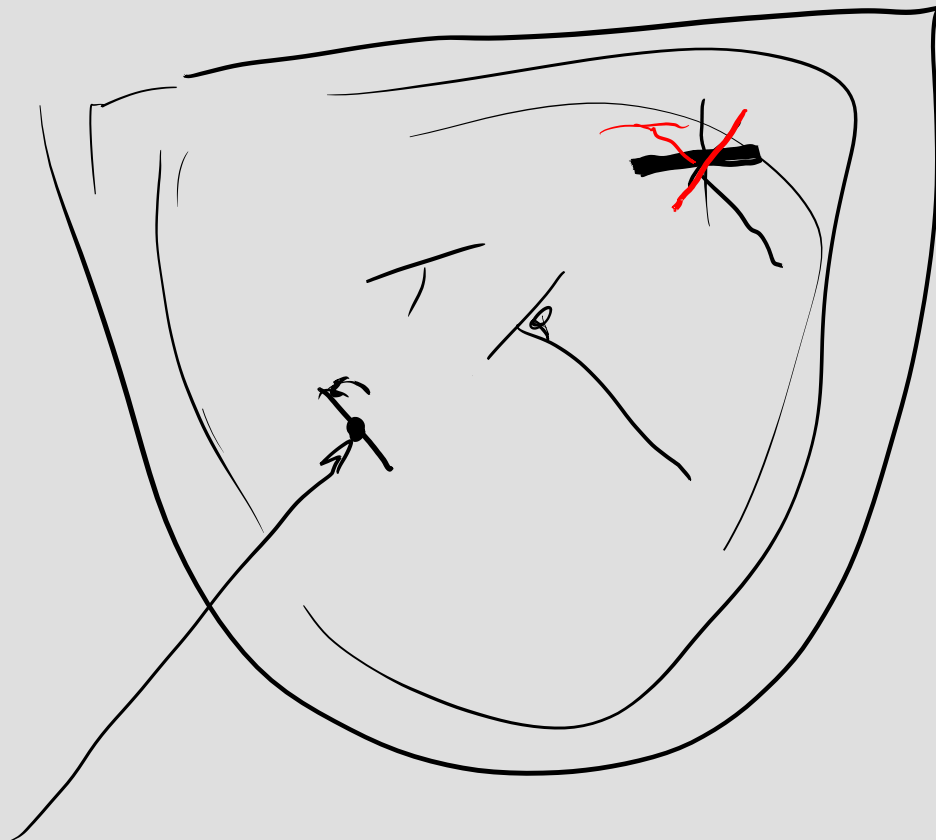
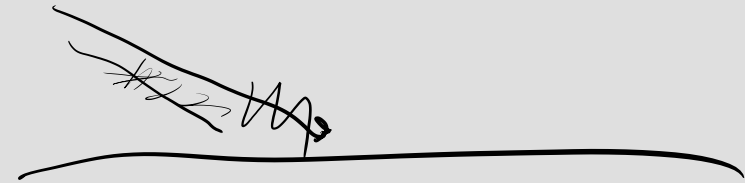
