Name _____

Name _____

Colored Images

Your Tasks
☐ Assign group roles ☐ Get introduced to how computers store colors ☐ Get Acquainted with the pixelation widget ☐ Explore more shades of color ☐ Create all the 3-bit color combinations ☐ Apply sampling to create an image with more shades of color ☐ Complete the reflection ☐ Receive credit for this lab guide

☐ Assign group roles

Before you continue. record your group number, then collaborate with your group and assign each person a role. Each role and a description is provided below.

Project manager (PM)	Leads the team discussion and keeps the team on task and on schedule. Make sure the final lab is submitted. Considers how the team is working and ensures all voices are hear.
Recorder (R)	Records answers for the team, or ensures that all members have correct answers. Presents answers (or questions) to the class, instructor or other teams.

Group Number:	
Name	**Role**

☐ Get introduced to how computers store colors

In the last lesson, we used 1 bit for each pixel. That meant we had only two choices for each pixel, black and white.
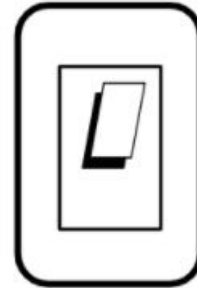
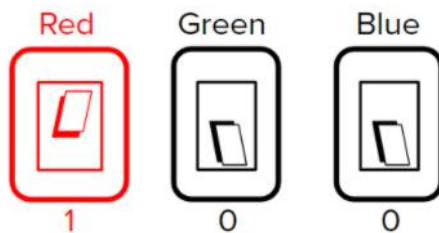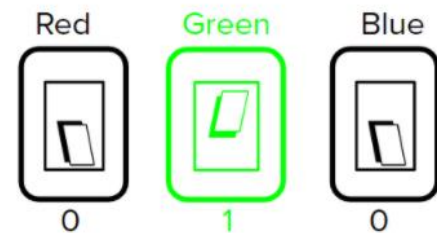When the bit was "off"
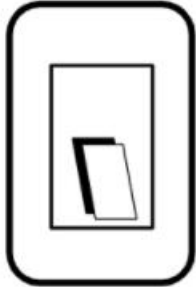
0

black pixel

When the bit was "on"

1

white pixel

Today we will use 3 bits for each pixel. Each bit will control a different color of light: Red, Green, and Blue

Red Green Blue

1 0 0

Turning on just the red bit
makes a RED pixel

Red Green Blue

0 1 0

Turning on just the green bit
makes a GREEN pixel

How many different colors can be stored with 3 bits?

☐ Get acquainted with the color pixelation widget

In the lab we will be using the color pixelation widget. If you haven't already done so,

- Navigate to http://studio.code.org to create an account
- Join this course. You will need to get the course code from Ms. Pluska

To learn more about the color pixelation widget watch the video below,

To get started with the pixelation widget Navigate to https://studio.code.org/s/csp1-2020/stage/8/puzzle/3
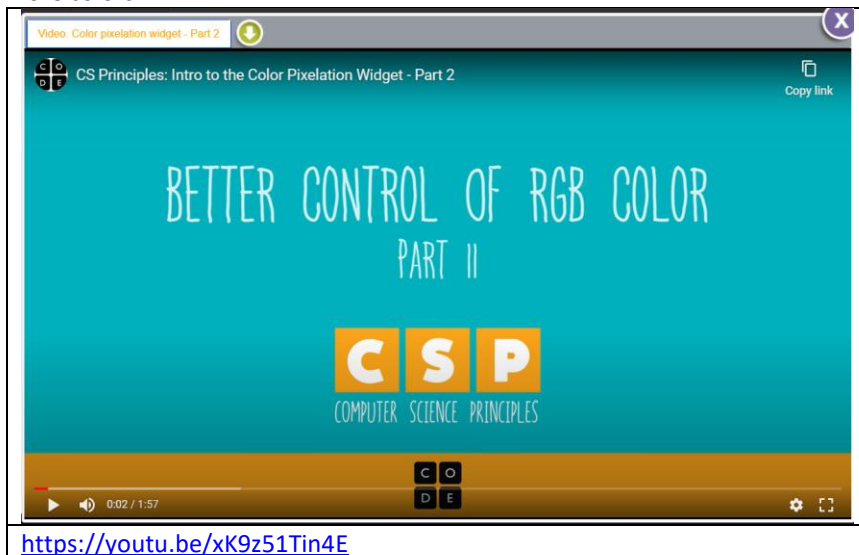
Just like before, use the sliders to adjust image width, height, and bits per pixel. The Bits per pixel is the number of bits required to represent our colors. Set this value to 3.	Image width: 4 Image height: 2 Bits per pixel: 3 Binary: ● Hexadecimal: ○
The first row of binary numbers in the console represent the width of the image. The second row represents the height. The third row represents the number of bits per pixel. Below the first three rows you can begin encoding the colors for each square.	0000 0100 0000 0010 0000 0011 100 010 001
With three bits we can create 2^3 or 8 different colors. Figure out what these colors are and complete the grid.	

