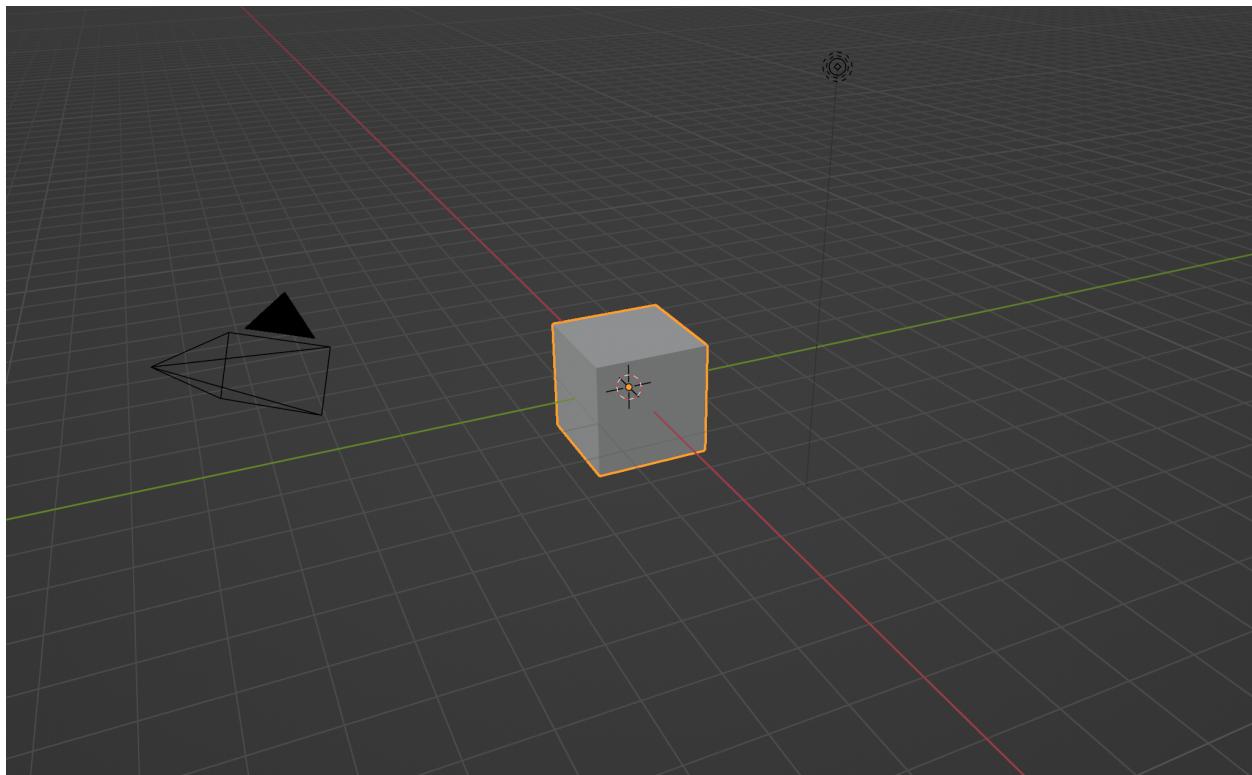
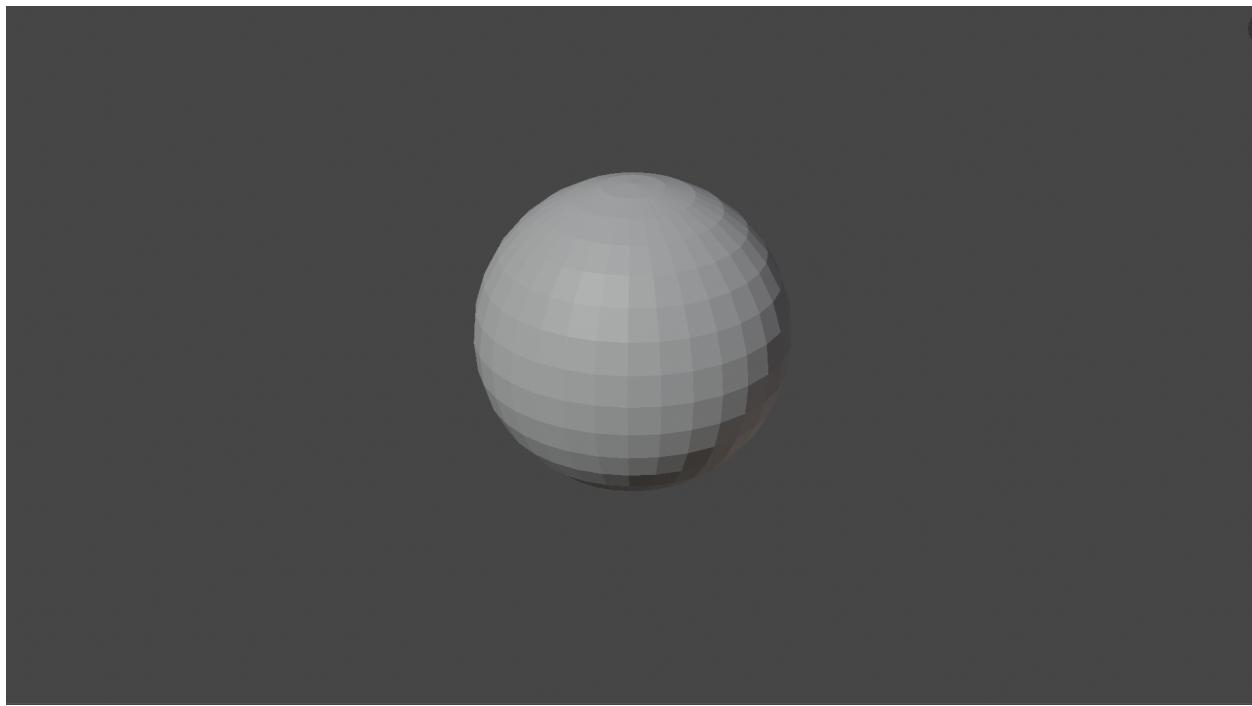