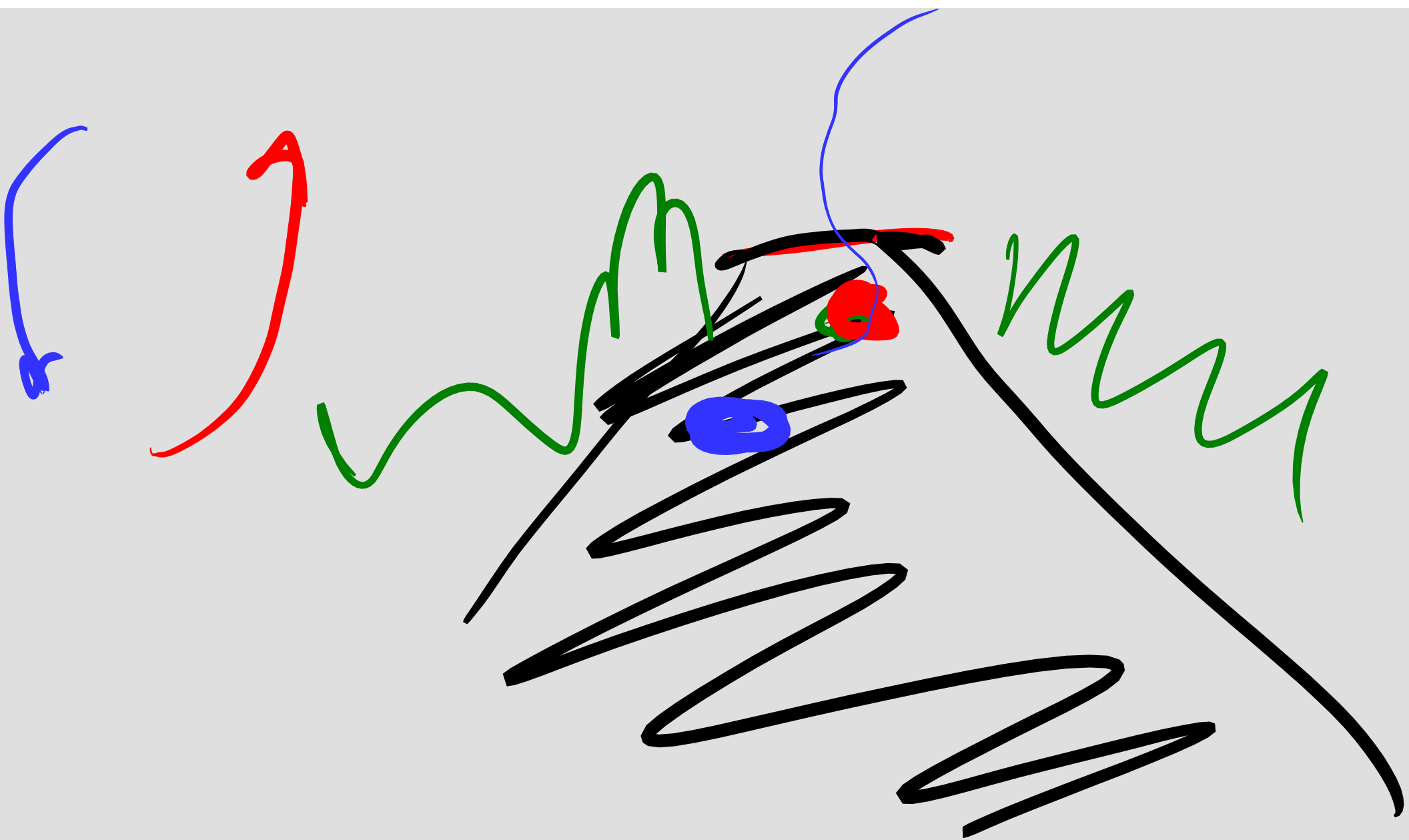


