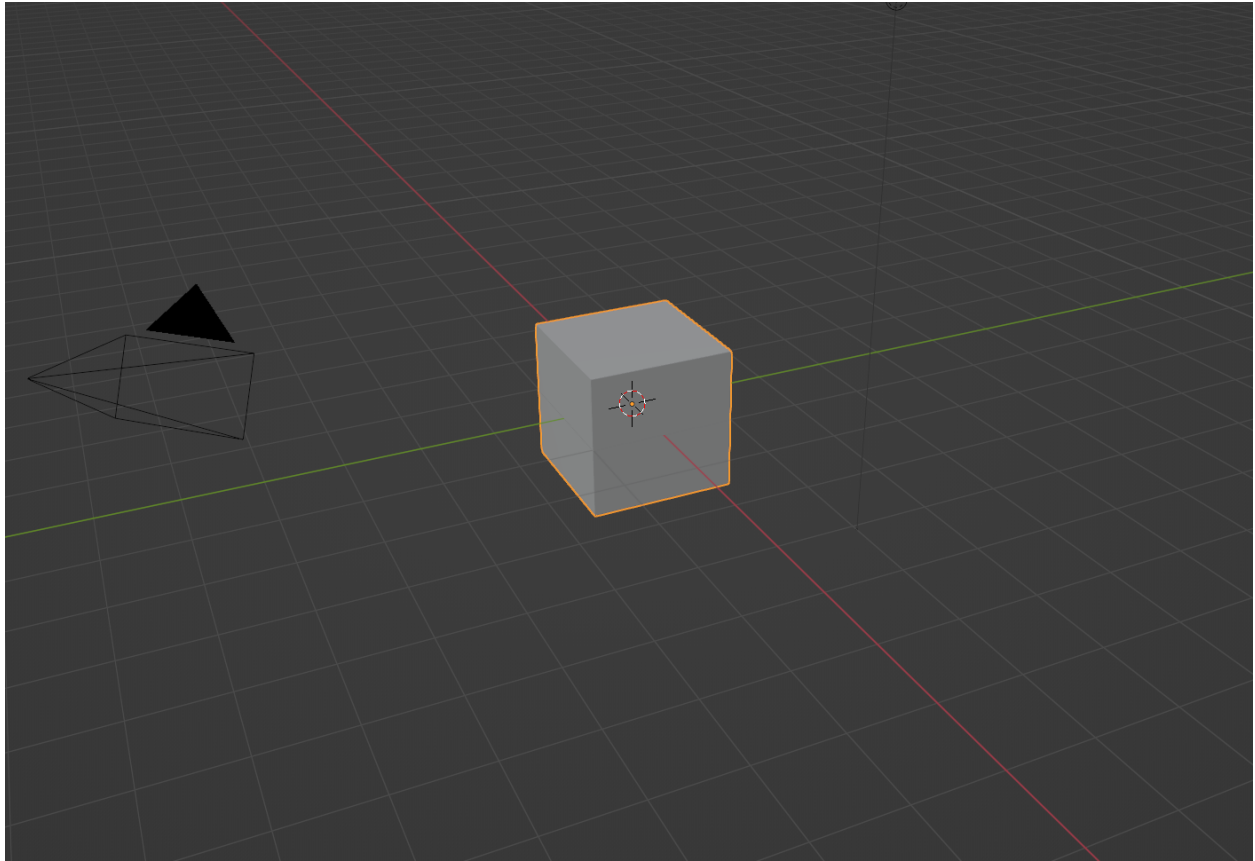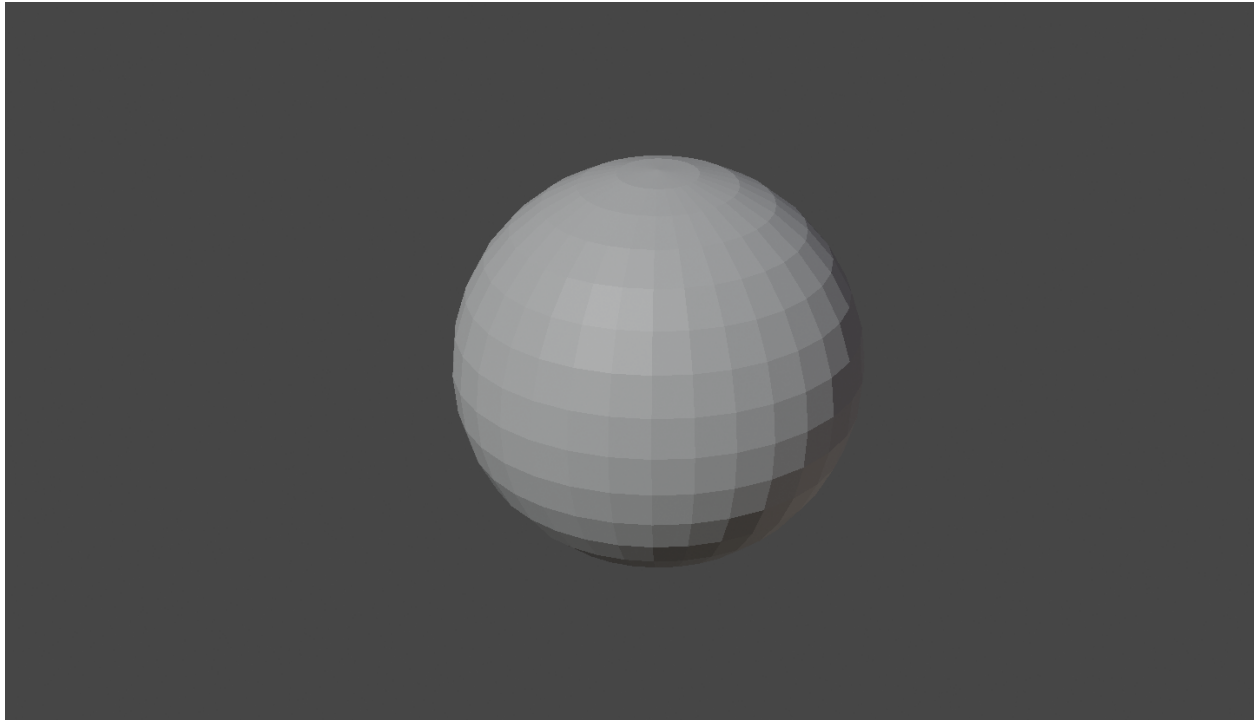