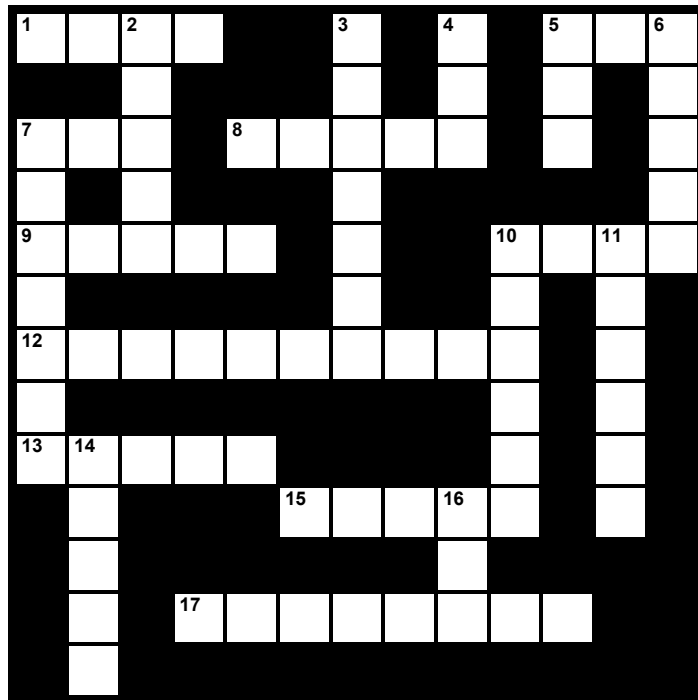# Computer_Graphics_13x13_2004-02-01

B.B. Huria

Across

1 The standard description language for 3D graphics in web documents. (4)

5 Additive colour model. (3)

7 The display resolution of devices such as monitors or printers. (3)

8 One complete video image. (5)

9 The complete 3D description of everything needed to render an image. This includes all the object models, the light sources, and the viewing geometry. (5)

10 Subtractive colour model. (4)

12 A 24-plane graphics subsystem which produces the complete range of 16.7 million available colors. (4,6)

13 Picture element. The smallest element that can be independently assigned color. (5)

15 Fourth colour component in the RGB colour model representing opacity. (5)

17 Image compression techniques that retain all details as they reduce file size. (8)

Down

2 A blurred effect created by superimposing one geometric pattern on a similar or identical pattern that is slightly out of alignment. (5)

3 Something that has infinite detail. (7)

4 A compression method that converts consecutive identical characters into a code consisting of the character and the number marking the length of the run. (3)

5 RLE stands for XXX-length encoding. (3)

6 CMYK represents colour, i.e. Cyan, Magenta, Yellow and XXXXX. (5)

7 DCS stands for XXXXXXX Colour Separation. (7)

10 Strength or purity of the colour; also called saturation. (6)

11 CMYK represents colour, i.e. Cyan, Magenta, XXXXXX and Black. (6)

14 A two dimensional array of pixels that together form a picture. (5)

16 HSB stands for XXX, Saturation and Brightness. (3)