
Subject: ANTI-ALIASING? WHAT?

Posted by [Mark Chan](#) on Mon, 05 Feb 2001 03:19:02 GMT

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There is a group of graphical terms that I don't have a clue what they mean or when to/not to use them. Here is a partial list of them:

- 1) anit-alising vs imagemap
- 2) 8 bits, 24 bit, RGB (24 bit), paletted (8 bit), CMYK (32 bit), 16 color, grayscale (8 bit)
- 3) postscript level 1,2,3

I know they are related/interlinked. When should one use one and not the other? Which best to use when? What is most appropriate for exporting? For importing? What is most preferred for IDL applications? What does it do to the image if you open one with the wrong settings? If you output one with the wrong setting, then what?

any help in clarifying them is greatly appreciated.

Thanks in advance,
Mark
