	First Name	Last Initial	Grade
Student 1:			
Student 2:			

Make-A-Matrix

Computers break pictures into small squares called **pixels**. Each pixel has a value- in grayscale (black and white images), it's a number between 0 (black) and 255 (white).

You'll be turning a photograph into a grid of shaded squares to simulate what a computer sees! This grid is called a **matrix**.

Shade in each cell of the matrix based on how bright the same region on the input image is. For example, if a part of the image is really light or white, leave the corresponding square on the matrix empty or shade it very lightly. If a part of the photo is really dark or black, color the corresponding square in dark with your pencil.
