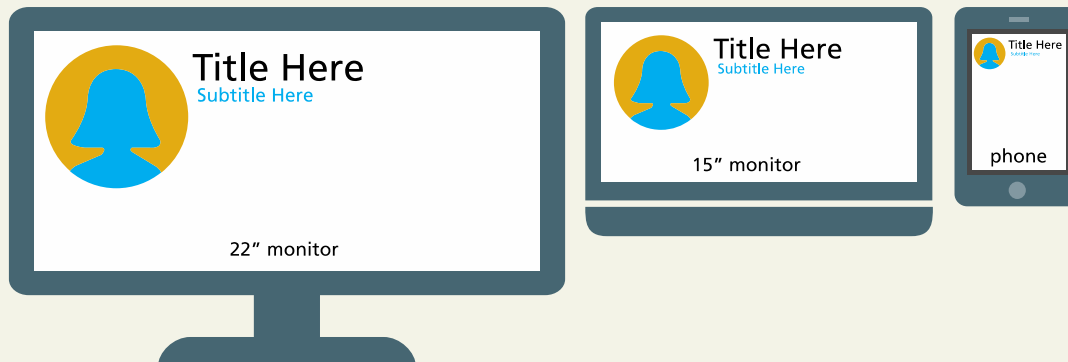
# Image Concepts

## Display Resolution

### Effect of display resolution



### Effect of monitor size



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# File Formats

## JPEG

JPEG (Joint Photographic Experts Group) or JPG is a 24-bit, true-color file format that is ideal for photographic images

- lossy compression
- can create artifacts



Notice the noise artifacts at high contrast areas and in areas of flat color.

# File Formats

## JPEG



Original = 931 K



JPG Quality 100 = 335 K



JPG Quality 60 = 136 K



JPG Quality 30 = 77 K



JPG Quality 10 = 52 K

# File Formats

JPEG



original



Saved as jpg

*Notice the noise and artifacts!*



# File Formats

## GIF

The GIF (Graphic Interchange Format) file was the first image format supported by the earliest web browsers.

- pronunciation controversy
- GIF is an 8-bit or less format, meaning that it can contain no more than 256 colors.
- Not great for photos

