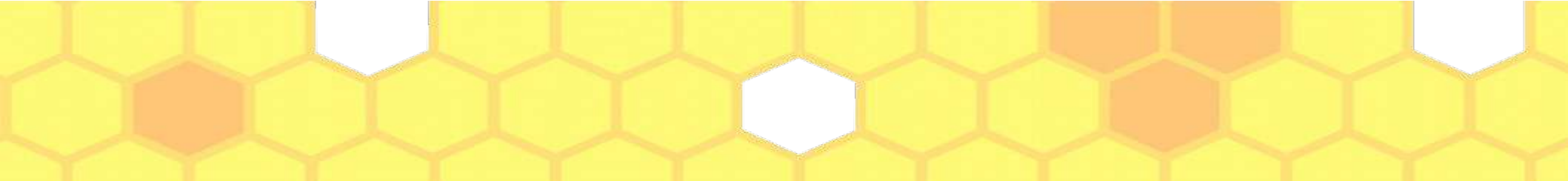


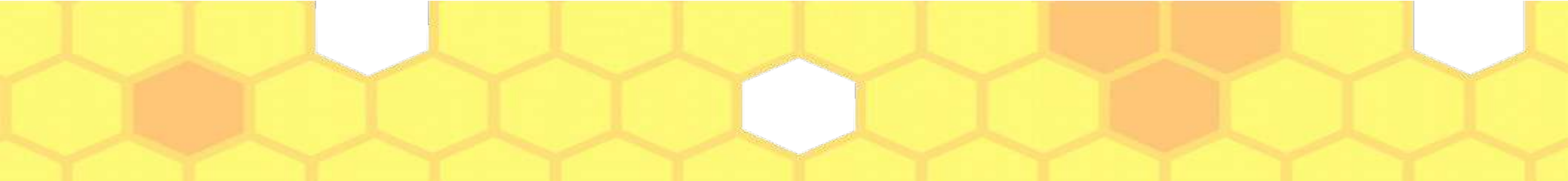


Image Resolution: Pixels Per Inch, Display Size

- Relation between display size and image size
 - PPI vs Image Resolution
 - Image Resizing and Scaling
- 

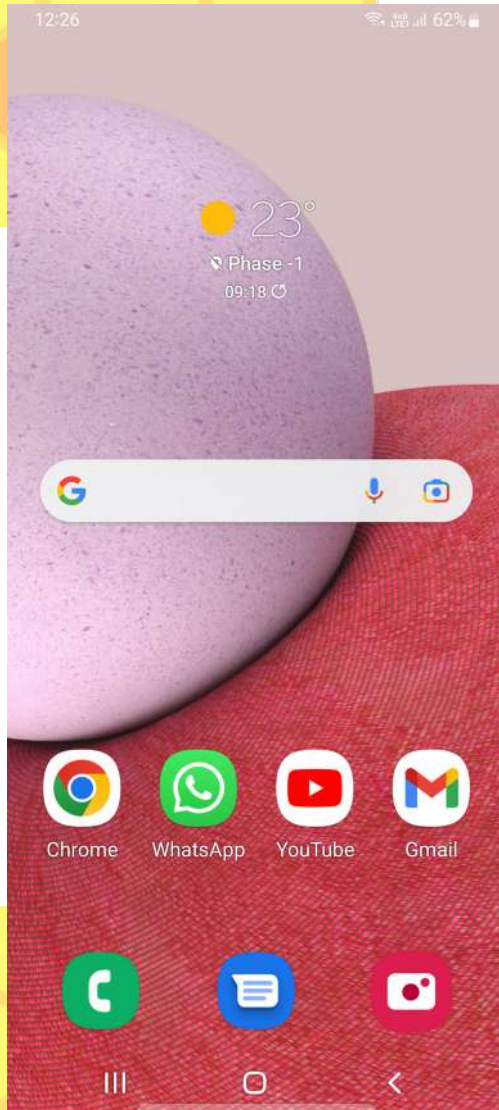


Few Misunderstandings

- Pixels are of fixed dimension such as length
 - Pixels are physical dimensions such as inch or centimeters
 - Pixel sizes are governed by the image files that store image data
- 