light — Particle
— wave — larit elec
— long may



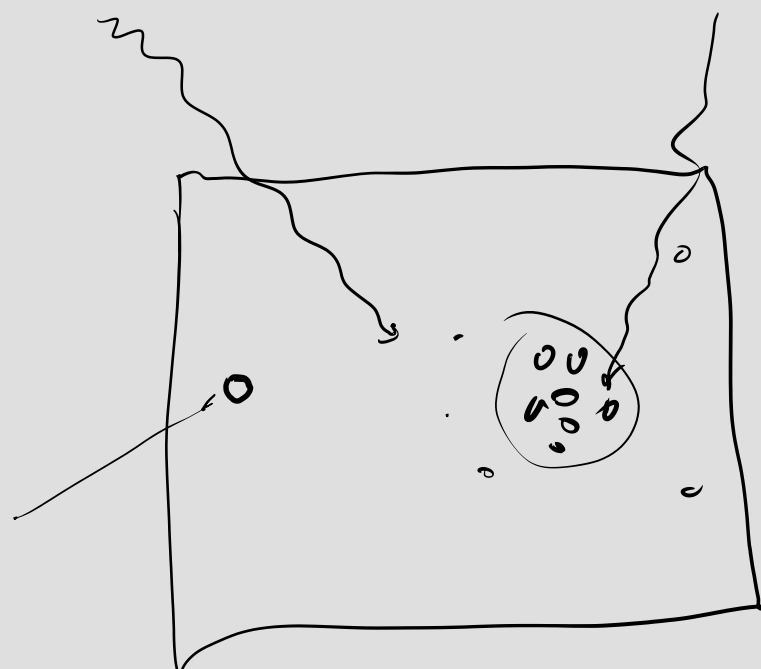
Polarization





e^{-x}

prob
of
expos

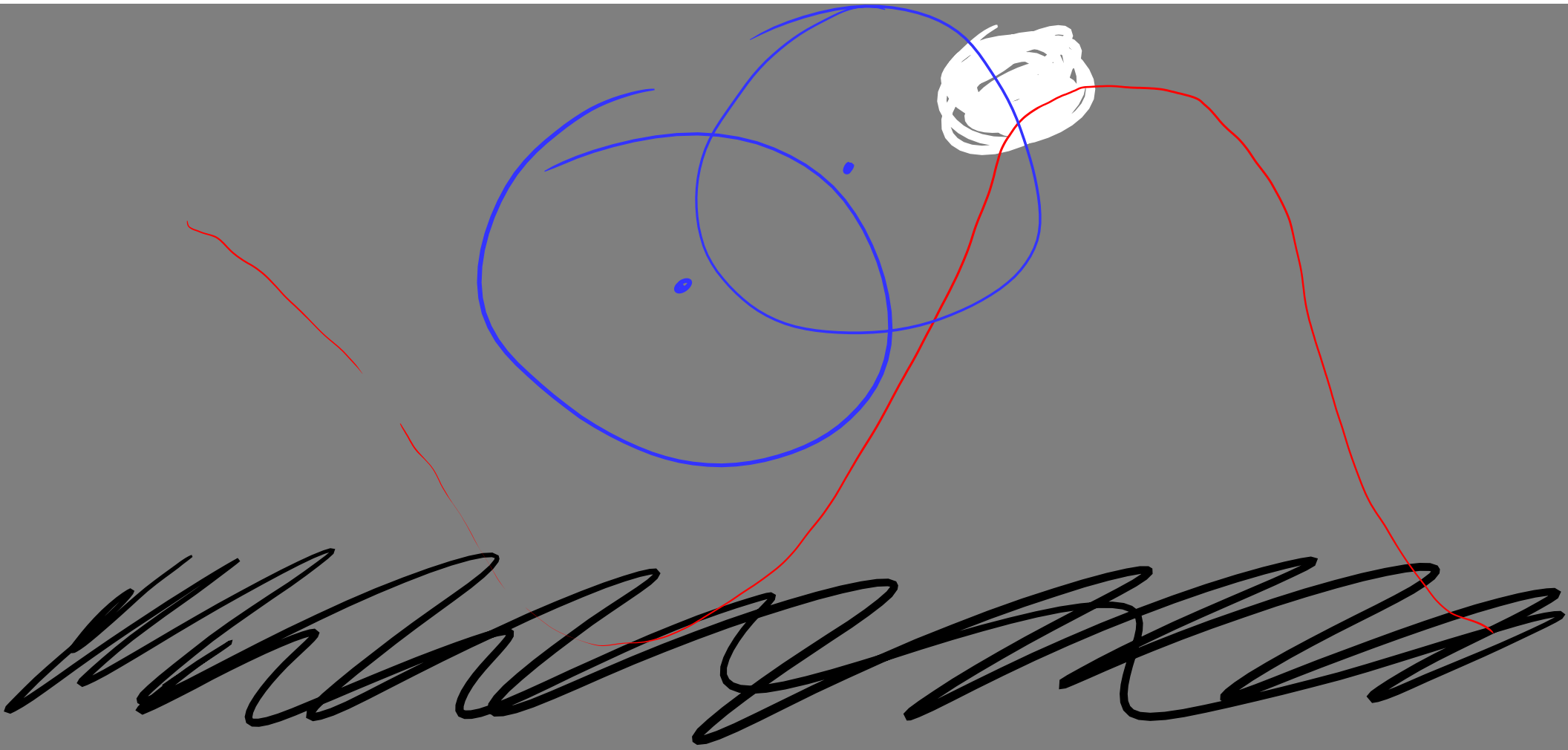


img - post-exposure

