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1. It interacts by affecting the visible color of whatever object is being hit by light. Some examples of this are:
   A.) A red car will be affected differently than a red ball due to the material.
   B.) Some objects are more transparent than other, for example: a plastic cup. This affects the colors that we can see from the object.
   C.) Certain dark colors like just black are a dark color because the light affecting the oject with these colors need more light to show the color.

2. When light hits an object like, for example, a red ball, the object absorbs some of the light and reflects the rest of it. Which wavelengths are reflected or absorbed depends on the properties of the object.

3. YUV color-spaces are a more efficient coding and reduce the bandwidth more than RGB capture can. Most video cards, therefore, render directly using YUV or luminance/chrominance images.

4. Colors are found with RGB value which stands for RED, GREEN, BLUE. A certain value coming from these 3 will create a completely new color.

5. The really short answer is that green screens are green because people are not green. In order for the effect to work, the background must use a color that isn't used elsewhere in the shot – and green is nothing like human skin tone. Also, Modern digital cameras are highly sensitive to green, which allows for a cleaner image.

6. This dynamic tone mapping is important as it makes the image look realistic on most modern displays. These displays simply cannot reproduce the high dynamic range that your file may end up with after merging multiple photos, so dynamic tone mapping is a vital step to reduce the tonal variation in such photos.

7. Visible light waves consist of different wavelengths. The colour of visible light depends on its wavelength. These wavelengths range from 700 nm at the red end of the spectrum to 400 nm at the violet end.