PNG WG Meeting Minutes

Nov 13th, 2025

This meeting took place at TPAC 2025, where the style and format were different. As a result, I took notes to myself rather than proper minutes. This document reflects my notes. Please forgive the rough nature of it.

- Chris Lilley gave a talk on PNG 3rd Edition and what we have so far on 4th Edition.
- Chris Blume gave a talk on PNG 5th Edition planning.
    - AI: Check if existing decoders actually pay attention to the compression method byte.
    - AI: DEFLATE and other proposed compressors are general purpose. Investigate image-specific compressors.
    - AI: Gather data on how many users associate “JPEG = lossy”. Do they know JPEG-XL can be both lossy and lossless? Do users even know? IE, what goes through people’s minds when they save an image for the web?
    - Some discussion around the pros and cons of storing both lossy and lossless in PNGs.
        - Perhaps a lossy PNG should be named something slightly different so users know at a glance.
            - JPEG-XL and WebP have come across this same issue and decided not to. Perhaps investigate their decision reasoning.
        - If a file was originally lossless (say, during editing) and was later saved as lossy (say, for production) we could tag when that transition happened. This could perhaps be C2PA?
        - There are use cases for storing both lossy & lossless in the same file. This might be a lossy image + a lossless correction.
            - For example, imagine a VFX company rendering a scene for a movie. They’ll want a lossless render. But when working and seeking back and forth, a lossy version would be ideal.
            - If we separate lossless PNGs and lossy PNGs into separate file types, this might even be a third format (containing both).
                - Would this fragment too much and causing confusion?
        - Could we combine the two into a single image?
            - For example, a foviated image where the focal points are lossless but the blurred background is lossy.
        - Perhaps we could provide a Best Practices doc to help users understand PNG’s use cases (including both lossy & lossless)
    - AI: In the spec, we should mention under “Implementation Considerations” that the pigz style could work.

- AI: We should confirm that brotli compressing an existing PNG produces worse results than adding brotli to the compressors list. Same for other compression methods. Especially the ones that are typical for HTTP.
- AI: Do the other compressors have restart markers, which are useful for other work we're doing?
- HTTP allows fetching a range of a file (HTTP media fragments, too?). We could download only the restart markers we care about.