HDR - pre-exposure



pre exposure




gzip

Lossless

• hevc

Jpeg — lossy

— png

gif —

few colors

lossless

Compression

tiff

low

webp

bmp

uncompressed

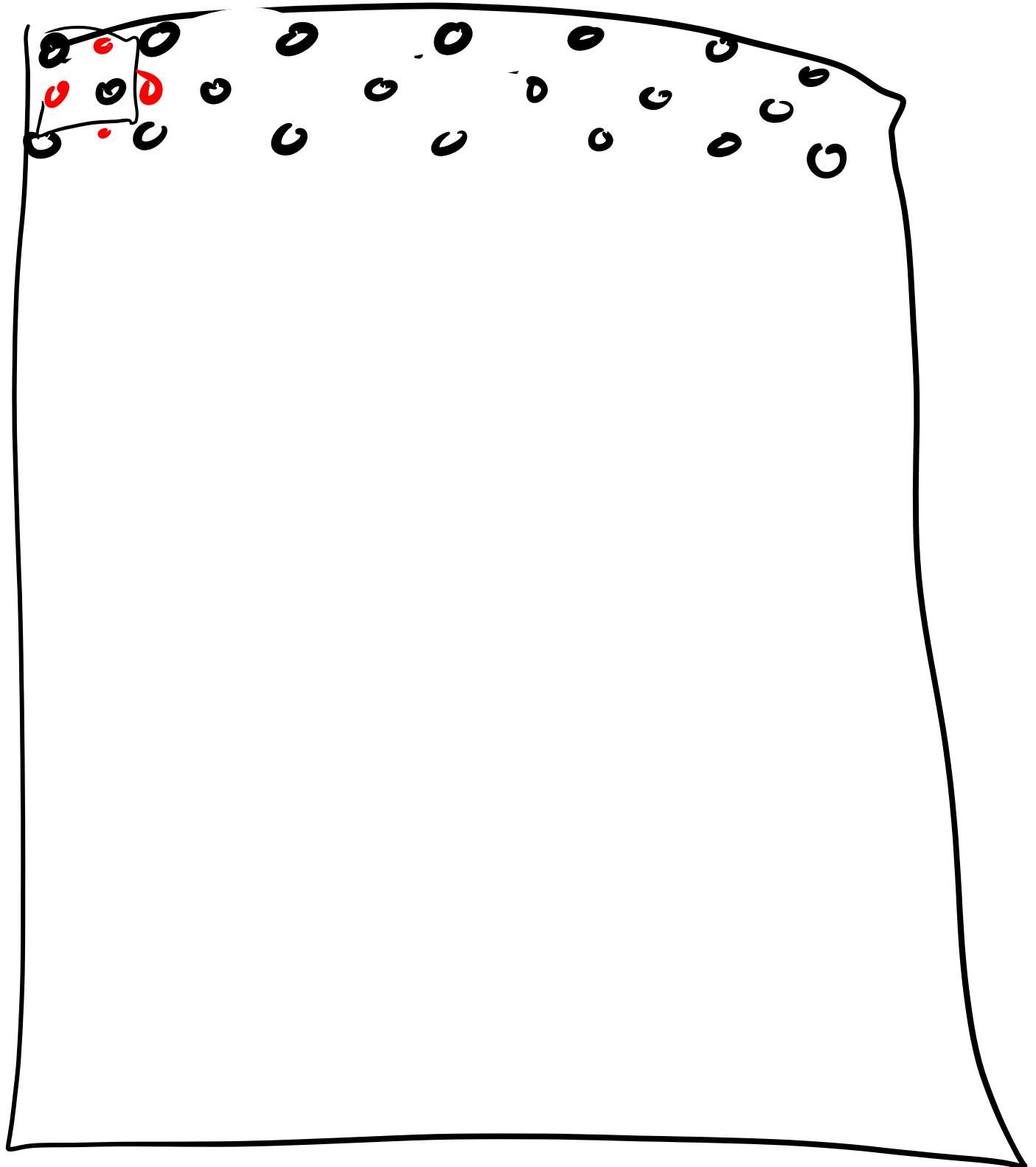
