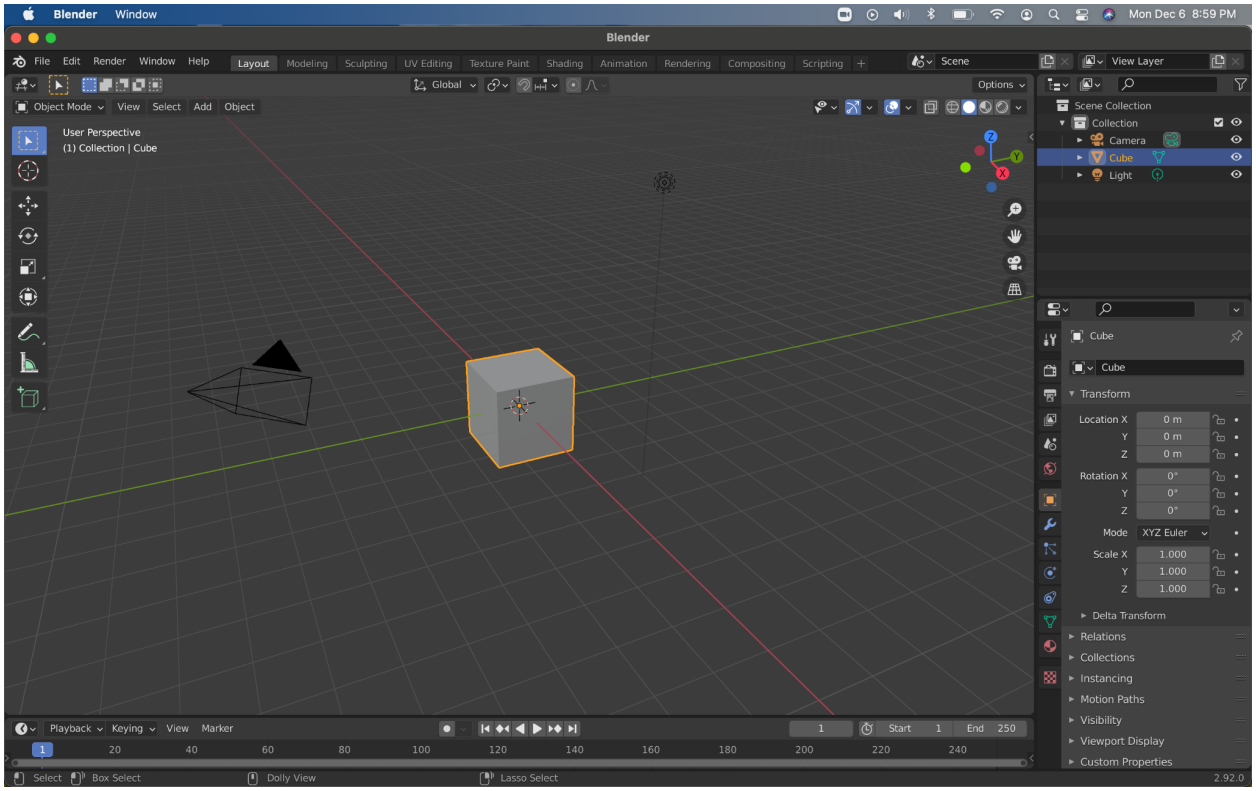
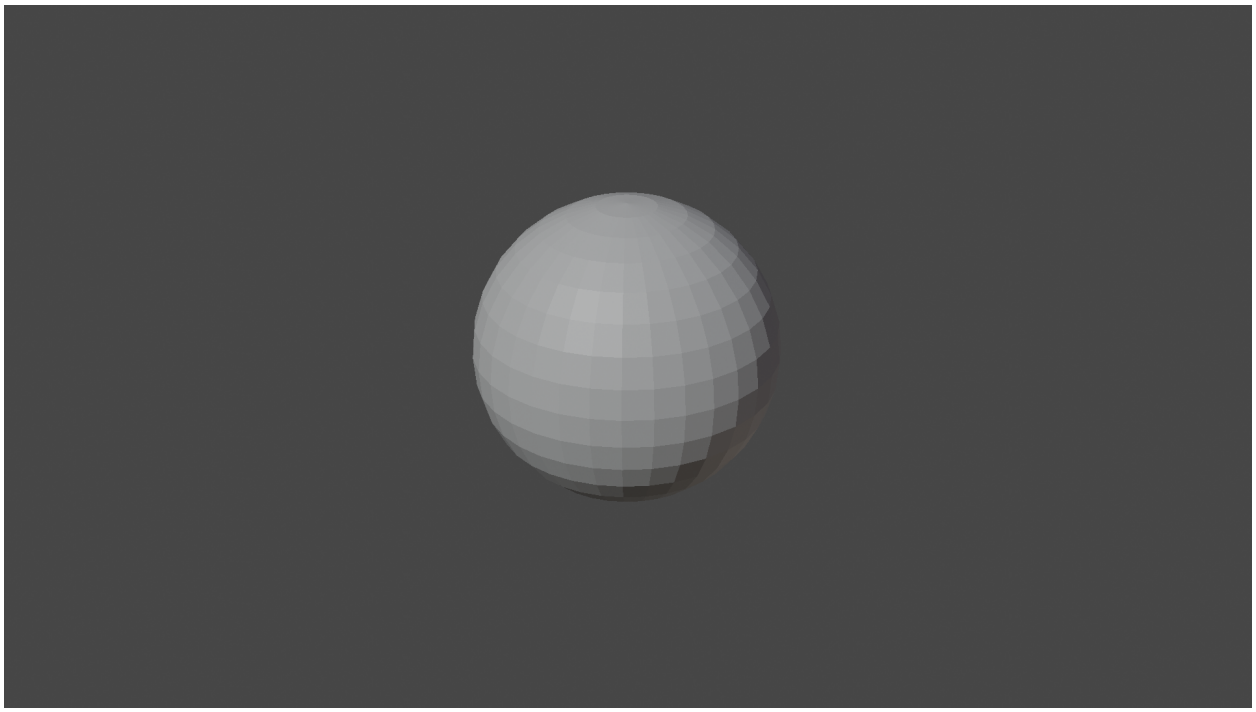
