Subject: Re: How to make higher resolution GIF or JPEG image?
Posted by bleau on Tue, 17 Feb 2004 20:35:08 GMT
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In article <102qkjo6mqkgrd4@corp.supernews.com>, Michael Wallace
<mwallace.removethismunge@swri.edu.invalid> writes:
[snip]
> It's not that PS is high resolution -- it's because PS uses vector
> graphics rather than raster graphics. This allows PS viewers to redraw
> the image when the resolution changes.

Okay, that makes sense.

>> Does anyone know of a way to convert PS to GIF? I read about
>> Ghostscript and Ghostview, but the ftp site says they removed the GIF
>> generation capabilities from the package due to licensing problems.
>> Since we're going to be displaying these gif's on the web, that's
>> probably not a way for us to go. Any other ideas?
>
> You can use PNG instead of GIF. PNG is basically a free replacement for
> GIF. It's been supported in IDL for a while and nearly everyone who I
> work with who use to use GIFs now use PNGs. I wouldn't recommend JPEG
> or any other lossy format. And PNGs can be seen without problem in web
> browsers.

That's the concern here: That many folks have web browsers that haven't
been upgraded in a while and won't be able to support PNG. I counselled
against using JPEG, but there's not many alternatives if one rules out PNG.

> Fonts created in IDL direct graphics do not look good at all, and there
> are many here who have voiced similar complaints. One thing you can do
> is use hardware fonts or use object graphics. Another thing you can do
> is the "make 'em big trick" as described here:
> http://www.dfanning.com/graphics_tips/zfonts.html

This technique looks interesting and has possibilities; I'll try it. I'm
writing my entire plot to a Z-buffer, though, not just the text. I guess
that means I should make the entire plot 4x larger in each dimension,
right? REBIN will take care of averaging adjacent pixels together for me.

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