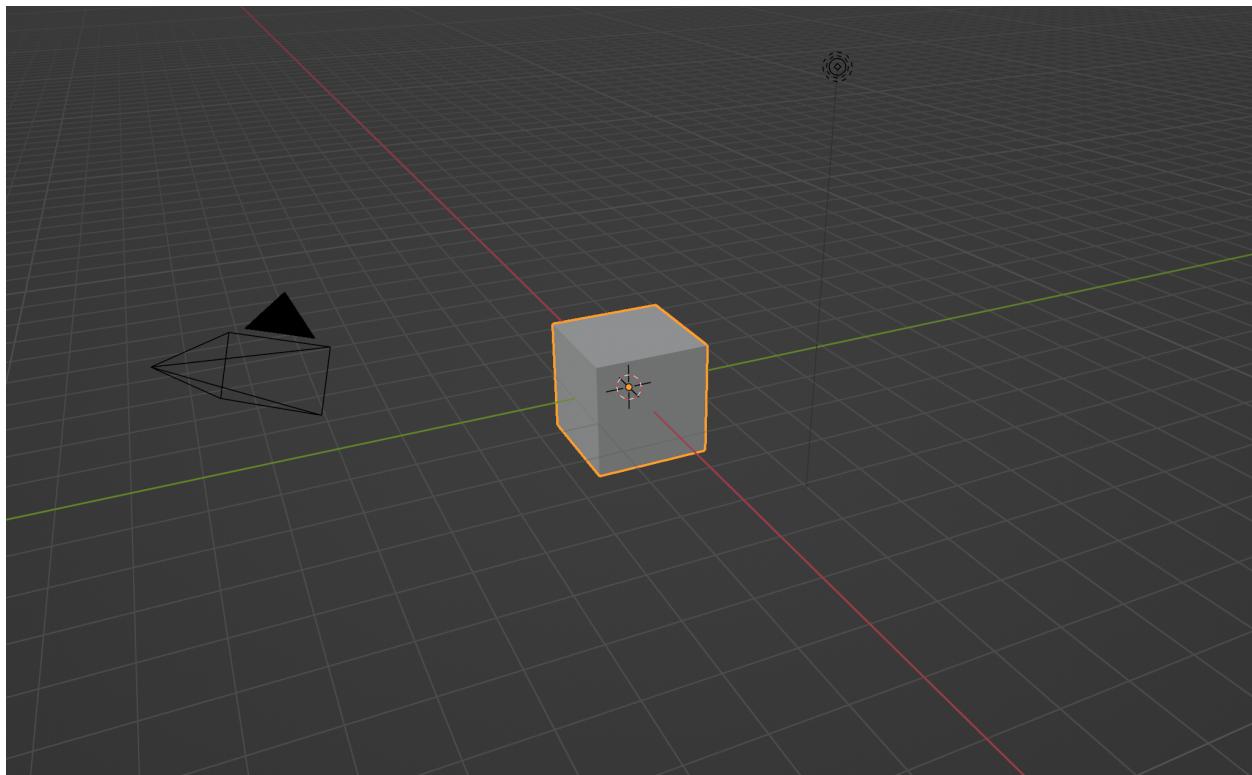