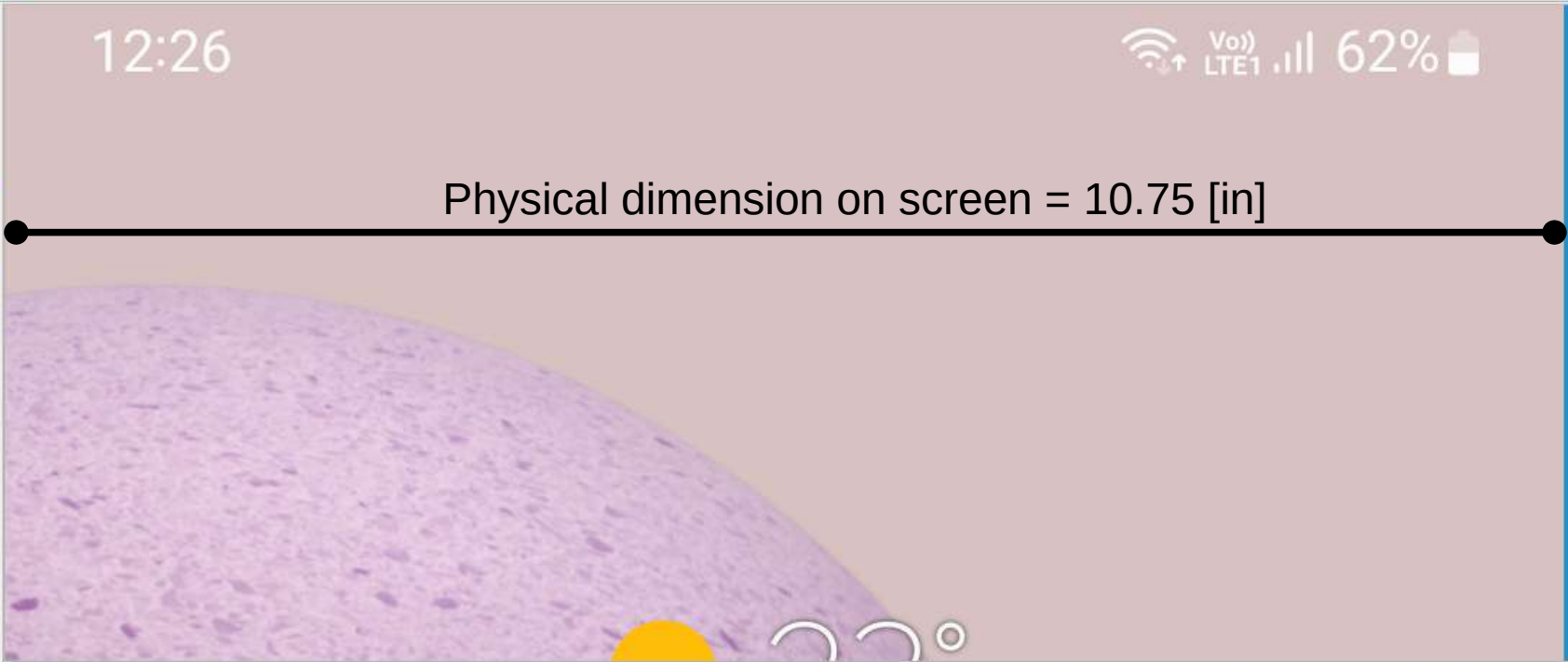
- 1 -This is the screenshot of a mobile display with published size of 6.60"
- 2 -The measure width and height of the diplay are 2.6875" and 6.00" respectively
- 3 -The measured dimension of the screen is 6.57 inch – very close to the published value
- 4 -When you open this image in any image editing software such as KolourPaint or MS-Paint, the image size in pixels are $w \times h = 1080 \times 2408$ pixels
- 5 -Thus, the PPI of display of the mobile screen is $1080/2.6875 = 402$ or $2408/6.00 = 401$. Let's take it as 400 pixels per inch.



- 1 -Thus, the display of the mobile has pixel size of $1 \text{ [in]} / 400 \text{ [pixels per inch]} = 0.0025 \text{ [in]}$
- 2 -Note that this value is different (and far lower) than the legacy value of $1 \text{ pixel} = 0.0139 \text{ [in]}$
- 3 -Thus, the pixels are not a fundamental units like $[m]$, $[kg]$, $[s]$.
- 4 -Now, let's see how it looks like when this image is opened in a screen of size 15.75 [in] – (this laptop) having width = 13.625 [in] and height = 7.75 [in] with screen resolution of $1366 \times 768 \text{ [pixels]}$ --> that is **100 pixels per inch (the published value is 96 pixels per inch)**

