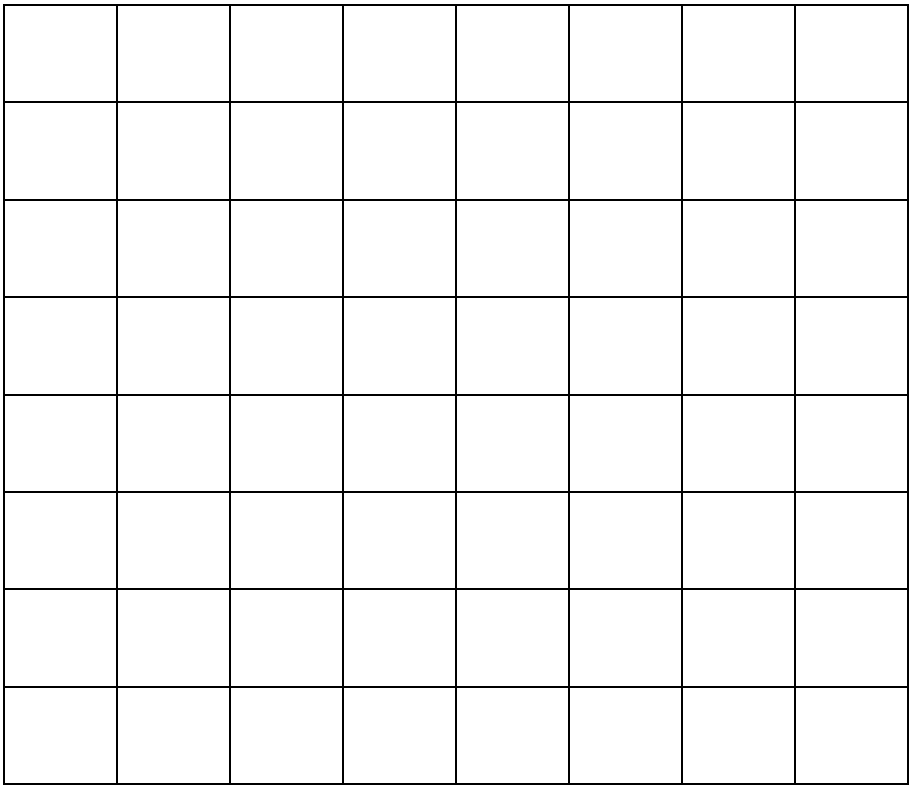
Digitising and Rendering Images

Pixels are the small squares that make up a digital image. If you look closely at an image you can sometimes see the pixels. Place your grid over the picture. Where you see black parts of the image showing through, put a 1 in the square. Where there is no line, put a 0.

When you have finished, hand your grid to someone on the other side.

DO NOT show them your picture!