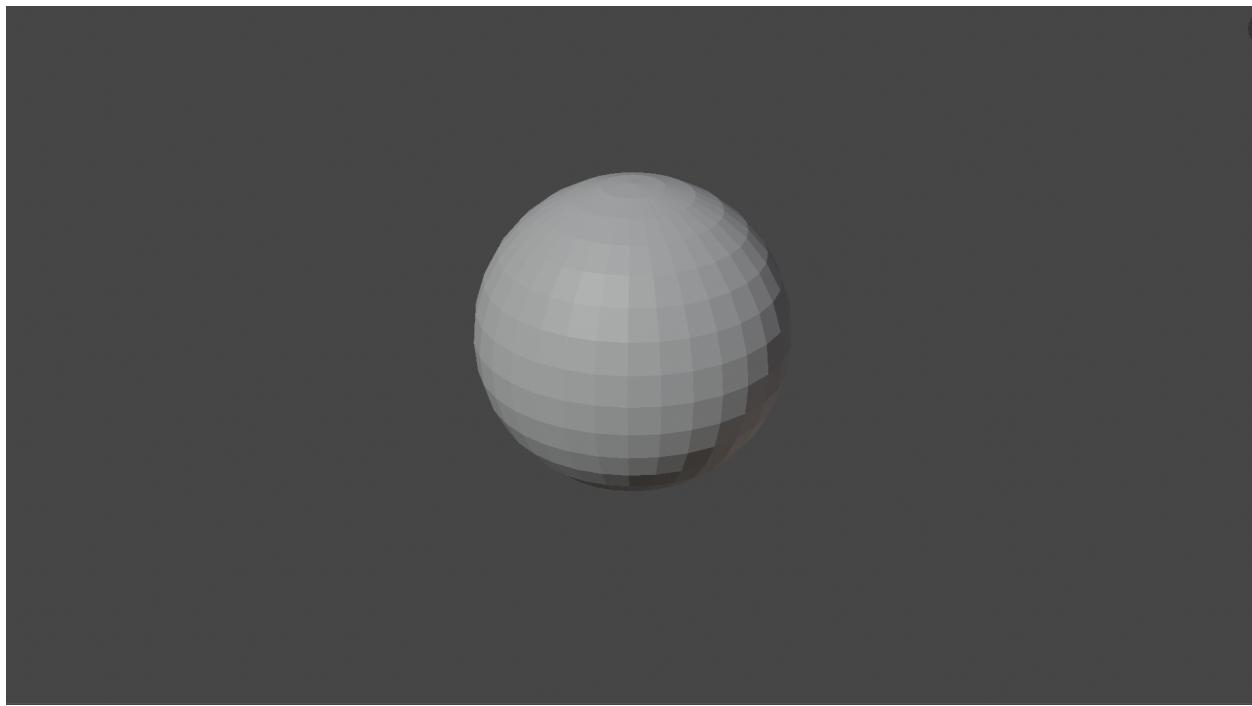


