

Final Exam: Advanced Image Processing

1. 3D rendering is the 3D computer graphics process of converting 3D models into 2D images on a computer. 3D renders may include photorealistic effects or non-photorealistic styles.
2. 3d rendering steps

UNDERSTANDING THE 3D RENDERING PROCESS

Step 1: Understanding the client's vision. In order to build a model, a 3D artist needs to understand the project. ...

Step 2: 3D modeling. ...

Step 3: Materials and Texturing. ...

Step 4: Lighting. ...

Step 5: Rendering. ...

Step 7: Final Delivery.

3. Click on the layer in the Layers panel that has the image containing the color you want to match. Click on the color in the image using the "Color Picker" tool. The color in the Background Color box on the Toolbox changes to match the color you have selected.
4. Filters are one of the most used features for photo editing. It is a unique tool that takes an input layer or image, applies a mathematical algorithm to it, and provides a layer or image in a modified format. GIMP has various Filters such as Blur, enhance, distorts, light and Shadow, etc.
5. Click "Filters" from the menu bar, hover the cursor over "Blur," and then select the type of blur that you want to apply from the list of options.
6. The HDR Toning command lets you apply the full range of HDR contrast and exposure settings to individual images. ... HDR toning requires flattened layers. Open a 32-, 16-, or 8-bit image in RGB or Grayscale color mode. Choose Image > Adjustments > HDR Toning.
7. To open the Timeline panel, select Timeline from Photoshop's Window menu. When the Timeline tool opens, it will show a small drop-down menu with two options.
8. A script is a series of commands that tells Photoshop to perform one or more tasks. Photoshop CS4 supports scripts written in AppleScript, JavaScript or VBScript. Sample scripts are included in the Photoshop CS4 installer and get installed with the product.

9. The Batch feature in Photoshop CS6 enables you to apply an action to a group of files. Suppose you want to make changes to a series of files. If you want to keep your original file, too, you have to remember to save each file in a new folder. Batch processing can automate tedious chores for you.
10. A drop or droplet is a small column of liquid, bounded completely or almost completely by free surfaces. ... Drops may also be formed by the condensation of a vapor or by atomization of a larger mass of solid.
11. Typically, a contact sheet was a positive print of the total negatives from a roll of film or a shoot, and often each image the same size as the negative itself. The purpose of a contact sheet is to be able to quickly scan a series of images to find the keepers or the ones chosen to be enlarged.
12. In Photoshop, go to File > Automate > Contact Sheet II. In the Source Images section of the Contact Sheet II dialog box, choose the folder that contains your images. Under Document, set the Units, Width/Height, Resolution, and Mode (color mode) for the contact sheet. If desired, select the Flatten All Layers option.
13. A script is a series of commands that tells Photoshop to perform one or more tasks. Photoshop CS4 supports scripts written in AppleScript, JavaScript or VBScript. Sample scripts are included in the Photoshop CS4 installer and get installed with the product.
14. The File Info dialog box displays camera data, caption, and copyright and authorship information that has been added to the file. Using this dialog box, you can modify or add information to files saved in Photoshop Elements. The information you add is embedded in the file using XMP (Extensible Metadata Platform).
15. So now that we've created and saved our contact and copyright info as a template, here's how to apply it to an image.

Step 1: Open an image in Photoshop. ...

Step 2: Open the File Info dialog box. ...

Step 3: Load your template. ...

Step 4: Choose an Import option. ...

Step 5: Add any image-specific information. ...

Step 6: Click OK.