File Edit View Image Colors Settings Help

New Open... Save Undo Redo Zoom Out 100% Zoom In



Colors: KolourPaint Defaults



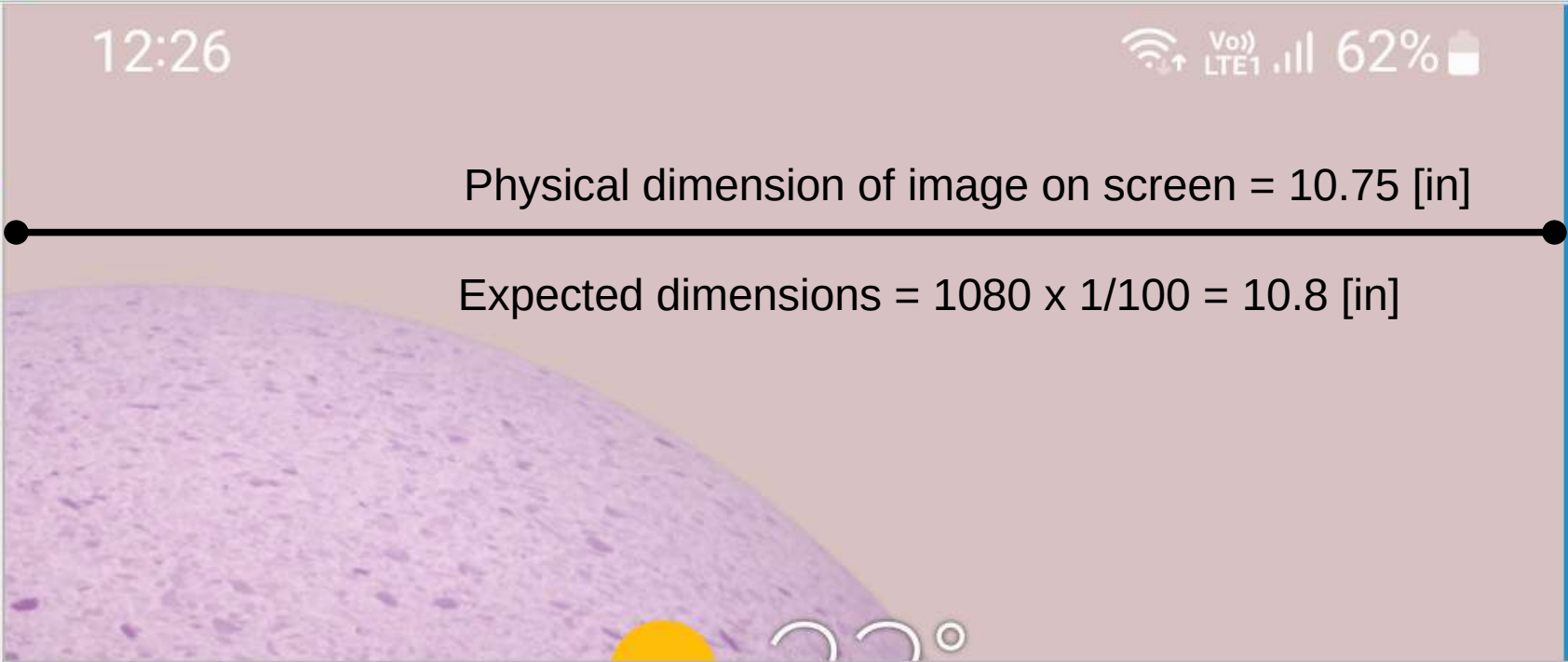
Selection (Rectangular): Left drag to create selection.

1,080 x 2,408 32bpp 100%



File Edit View Image Colors Settings Help

New Open... Save Undo Redo Zoom Out 100% Zoom In



12:26

[wifi icon] VoLTE LTE1 [signal icon] 62% [battery icon]

Physical dimension of image on screen = 10.75 [in]

Expected dimensions = $1080 \times 1/100 = 10.8$ [in]

