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Digital Media Foundations COMD 1112 D106

What We Learned on 2/24/20

We started with talking about the importance of being an author in your field and it's importance when working in a creative field. An author is someone who has total creative freedom over their creations, and retains ownership of them. In this day and age it is extremely important to be able to mark and handle your work and to be able to keep a hand in what you create, especially when it's easier to be copied or have the work accidentally destroyed. Some great examples of authors are Spike Lee, John Carpenter, and JK Rowling.

We then spoke about sampling and quantizing. Sampling is when the color of an image is recorded in a natural image and distributed evenly among spaced pixels. Quantization then takes place, mapping out the finite list of colors that can be used in the image. This process helps to smoothly digitize an image.

Bit depth and its impact on color was also talked about. Bit depth can determine how many colors can appear and how strongly those colors can appear in an image. Using the formula $N=2^n$, we can determine how many bits and colors we can have. For example, 8 bits can support 256 colors.

Bitmapping/Raster Graphics and Vector Graphics deal with images and their bit depth as well. Bitmapping deals with how the bits represented are stored in computer memory. Aliasing, or jagged images, are used to represent each part of a bit in an image, and are exposed when bitmapping. Vector Graphics also deals with images and their bit depth, but in a more mathematical sense.

RGB and CMYK can impact the way an image is seen. RGB (Red, Green, Blue) is the first well known one, and it is considered an additive color system. The other one, CMYK (Cyan, Magenta, Yellow, Black) is a subtractive color system, using layers of each color to bring out an image. The HSB (Hue, Saturation, Brightness) can also affect how these colors can appear.