Digitising Grid

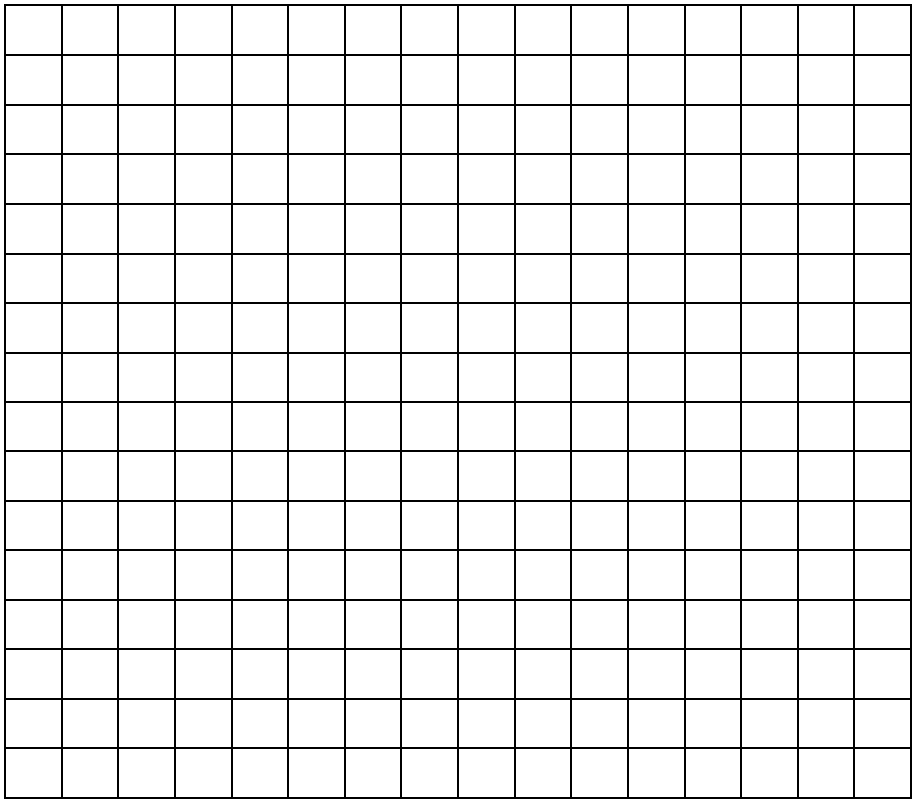


When you have finished digitising your picture, hand this grid to someone on the other side

When you receive this digitised image, place your rendering grid over it.

Follow the instructions on your rendering grid.

Rendering Grid



When you get a digitised image, place this grid over the top and try to render the image.

If your rendering grid has the same number of squares (resolution):

- where there is a 1 you should colour the square on your grid black.
- where there is a 0, leave the square on your grid white.

If your rendering grid is a different resolution you need to decide on the rules for colouring your square black or leaving it white.

When you have finished, write below the rendered image what you think it is.

Write what you think the image is below:

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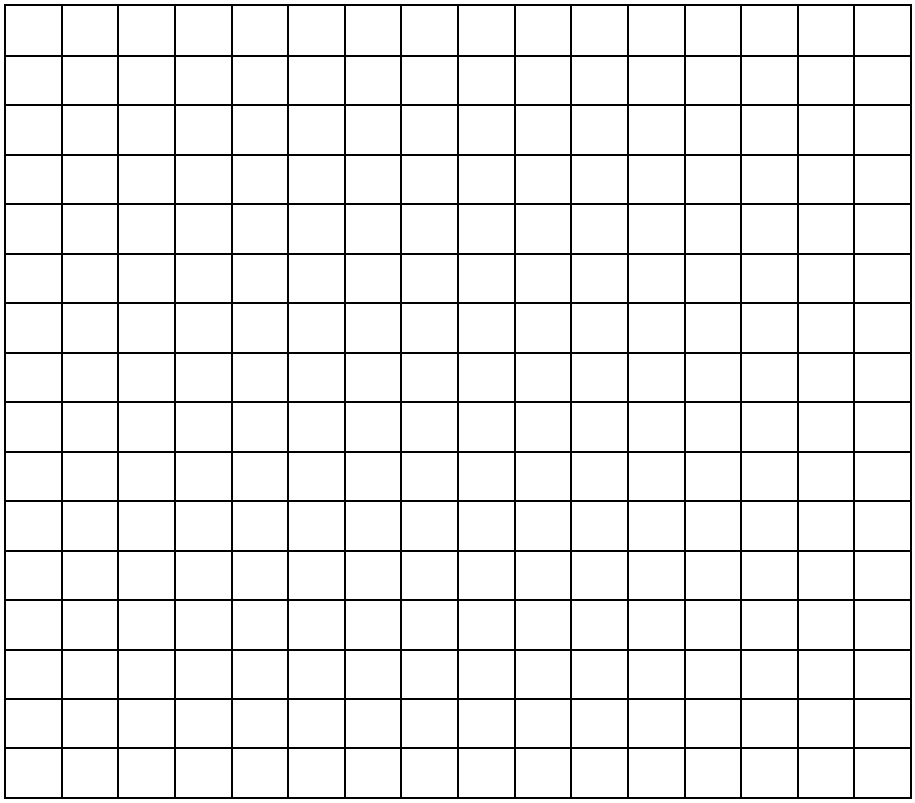