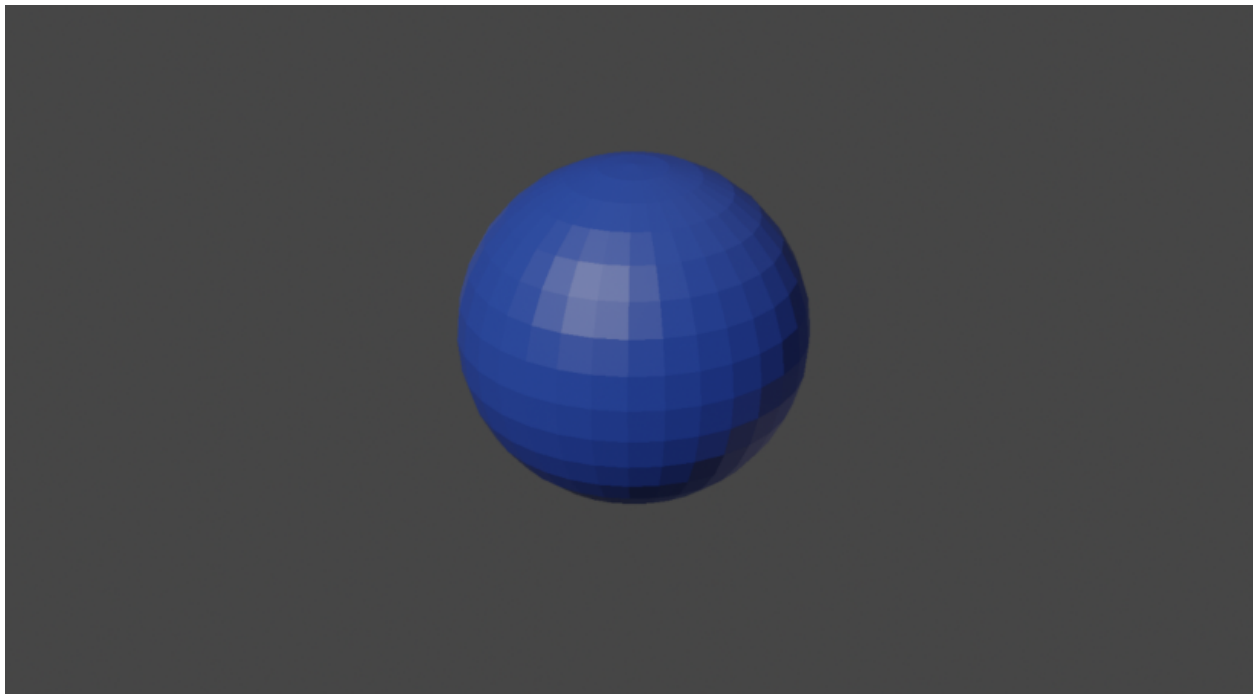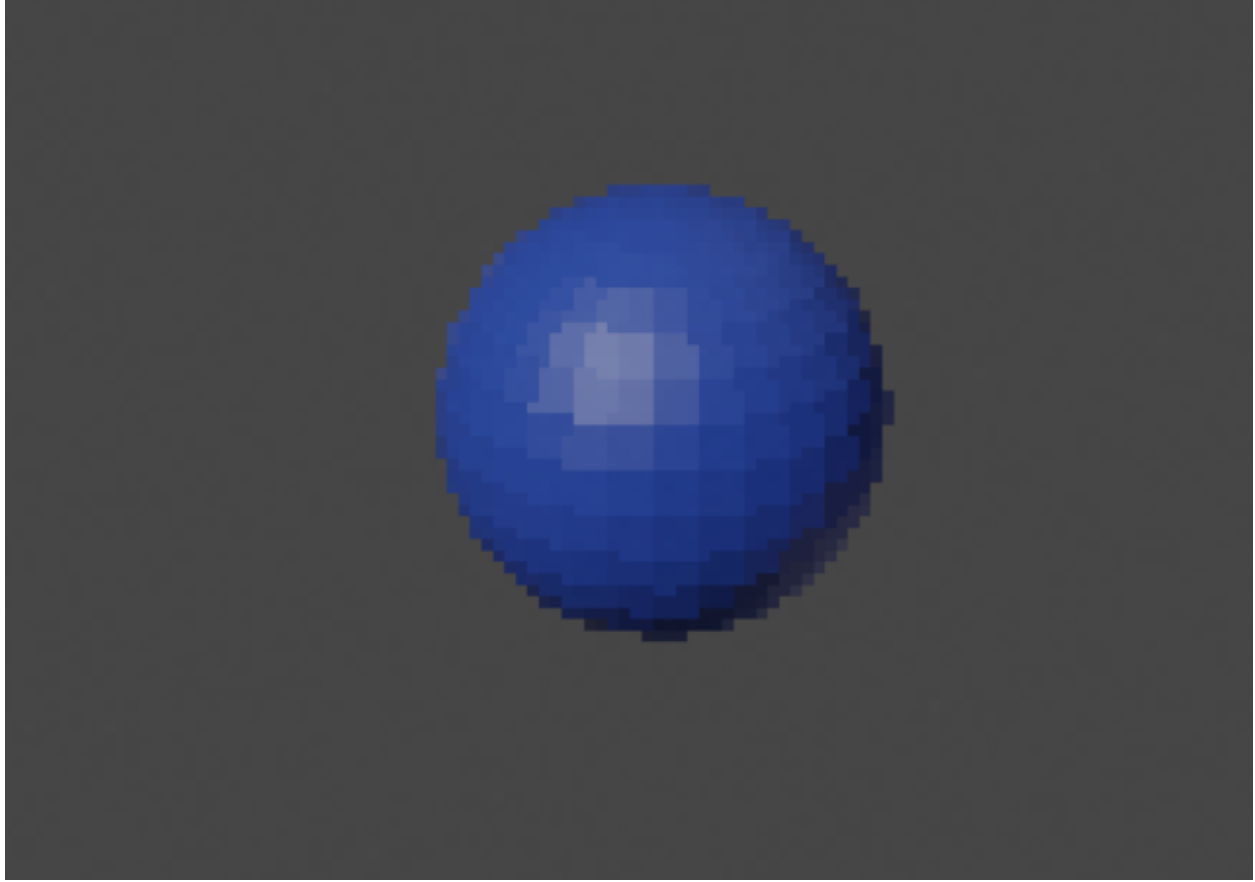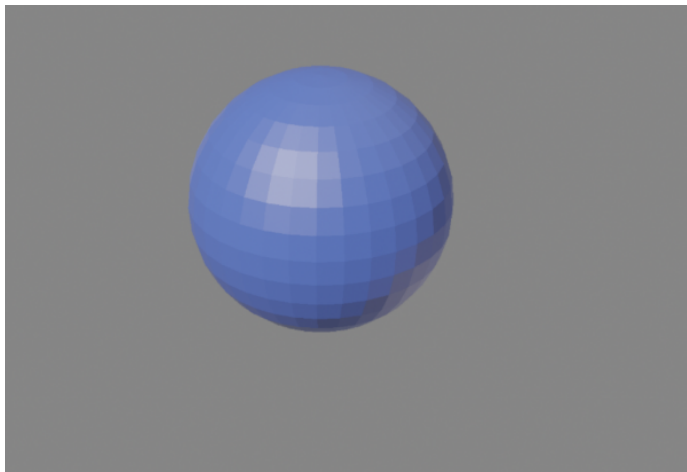Checkpoint 0

