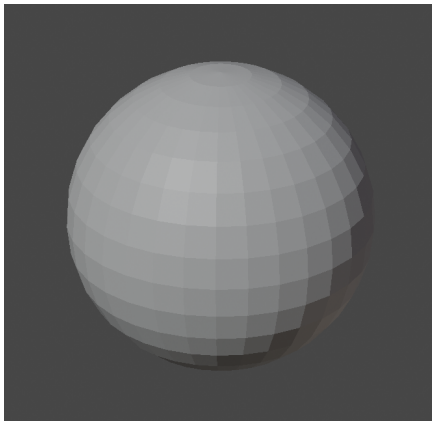
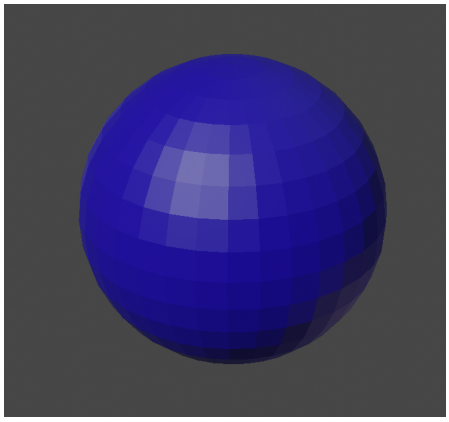
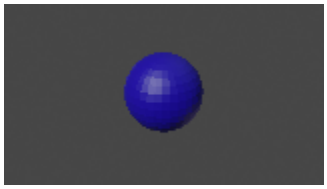
Checkpoint 1:



Checkpoint 2:

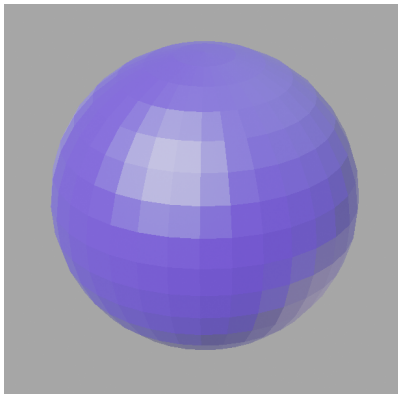


Checkpoint 3:



Checkpoint 4:
The two images are very different in terms of quality. The image with higher resolution used more pixels, while the one with less pixels came out more blocky and blurred. The lower resolution picture also appeared much smaller, but could be zoomed in to see it’s flaws.

Checkpoint 5:



Checkpoint 6:

1. Light interacts differently with real world objects depending on their texture and reflective or refractive qualities. For example, light would travel through a glass cup or vase. On a shiny trophy (as I learned in my project) the light will reflect off of it and show a glare in certain areas on the object, and on a duller matte object the light will make the colors of the object appear lighter, but not to such a strong degree that they would on a shiny object.
2. Objects absorb some colors and reflect other colors. Those reflected are perceived by our eyes.
3. More efficient to code and reduce bandwidth relative to RGB.
4. Primary colors of light are the secondary colors of paint.
5. Green is the color easiest to differentiate from human skin tones.
6. HDR gives images more details and makes them look more realistic.
7. The longest wavelengths are more red while the shortest are violet.