
Subject: Re: Medical Imaging Question

Posted by [Axel vom Endt](#) on Thu, 05 Aug 1999 07:00:00 GMT

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David Fanning wrote:

>

> I mean by this that I want to "see" 4094 shades of gray.

I'm not sure about the reference for this, but I read somewhere that the human eye cannot even distinguish between 256 levels of gray. Isn't that the reason to use the fancy color tables in IDL?

From what I understand about medical imaging the 4096 levels are meant to have some headroom, so that you can zoom into some parts of the intensity range to enhance certain features of the image without losing resolution.

I think that these fudged gray scales have only been used in the old days of the PC, when you had to use 256 colors out of 262144 on your VGA card, i.e. 2^6 different shades each of r,g,b and therefore only 64 levels of pure gray. I've done that once, but the results haven't been impressive.

Hope that helps

Axel
