

Re: Drawing Text onto Image

Source:

<http://www.tech-archive.net/Archive/DotNet/microsoft.public.dotnet.framework.drawing/2006-01/msg00039.html>

- *From:* "landers" <landley_darlington@xxxxxxxxxxx>
 - *Date:* Sun, 8 Jan 2006 15:48:36 -0000
-

Thanks Bob.

I have chosen to use Jpeg with no compression. I've created a method to return the required ImageCodecInfo,

```
Public Shared Function GetCodecInfo(ByVal mimeType As String) As Imaging.ImageCodecInfo
Dim result As Imaging.ImageCodecInfo
Dim encoder As Imaging.Encoder = Imaging.Encoder.SaveFlag
```

```
Try
For Each ice As Imaging.ImageCodecInfo In Imaging.ImageCodecInfo.GetImageEncoders
If ice.MimeType.ToLower = mimeType.ToLower Then
result = ice
Exit For
End If
Next
```

```
Return result
```

```
Catch ex As Exception
Throw ex
```

```
End Try
End Function
```

, and then in my save method ...

```
Dim codec As Imaging.ImageCodecInfo
Dim eps As Imaging.EncoderParameters = New Imaging.EncoderParameters

codec = GetCodecInfo("image/jpeg")
eps.Param(0) = New Imaging.EncoderParameter(Imaging.Encoder.Quality, 100)

myImage.Save (myStream, codec, eps)
```

It works a treat.

Re: Drawing Text onto Image

L.

"Bob Powell [MVP]" <bob@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message
news:OTkt116EGHA.1396@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

> You can definitely get better image quality from GIF than from a JPEG of
> the same file-size because GIF uses lossless compression whereas JPEG is
> lossy.

>
> The problem arises however when GIF is saved from GDI+ using the standard
> method. The GDI+ GIF encoder does no palette manipulation and provides a
> standard speed-palette for all images. This doesn't make best use of the
> available palette and many colours are often not used at-all.

>
> Either save as jpeg using less compression or save as GIF using an
> optimised palette.

>
> The GDI+ FAQ discusses both of these subjects in some detail.

>
>
> ---

> Bob Powell [MVP]
> Visual C#, System.Drawing

>
> Ramuseco Limited .NET consulting
> <http://www.ramuseco.com>

>
> Find great Windows Forms articles in Windows Forms Tips and Tricks
> <http://www.bobpowell.net/tipstricks.htm>

>
> Answer those GDI+ questions with the GDI+ FAQ
> <http://www.bobpowell.net/faqmain.htm>

>
> All new articles provide code in C# and VB.NET.
> Subscribe to the RSS feeds provided and never miss a new article.

>
>
>
>
>

> "landers" <landley_darlington@xxxxxxxxxxxx> wrote in message
> news:e6qQd5YEGHA.1088@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

>> Hello All,

>>

>> I am having problems maintaining image quality when drawing text onto an
>> image.

>>

>> I have a reasonable good quality GIF file with a transparent background.
>> Whenever I write text onto it and save it as GIF / JPeg, it does image
>> compression, resulting in a poor quality image.

Re: Drawing Text onto Image

```
>>
>> The image is being outputted to an ASPX page using the
>> Response.OutputStream. I have written the resulting image to a file a
>> viewed this, and the same problem occurs here also. I have included my
>> code below. I would be grateful, if anyone can shed some light on this.
>>
>>
>> Cheers,
>>
>> Landers
>>
>> {snippet start}
>>
>> Private Sub Page_PreRender(ByVal sender As Object, ByVal e As
>> System.EventArgs) Handles MyBase.PreRender
>> Dim url As String = Request.RawUrl
>> Dim imageUrl As String = "test.gif"
>> Dim imageText As String = "Hello World"
>>
>> GetNewImage(imageUrl, imageText).Save(Response.OutputStream,
>> Drawing.Imaging.ImageFormat.Jpeg)
>>
>> End Sub
>>
>> Private Function DrawTextOnImage(ByVal image As Drawing.Image, ByVal
>> text As String) As Drawing.Image
>> Dim n As Drawing.Bitmap = New Drawing.Bitmap(image)
>> Dim g As Drawing.Graphics = Drawing.Graphics.FromImage(n)
>>
>> g.DrawImage(image, 0, 0)
>> g.DrawString(text.ToLower, New Drawing.Font("Verdana", 16,
>> FontStyle.Bold, GraphicsUnit.Pixel), Drawing.Brushes.White, 20, 8)
>>
>> Return n
>>
>> End Function
>>
>> Private Function GetNewImage(ByVal imageUrl As String, ByVal imageText
>> As String) As Drawing.Image
>> 'get image
>> Dim imageStream As IO.StreamReader = New
>> IO.StreamReader(Server.MapPath(imageUrl))
>> Dim image As Drawing.Image =
>> Drawing.Image.FromStream(imageStream.BaseStream)
>> imageStream.Close()
>>
>> 'draw text on image
>> Dim resultImage As Drawing.Image = DrawTextOnImage(image,
>> imageText)
>>
>> Return resultImage
```

Re: Drawing Text onto Image

```
>>  
>> End Function  
>>  
>> {snippet end}  
>>  
>>  
>  
>
```

• *References:*

- ◆ *Drawing Text onto Image*
 - ◇ *From:* landers
- ◆ *Re: Drawing Text onto Image*
 - ◇ *From:* Bob Powell [MVP]
- Prev by Date: *Drawstring padding rendered text*
- Next by Date: *Re: A newbie problem with gdiplus.h...*
- Previous by thread: *Re: Drawing Text onto Image*
- Next by thread: *Print in Landscape mode*
- Index(es):
 - ◆ *Date*
 - ◆ *Thread*