



"Sure it's a small world, but I wouldn't want to have to paint it."

- Steven Wright

"Sure it's a small world, but I wouldn't want to have to paint it."

- Steven Wright

### 8-bit Image





1-bit Images



### 8-bit Image





4-bit Images



### 16 and 32 bit PixPats



### Color Icon 'cicn'

	8-bit	<b>16-bit</b>
data size	1K	<b>2K</b>
clut size	<b>2K</b>	0K
total	3K	2K

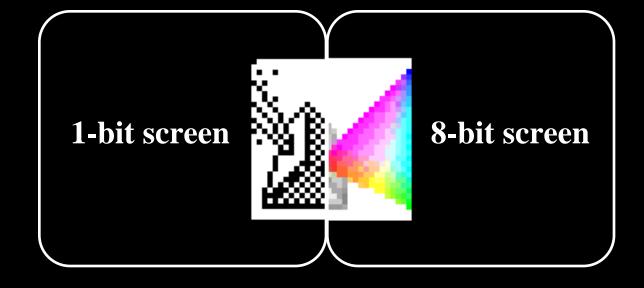
### **PlotCIcon**

1-bit icon





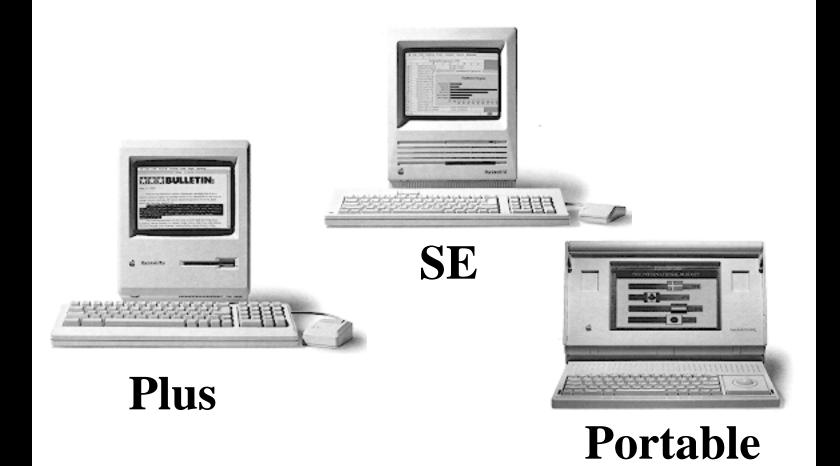
8-bit icon

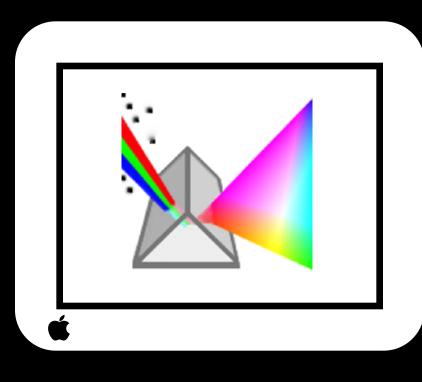


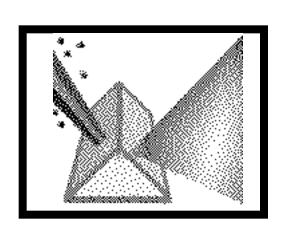
THE

**ANSWER BOOK** 

### HE'S LYING



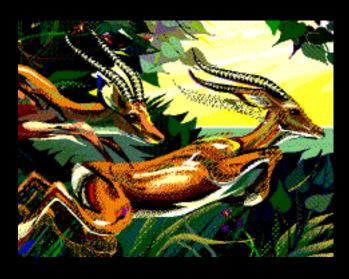




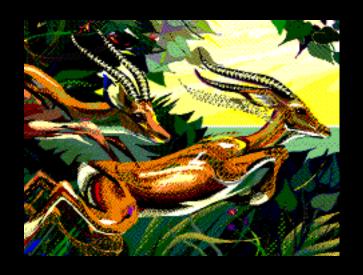
