Langara College

# Department of Computing Science & Information Systems

# CPSC 2130 – Multimedia and Animation

###### **Lab4: Working on bitmapped graphics**

**Instructions [35 Marks]:**

1. Create a new folder named **Lab4** to store all the work below.
2. [**10 marks**] Use a graphics program to compose an image
3. Download the files **Robin.jpg** and **GaribaldiLake.jpg** from D2L
4. Remove the necklace from Robin’s neck in the image Robin.jpg.
5. Trace out Robin and copy and paste him on the ridge at the front left corner of the picture GaribaldiLake.jpg.
6. Put the words Garibaldi Lake above the lake. Give the words a ripple style and a drop shadow.
7. [**5 marks**] Download the image **CoupleBefore.jpg** and use some graphical techniques to impove the quality of the image.
8. [**5 marks**] Catch/find a digital image which has some flaws (such as red eye, dust or scratches) on it. Then use a graphics program to remove or correct the flaws.
9. [**5 marks**] Catch/find a nighttime street image with moving cars and lit street lights. Use a graphics program to produce motion blur effect on the moving cars and glowing effect on street lights. Add other effects if necessary.
10. [**5 marks**] (filename: **FakePicture.psd**) Create a fairly complicated fake picture of your own. The picture should look reasonably real and interesting. Upload all the original image files. Don’t merge or fatten any layers in your project so that the original design can be seen.
11. [**5 marks**] For all the projects above, create a single document to describe how your work is created and what techniques are used. Make sure upload all the image files before and after manipulations to D2L.

**What to hand in**

Zip the folder lab4 with all the required files inside. Submit the zipped fileto D2L.

**When to hand in**

By 11:59pm, Sunday, January 29, 2017.