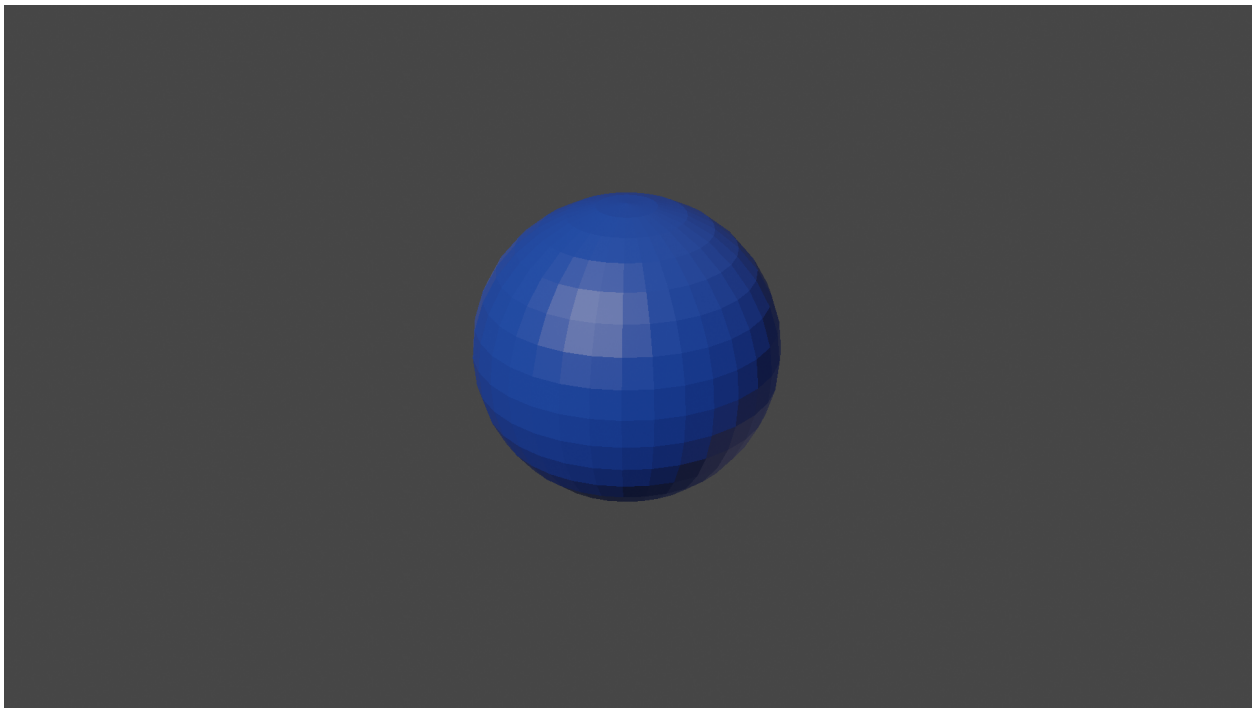
Checkpoint 0:



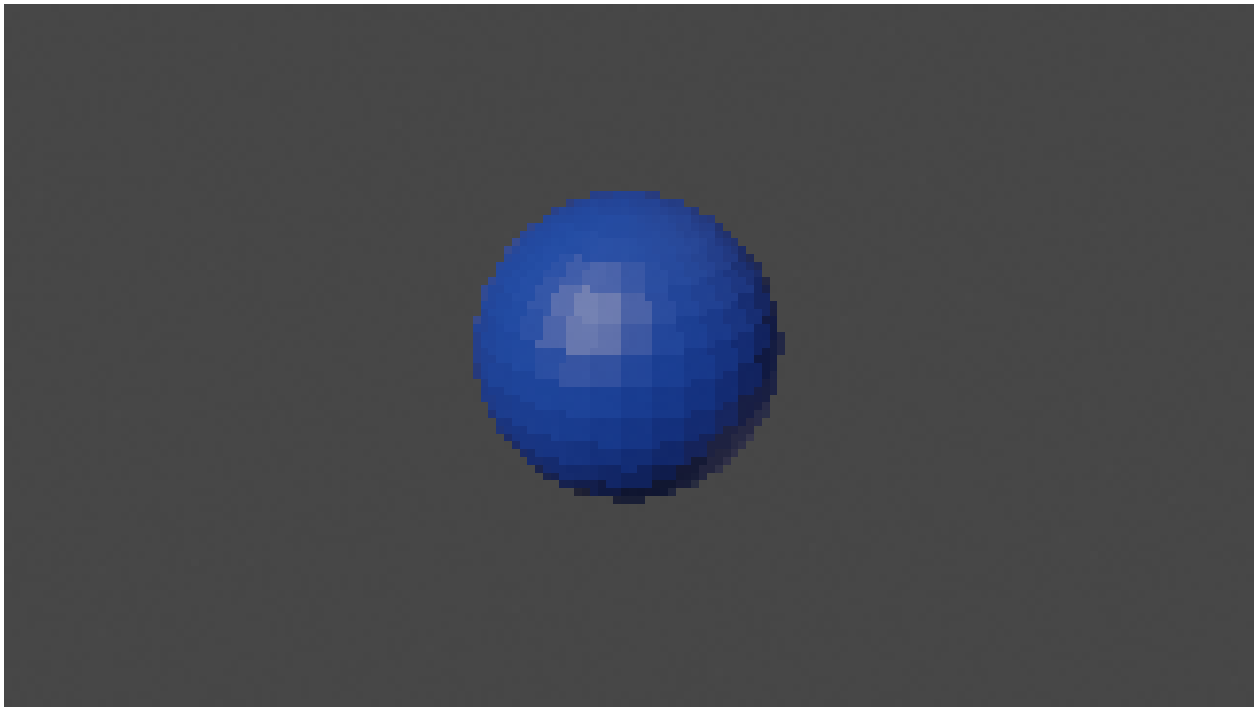
Checkpoint 1:



Checkpoint 2:



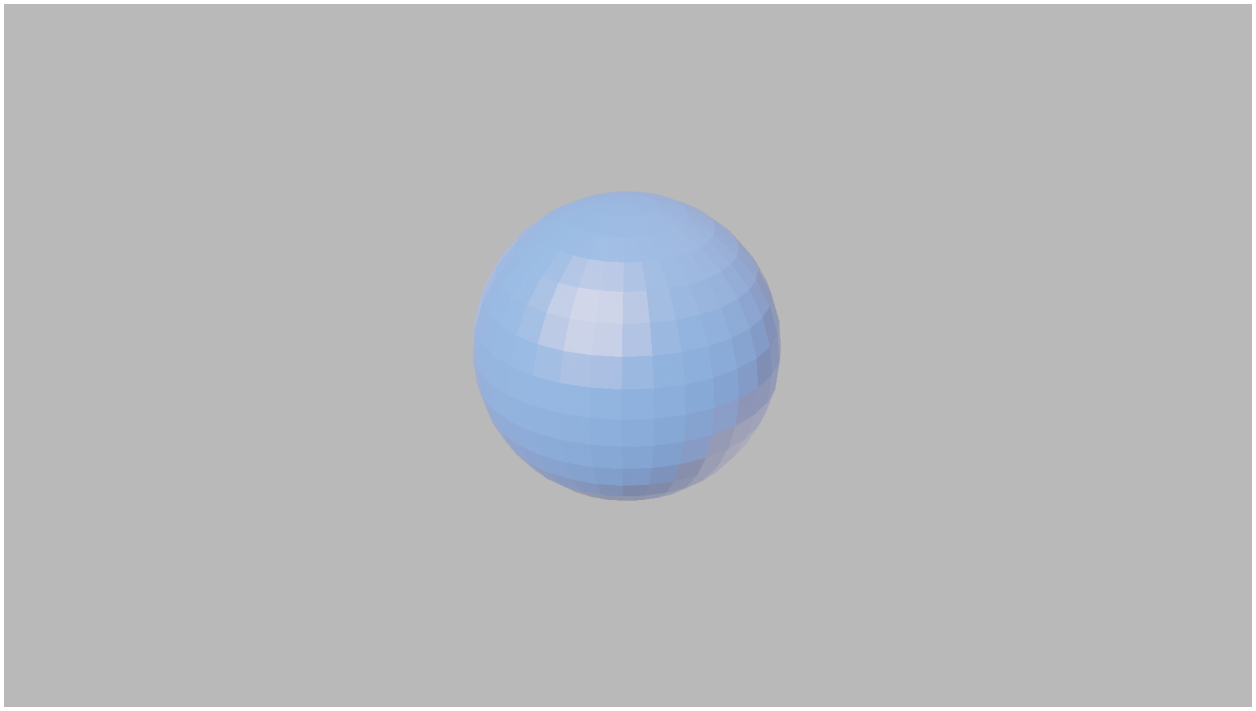
Checkpoint 3:



Checkpoint 4:

The image from checkpoint 3 is much smaller than the image from checkpoint 2, and it is also composed entirely of medium-sized rectangles, due to the low resolution. Changing the resolution lowered the detail of the image in checkpoint 3 greatly.

Checkpoint 5:



Checkpoint 6:

For checkpoint 5, I increased gamma to 4.008. The image is lighter and has less contrast than the image from checkpoint 2.

Questions:

1. One example is the way light is emitted by a fire, but also goes through it (fire is transparent). Another example is the way light is refracted in a crystal glass. Another

example is the way light cannot escape the gravity of a black hole, which makes it look like a perfectly black sphere with a surface on the event horizon.

2. Objects have different colors because they reflect or emit light in different wavelengths, which are interpreted by the rods and cones in the eye as colors.
3. YUV color space more accurately imitates the color perception of humans, thereby reducing the effects of image compression artifacts. It is also backwards-compatible with black and white televisions sets, which was very useful when it was first invented.
4. Lights affect all the objects hit by them, while paint only affects objects painted. In each case, RGB is equal to the color of the thing.
5. Green screens are green because in cameras, there are more green color sensors than sensors of red or blue, so it is easier to detect and replace green than the other colors.
6. Tone mapping is not needed for HDR images.
7. Wavelengths decrease along with color in the same direction as the colors of the rainbow in the order in which they are usually memorized (red, orange, yellow, green, blue, magenta), in the ROYGBM pattern.