 $\perp$ 



#### **Picture Utilities**



2028 Regions
2329 Polygons
37 Arcs
279 Ovals
50 Rects
126518 Lines
11436 Comments
8 Colors



1 Image

8 bits/pixel

8 Colors



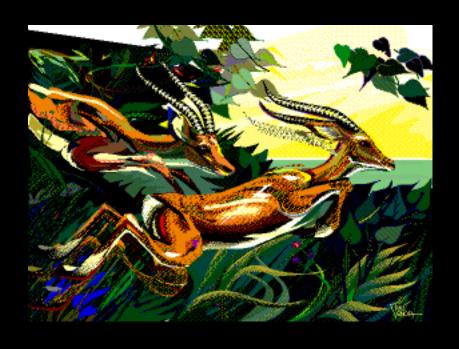
### 16-bit Image



### **6.0.5** Shrink



### 16-bit Image



### **6.0.5** Shrink

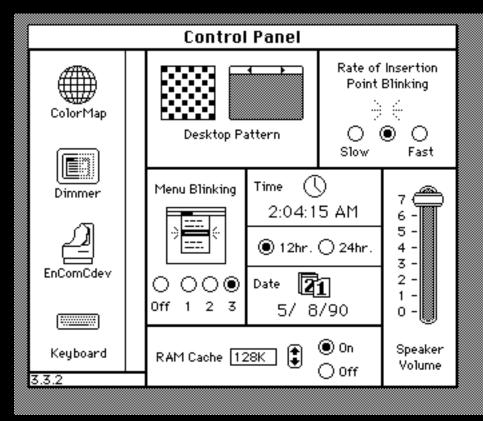


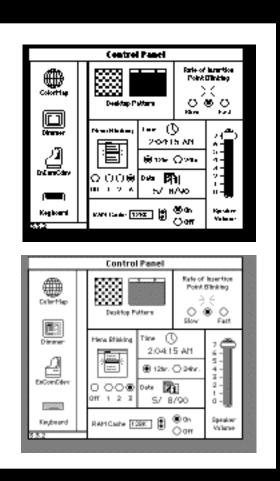


7.0 Shrink

#### **Standard Shrink**

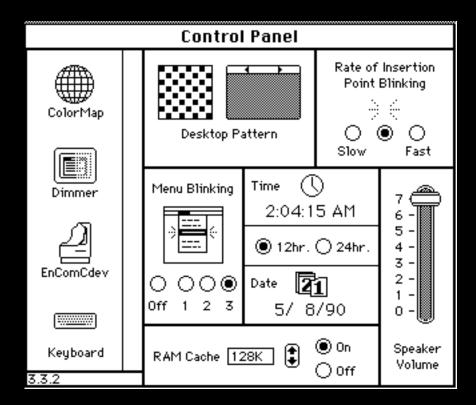
### 1-bit Image





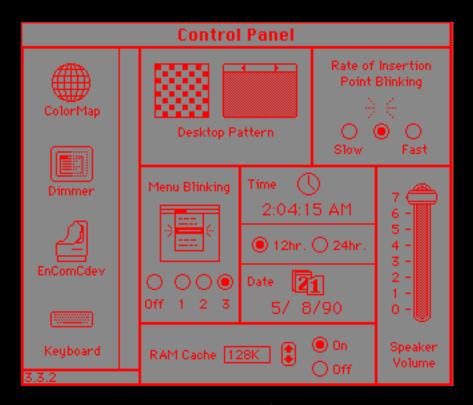
#### **Dithered Shrink**

### CopyBits fgColor=black bkColor=white



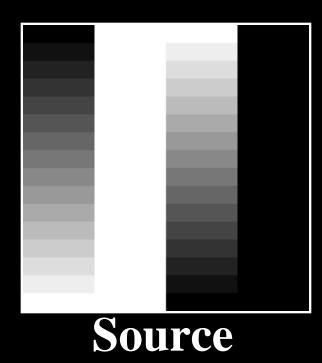
black and white source

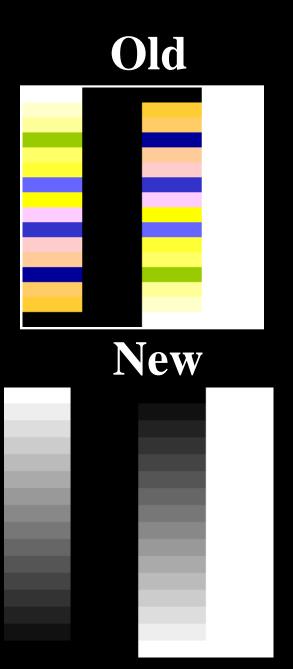