# File Formats

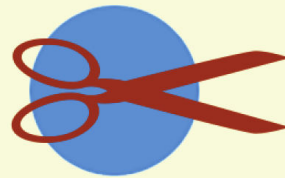
GIF



GIF = 181 K



JPEG = 104 K



Scissor and Circle  
This is one of those small but witty taglines

GIF = 23 K

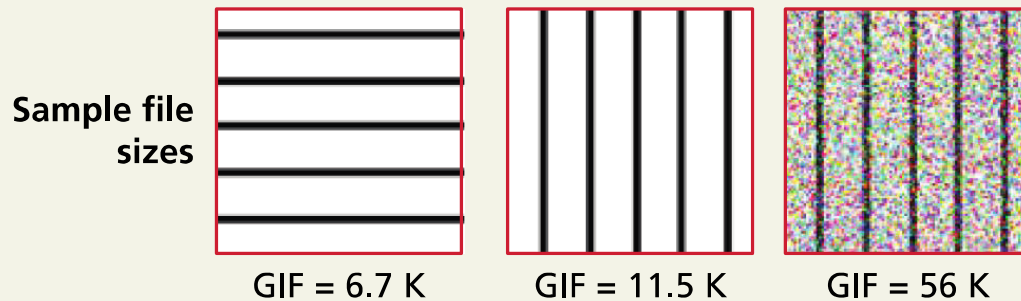
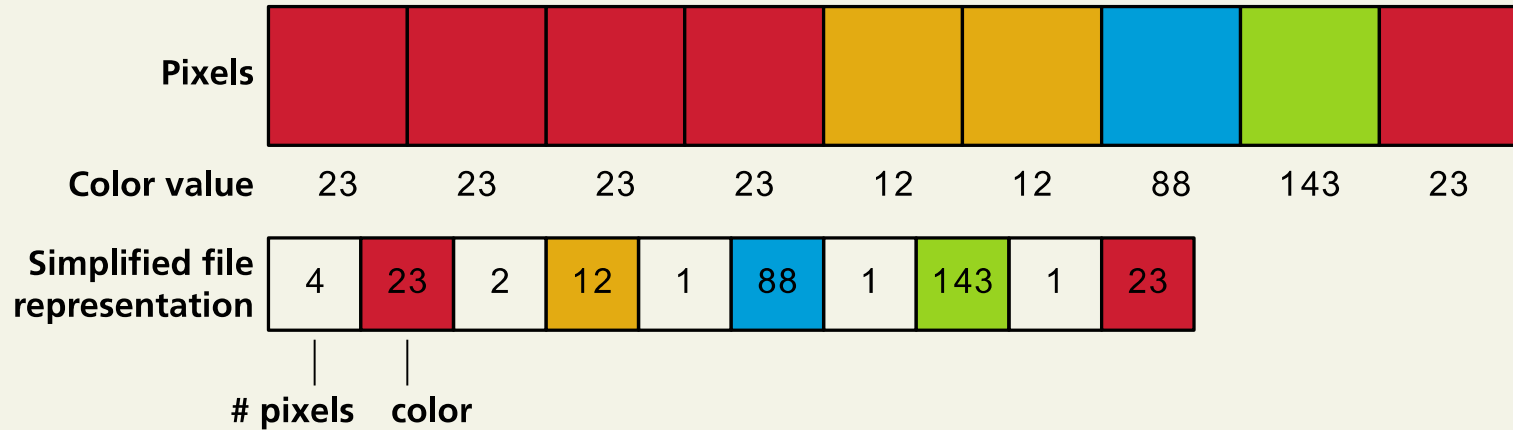


Scissor and Circle  
This is one of those small but witty taglines

JPEG = 40 K

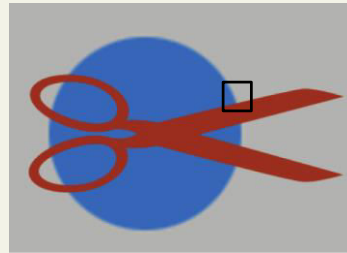
# File Formats

GIF (Run length compression)

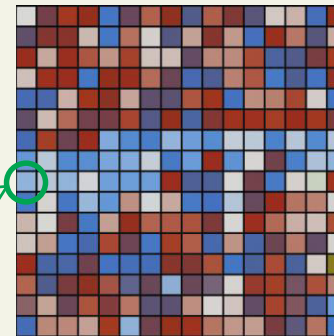


# File Formats

## GIF (Pallette)

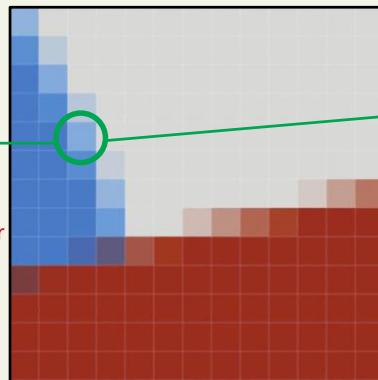


256-color palette = 8 bits per pixel  
file size = (100000 pixels x 8) / 8 = 10 K

