
Subject: Re: 16 bit greyscale / grayscale videos
Posted by [Kenneth P. Bowman](#) on Tue, 02 Feb 2010 15:27:16 GMT
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In article

<3082e4e2-d406-48a2-832c-849e9a679569@f17g2000prh.googlegroups.com>,
MC <moreflaps@gmail.com> wrote:

>> Yes, PNG and TIFF both support 16-bit greyscale storage. However, as i
>> understand with TIFF you can create a single file containing multiple
>> images, which is more convenient, for passing to animation software,
>> whilst PNG only stores one image per file, so that less convenient. Is
>> there any way to store multiple PNG images in a single PNG file?
>>
>> Question then remains is what animation software and movie media will
>> retain the 16-bit greyscale fidelity? Most of these do RGB of 8 bit
>> for each colour, so that wont retain the full 16-bit greyscale
>> fidelity.
>>
>
> Not only that, it is unlikely that one can tell the difference between
> 16bit and 8bit greyscale visually -even if Mach banding effects are
> present...
>
> Cheers

Does anyone actually have a display that provides more than 8 bits
per channel? You might have 16 bits per channel in your image, but
I am reasonably sure that standard video hardware provides only 8
bits per channel. Perhaps there are monitors and graphics cards
with greater depth for high-end applications?

Ken
