2.2 I can organise and combine information needed for webpages including across different software.

1.I used Microsoft paint for my picture images on my webpages

Tony hawk

A person doing a trick on a skateboard at a skate park

Description automatically generated

Nyjah Huston

A person holding a skateboard

Description automatically generated

Tommy Guerrero

A person playing a guitar

Description automatically generated

I resize the images and change the file format using Microsoft paint

1.Inkscape

[Home](https://inkscape.org/) » *About*

Inkscape Overview

What is Inkscape？

Inkscape is a Free and open source [vector graphics editor](http://en.wikipedia.org/wiki/Comparison_of_vector_graphics_editors) for GNU/Linux, Windows and MacOS X. It offers a rich set of features and is widely used for both artistic and technical illustrations such as cartoons, clip art, logos, typography, diagramming and flowcharting. It uses [vector graphics](http://en.wikipedia.org/wiki/Vector_graphics) to allow for sharp printouts and renderings at unlimited resolution and is not bound to a fixed number of pixels like raster graphics. Inkscape uses the standardized [SVG file format](http://www.w3.org/Graphics/SVG/) as its main format, which is supported by many other applications including web browsers.

It can import and export various file formats, including SVG, AI, EPS, PDF, PS and PNG. It has a [comprehensive feature set](https://inkscape.org/about/features/), a [simple interface](https://inkscape.org/about/screenshots/), multi-lingual support and is designed to be extensible; users can customize Inkscape's functionality with [add-ons](https://inkscape.org/gallery/=extension/).

The Inkscape project has a growing international [user community](https://inkscape.org/community/), and many [learning materials](https://inkscape.org/learn/) exist to help get you started with your creations. [Help and support](https://inkscape.org/community/) is provided by the community, and there are lots of ways for you to [get involved](https://inkscape.org/contribute/) if you want to help improve the Inkscape project.

Inkscape is a member of the [Software Freedom Conservancy](http://sfconservancy.org/), a US 501(c)(3) non-profit organization. Contributions to Inkscape are tax deductible in the United States.

Who makes Inkscape?

Inkscape has many authors, every author retains their own copyright and authors are likewise involved in setting Inkscape's technical and project goals. There are also many other non-coding contributors who are considered important parts of the Inkscape project.

If you wish to refer to Inkscape's creators or organisation you can use the terms "Inkscape's Contributors" and "The Inkscape Project" respectively to differentiate from Inkscape the software package.

Information taken from inkscape draw freely

2.Gimp

About GIMP

Introduction to GIMP

GIMP is an acronym for GNU Image Manipulation Program. It is a freely distributed program for such tasks as photo retouching, image composition and image authoring.

It has many capabilities. It can be used as a simple paint program, an expert quality photo retouching program, an online batch processing system, a mass production image renderer, an image format converter, etc.

GIMP is expandable and extensible. It is designed to be augmented with plug-ins and extensions to do just about anything. The advanced scripting interface allows everything from the simplest task to the most complex image manipulation procedures to be easily scripted.

GIMP is written and developed under X11 on [UNIX](https://www.gimp.org/unix/) platforms. But basically the same code also runs on [Windows](https://www.gimp.org/windows/) and [macOS](https://www.gimp.org/macintosh/).

Features and Capabilities

This is only a very quickly thrown together list of GIMP features. You can also have a look at the illustrated [features overview](https://www.gimp.org/features/).

* Painting
  + Full suite of painting tools including Brush, Pencil, Airbrush, Clone, etc.
  + Sub-pixel sampling for all paint tools for high quality anti-aliasing
  + Extremely powerful gradient editor and blend tool
  + Supports custom brushes and patterns
* System
  + Tile based memory management so image size is limited only by available disk space
  + Virtually unlimited number of images open at one time
* Advanced Manipulation
  + Full alpha channel support
  + Layers and channels
  + Multiple Undo/Redo (limited only by diskspace)
  + Editable text layers
  + Transformation tools including rotate, scale, shear and flip
  + Selection tools including rectangle, rounded rectangle, ellipse, free, fuzzy
  + Foreground extraction tool
  + Advanced path tool doing bezier and polygonal selections.
  + Transformable paths, transformable selections.
  + Quickmask to paint a selection.
* Extensible
  + A Procedural Database for calling internal GIMP functions from external programs as in Script-fu
  + Advanced scripting capabilities (Scheme, Python, Perl)
  + Plug-ins which allow for the easy addition of new file formats and new effect filters
  + Over 100 plug-ins already available
* Animation
  + Load and save animations in a convenient frame-as-layer format
  + MNG support
  + Frame Navigator (in GAP, the GIMP Animation Package)
  + Onion Skin (in GAP, the GIMP Animation Package)
  + Bluebox (in GAP, the GIMP Animation Package)
* File Handling
  + File formats supported include bmp, gif, jpeg, mng, pcx, pdf, png, ps, psd, svg, tiff, tga, xpm, and many others
  + Load, display, convert, save to many file formats
  + SVG path import/export
* Much, much more!

