

Optimizing performance of graphics

- **Interlaced GIF graphics** help graphics load faster. A low-resolution image is loaded initially with the text content of the page, then it is gradually updated in four passes in a "Venetian blind" buildup of resolution until the full-resolution GIF image is displayed. This gives the user a quick view and more immediate access to text and hypertext links on the page.

Note: For older Web browsers such as Mosaic, interlaced gifs are treated the same as noninterlaced graphics.

Adobe Photoshop does not yet support interlaced GIFs

For Macintosh computers, use **GraphicConverter** <http://www.goldinc.com/Lemke/gc.html> , to convert GIF files from Adobe Photoshop using the "Options" dialog.

If you are working in a Windows system, use **LView Pro** <http://world.std.com/~mmedia/lviewp.html> , to convert GIF graphics.

- **Trim graphic size by limiting bit depth**
squeeze bits out of an 8-bit color GIF file by saving it as a 7-bit graphic (and down to a 3-bit graphic). This will not alter the size and depends on your visual judgment.
- **Defining width and height of graphics**
some browsers such as Netscape, allow you to define the width and height of a graphic. This creates a bounding box, which creates faster loads for pages. Other browsers just ignore it.

- **LowRez/HighRez graphics**
Netscape also allows you to define a low resolution graphic that will load when the user first opens a page. This is later replaced by a high resolution graphic on a later pass.