• hdic

• cr2

Vector

— Svg

ppm

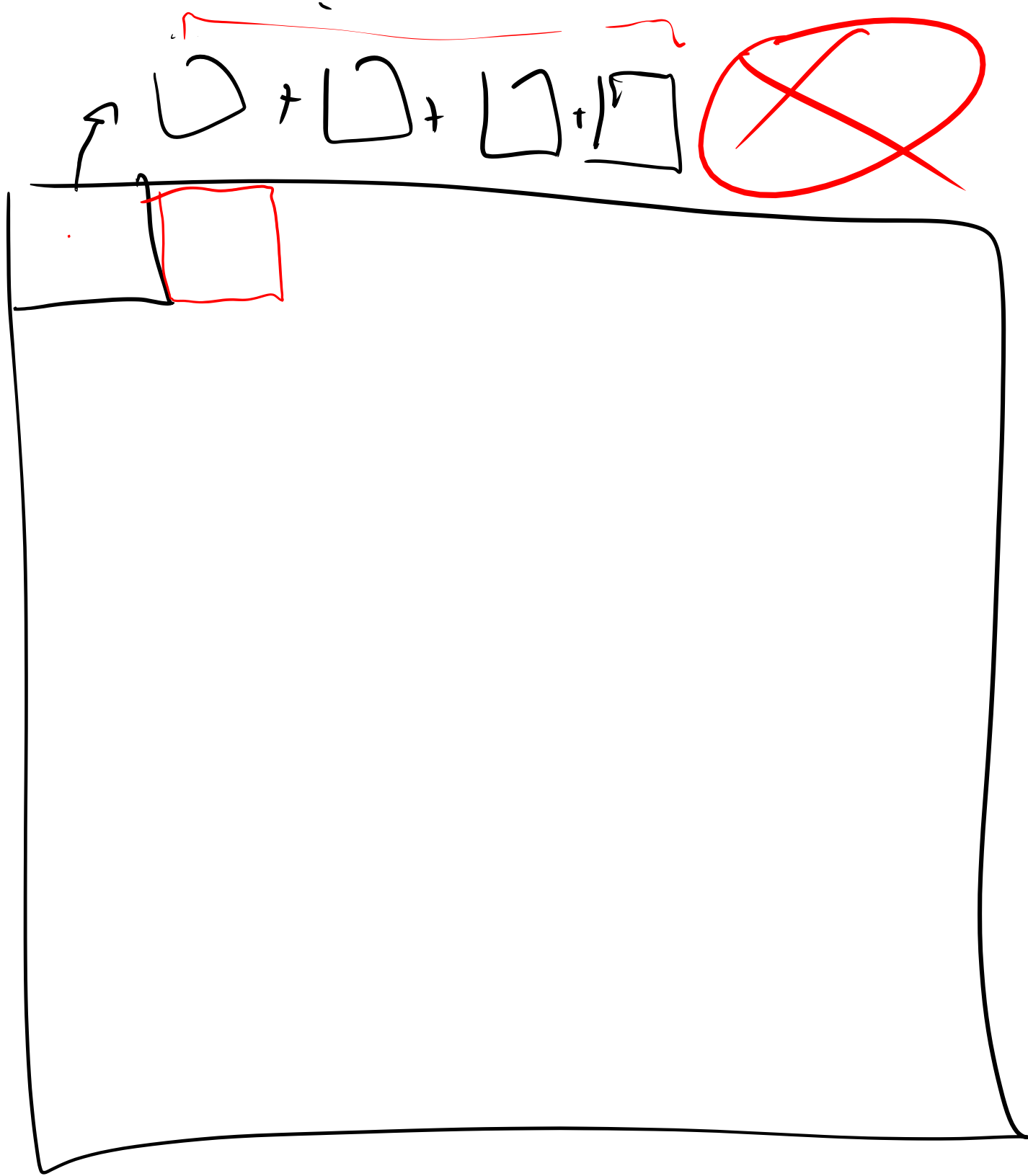


discrete cosine transform

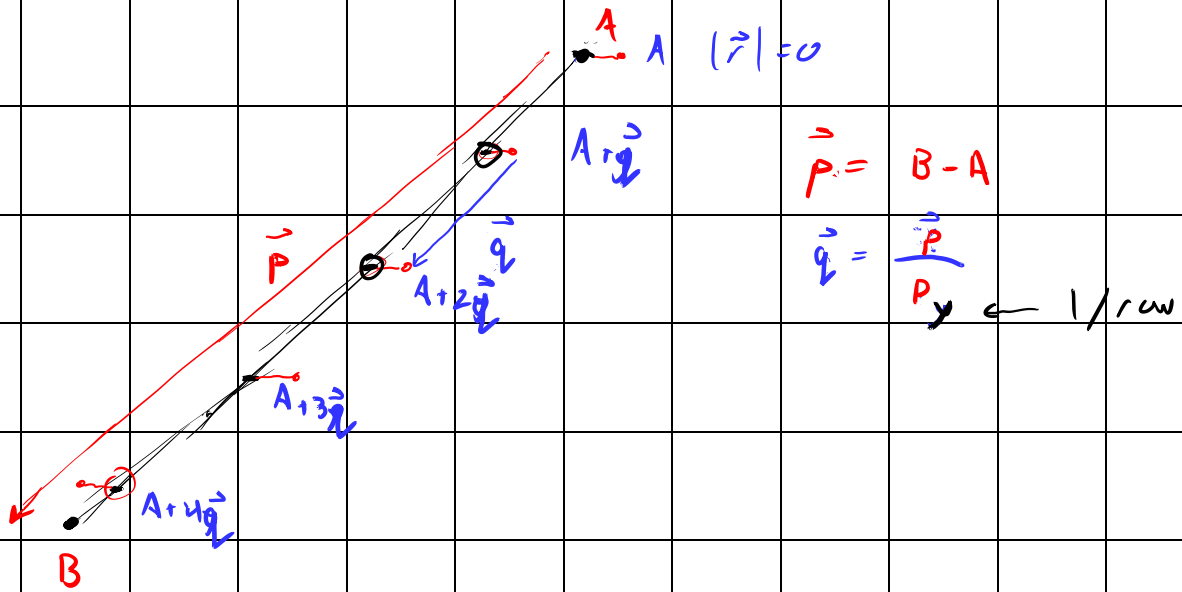


JPEG

lossy