Checkpoint 1

Checkpoint 2

Checkpoint 3

Checkpoint 4: Since we modified the resolution we significantly lowered the quality of the image. One can take note of this since it is significantly blurrier.

Checkpoint 5:

Checkpoint 6: It is significantly lighter than checkpoint 2 due to the increase in gamma.

1. How does light interact differently with different objects in real life? Give 3 examples

Light interacts with objects in many different ways. The most well known example is how the color black attracts the sunlight. Another example that may not be as well known is how light interacts with transparent objects like windows. Finally light interacting with mirrors or spoons tends to reflect.

2. Why do objects appear to have different colors to our eyes?

Objects appear to have different colors to our eyes because our eyes absorb some light and bounce back other ones depending on a variety of variables. Different lighting along with other factors will change how we see light.

3. What's the advantage of using YUV color space?

The advantage is how effective it is at separating the brightness of images from the color variables.

4. How are colors added differently for lights compared to paint? What does R + G + B equal to in each case?

They are added differently because mixing them will result in a new color. The R+G+B adds to the specified color.

5. Why are green screens green?

Green can be performed with any color and is one of the furthest colors from skin color.

6. Why is tone mapping needed for HDR images?

It provides better details for the rendered images.

7. What's the relationship between the wavelength of the light and the color of the light? E.g. why is the wavelength of 700nm associated with red, and 400nm associated with purple?

The color red will stick out more the longer the wavelength is while the color purple will stick out more if the wavelength is less.