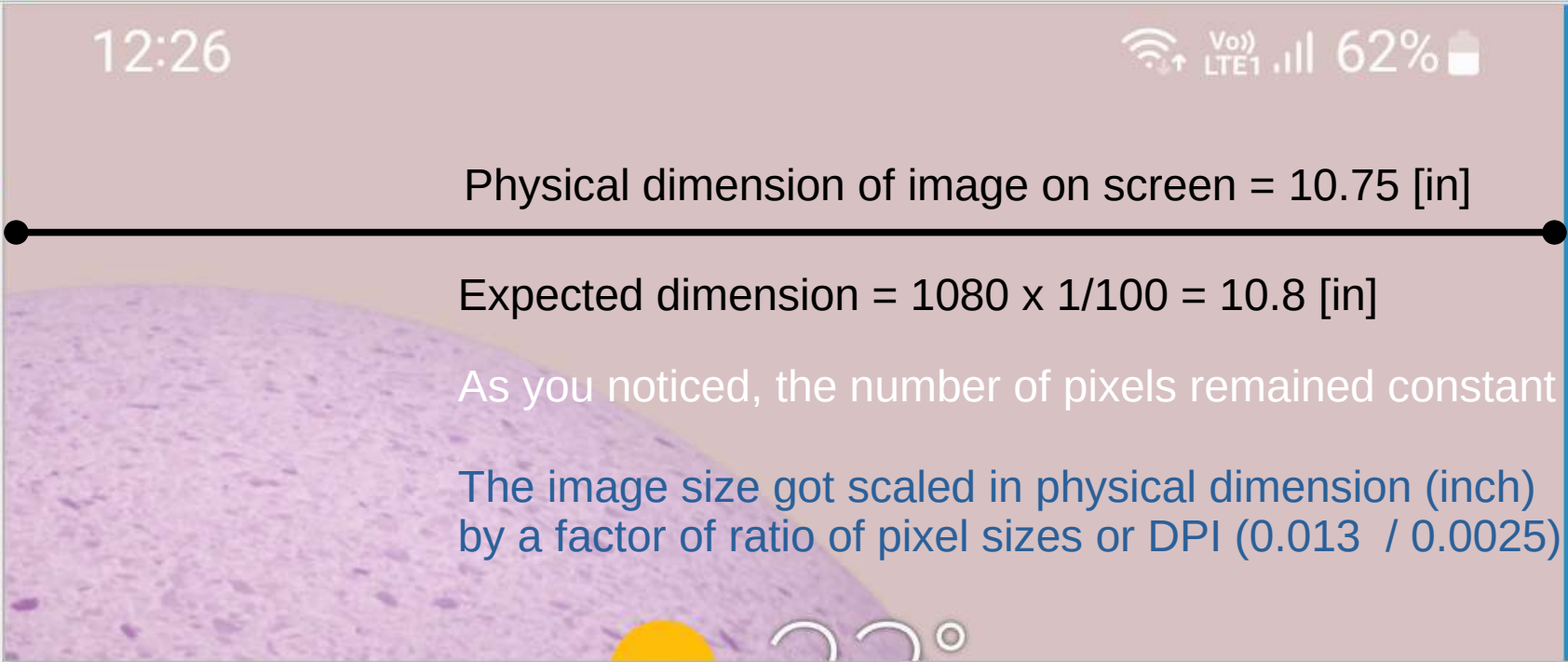
Colors: KolourPaint Defaults



Selection (Rectangular): Left drag to create selection.

1,080 x 2,408 32bpp 100%





12:26

VoLTE LTE1 62%

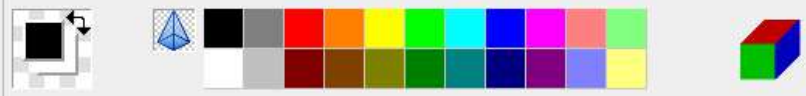
Physical dimension of image on screen = 10.75 [in]

Expected dimension = $1080 \times 1/100 = 10.8$ [in]

As you noticed, the number of pixels remained constant

The image size got scaled in physical dimension (inch) by a factor of ratio of pixel sizes or DPI (0.013 / 0.0025)

Colors: KolourPaint Defaults



Selection (Rectangular): Left drag to create selection.

1,080 x 2,408 32bpp 100%

Conclusion

- **Image resolution** of is dependent on the display resolution of the device which created it (such as camera, scanner, x-ray machine...)
- **Image scaling** refers to increasing of decreasing the display dimensions by reducing or increasing the number of pixels in the image – **keeping the actual content of image intact**
- **Image resizing** also increases or decreases the display dimension by deleting the number of pixels – **removing the actual content of the image**



Conclusion

- **Image Display Dimensions** get scaled based on the PPI values of the device which created the image and PPI value of the device which is displaying it
 - Increasing the **PPI of image** essentially requires splitting each pixel value into multiple of 4 (note each pixel is a square). This cannot be done in KolourPaint
 - **Even if you are able to increase PPI programatically**, the DPI setting of the display device shall determine the size and sharpness of the image.
- 