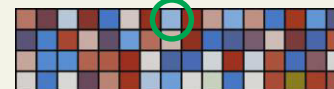


Position 128 in palette  
color definition = 00000001 00000111 11111010

Indexed 8-bit color  
value in file:  
128 = 10000000

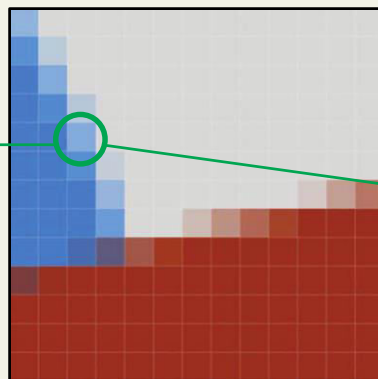


Position 7 in palette  
color definition = 00000001 00000111 11111010



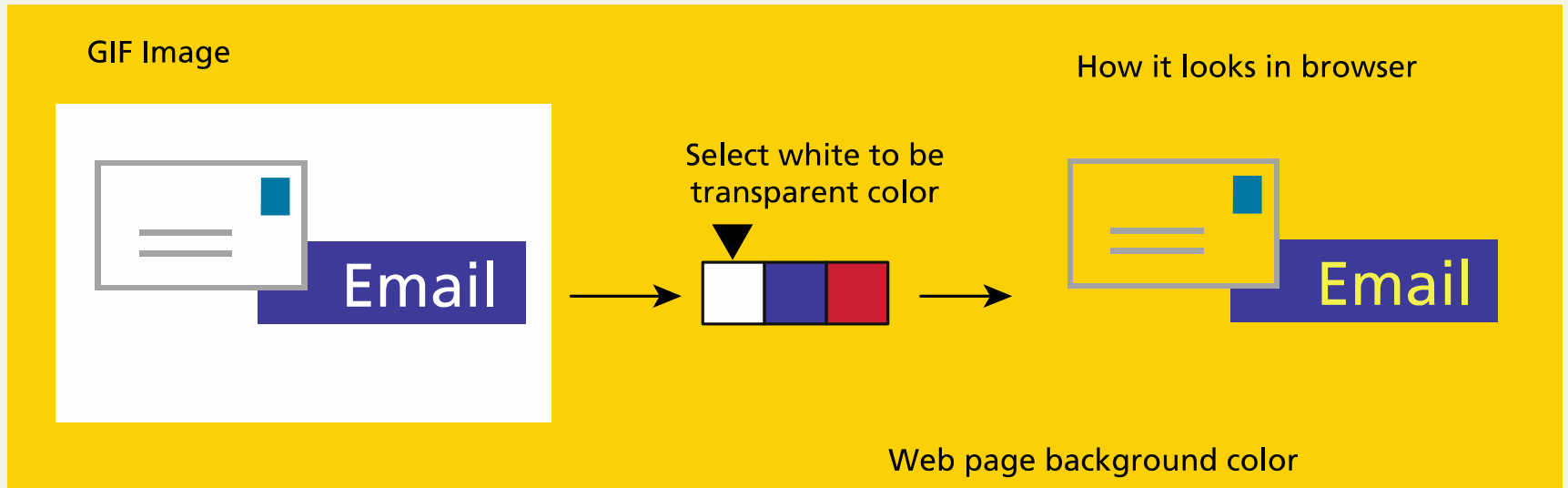
64-color palette = 6 bits per pixel  
file size = (100000 pixels x 6) / 8 = 7.5K

Indexed 6-bit color  
value in file:  
7 = 000111



# File Formats

GIF (Transparency)



# File Formats

## GIF (Transparency)

Original GIF

The visual effect we want

What we actually see in the browser



Halo effect

The halo looks like it is the same color as the transparent background, ...

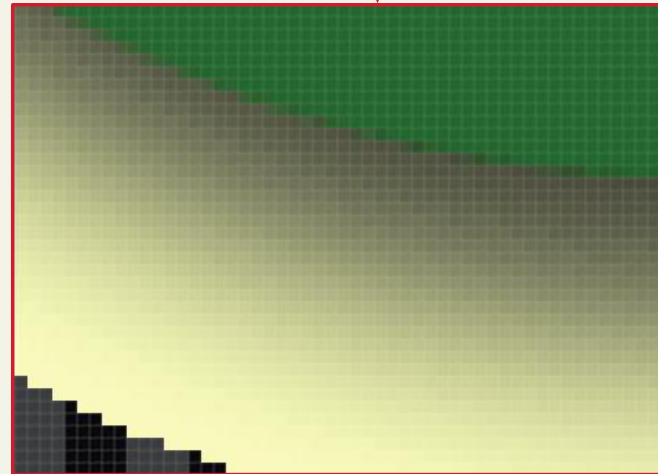
... but in reality, the anti-aliased edge contains pixels that transition to the background color.

