Chapter 03: IMAGE

Part 1: Key Term Quiz

1. The working area of a computer display is sometimes called _____.

2. The type of image used for photo-realistic images and for complex drawings requiring fine detail is the _____.

3. The type of image used for lines, boxes, circles, polygons, and other graphic shapes that can be mathematically expressed in angles, coordinates, and distances is the _____.

4. The picture elements that make up a bitmap are called _____.

5. _____ allows you to smoothly blend two images so that one image seems to melt into the next.

6. The process that computes the bounds of the shapes of colors within a bitmap image and then derives the polygon object that describes that image is called _____.

7. _____ is when the computer uses intricate algorithms to apply the effects you have specified on the objects you have created for a final 3-D image.

8. _____ is the blocky, jagged look resulting from too little information in a bitmapped image.

9. A collection of color values available for display is called a _____.

10. _____ is a process whereby the color value of each pixel is changed to the closest matching color value in the target palette, using a mathematical algorithm.

Part 2. Multiple-Choice Quiz

1. What is the best way to start creating your project's interface?

a. Start with pencil, eraser, and paper.

b. Outline your project and graphic ideas.

c. Storyboard using stick figures.

d. Use three-by-five index cards and shuffle them.

e. All of the above

2. Which image file type is best for photographs?

a. vector

b. encapsulated PostScript

c. bitmap

d. Shockwave

e. laser

3. A 24-bit image is capable of representing how many different colors?

a. 2

b. 16

c. 256

d. 65,536

e. 16,772,216

4. Vector-drawn objects are used for all of the following except:

a. lines

b. circles

c. polygons

d. photographs

e. boxes

5. "Unlimited use" of stock photography may actually impose a limitation on:

a. the number of units you can distribute without paying more.

b. the number of changes you can make to the image.

c. converting the image to another file format.

d. the filters you may use to alter the image.

e. the price you can charge for your product.

6. Name the area of memory where data such as text and images is temporarily stored when you cut or copy within an application.

a. scrapbook

b. notepad

c. junkyard

d. filedump

e. clipboard

7. Perhaps the single most significant advance in computer image processing during the late 1980s was the development of:

a. digital cameras

b. 3-D modeling programs

c. image-editing programs

d. scanners

e. electronic crayons

8. When an image created on a Macintosh is viewed on a PC:

a. it appears darker and richer because the values have changed

b. it appears lighter and less saturated because the values have changed

c. it appears darker and richer even though the values have not changed

d. it appears lighter and less saturated even though the values have not changed

e. it appears exactly the same

9. Graphic artists designing for print media use vector-drawn objects because:

a. they can contain more subtle variations in shading than bitmap graphics

b. printing inks respond better to them

c. they can be converted across platforms more easily

d. they can be scaled to print at any size

e. they can be viewed directly in Web browsers

10. The 3-D process of extending a plane surface some distance, either perpendicular to the shape's outline or along a defined path, is called:

a. lathing

b. rendering

c. modeling

d. extruding

e. skinning

11. A GIF image may contain:

a. 8 bits of color information per pixel

b. 16 bits of color information per pixel

c. 24 bits of color information per pixel

d. 32 bits of color information per pixel

e. 48 bits of color information per pixel

12. Which of these is the correct HTML hexadecimal representation of magenta (red + blue)?

a. 00GGHH

b. #FF00FF

c. 255,0,255

d. %R100-%G0-%B100

e. <color = "magenta">

13. Which of the following is not a color specification format?

a. RGB

b. HSB

c. GIF

d. CMYK

e. CIE

14. Which of the following is not a native Windows graphics file format?

a. BMP

b. RIFF

c. TIFF

d. PCX

e. PICT

15. TIFF stands for:

a. Transitional Image File Format

b. Total Inclusion File Format

c. Tagged Interchange File Format

d. Temporary Instruction File Format

e. Table Index File Format

Part 3. Photoshop Practice

Download and install Photoshop from the provided tool in the course website. Follow the instruction from two tutorials bellow to get familiar with the software.

3.1. Add the rain to the photo:

https://file.liberico.vn/f/e264a45d4dbb48998694/

3.2 Create a starry night sky:

https://file.liberico.vn/f/e88f236e88b34b86a532/