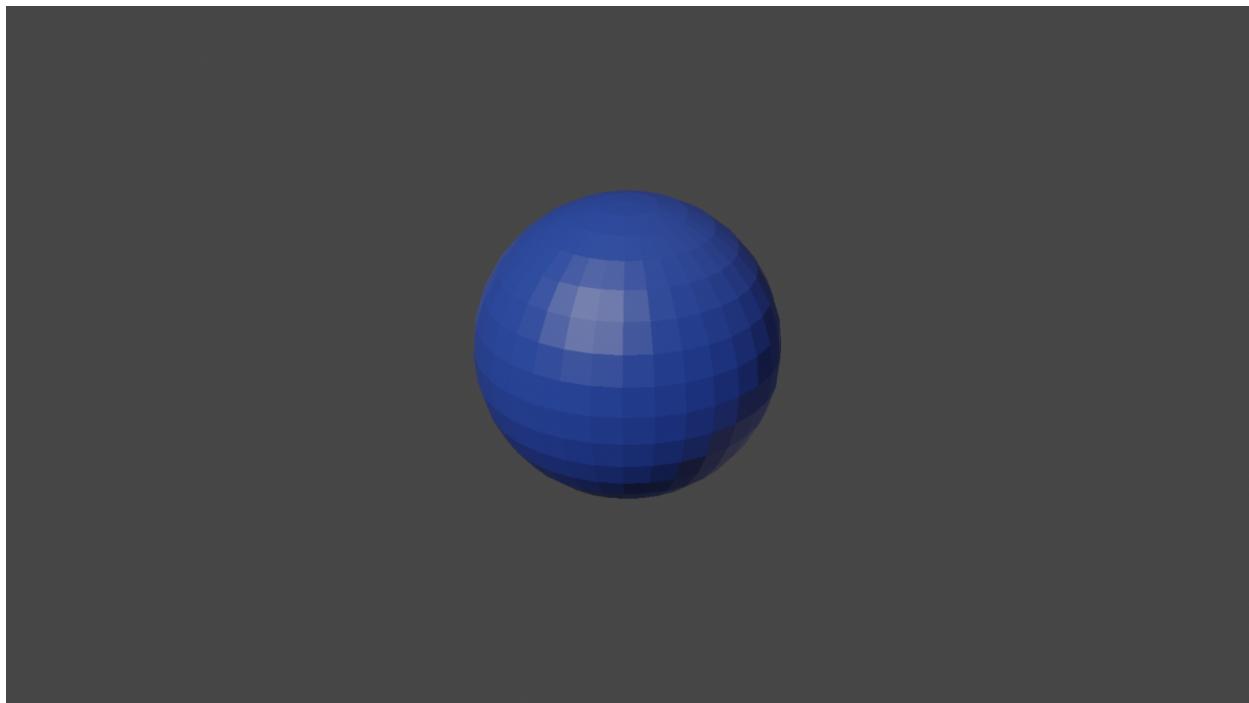
Checkpoint 0



Checkpoint 1



Checkpoint 2



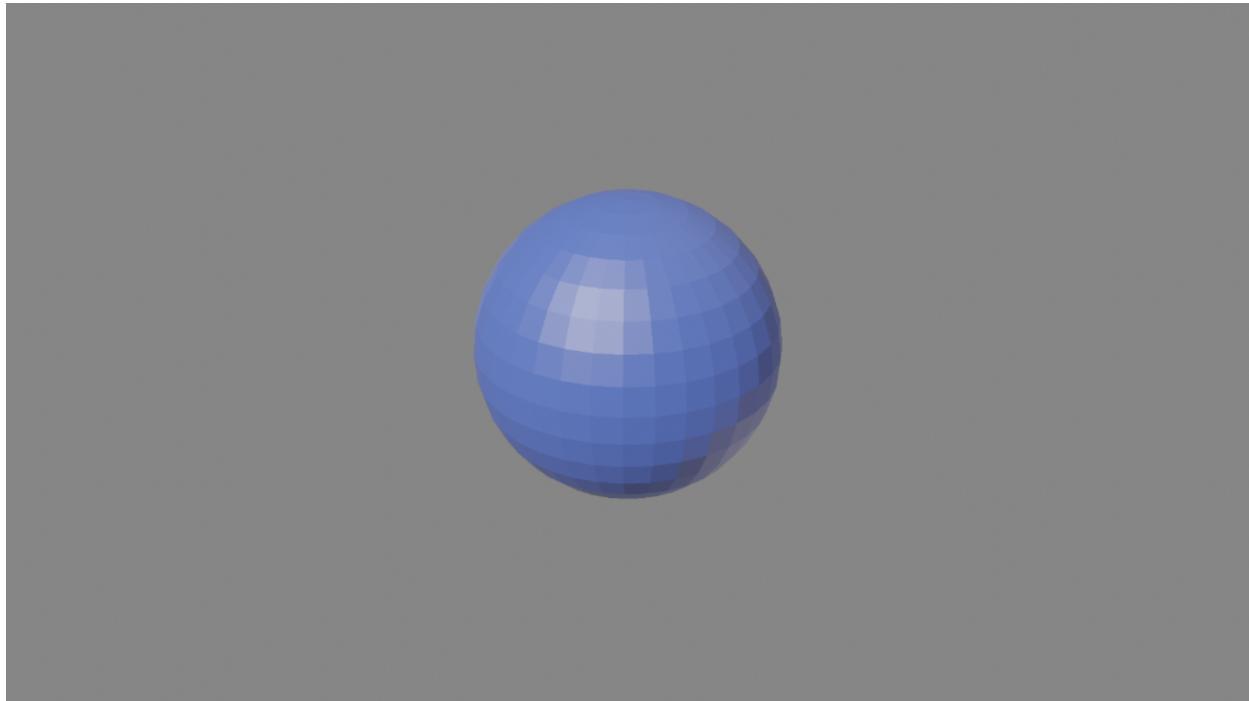
Checkpoint 3



Checkpoint 4

The Quality of the second image is a lot lower, due to the resolution changing. It is shown through Checkpoint 3 being visibly more pixelated

Checkpoint 5



Checkpoint 6

By increasing the gamma of the scene, there is less contrast, and is not as bright as checkpoint 2.

- 1) In real life light can bounce off objects like a watch face when the sun reflects off of it. It can be absorbed by objects such as dark colored clothes. Light can also go through objects such as a window pane.
- 2) Objects appear to have different colors to our eyes because of the different wavelengths for each color. Our eyes then see those wavelengths as the different colors.
- 3) YUV color space is more straightforward, and is similar to how we perceive colors.
- 4) Paint is solid and will impact only itself. A light can be reflected and change the color slightly due to this reflection. RGB is the color of said object.
- 5) Green screens are green because it is the opposite of our skin tones.
- 6) Tone mapping is needed for HDR images because it is more dynamic.
- 7) The longer the wavelength is, the more red it will appear, similarly, the shorter the wavelength the more purple it will appear.