Transparent color



Image background

The reason we get the halo effect is that GIF only allows a single color to be transparent. For images with anti-aliased edges, against a contrasting background, we will get a "halo."



# File Formats

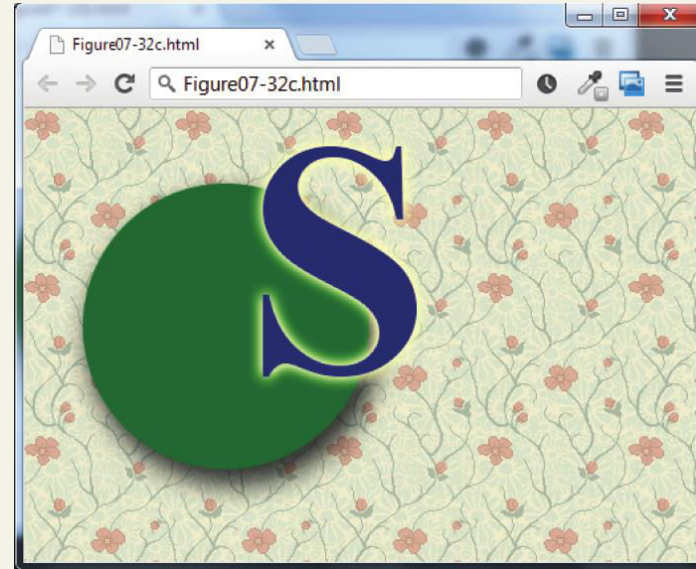
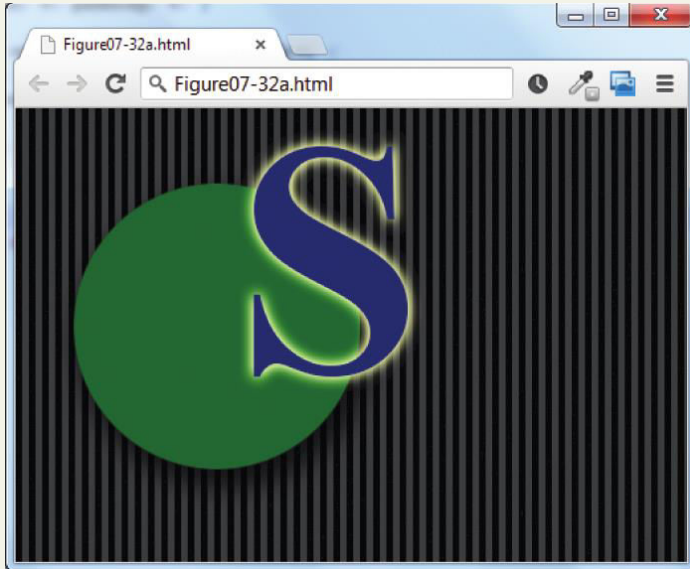
## PNG

### Portable Network Graphics

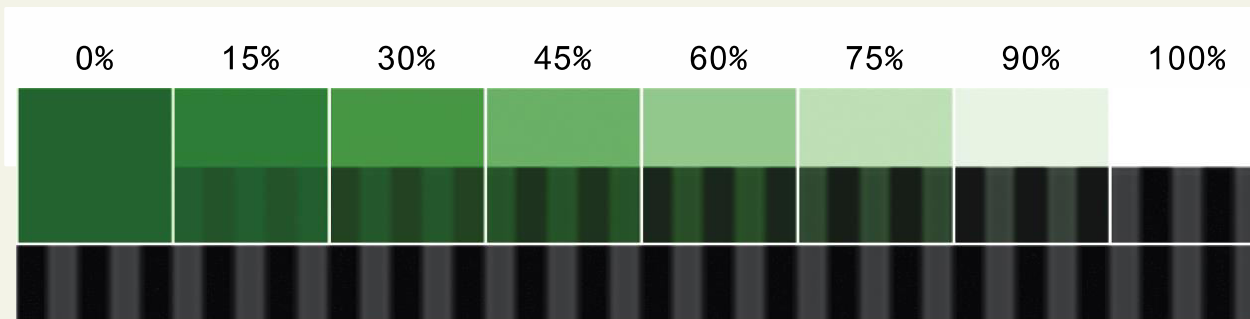
- Lossless compression.
- 8-bit (or 1-bit, 2-bit, and 4-bit) indexed color as well as full 24-bit true color (higher color depths are supported as well).
- From 1 to 8 bits of transparency.