□ **Explore more shades of color**

In this portion, you will use 2 bits to control each color of light. This will be 6 bits total for each pixel.

| Red 00 | Green 00 | Blue 00 | → | Black Pixel 000000 | ⬛ |

| Red 01 | Green 00 | Blue 00 | → | Dark Red Pixel 010000 | 🟥 |

| Red 10 | Green 00 | Blue 00 | → | Red Pixel 100000 | 🟥 |

| Red 11 | Green 00 | Blue 00 | → | Bright Red Pixel 110000 | 🟥 |

Navigate to https://studio.code.org/s/csp1-2020/stage/8/puzzle/5 and watch the video to learn how to create more colors

https://youtu.be/xK9z51Tin4E

Now you will use 6 bits to represent each color. The first 2 represent red, the next 2 green, the last 2 blue.

Image width: 4
Image height: 3
Bits per pixel: 6
Binary: ◉ Hexadecimal: ○

```
0000 0100
0000 0011
0000 0110
000000 010000 100000 110000
```

All the possible shades of red have been completed for you. Create all the possible shades of green and blue.	

□ Create all the three-bit color combinations

Navigate to the next stage (stage 6)

|	

Now you will use 9 bits to represent each color. The first 3 represent red, the next 3 green, the last 3 blue.	Image width: 8
	Image height: 3
	Bits per pixel: 9
	Binary: ◉ Hexadecimal: ○
	
	`0000 1000`
	`0000 0011`
	`0000 1001`
	`000000000  001000000  010000000  011000000  100000000  101000000  110000000  111000000`

All the possible shades of red have been completed for you. Create all the possible shades of green and blue.	

□ Apply sampling to create an image with more shades of color

Navigate to the next stage (stage 7)

Pick a selection from one of the images below.
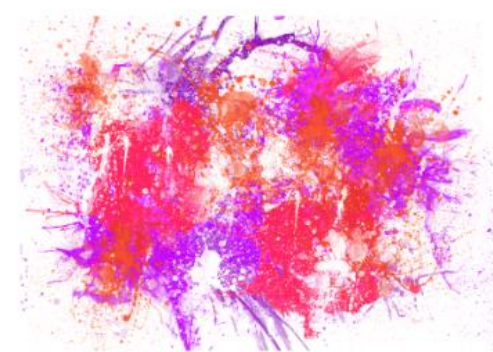
Navigate to the next stage (stage 8). Use sampling to match the color pattern as best you can using the widget. Don't worry if it doesn't match exactly! Remember, you can adjust the settings of the widget using the sliders, so you can experiment with using even more bits per pixel!

Compare the quality of your image with your partner. Click the "save image" button, then copy and paste your image into one of the boxes below. Have you partner do the same.

☐ Complete the reflection

1. Which statement about analog and digital images is true?

o With advances in technology, digital images look exactly like the analog images they represent
o Sampling an analog image more frequently produces a digital image with a better representation
o Analog images come from data that is measured at regular intervals
o Digital images come from data that is measured continuously

2. Describe how the process of sampling, RGB pixels, and binary sequences work together to display a digital color image.

3. Computers actually use 24 bits to represent each color. How many shades of each color are there. How many different colors total can be created with 24 bits?

☐ Complete the Receive credit for this lab guide

Make sure indicate the names of all group members on this lab, the Project Manager is charge of submitting this lab