

# Image Formats and Optimization

## Survey Final Presentation

### Group 2

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# Agenda

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# Introduction

- Different formats for different purposes
- Evolution of image formats: Current and “futuristic” formats
  - Presented formats: GIF, JPEG, PNG, WebP, AVIF, JPEG XL
- Delivery in Web Browsers
  - Usages of browser’s native features
  - Static vs. responsive delivery
- Tooling as support for optimization

# Image Formats

# GIF

- The predecessor to PNG
- Most known for animations
- Lossless.
- Limitation of 256 colors → visual loss from conversion
- Very large files for animations.

# JPEG

- Lossy compression → Discard info to save space
- Best for images with continuously varying colors (few hard edges)
- Two compression modes Baseline and Progressive
- Chroma subsampling availability

# Baseline and Progressive JPEGs

- **Baseline:**

- One row at a time:  
Top to the bottom
- Same quality



- **Progressive:**

- Full picture from start
- Increasing quality by progressively loading higher frequent data into it



# PNG

- Lossless compression
- Supports alpha transparency
- Ideal for images with regions of the exact same color
- Popular for:
  - sharp contrasts
  - opacity and transparency
  - multiple edits
- 3 Color palette modes:
  - PNG8
  - PNG 24
  - PNG 32 (not very used)



# WebP

- lossless and lossy compression
- lower file size with acceptable image quality
- supports alpha transparency
- supports animation
- compression more CPU intensive (static > dynamic)

## Downsides

- lacks gamut and chroma
- no progressive decoding

# AVIF

- Better compression than other formats:
  - 50% more effective compression than JPEG.
- High-quality images
- Supports transparency, lossy or lossless compression, HDR color, etc
- Support in browsers with Chrome 85+ and Firefox 77+
- For animations, live photos, and image sequences
- For monochrome images and multichannel images.

# JPEG XL

- Work in progress
- 60% more compression efficiency than JPEG.
- Lossless transform from JPEG XL to JPEG with file size reduction, in both directions.
- Browser support can be activated under a flag in Firefox and Chrome

# Comparing Formats (1/2)

3 dimensions for choosing the optimal image format:

- Functionality
- Support
- Use-case:
  - Colors
  - Photo vs. Illustration
  - Animation

# Comparing Formats (2/2)

	<b>Decoding Speed</b>	<b>Delivery</b>	<b>Browser Support</b>	<b>Compression</b>
<b>GIF</b>	slow	progressive decoding	all	lossless
<b>JPEG</b>	very fast	progressive decoding, preview	all	lossy
<b>PNG</b>	ok	poor progressive decoding but with alpha, preview, low format overhead	all	lossless
<b>WebP</b>	rather slow	low format overhead but no progressive decoding, no LQIP, no preview	all except Safari (just partial support)	lossless and lossy
<b>AVIF</b>	pretty fast	no progressive decoding, no LQIP, no preview, no low format overhead	Chrome, Firefox, Android	lossless and lossy
<b>JPEG XL</b>	slower	very good delivery! (in all compared aspects)	under a flag Firefox, Chrome	lossless and lossy

# Compression vs. Quality

# Kodak Images

[r0k.us/graphics/kodak/](http://r0k.us/graphics/kodak/)

- Links to lossless, true color (24 bits per pixel, aka "full color") images
- Used as a standard test suite for compression testing

# Responsive Delivery

```
<h2>AVIF</h2>
<div class="row">
  <div class="column">
    <picture>
      
    </picture>
  </div>
</div>
</div>
```



# Tools

# ImageMagick Description

- free software to create, edit, compose or convert digital images
- open source
- consists of a number of command-line utilities
- Examples of features:
  - format conversion
  - transform (resize, rotate, crop, flip...)
  - transparency, animation
  - color management
  - image identification (format, attributes)
  - noise and color reduction
  - large image support
  - ...

