Subject: Re: Converting 24bit images to 8 bit
Posted by guy on Mon, 15 Mar 1993 15:14:09 GMT
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In article <1993Mar10.140851.9050@infodev.cam.ac.uk>, gdc11@cus.cam.ac.uk (G.D. Carver) writes:
> Can anyone help me out with a better algorithm to convert the 24bit images to
> 8bit? The obvious first step is to scan the red, green and blue images to
> actually see what colours are required. This will undoubtedly produce more than
> 256 colours and the not-so-obvious next step is how to reduce the no. of colours
> required.
>
> If anyone can help out with some algorithms or point me in the direction of
> some reference material I would be extremely grateful.
>

I had the same problem some time ago. IDL has a very nice routine COLOUR_QUAN which does the 24bit to 8bit quantisation, with very nice results. I had my images processed by a collegue using IDL. Other than this, there are a number of tools which can do the job for you, including PPM, URT and Imagic. The comp.graphics faq gives references and mentions a couple of papers you might want to try. This can be obtained from (18.172.1.27) as pub/usenet/news.answers/graphics/faq.

You might also like to look at Graphics Gems I, II and III which contain papers about color quantisation. The sources for these are available at princeton.edu (128.112.128.1) in pub/Graphics/GraphicsGems and many other sites.

If you implement anything in PV~Wave itself, please let me know, as it would save transferring things between various file formats !

Guy

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