Lisa Weaver
PET 3
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Digital Manipulation

## Original Photo



Final Photo


1. Open your photo in Paint.net.

2. Use the selection tool to crop the image just as you would like it.

3. Then choose the Effects, then Distort, then Polar Inversion...

4. Then you set the Polar Inversion settings as you would like them. You can change what the edges looks like, how the image is centered, and the amount of the image that is shown.

5. Finally, save your image and use what you have created.

## Reflection

I chose this manipulation because I see it being used a lot in math classes, especially in the younger grades. It was not very difficult to achieve the final image. The steps are fairly easy to follow. The most difficult part was deciding exactly what I wanted the finished product to look like once I entered the Polar Inversion window. After playing with the settings for a while I was able to get an imaged that I liked.

Like I stated earlier, I would like to use this form of imagery in math for the younger elementary grades. I would could play with the settings even more and not have as many images in the photo and the images not as small and the image could be used for counting objects. The major use I see with this effect is symmetry. Teaching symmetry with this image could be a lot of fun for the students. You could discuss what symmetry is and how to find it in the photo. Allowing students to manipulate the photo for themselves would help solidify the concept. They could then extend the activity and write how it has symmetry and how it does not have symmetry. If the student is old enough you could show them how create the image in Paint.net and allow them to create their own images.

