**Blue Waters Petascale Semester Curriculum v1.0**

**Unit 10: Productivity and Visualization**

**Lesson 3: Visualization 1**

**References / Further Reading**

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*Browse and search the full curriculum at*[*http://shodor.org/petascale/materials/semester-curriculum*](http://shodor.org/petascale/materials/semester-curriculum)

*We welcome your improvements! You can submit your proposed changes to this material and the rest of the curriculum in our GitHub repository at*[*https://github.com/shodor-education/petascale-semester-curriculum*](https://github.com/shodor-education/petascale-semester-curriculum)

*We want to hear from you! Please let us know your experiences using this material by sending email to* [*petascale@shodor.org*](mailto:petascale@shodor.org)

* What makes up screen pixel?
* What is lossless and lossy image compression?
* Why animations of a complex ideas need to be visualized?
* What is the main difference between grey and color abilities of the human eye?
* Describe a scenario or scientific application that could benefit from moving image processing, a movie loop.
* How does an array of pixels get compressed into a .png file.