Information from [GIMP - About GIMP](https://www.gimp.org/about/introduction.html)

3.Audacity

Audacity is a free, easy-to-use, [multi-track](https://manual.audacityteam.org/o/man/faq_recording_how_to_s.html#overdub) audio editor and recorder for Windows, macOS, GNU/Linux and other operating systems. The interface is translated into [many languages](https://manual.audacityteam.org/o/man/languages.html#list). You can use Audacity to:

* [Record](https://manual.audacityteam.org/man/recording.html) live audio.
* [Record computer playback](https://manual.audacityteam.org/man/tutorial_recording_audio_playing_on_the_computer.html) on any Windows Vista or later machine.
* [Convert tapes and records](https://manual.audacityteam.org/man/tutorial_copying_tapes_lps_or_minidiscs_to_cd.html) into digital recordings or CDs.
* Edit WAV, AIFF, FLAC, MP2, MP3, Ogg Vorbis sound files.
* AC3, M4A/M4R (AAC), WMA, Opus and other formats supported using optional libraries.
* Cut, copy, [splice](https://manual.audacityteam.org/man/faq_editing.html#join) or [mix](https://manual.audacityteam.org/man/mixing.html) sounds together.
* Numerous [effects](https://manual.audacityteam.org/man/index_of_effects_generators_and_analyzers.html) including change the [speed](https://manual.audacityteam.org/man/change_speed.html), [pitch](https://manual.audacityteam.org/man/change_pitch.html) or [tempo](https://manual.audacityteam.org/man/change_tempo.html) of a recording.
* Write your own plug-in effects with [Nyquist](https://manual.audacityteam.org/man/nyquist.html).
* And more! See the complete [list of features](https://www.audacityteam.org/about/features).

Free Software

Audacity is free software distributed under the [GNU General Public License (GPL)](https://www.audacityteam.org/about/license).

Free software is not just free of cost (like “free beer”). It is **free as in freedom** (like “free speech”). Free software gives you the freedom to use a program, study how it works, improve it and share it with others. For more information, visit the [Free Software Foundation](http://www.fsf.org/).

Programs like Audacity are also called **open source software**, because their source code is available for anyone to study or use. There are thousands of other free and open source programs, including the [Firefox](http://www.mozilla.com/) web browser, the [LibreOffice](http://www.libreoffice.org/) or [Apache OpenOffice](http://www.openoffice.org/) office suites and entire Linux-based operating systems such as [Ubuntu](http://www.ubuntulinux.org/).

Anyone can [contribute](http://wiki.audacityteam.org/wiki/Contribute) to Audacity by helping us with [documentation](https://alphamanual.audacityteam.org/man/Main_Page), [translations](https://www.audacityteam.org/community/translators), user [support](https://forum.audacityteam.org/) and by [testing](https://wiki.audacityteam.org/wiki/Nightly_Builds) our latest code.

[Open HUB](https://www.openhub.net/p/audacity) (formerly known as “Ohloh”) has statistics on the value of Audacity development. The statistics are set up by us to show only the values of Audacity-specific development, excluding the third-party code libraries Audacity uses.

Bundling, Reselling or Distributing Audacity

Vendors are free to bundle Audacity with their products, or to sell or distribute copies of Audacity (see [Vendors and Distributors of Audacity](https://www.audacityteam.org/download/distributors/)) under the [GNU General Public License (GPL)](https://www.audacityteam.org/about/license#license).

If you are interested in bundling, selling or distributing Audacity, please review our entire [License, and Advice for Vendors and Distributors](https://www.audacityteam.org/about/license/) page.

The Team

Audacity is being developed by [Muse Group](https://mu.se/), which is developing the world’s most popular software and communities for musicians. Additional contributors can be found in the [credits](https://www.audacityteam.org/about/credits/).

Information fromhttps://www.audacityteam.org/

4.Blender

The Software

Blender is the free and open source 3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation. Advanced users employ Blender’s API for Python scripting to customize the application and write specialized tools; often these are included in Blender’s future releases. Blender is well suited to individuals and small studios who benefit from its unified pipeline and responsive development process. Examples from many Blender-based projects are available in the [showcase](http://www.blender.org/features/).

Blender is cross-platform and runs equally well on Linux, Windows, and Macintosh computers. Its interface uses OpenGL to provide a consistent experience. To confirm specific compatibility, the list of [supported platforms](https://www.blender.org/download/requirements/) indicates those regularly tested by the development team.

