

001100  
001100  
001100  
111111  
000000

000000  
001100  
011110  
001100  
001100

110011  
110011  
111111  
000000  
000000

000000  
000000  
111111  
110011  
111111

111111  
110011  
001100  
001100  
000000

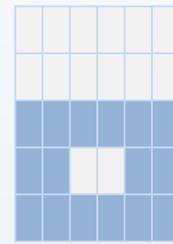
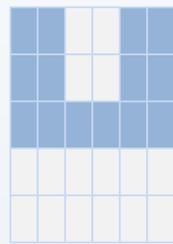
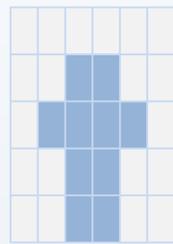
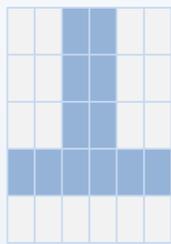
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{100}

{001}

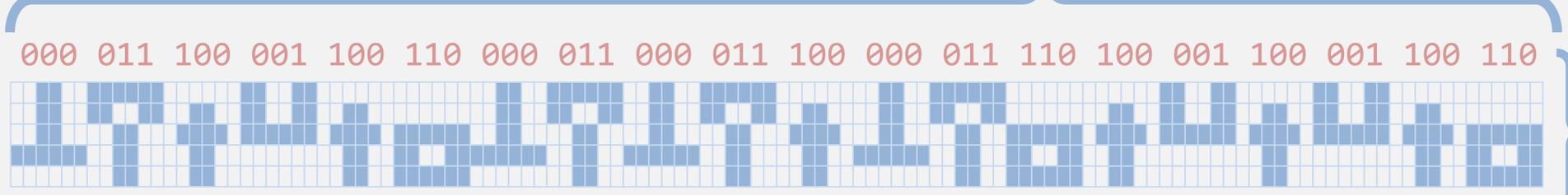
{110}

{011}



60 bits  
20 bytes

0000111000011001100000110  
0001110000001111010000110  
0001100110



600 bits  
200 bytes

The alien text measured in alien bytes. The top of the figure shows five hypothetical characters in a 2D formation of 5×6 bits. Below the representations are the 3-bit codes that can be associated with these object characters. Just below the 3-bit codes, the characters are displayed using colors instead of 0s and 1s. The abstract box representation shows the 3-bit code and the character code associated with the symbols. On the bottom of the figure, an "alien" phrase of 20 characters is shown. The meaning of the phrase is not important. There, the comparison is made between the size of the 20 characters (200 bytes) and the size of the encoding (20 bytes). Thus, the "alien" example indicates the role of character encoding in reducing size without information loss. Note that in this example, an "alien" byte represents a 3-bit sequence.