

Contents

| | |
|--|-----------|
| Introduction | 5 |
| 1 Digital Color Representation | 7 |
| 1.1 Introduction | 7 |
| 1.2 CIE Chromacity Diagram | 7 |
| 1.3 Black Body and Sun Color | 8 |
| 2 Digital filters in image processing | 10 |
| 2.1 What a digital filter is? | 10 |
| 2.2 Classification of Filters | 10 |
| 2.3 Discrete Convolution Filters | 11 |
| 2.4 Adaptive Kernel Convolution | 12 |
| 3 Volume rendering | 16 |
| 3.1 Principles of Volumetric Raycasting | 17 |
| 3.1.1 What Raycasting is | 17 |
| 3.2 Volume Renderer Design | 18 |
| 4 Lossy Image Compression | 20 |
| 4.1 Discrete Cosine Transform | 20 |
| 4.2 DCT-based Lossy Compression Algorithm Proposal | 22 |

| | | |
|-----|---|----|
| 5 | Lossless Image Compression | 24 |
| 5.1 | Lossless Compression Algorithm Proposal | 25 |
| | Bibliography | 28 |
| | Curriculum Vitae of Jindřich Nový | 30 |
| | Abstract | 31 |
| | Abstrakt | 32 |