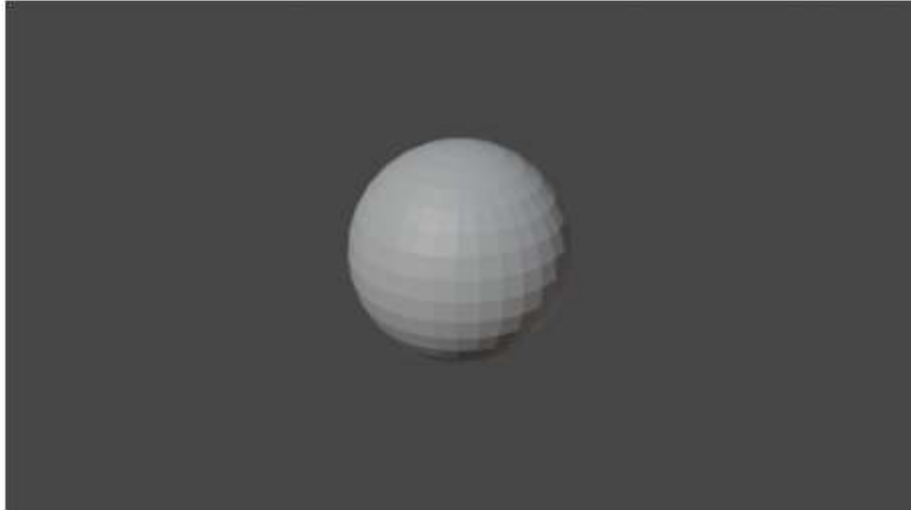


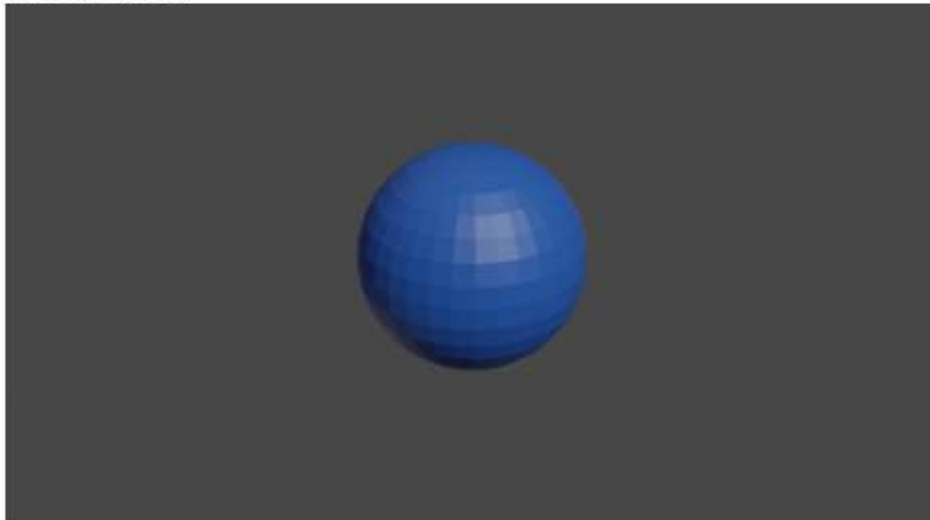
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CSC322

## Blender activity 1

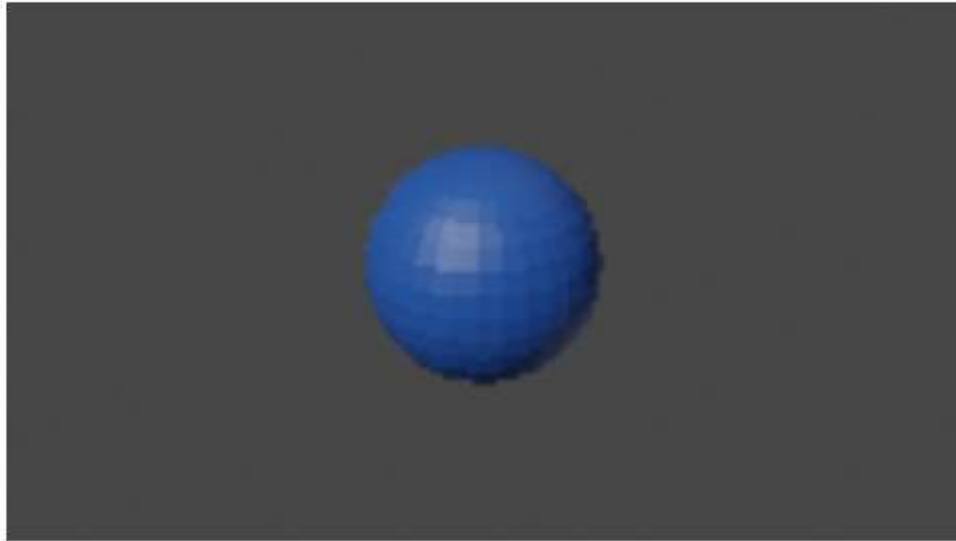
### Checkpoint 1:



### Checkpoint 2:



### Checkpoint 3:



**Checkpoint 4:** The image from checkpoint 3 is a lot more blurry compared to checkpoint 2 due to the reduced resolution

**Checkpoint 5:**



**Checkpoint 6:** The image from checkpoint 5 is a lot more "whiter" compared to checkpoint 2 because of the increase in gamma value.

Reflection Questions:

1. How does light interact differently with different objects in real life? Give 3 examples

A) Light can be emitted through various things like fire, water reflection, and mirror reflection.

2. Why do objects appear to have different colors to our eyes?

A) Light travels through various wavelengths it depends on the medium in which it travels. some of the colour have shorter wavelength so, if we are far then color with longer wavelength will reach us.

3. What's the advantage of using YUV color space

A) It has the color perception of humans more accurately, it reduces the effect of image compression artifacts

4. How are colors added differently for lights compared to paint? What does R+G+B equal to in each case?

A) light changes the color perception when it falls on different colors it depends on the amount of light passing through it. whereas in paint it adds color with R,G,B combined and making it specific color as desired by the combination of the RGB.

5. Why are green screens green?

A) Cameras are more sensitive to green than red or blue it is easier to replace green than any other color.

6. Why is tone mapping needed for HDR images?

A)HDR images seem more full of detail when they are Tone Mapped.

7. What is the relationship between the wavelength of the light and the color of the light?

A)The spectrum of light moves from ultraviolet which is invisible to the human eye to the visible by increased wavelength and decreased frequency. violet has shorter wavelength and red has longest wavelength. and red reaches to the human eye from very far.