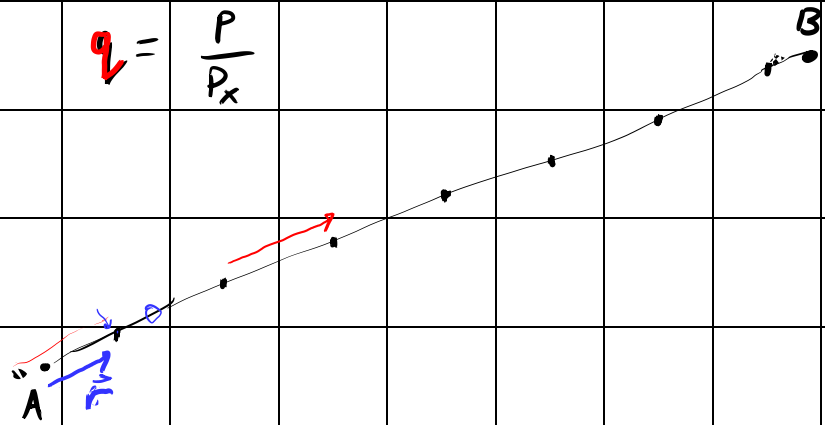


DDA



$$P = B - A$$

$$\vec{q} = \frac{P}{P_x}$$



d

$$\vec{r} = d \cdot \vec{q}$$

Bresenham - integer endpoints

$$P = (5, 2)$$

$$Q = (1, \frac{2}{3})$$