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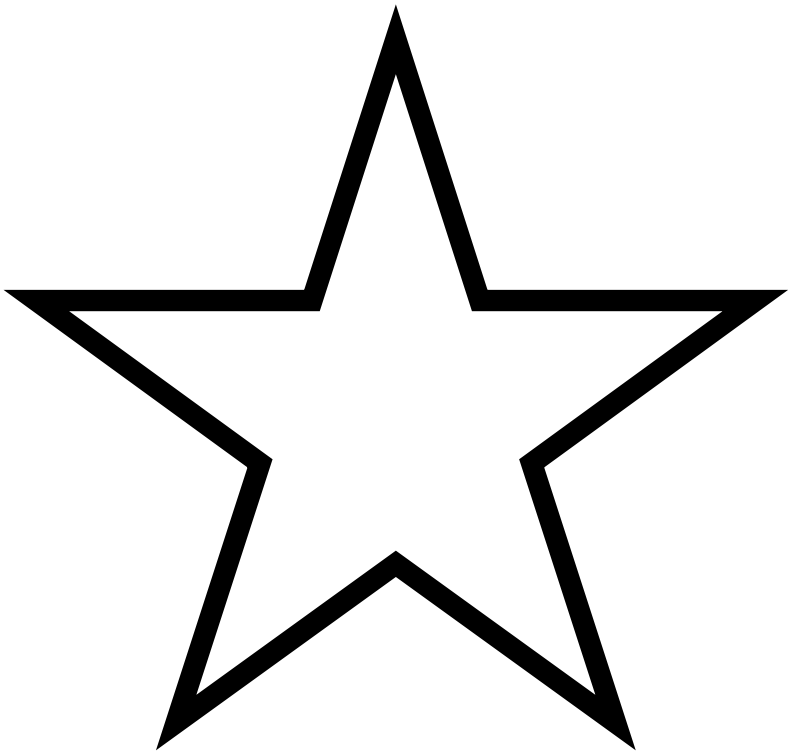

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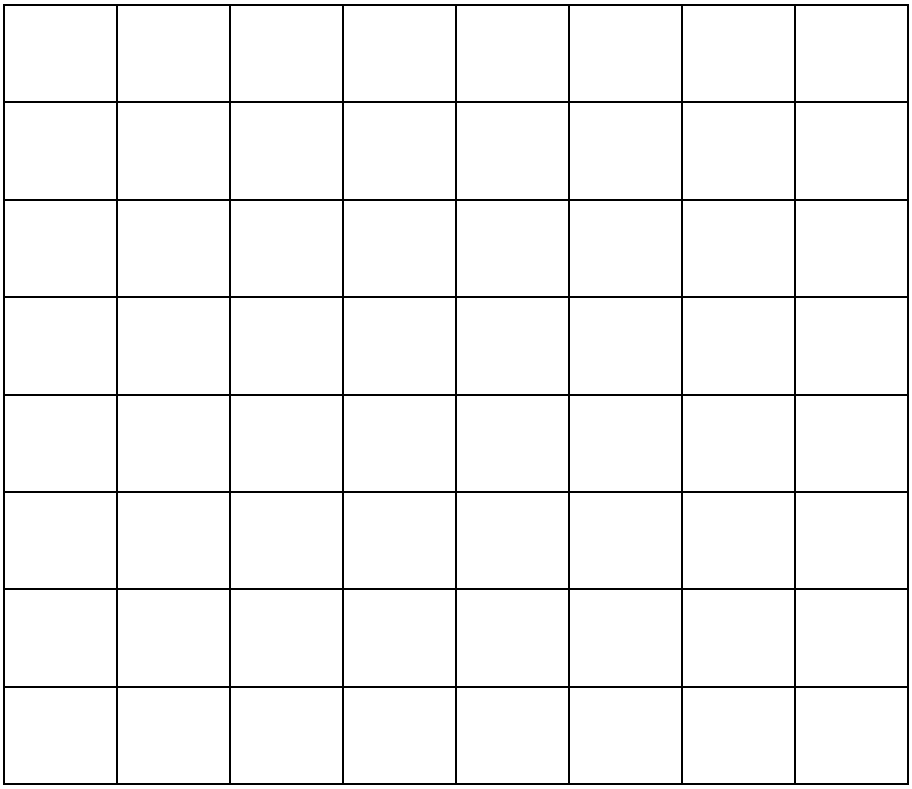