As a community-driven project under the [GNU General Public License (GPL)](http://www.blender.org/about/license/), the public is empowered to make small and large changes to the code base, which leads to new features, responsive bug fixes, and better usability. Blender has no price tag, but you can [invest](http://www.blender.org/foundation/donation-payment/), [participate](http://www.blender.org/get-involved/), and help to advance a powerful collaborative tool: Blender is your own 3D software.

More help is always welcome! From developing and improving Blender to writing documentation, etc, there are a number of different things you can do to [get involved](http://www.blender.org/get-involved/).

Information from [About — blender.org](https://www.blender.org/about/)

5. 3 D Maxstudio

[3ds Max](https://conceptartempire.com/out/3dsmax/) is a computer graphics program for creating 3D models, animations, and digital images. It’s one of the most popular programs in the computer graphics industry and is well known for having a robust toolset for 3D artists.

A favorite among game developers, TV commercial studios, and architects, 3ds Max is owned by Autodesk, the same company responsible for programs like Maya and AutoCAD.

3ds Max is often used **for character modeling and animation** as well as for rendering photorealistic images of buildings and other objects. When it comes [to modeling](https://conceptartempire.com/what-is-3d-modeling/) 3ds Max is unmatched in speed and simplicity.

The software can handle several stages of the animation pipeline including pre-visualization, layout, cameras, modeling, texturing, rigging, animation, [VFX](https://conceptartempire.com/online-vfx-courses/), lighting, and rendering.

As one of the most widely used 3D packages in the world, 3ds Max is an integral part of many professional studios and makes up a significant portion of their production pipeline for games and movies.

Information from  [(conceptartempire.com)](https://conceptartempire.com/what-is-3ds-max/)

6.Maya

**What Is Maya Animation Software?**

Autodesk Maya powerful software that enables 3D animation, modeling, simulation, rendering, and more. It’s robust and versatile, and many consider it the industry standard for animation. Many well-known feature film studios use Maya, including Blue Sky Studios, Framestore, and Moving Picture Company. In fact, the software has been used to animate award-winning movies such as “Frozen” and “Wreck It Ralph.”

**What Can You Do with Maya?**

With Maya, you can create 3D assets for film, TV, and video games. This typically involves a few different components of artistry, including creating 3D models, [character rigging](https://www.skillshare.com/classes/Character-Rigging-for-Beginners-Advanced-Hand-Rigging/808269195?via=blog-internal&coupon=blog1month), animation, dynamics, painting, lighting, and rendering. Maya includes intuitive and easy-to-use tools to simplify all of these tasks.

**How Maya Works**

**3D Animation**

Maya [3D animation](https://www.skillshare.com/classes/Maya-for-Beginners-Rigging/1243896297?via=blog-internal&coupon=blog1month) capabilities are some of the best available today. In Time Editor, you can create and edit Maya animations in a non-destructive way. That means you can experiment with a clip—including speed, length, and start and stop times—until you’re satisfied with it, and then bring the edited version into the full project. You can also edit animations in the Graph Editor, which presents animations within a scene as a graph with modifiable curves.

Information from skill share blog

7.Avidemux

**Avidemux** is a [free and open-source software](https://en.wikipedia.org/wiki/Free_and_open-source_software) application for [non-linear video editing](https://en.wikipedia.org/wiki/Non-linear_video_editing) and [transcoding](https://en.wikipedia.org/wiki/Transcoding) multimedia files. The developers intend it as "a simple tool for simple video processing tasks" and to allow users "to do elementary things in a very straightforward way".[[3]](https://en.wikipedia.org/wiki/Avidemux#cite_note-Aim-3) It is written in [C++](https://en.wikipedia.org/wiki/C%2B%2B) and uses [Qt](https://en.wikipedia.org/wiki/Qt_(software)) for its [graphical user interface](https://en.wikipedia.org/wiki/Graphical_user_interface), and [FFmpeg](https://en.wikipedia.org/wiki/FFmpeg) for its multimedia functions. Starting with version 2.4, Avidemux also offers a [command-line interface](https://en.wikipedia.org/wiki/Command-line_interface), and since version 2.6, the original [GTK](https://en.wikipedia.org/wiki/GTK) port has not been maintained and is now discontinued.

Avidemux is developed for [Linux](https://en.wikipedia.org/wiki/Linux), [macOS](https://en.wikipedia.org/wiki/MacOS), and [Windows](https://en.wikipedia.org/wiki/Windows). Unofficial builds are also available for [FreeBSD](https://en.wikipedia.org/wiki/FreeBSD), [NetBSD](https://en.wikipedia.org/wiki/NetBSD), and [OpenBSD](https://en.wikipedia.org/wiki/OpenBSD)

Information from Wikipedia