# File Formats

## PNG



PNG format with 256 levels of transparency



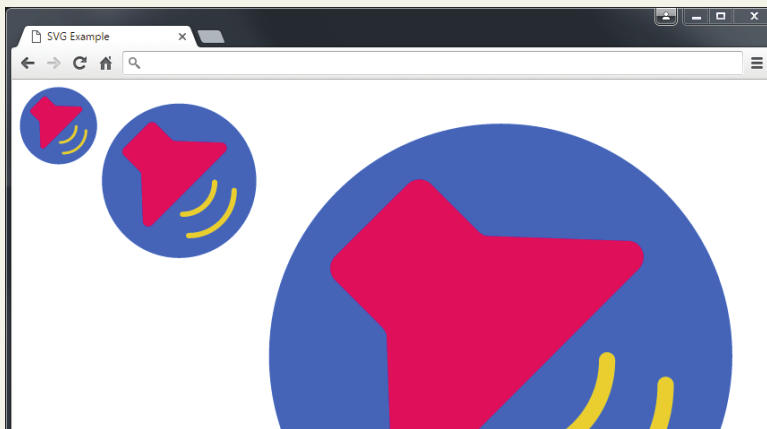
Transition showing six levels of transparency



# File Formats

## SVG

### Scalable Vector Graphics



```

```

```

```

```

```

Because SVG is a vector format, there is no loss of quality when it is resized

```
<?xml version="1.0" encoding="utf-8"?>
<svg version="1.1" id="Layer_1" xmlns="http://www.w3.org/2000/svg" xmlns:xlink="http://www.w3.org/1999/xlink" x="0px" y="0px"
  viewBox="0 0 95 94" style="enable-background:new 0 0 95 94;" xml:space="preserve">
<style type="text/css">
  .st0{fill:#366BC9;} .st1{fill:#E0105B;} .st2{fill:#EFCE4A;}
</style>
<path class="st0" d="M92.7,46.9c0,25.1-20.4,45.5-45.5,45.5C22.1,92.4,1.7,72,1.7,46.9c0-25.1,20.4-45.5,45.5-45.5
  C72.3,1.4,92.7,21.8,92.7,46.9L92.7,46.9z M92.7,46.9"/>
<path class="st1" d="M42.8,22.5l-9.2-9.2c-1.3-1.3-3.4-1.3-4.7,0L14.7,27.4c-1.3,1.3-1.3,3.4,0,4.7l9.2,9.2c0.4,0.4,0.7,0.9,0.9,1.5
  11,28.6c0.6,2.5,3.7,3.3,5.5,1.5l43-1.8-1.8,1-4.9-1.5-5.5l-28.6-1C43.7,23.2,43.2,22.9,42.8,22.5L42.8,22.5z M42.8,22.5"/>
<path class="st2" d="M51.7,80.3c-0.3-0.3-0.5-0.7-0.5-1.1c0-0.9,0.7-1.6,1.6-1.6c66.7,77.7,78,66.4,78,52.6c0-0.9,0.7-1.6,1.6-1.6
  c0.9,0,1.6,0.7,1.6,1.6c0,15.6-12.7,28.2-28.2,28.2C52.4,80.8,52,80.6,51.7,80.3L51.7,80.3z M51.7,80.3"/>
<path class="st2" d="M48.1,67.8c-0.3-0.3-0.5-0.7-0.5-1.1c0-0.9,0.7-1.6,1.6-1.6c9.5,0,17.3-7.8,17.3-17.3c0-0.9,0.7-1.6,1.6-1.6
  c0.9,0,1.6,0.7,1.6,1.6c0,11.3-9.2,20.4-20.4,20.4C48.8,68.2,48.4,68,48.1,67.8L48.1,67.8z M48.1,67.8"/>
</svg>
```

SVG is compressed XML

# File Formats

## Other Formats

The TIF (Tagged Image File) format is a cross-platform lossless image format that supports

- multiple color depths, 8-bit transparency, layers and color channels, the CMYK and RGB color space, and other features especially useful to print professionals.

