

# Images in a Responsive World

# Images are hard

- More and more pervasive
- Should look good everywhere
- Appropriately sized
- Different image formats (jpg, gif, png, webp)

# Old Solutions

- Put any image you want on your site and pray it works
- Be slightly more sophisticated, set height and width
- Even better make the image match the dimensions

# Problems with Old Solutions

- Really slow on mobile
- Compressed image may not look very good
- Doesn't handle retina displays

# A Better Solution

Adaptive Images (<http://adaptive-images.com/>)

Needs javascript to work - may have to create image if they don't exist for a screen size - works with [fluid images](#)

# So what do we have

- Old solutions - browser may have to resize images; image may be (is??) large
- Adaptive - burden is on the server; got a redirect; may have to create an image; can't handle art direction

**Can we do better?**

***Of course, we can***

Two new tags were recently approved:

Picture and srcset

# Picture element needs to:

- Render on device's pixel ratio (retina/others)
- Handle fluid images
- Handle art direction
- Use image formats based on browser



```
<picture>
  <source media="(min-width: 64em)" src="
high-res.jpg">
  <source media="(min-width: 37.5em)" src="
med-res.jpg">
  <source src="low-res.jpg">
  
  <p>Accessible text.</p>
</picture>
```

<http://www.smashingmagazine.com/2014/05/14/responsive-images-done-right-guide-picture-srcset/>

```

```

<http://css-tricks.com/responsive-images-youre-just-changing-resolutions-use-srcset/>

But, can we use this cool stuff...yes..sorta...

<http://scottjehl.github.io/picturefill/>