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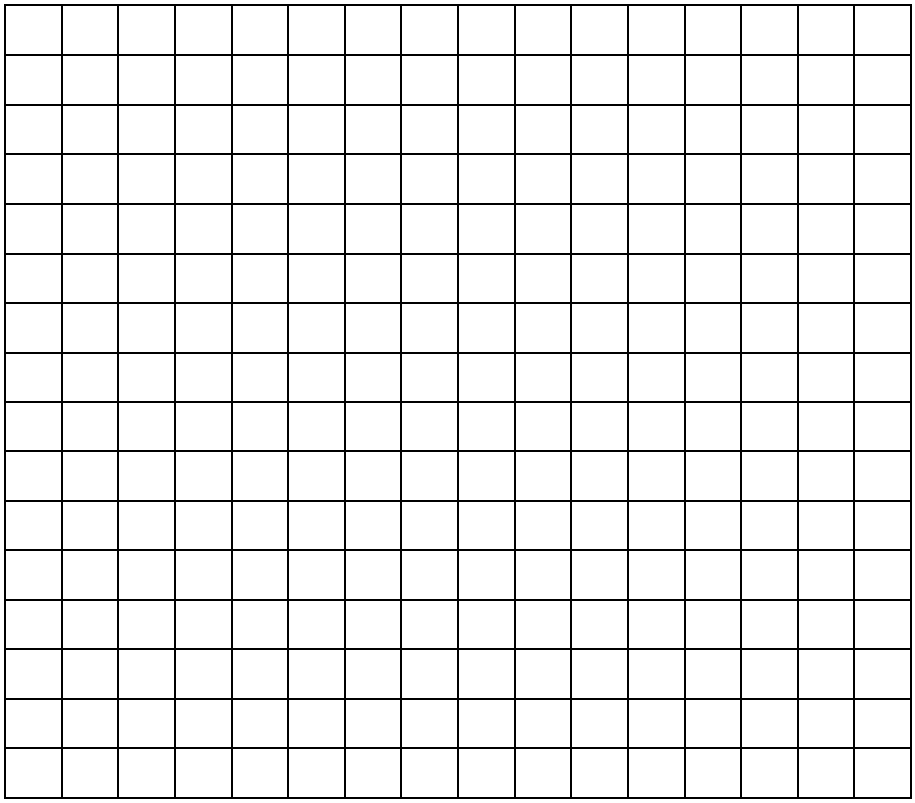

