VECTOR & RASTER GRAPHICS

Activity 1. Drag and drop activity. Complete the table with the information below.

Resolution independent.

Scalable; they always render at the highest quality (lines will remain crisp and sharp at different sizes, both on screen and in print

They have no background (they can be placed over other objects, and the object below will show through).

Origin

Applications

Background

Resizing reduces image quality; printed images will have a jagged appearance unless they are very large and have high resolution.

Objects are defined by mathematical equations; every line is point connected with an angle of a curve, a vector.

They are easily converted to other formats.

DIFFERENCES BETWEEN VECTOR AND RASTER GRAPHICS.

	Vector Graphics	Bitmap or Raster Graphics
	Usually originated from software.	Originated from software, scanners and digital cameras.
Formation	Cartoon-like, usually made up of solid areas of colour or gradients.	Objects are formed by pixels (tiny squares of equal size) in a grid. Pixels have a numerical value for their colour (usually, a CMYK colour model or RGB).
Main characteristics	Changing the editable attributes of a vector object (e.g., colour, fill, and outline) does not affect the object itself. Easily converted to bitmaps (*rasterizing*).	Resolution dependent (the number of pixels in an image, usually stated as *dpi (dots per inch) or ppi (pixels per inch)*.
		They offer minimal support for transparency (when you place the bitmap object over other objects, it has a rectangular box around it, from the white pixels in the image).
	Suitable for printing on a press, for signage etc. Excellent if a very clean or large image is required. Fonts are a type of vector object.	Suitable for use on the Web.

Activity 2. Say if the pictures are Vector Graphics or Raster Graphics.