

Computing

Lesson 1: Binary Mosaic

Representations: Going Audiovisual

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Task 1 - Binary mosaic

Step 1

Create a picture by colouring the individual picture elements in the rectangular grid **on the top half of the activity sheet**.

You can use one of the available grids (8x8, 12x12, and 16x16), or a part of one of the grids (e.g. 6x14 on the 16x16 grid).

You can use **at most four different colours**, but you cannot use more than one colour in a picture element, and you cannot leave a picture element without a colour.



Task 1 - Binary mosaic

Step 2

Use one or two binary digits to represent the colour of each element.

You can:

Decide which binary digit (or pair of binary digits) corresponds to which colour.

You cannot:

Use one binary digit for some colours and two for others — you must use either one or two binary digits for all colours.



Step 1: Create an image

Design your own icon.

Step 2: Image to data

Legend

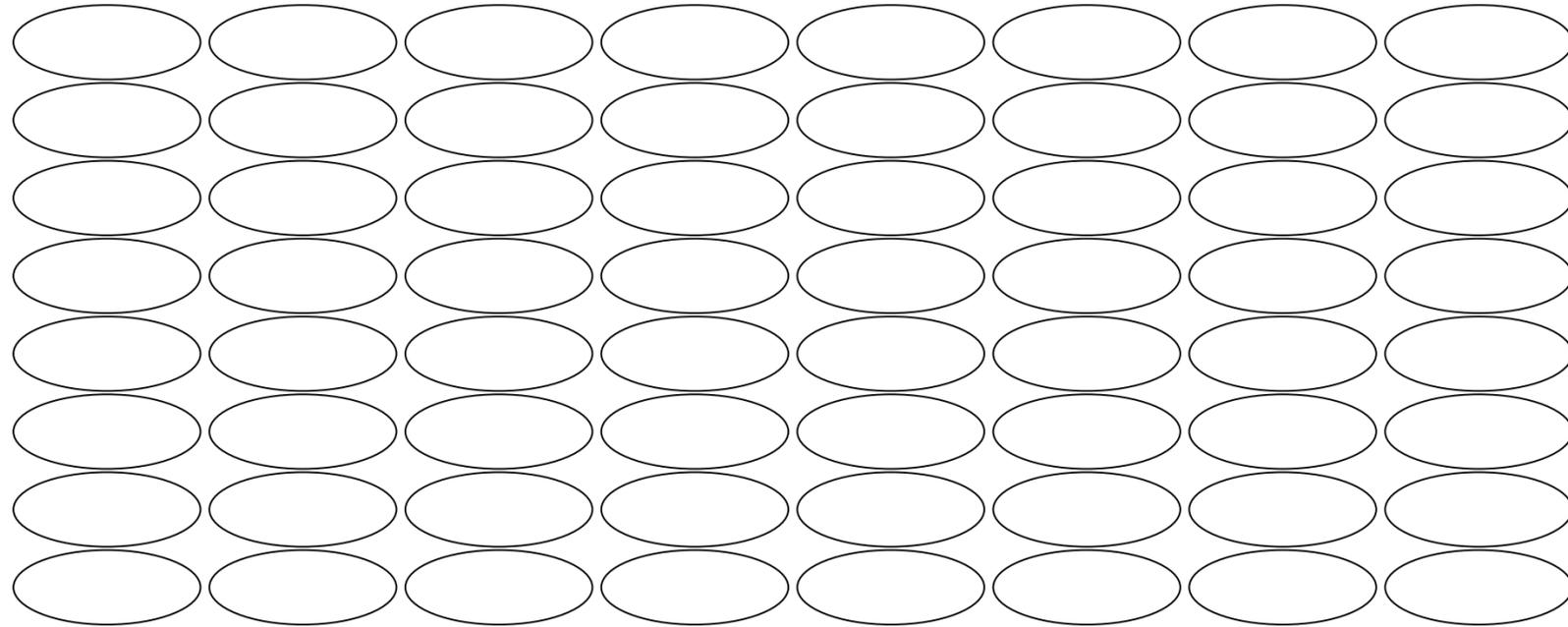
Columns x rows

Colour

Binary



Step 1: Create an image



Design your own icon.

Step 2: Image to data

Legend

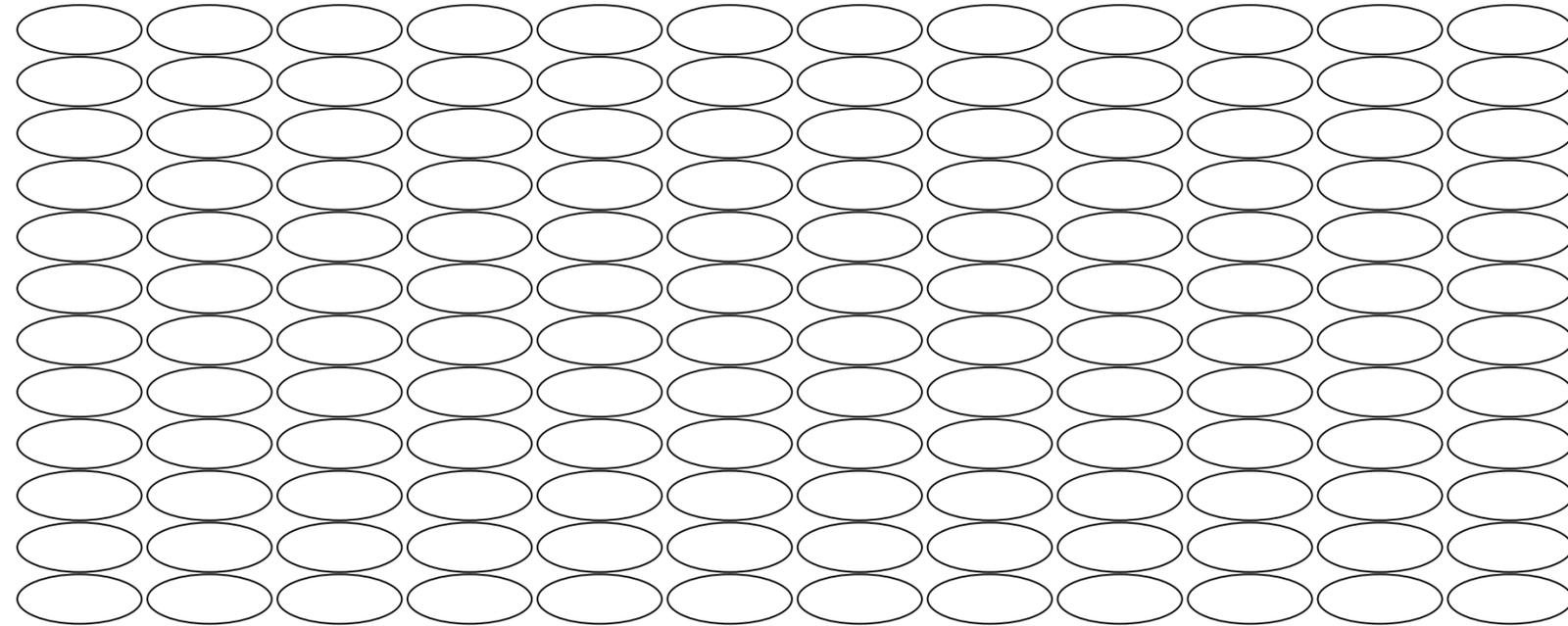
Columns x rows

Colour

Binary



Step 1: Create an image



Design your own icon.

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Columns x rows

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Binary