# ImageMagick Conversion, Resizing and Cropping code

## Conversion

```
magick image.jpg image.png
```

```
magick *.jpg images.png
```

## Resizing and Cropping

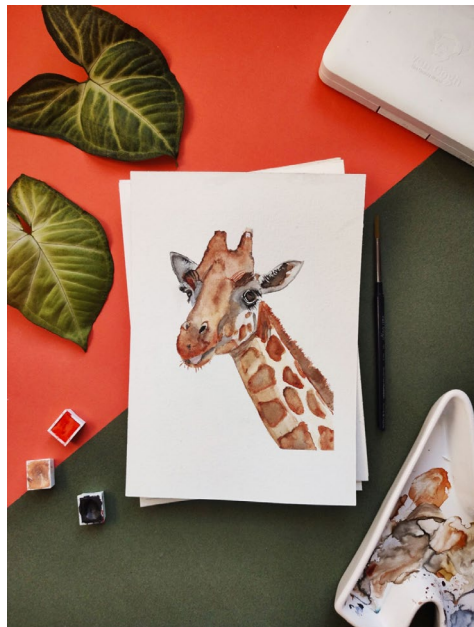
```
magick image.jpg[120x120] thumbnailGiraffe1.png
```

```
magick image.jpg[120x120+1000+1300] thumbnailGiraffe5.png
```

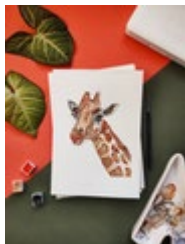
```
magick image.jpg[240x240] thumbnailGiraffeBig.png
```

```
magick thumbnailGiraffeBig.png[120x120+30+60] thumbnailGiraffeBigCrop2.png
```

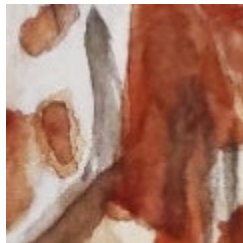
# ImageMagick Resizing and Cropping



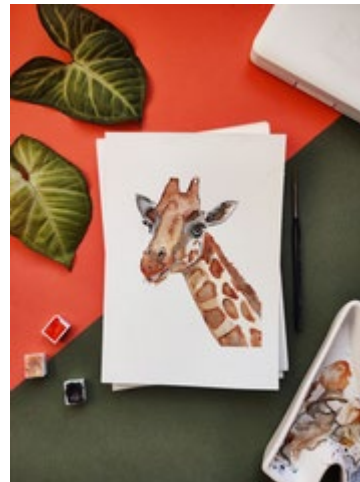
JPEG 1983x2643



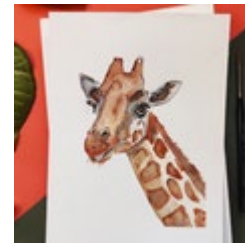
resized to  
120x120  
png



crop the middle  
part of Original  
jpg and resize it  
to 120x120



resized to  
240x240 png



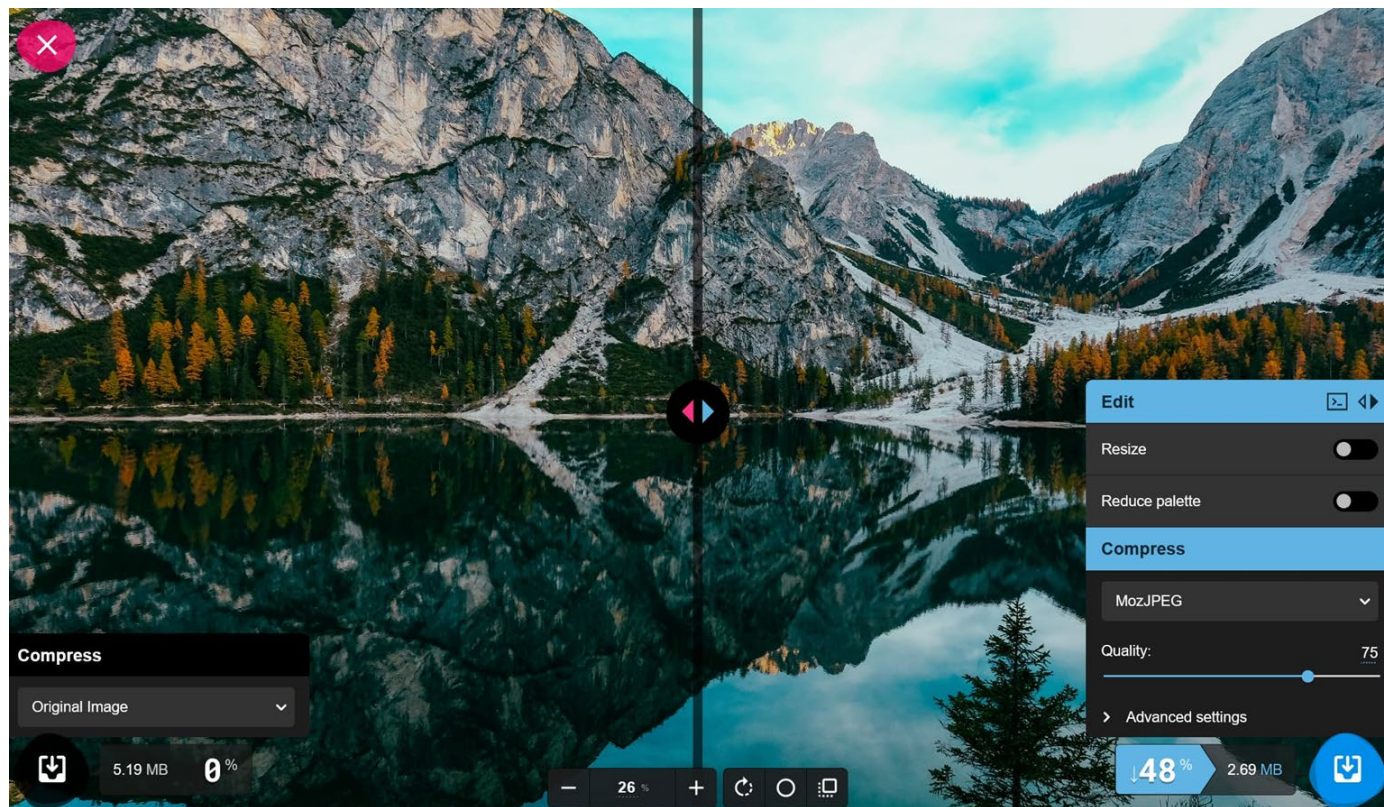
crop the  
middle of  
resized  
png and  
resize to  
120x120

