

## Lab 8

- Create a lab8 folder
- Copy any image(s) you wish to use into the lab8 folder
- Open an image and edit as needed, such as
  - adding additional images or portions of images on separate layers
  - cutting or cropping as needed
  - adjusting brightness and/or contrast as needed
  - using the dodge, burn, cloning, pencil, paintbrush, or ink tools as needed (may place on separate layer)
- Create a new layer for the image
- Use the selection tool to draw and stroke a rectangle on the new layer
- Use the 'fill with color tool' to fill the rectangle
- Add your name using the text tool, move the text of your name over the colored rectangle
- rearrange the layers as needed
- Save the image and it's layers in the xcf format, calling it lab8.xcf
- Export a flattened, merged version of the image to the png or jpeg format, calling it lab8.png or lab8.jpg
- Zip the lab8 folder, rename it to yourname-lab8.zip and submit in the D2L Lab 8 dropbox

Answer the following questions

1. From Lab 7: To use the 'clone' tool (paint using patterns or image regions)
  - a. press the alt key, select the target area, let go of the alt key, the click on the destination area to paint
  - b. press the control key, select the target area, let go of the control key, click on the destination area to paint
  - c. press the shift key, select the target area, let go of the shift key, the click on the destination area to paint
2. From Lab 7: Dodge (lightens or darkens), while Burn (lightens or darkens)
3. What colors are blending to create colors on monitors?
  - a. cyan, magenta, yellow
  - b. cyan, magenta, yellow, black
  - c. red, green, blue
  - d. red, green, blue, white
  - e. red, green, blue, black
4. Computers use the binary numbers 1 & 0. How many 1s and 0s does a computer use to generate 16.7 million colors?
  - a. 2
  - b. 8
  - c. 24
  - d. 256
5. The hex number for black is \_\_\_\_\_ and the hex number for white is \_\_\_\_\_
  - a. black is 000000 and white is FFFFFFFF
  - b. black is FFFFFFFF and white is 000000
  - c. black is 0F0F0F and white is F0F0F0
  - c. black is F0F0F0 and white is 0F0F0F
6. The background layer can be rearranged with other layers
  - a. True
  - b. False
7. A new layer 2 can be moved above a new layer 3
  - a. True
  - b. False
8. Once added in the GIMP, text cannot be changed
  - a. True
  - b. False
9. The file format that can save states and layers in the GIMP is
  - a. psd
  - b. pdf
  - c. xcf
  - d. xls
10. A saved GIMP image with layers \_\_\_\_\_ if you wish to make a jpeg or png file
  - a. can be exported
  - b. cannot be used
  - c. must be flattened or merged in the GIMP file first,
  - d. cannot be made, so just choose Save As