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Subject:-Digital image Processing (CS-8302)

Topic:- Different file formate

Semester:- B.E. Eight Semester

Summary

- GIF
- JPEG
- JPEG2000
- PNG
- TIFF
- PSD
- EPS
- SVG
- BMP

Image File Formats

- Standardized means of <u>organizing and storing digital images</u>.
- Image files are composed of digital data in one of these formats that can be rasterized for use on a computer display or printer.
- An image file format may store data in <u>uncompressed</u>, <u>compressed</u>, or <u>vector</u> formats.
- Once rasterized, an image becomes a grid of pixels, each of which has a number of bits to designate its color equal to the color depth of the device displaying it.

1. GIF File Format

- GIF stands for <u>Graphic Interchange Format</u>.
- This format compresses images.
- The compression is lossless.
- GIFs also have an <u>extremely limited color range</u> suitable for the web but not for printing.
- This format is never used for photography, because of the limited number of colors.
- GIFs can also be used for animations.

2. JPEG

- JPEG stands for <u>Joint Photographic Experts Group</u>.
- JPEG files are images that have been <u>compressed</u> to store a lot of information in a <u>small-size file</u>.
- Most <u>digital cameras</u> store photos in JPEG format, because then you can take <u>more photos on one camera card than</u> <u>you can with other formats</u>.
- A JPEG is compressed in a way that <u>loses some of the image</u> <u>detail during the compression</u> in order to make the file small (and thus called "<u>lossy</u>" <u>compression</u>).
- JPEG files are usually used for photographs on the web, because they create a small file that is <u>easily loaded on a</u> web page and also looks good.
- JPEG files are <u>bad for line drawings or logos or graphics</u>, as the compression makes them look "bitmappy" (jagged lines instead of straight ones).

3. JPEG2000

- It is a compression standard enabling both lossless and lossy storage.
- The compression methods used are different from the ones in standard JFIF/JPEG
- They improve quality and compression ratios, but also require more computational power to process.
- JPEG 2000 also adds features that are missing in JPEG
- Used in professional movie editing and distribution

4. PNG

- PNG stands for <u>Portable Network Graphics</u>.
- Created as an open format to replace GIF.
- It also allows for a full range of color and better compression.
- It's used almost <u>exclusively for web images</u>, never for print images.
- For photographs, PNG is not as good as JPEG, because it <u>creates</u> a larger file. But for images with some text, or line art, it's better, because the images look less "bitmappy."

5. TIFF

- TIFF stands for <u>Tagged Image File Format</u>.
- TIFF images create very large file sizes.
- TIFF images are <u>uncompressed</u> and thus contain a lot of detailed image data (which is why the files are so big)
- TIFFs are also extremely flexible in terms of color (they can be grayscale, or CMYK for print, or RGB for web) and content (layers, image tags).
- Most common file type used in photo software (such as Photoshop), as well as page layout software (such as Quark and InDesign), again because a TIFF contains a lot of image data.

6. PSD

- <u>Photoshop files</u> have default file extension as <u>.PSD</u>, which stands for "<u>Photoshop Document</u>."
- A PSD file stores an image with <u>support for most imaging options</u> <u>available in Photoshop</u>.
- These include <u>layers with masks</u>, <u>transparency</u>, <u>text</u>, <u>alpha channels</u> and <u>spot colors</u>, <u>clipping paths</u>, and <u>duotone settings</u>.
- This is in contrast to many other file formats (e.g., .JPG or .GIF) that restrict content to provide <u>streamlined</u>, <u>predictable functionality</u>.
- A PSD file has a <u>maximum height and width of 30,000 pixels</u>, and a <u>length limit of two gigabytes</u>.

7. EPS

- Encapsulated PostScript (EPS) is a DSC-conforming PostScript document with additional restrictions which is intended to be usable as a graphics file format.
- In other words, EPS files are more-or-less self-contained, reasonably predictable PostScript documents that describe an image or drawing and can be placed within another PostScript document.
- Simply, an EPS file is a PostScript program, saved as a single file that includes a low-resolution preview "encapsulated" inside of it, allowing some programs to display a preview on the screen.
- At minimum, an EPS file <u>contains a *BoundingBox* DSC</u> <u>comment</u>, describing the rectangle containing the image described by the EPS file.
- Applications can use this information to lay out the page, even if they are unable to directly render the PostScript inside.
- EPS, together with DSC's Open Structuring Conventions, form the basis of early versions of the *Adobe Illustrator Artwork* file format.

8. SVG

- SVG (Scalable Vector Graphics) is an open standard created and developed by the World Wide Web Consortium to address the need for a versatile, Scriptable and all-purpose vector format.
- ▶ The SVG format does not have a compression scheme of its own.
- But due to the <u>textual nature</u> of XML, an SVG graphic <u>can be</u> <u>compressed</u> using a program such as gzip.
- Because of its scripting potential, SVG is a <u>key component in</u> interactive web <u>pages</u> that look and act like applications.

9. BMP

- It is called Windows bitmap.
- It handles graphic files within the Microsoft Windows OS.
- Typically, BMP files are <u>uncompressed</u>, and therefore <u>large</u> and <u>lossless</u>.

Advantage is simple structure

REFERENCES

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THANKS