

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 onetime 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).
17. _____ are resolution-independent, which means that the resolution or size of the display does not change the way they look.
18. _____ is simply an algorithm that is used to create smaller file sizes.
19. With _____, none of the data is actually lost during compression because mathematical algorithms eliminate redundant data.
20. 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.
21. Image management programs are sometimes referred to as _____.
22. _____ create bitmap images by using pixels (picture elements).
_____ are examples of bitmapped graphics.
23. _____ create images by using mathematically defined lines and curves, or vectors that are treated as individual objects within the images.
24. _____ 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.
25. Image programs save graphics with specific _____ indicating the file format.

26. If a document is named picture.jpg, “ _____ ” is the name of the file and “ _____ ” is the extension indicating the file format.
27. Each image management program has a file format specific to that program, called its _____ or default format.

Graphic File Formats Chart

28. _____ is used mainly for Web images or photos that will be viewed on a monitor. **(Best for images with many colors, or grayscale images)**
29. _____ 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 and best for print)**
30. _____ 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.
31. _____ 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

32. _____ removes the background color of an image and allows the background of a page to appear in its place.
33. _____ 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.
34. _____ enable you to stretch an array of values of one color from one side of an image to another.
35. _____ slightly blurs the edges of an image to create an attractive effect.
36. _____ enable you to separate an image into its basic colors.
37. _____ is a means of modifying an image without actually changing the original.
38. _____ are different levels in a document where you can draw, paste images, or reposition artwork without affecting the pixels on any other layer.

39. _____ allows you to create a series of intermediate colors and shapes between two selected objects and is often called _____.
40. _____ is the process of converting a vector-based image to pixels and the resulting bitmapped graphics are often called _____ graphics.
41. _____ objects is the process of positioning and orienting them. An object's _____ relationship to other objects is particularly important.
42. _____ is the process of assigning surface properties such as color, texture, and finish to an object.
43. _____ is the process of capturing a view of a three-dimensional scene and saving it as a two-dimensional image.
44. _____ is a tool often used to modify areas of a photograph that you don't wish to include.
45. _____ smooths the lines or transitions between neighboring colors and shapes to give an image a more natural, continuous tone.
46. _____ is the ratio of width to height.
47. _____ is an animation process used to generate keyframes between two images.
48. _____ 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.

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