# ImageMagick Compression

Choices are: None, BZip, Fax, Group4, JPEG, JPEG2000, Lossless, LZW, RLE or Zip.

- Compress by reducing quality (and stripping any comment or EXIF metadata):
  - `magick Fotoshooting.jpg -strip -quality 85% resultFotoshooting.jpg`
  - original 2030KB → result 1878 KB
- Compress by reducing sampling factor (chroma downsampling)
  - `magick Fotoshooting.jpg -sampling-factor 4:2:2 resultFotoshootingSampling.jpg`
  - original 2030 KB → result 1524 KB (no recognizable difference)

# Squoosh.app [squoosh.app/editor](https://squoosh.app/editor)



# squoosh.app Pros and Cons

- + no prior knowledge required
- + good-looking user interface
- + few functions
- + user optimized
- + no installation necessary
- + progressive Webapp
  
- very memory intensive

# Squoosh Showcase

[https://youtu.be/G\\_COBsX8WYA](https://youtu.be/G_COBsX8WYA)



# Responsive Breakpoints

## [responsivebreakpoints.com](https://responsivebreakpoints.com)

**RESPONSIVE BREAKPOINTS** Responsive Image Breakpoints Generator v2.0

Easily generate the optimal responsive image dimensions

One image for all screen resolutions and different devices is not enough. An image per pixel is too much - so how can someone automatically choose the optimal responsive image sizes? [Learn more...](#)

Resolution ? From 200 To 1400

50 200 480 1080 2180 3840

Size step ? Size (KB) 20

5KB 25KB 45KB 65KB 85KB

Maximum images ? Quantity 20 Retina resolution

3 10 18 25 33 40 include double resolution (2xPR 2.0) images

Art-direction - Image aspect-ratio and view-port ratio

Desktops	Small laptops	Tablets	Smartphones
Original	16:9	4:3	1:1
40%	60%	70%	100%

**AUTOMATE RESPONSIVE BREAKPOINTS GENERATION**

You can use [Cloudinary's API](#) to upload your images to the cloud and automatically generate breakpoints programmatically:

```
RUBY ON RAILS      NODEJS      PHP      PYTHON
```

```
Cloudinary::uploader.upload("sample.jpg", responsive_breakpoints: { create_derived: true, bytes_step: 20000, min_width: 200, max_width: 1000, transformation: { crop:
```

Powered by Cloudinary

Cloudinary is the image back-end for web and mobile developers. An end-to-end solution for all

# Responsive Breakpoints

- Generate resized images to make it responsive.
- Ability to set a maximum of images.
- Width range selection.
- HTML code and image folder generated.

# Responsive Breakpoints Showcase

<https://youtu.be/umKTnDAAVa4>

# Recommendations

Which format would we choose in which case?

<b>Use Case</b>	<b>Recommended Format</b>
Very small images (thumbnails)	AVIF
Larger images	JPEG XL
Cartoons or similar	PNG or WebP
Animations	WebP