

# **Mobile Apps and Game Design** |4.2 Manipulating Images Assignment

**Completing your assignment:**

1. Select three images to use for the project.  You may choose images from the Internet but they must be free of any copyright constraints.  You might find [Google Advanced Image Search](https://www.google.com/advanced_image_search) helpful with this, particularly if you filter the usage rights to be “free to use share or modify”
2. Use an image editing tool such as Paint on MS Windows, Preview on Mac, or an online tool like [LunaPic](https://www7.lunapic.com/editor/).  Contact your instructor if you’d like help in finding an appropriate tool.  Use the tool on each of your three images to:
   1. Change the image format (e.g. from PNG to JPG) of the image
   2. Change its size
3. Record the information from step 2 in the *Changing Images Reflection* section below.
4. Create a Greenfoot project with a scenario that uses each of your three images.  The scenario should use methods from the GreenfootImage class to manipulate each of the images.  At least three methods must be used on each of the images, and at least five methods must be used overall.

**Changing Images Reflection:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name of Image** | **URL Location** | **Converted from - to** | **Program used to convert** |
| Rocket | <https://iconscout.com/free-icon/rocket-548_433376> | JPG - PNG | Adobe Express |
| Comet | <https://iconscout.com/free-icon/falling-star-comet-nature-emoj-symbol_30727> | PNG – Transparent PNG | Adobe Express |
| Globe | <https://icon-icons.com/icon/globe-terrestre/14905> | PNG – Transparent PNG | Adobe Express |

**Submitting your assignment:**

Once you have finished, create a zip file named *4.2\_manipulating\_images*.zip. The zip file should include the entire Greenfoot project that you created for this assignment

Please submit the zip file and this completed document to complete the assignment.