WebP is a new image file format promoted by Google. It supports both lossy and lossless compression, and Google claims WebP compression results are superior in comparison to JPG or PNG formats.

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# Audio and Video

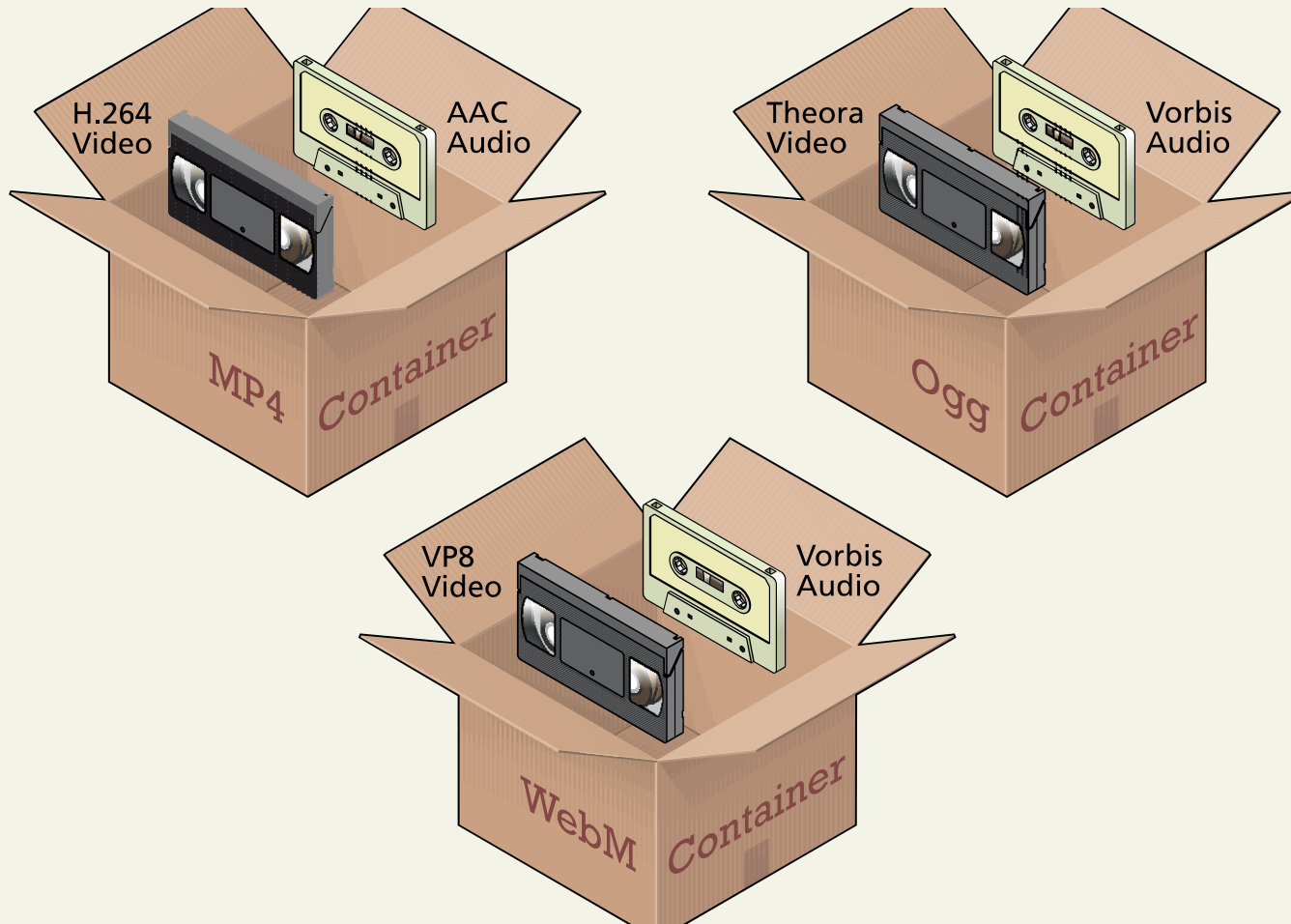
## Media Concepts - Containers

Media is encoded using compression/decompression software, usually referred to as a **codec** (for compression/decompression).

