

Hour 1 notes

**Aspect ratio** – the *width:height* ratio of an image. Traditional TV and computer screens have a 4:3 aspect ratio. No matter how big the picture gets, it is always four units wide and three units tall. Examples of a 4:3 aspect ratio in pixels are 640×480, 800×600, and 1024×768.

Device	Aspect Ratio Width:Height
Standard TV	4:3
HDTV	16:9
Standard computer	4:3
Widescreen computer	16:9
35 mm film	4:3

**Coordinate system** – locates pixels on an x-y axis, where x is horizontal and y is vertical. In *Flash*, the top-left corner of the stage is the origin, where x and y both equal zero. The x value increases as you move right; as you move down, y increases.

