

TSM543 Media Formats

Image formats

Images can be stored as either vector or raster in the first instance, and from then on the variation in approach and application explodes. Today we're going to look at SVG vector images, PNG images, and progressive

Task 1: Load the example SVG

- a. Load the SVG image (web browsers can do this, or vector graphics packages such as Illustrator)
- b. Zoom in and observe the vector nature – does it ever lose quality?
- c. Load the image in a text editor – Can you understand the structure?
- d. How are the colours encoded? Can you change the gradients?

Task 2: Compress an image as PNG

- a. Create a 1000x1000 pixel image in an editor
- b. Save the smallest image possible as a PNG – what would this be?
- c. Knowing what you do about compression now, what would be the hardest image to compress? Compete with your comrades – who can make the biggest image
- d. What is this image similar to in real life...?

Task 3: Watch the effect of progressive images

- a. Using the developer tools, limit the download speed of your web browser (Chrome and firefox can do this, lots of tutorials in the docs online)
- b. Check the dedicated page on SOL and observe the effects of progressive image downloads.
- c. If it loads, it may keep it in cache, and reloading will be near-instant. If this happens, use ctrl-F5 to clear the cache.