The second key concept for understanding media formats is that of **container formats** .

# Audio and Video

## Media Concepts - Containers



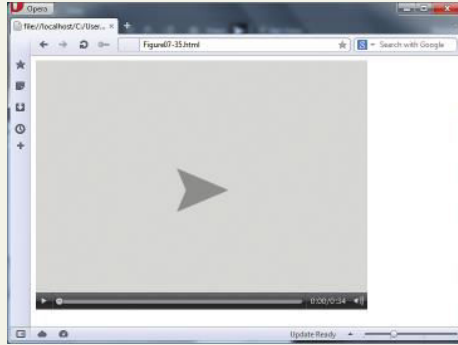
# Audio and Video

## Browser Video Support

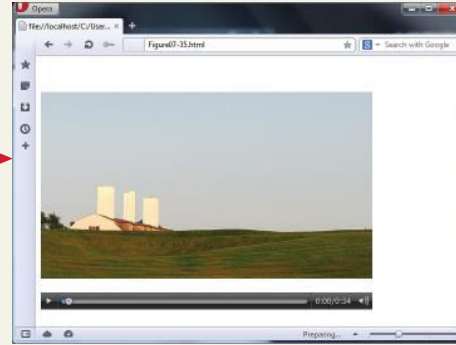
- MPEG-4
  - MP4 container with H.264 Video and AAC Audio
- WebM container with VP8 video and Vorbis audio.
- Ogg container with Theora video and Vorbis audio

# Audio and Video

## Using the <video> element

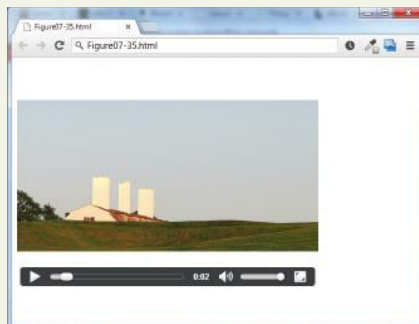


Showing poster image before playback

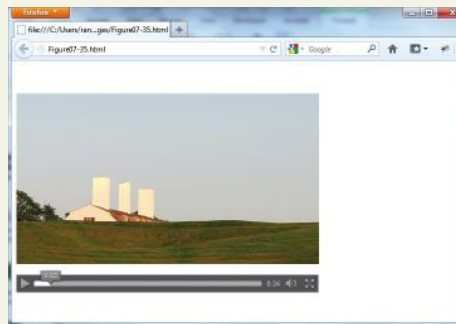


After playback begins (Opera)

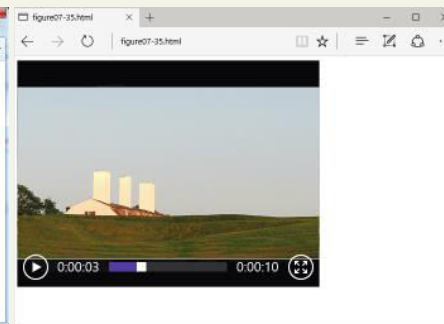
```
<video id="video" poster="preview.png" controls width="480" height="360">  
  <source src="sample.mp4" type='video/mp4; codecs="avc1.42E01E, mp4a.40.2"'>  
  <source src="sample.webm" type='video/webm; codecs="vp8, vorbis"'>  
  <source src="sample.ogv" type='video/ogg; codecs="theora, vorbis"'>  
  
  <!-- Use Flash if above video formats not supported -->  
  <object width="480" height="360" type="application/x-shockwaveflash" data="sample.swf">  
    <param name="movie" value="sample.swf">  
    <param name="flashvars" value="controlbar=over&image=preview.png&file=sample.mp4">  
      
  </object>  
</video>
```



