Horas de Libre Configuración

2019-2020

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1. Computer graphics

A.

1. a and d are three-dimensional, b and c are two-dimensional.

2. 3D images represent objects (like the car here) more-accurately, in graphs, they can also illustrate different quantities more clearly.

3. a.Businesspeople b.Architects c.Cartographers d.Car engineers or designers.

4. Designer in all kinds of industries to desing and test products, engineers to plan circuits, weather forecasters to show changes in weather, economists,etc.

B.

SS check their answer to 4 and 3.

C.

1. Raster graphics represent images as bitmaps. This means they are stored as pixels, wich can become jagged or distored when manipulated.

2. JPEG,GIF,ect.

3. Compositing is assembling multiple images to make a single final image.

4.Computer Aided Desing

5. Computer graphics can be used to developed, model and test car designs before the physical parts are made, this can sabe money and time.

6.GIS.

7.Computer animation is used by animators to créate cartoons or to add effects in movies and video games.

D.

1e 2d 3a 4f 5b 6c

E.

Open task

2.Language work: the -ing form

A.

1g 2a 3g 4pp 5g 6pp

B.

1. Computer animation is process of creating objects which move across the screen.

2. *texturing involves adding Paint, colour and filters to drawings and designs.*

3. You can open the colour palette by clicking on the corresponding icon.

4. CAD programs are very fast at performing drawing functions.

5. A lot of time and money is saved by testing a car design before making the producto.

6. Rendering refers to the techniques used to make realistic images.

3. The toolbox

A

1. A toolbox is a collection of drawing and painting tools that enable you to manipulate images in graphics software.
2. Primitives are the basic shapes used to make graphical objects. They are usually geometric, for example lines or circles.
3. Attributes are the colour, fill área, line type, interior style.
4. Translation means moving an object to a different location.

B.

1Painting 2select 3make 4clicking 5draw 6drawing 7rotating 8tuning 9Scaling

C.

1b 2j 3a 4i 5g 6c 7h 8e 9f 10d

4. Choosing graphics software

2e 3c 4d 5ª 6b

5. Describing graphics

a. The third stage is called texturing the model, which means adding Paint and colour to the different áreas.The designer has used dark blue and yellow.