Checkpoint 4 : When the resolution is lowered, fewer pixels make up the image. This leaves us with a ragged and smaller shape

Checkpoint 6 : I raised my gamma, which caused the overall brightness of the image to increase

1. Light can be absorbed by an image, like a black canvas. It can be reflected by a shiny surface like a lake or a mirror. Or it can be warped, like by thick glass or a prism.
2. The color of an object depends on what color of light the object reflects back to our eyes
3. It allows for a wide array of colors to be represented on a single object
4. With light, the primary colors are cyan, magenta, and yellow. With paint, its red, yellow, and blue. R + G + B is the amount of red, green, and blue present in each image respectively.
5. Camera filters are able to ignore the reflected green light from a green screen
6. Not sure
7. The wavelength of light determines whether or not it is absorbed or reflected by the material that it is bouncing off of, so this determines color