Chrome



Firefox



Edge

# Audio and Video

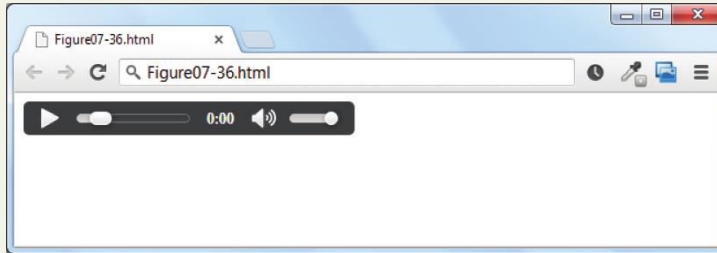
## Browser Audio Support

- MP3.
- WAV.
- OGG
- Web
- MP4

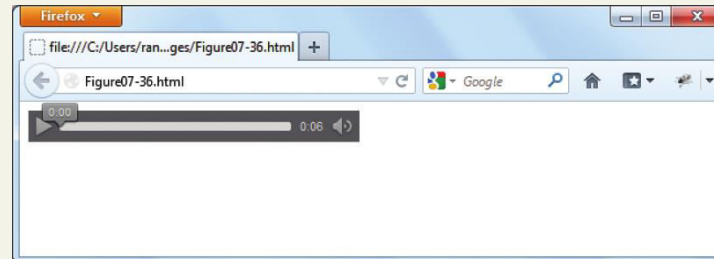
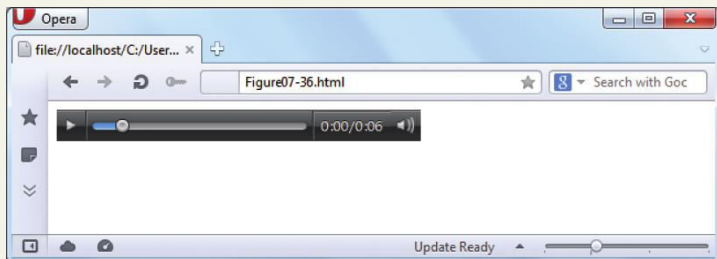
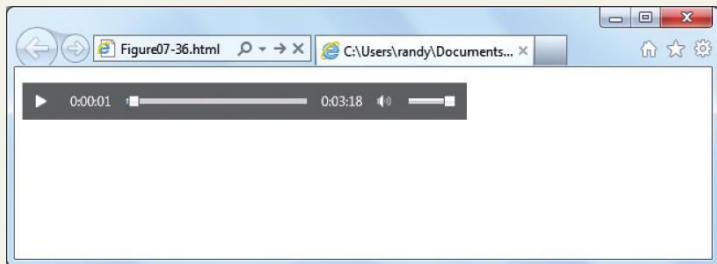


# Audio and Video

Using the `<audio>` element



```
<audio id="example" controls preload="auto">  
  <source src="example.ogg" type="audio/ogg">  
  <source src="example.wav" type="audio/webm">  
  <source src="example.webm" type="audio/webm">  
  <p>Browser doesn't support the audio control</p>  
</audio>
```



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## Key Terms

- additive colors
- alpha transparency
- anti-aliasing
- artifacts
- bitmap image
- cinemagraph
- CMYK color model
- codec
- color depth
- color palette
- container formats
- device pixels
- digital representation
- display resolution
- dithering
- favicon
- gamut
- GIF
- gradient
- halftones
- HSL color model
- image size
- interpolate
- JPEG
- lightness
- lossless compression
- lossy compression
- LZW compression
- media encoding
- MPEG-4
- opacity
- pixels
- PNG
- raster image
- reference pixel
- RGB color model
- run-length compression
- saturation
- subtractive colors
- SVG
- TIF
- transform
- transition
- vector image
- web-safe color palette

# Questions