### CopyBits fgColor=red bkColor=gray



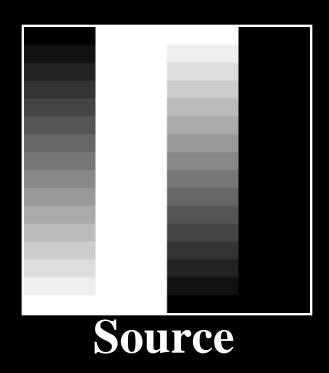
black and white source

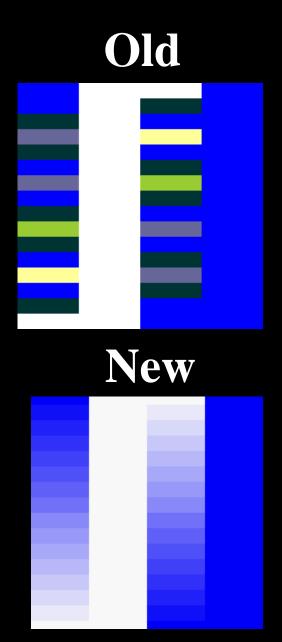
## CopyBits fgColor=white bkColor=black



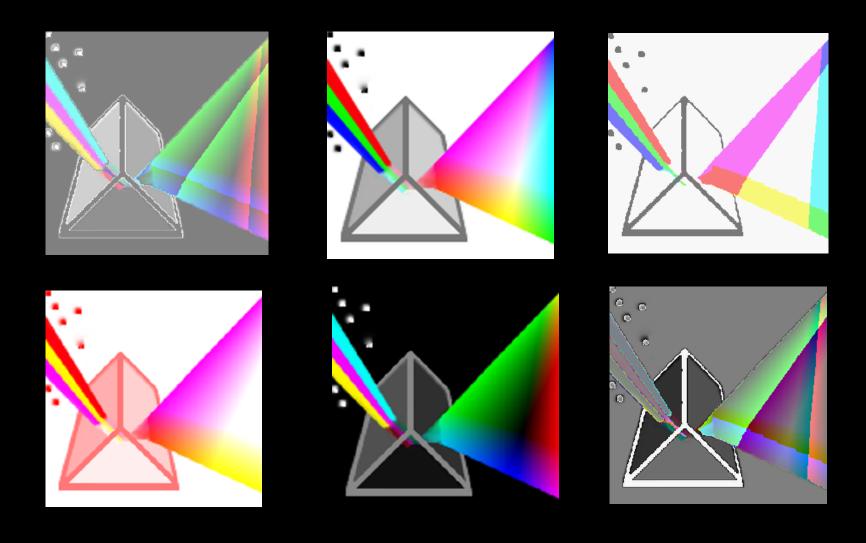


## CopyBits fgColor=blue bkColor=white

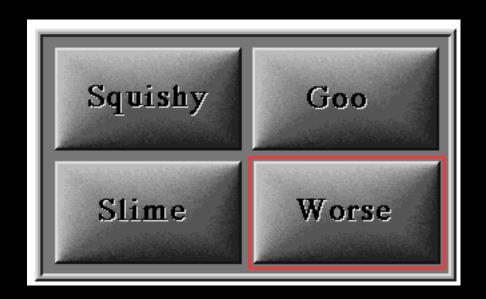




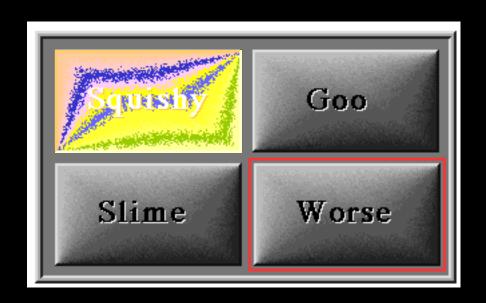
### **CopyBits Colorizing**



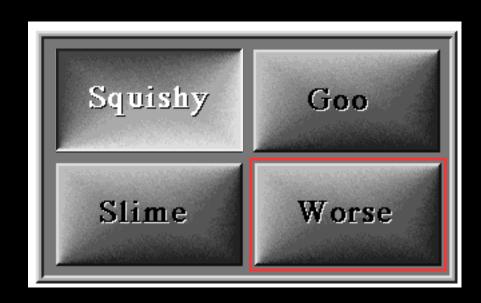
### How to Hilite?



### InvertRgn(theRgn)



### CopyBits(...notSrcCopy, theRgn)

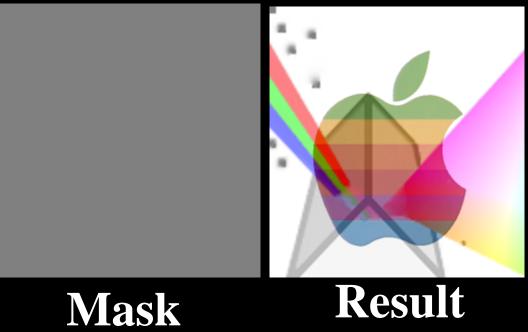




ID WE WILL BURY THEM



### CopyMask





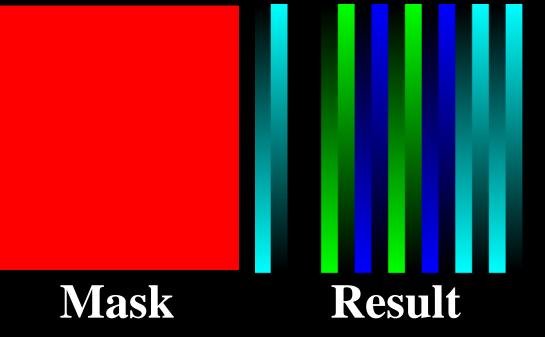
### CopyMask



# Source

### CopyMask

**Destination** 



### Source

### CopyMask



