Graphics/Images Questions

Name: _____ Date: _____ Period: _____

1. _____ is the term used to describe drawings that contain flat colors without tonal variations. These images generally contain only _____ pixels.

2. _____ are graphics that have tonal variations such as color photographs.

3. A _____ is a continuous tone image consisting of black, white, and _____ data only.

4. _____ images are more difficult to create and require greater computer resources to work with and display.

5. _____ are graphics that serve as a link in Web pages just as text serves as a link. They serve as links to other locations within the same Web site or to entirely different Web sites. In addition, they may be set to _____ certain events within the Web site.

6. Graphics that contain more than one trigger are called _____ and are commonly used on the opening menu screens of Web pages because they usually takes less time to _____ than do multiple images.

7. When images are in the _____, it means you can use these images at your discretion for no charge (other than what you may pay up front to purchase the clip-art library).

8. _____ are more commonly charged if you plan to use the graphic for commercial purposes and may be charged each time you use the image or it may be a one-time fee.

9. _____ and _____ determine the quality of an image. _____ describes how much RGB (red, green, blue) information is measured about each pixel.

10. There are two types of _____ related to graphic images that you need to be familiar with. Both of these affect image _____ and file _____.

11. _____ measures the number of bits of stored information per pixel or how many tones or colors every pixel in a bitmap can have. It is also called bit resolution, pixel resolution, _____, bit depth, and pixel depth.

12. The _____ the bit depth, the _____ the number of colors stored in the image.

13. An image with a greater color resolution will be more _____ and of higher photographic _____. It will also make the file size much _____ because more bits must be stored for every pixel.

14. _____ is the process of positioning different colored pixels side by side to create the illusion of some missing color.

15. _____ reduces the colors without dithering, which results in areas of solid colors.

16. _____ refers to the amount of information stored for an image and is typically measured in pixels per inch (ppi). _____ are resolution-independent, which means that the resolution or size of the display does not change the way they look.

17. _____ is simply an algorithm that is used to create smaller file

sizes. With _____, none of the data is actually lost

during compression because mathematical algorithms eliminate redundant data.

18. The idea behind _____ is that some of the data isn't

important to an image and therefore that data is expendable and is actually lost. Image

management programs are sometimes referred to as _____.

19. _____ create bitmap images by using pixels (picture elements).

_____ are examples of bitmapped

graphics. _____ create images by using mathematically defined

lines and curves, or vectors that are treated as individual objects within the images.

20. _____ is a general-purpose vector file format that has both the vector image

data and a screen preview in the same file. It is most commonly used for printing purposes. Image

programs save graphics with specific _____ indicating the file format. If a

document is named **picture.jpg**, "_____" is the name of the file and

"_____" is the extension indicating the file format.

Each image management program has a file format specific to that program, called its _____

format.

Graphic File Formats Chart

21. _____ is used mainly for Web images or for

photos that will be viewed on a monitor. Best for images with many colors, or grayscale images.

22. _____ is one of the most widely used

high-resolution formats for both Windows and Macs. Images can be black and white, grayscale,

or color. Does not lose much image quality. Best for print.

23. _____ is a new bitmapped graphics format similar to GIF. Good for color images and has become a preferred format for the Web over GIF formats because GIF uses a patented data compression algorithm called LZW. In contrast, this format is completely patent and license-free._____ is a format developed to exchange graphics information between Microsoft Windows applications by simply cutting and pasting. The files in this format can hold both vector and bitmapped images.

Graphics Effects & Editing

24. _____ removes the background color of an image and allows the background of a page to appear in its place._____ are special effects that can be applied to an image or part of an image and can be used to blur or sharpen an image, create a mosaic effect, or distort the image with noise.

25. _____ enable you to stretch an array of values of one color from one side of an image to another._____ slightly blurs the edges of an image to create an attractive effect.

26. _____ enable you to separate an image into its basic colors._____ is a means of modifying an image without actually changing the original.

27. _____ are different levels in a document where you can draw, paste images, or reposition artwork without affecting the pixels on any other layer.

28. _____ allows you to create a series of intermediate colors and shapes between two selected objects and is often called _____.

29. _____ is the process of converting a vector-based image to

   pixels and the resulting bitmapped graphics are often called _____ graphics.

30. _____ objects is the process of positioning and orienting them. An

   object's _____ relationship to other objects is particularly important.

31. _____ is the process of assigning surface properties such as color,

   texture, and finish to an object.

32. _____ is the process of capturing a view of a three-dimensional

   scene and saving it as a two-dimensional image._____ is a tool often

   used to modify areas of a photograph that you don't wish to include.

33. _____ smoothes the lines or transitions between neighboring

   colors and shapes to give an image a more natural, continuous

   tone._____ is the ratio of width to height.

34. _____ is an animation process used to generate keyframes

   between two images.

35. _____ is the transformation of one thing into another, and is

   accomplished by creating a sequence of images, each of which is slightly different from the one

   it follows.