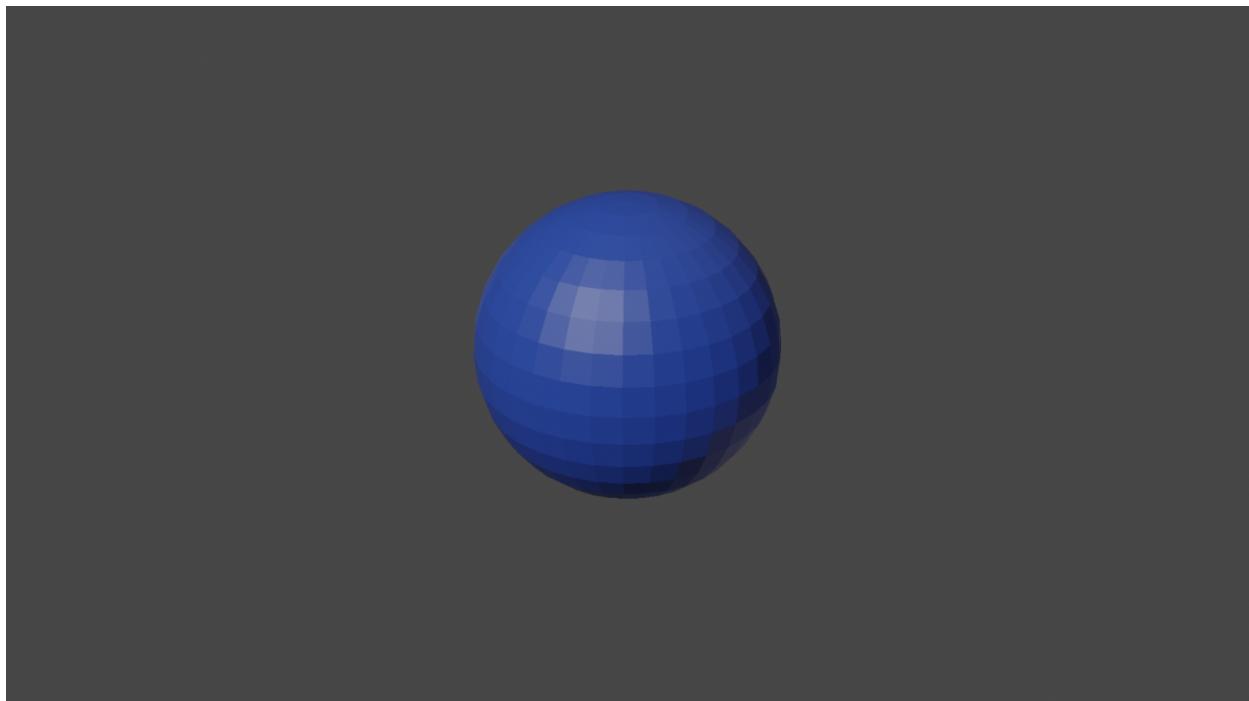
Checkpoint 0



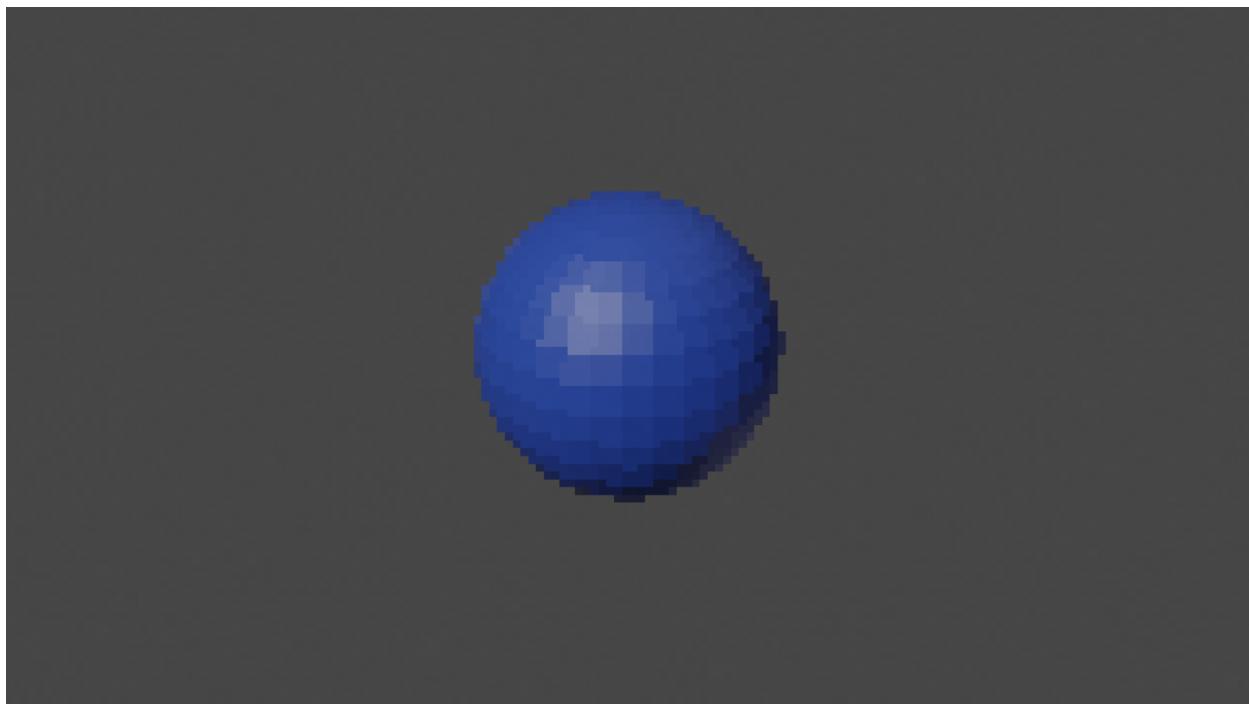
Checkpoint 1



Checkpoint 2



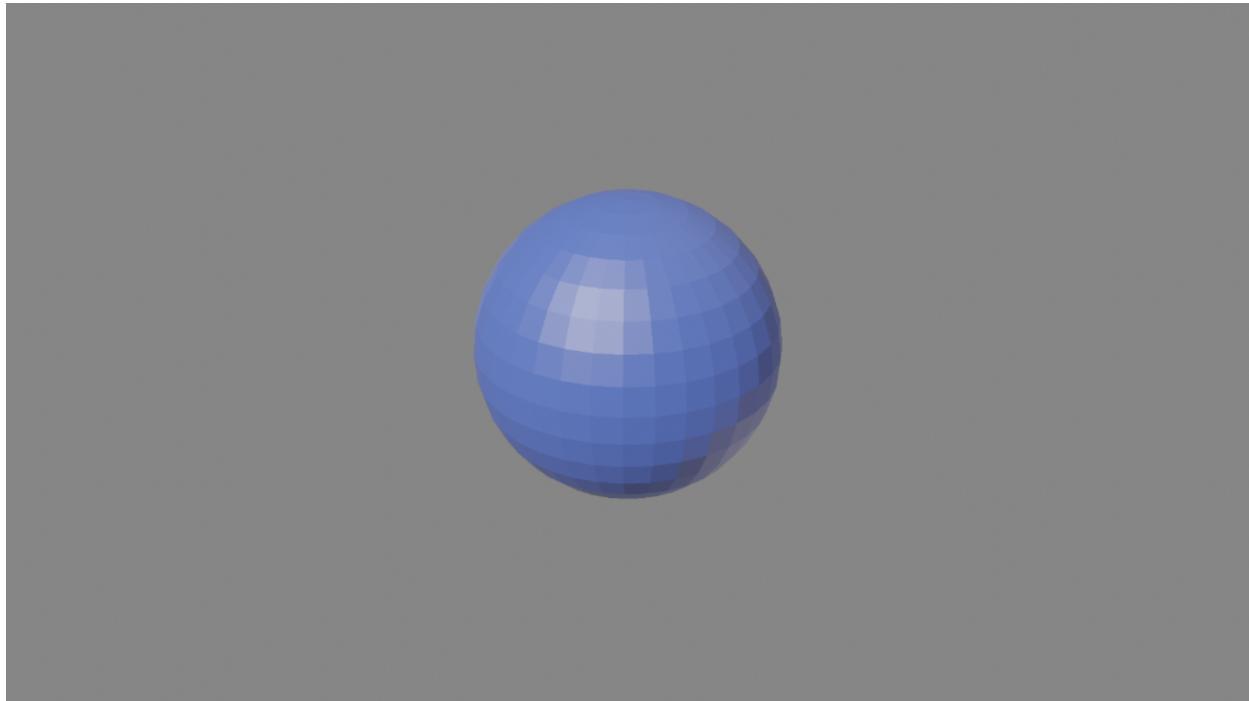
Checkpoint 3



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.

Light in the real world can be absorbed (by black clothing), it can be reflected off a mirror, and can be transmitted through objects (like a bottle of water)

1.

Light reflects different colors and our eyes see the color that isn't deflected from the object (meaning we see the color that the object absorbs)

2.

They are much more efficient and are easier to implement

3.

R

4.

Green is the furthest color from skin tone

5.

Produces images better at a higher dynamic range

6.

The longer the wavelength the more red it's going to be; the shorter the wavelength the more blue it's gonna be