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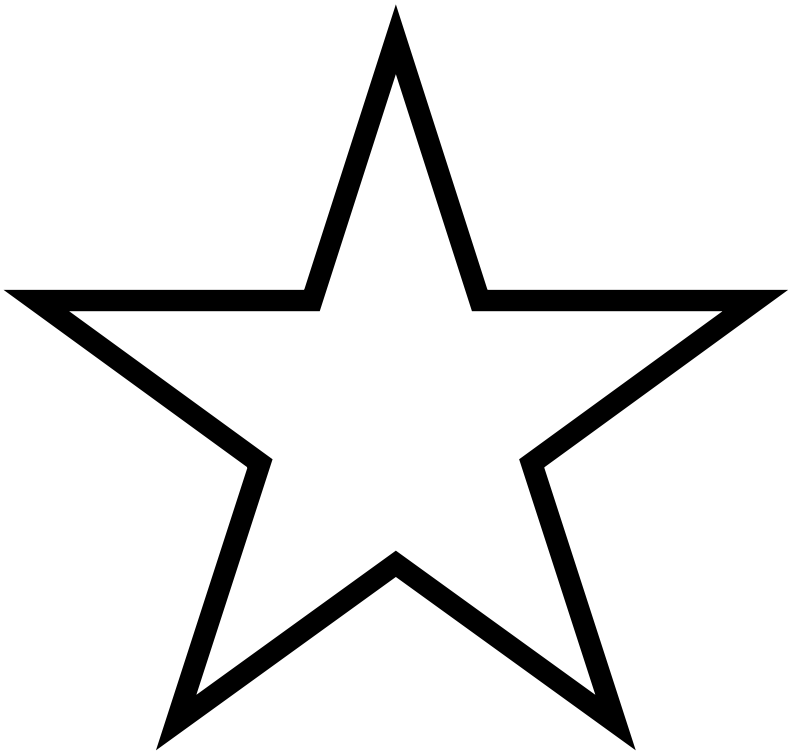

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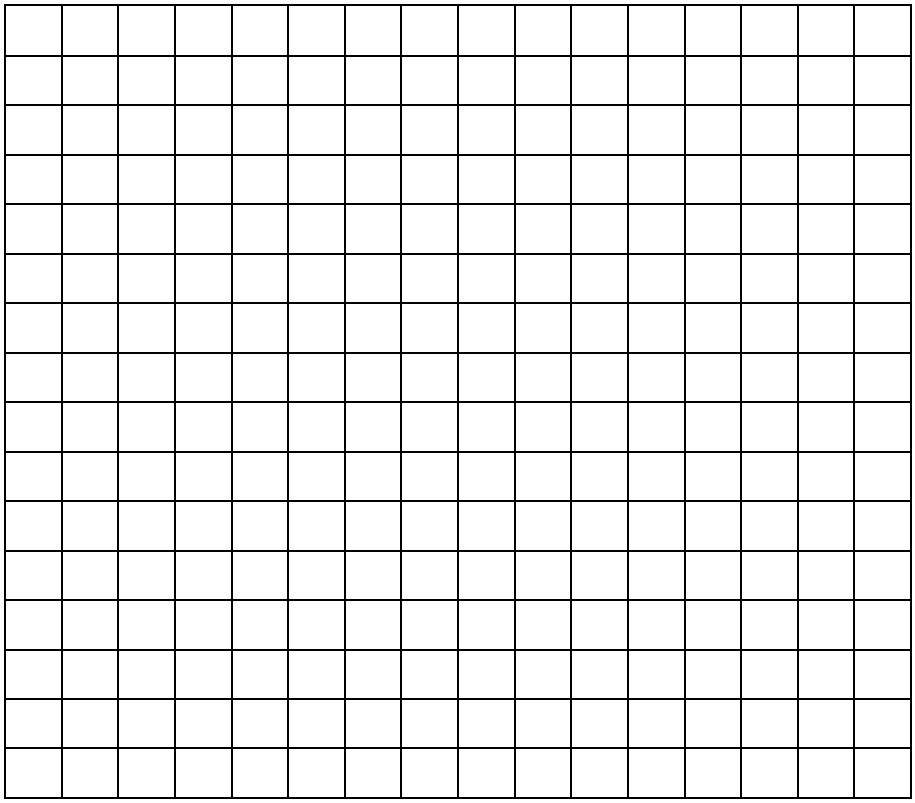

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