

Introduction to Multimedia : Graphics



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DEFINITION

- Digital visual representations of photographs, drawings, _____, and other visual images.
- Used to present _____ more attractively and effectively



TYPES OF GRAPHIC

1. Bitmap graphic

- Images that are made up of set of bits or _____
- Can include images that come from a scanner, photograph or images from camera.
- Bitmaps are an image format suited for creation of:

Photo-realistic images , Complex _____ , Images that require fine detail



DIFFERENCES BETWEEN BITMAP AND VECTOR

	BITMAP	VECTOR
File size	require more _____ space and have a bigger file size	use less memory space and have a smaller file size
Download duration	slow download through web pages	fast download via plug-ins
Quality of image	Affected when edit or resize	Do not _____ (do not distort) when edit or resize

TYPES OF GRAPHIC

2. Vector-draw graphic

- Consists of line _____.
- Can include **lines ,shaped such as rectangles, elipses,**
- Vector-drawn images are used in the following areas:
Computer aided design (CAD program, Graphic artist designing for the print media ,3-D _____ programs, Applications requiring drawing of graphic shapes

VEKTOR



SOFTWARE

BITMAP



USAGE OF GRAPHIC

• Graphics are used in multimedia applications as:

- **Complementary element**
-used as background and _____
- **Main focus**
-Logos, _____, paintings, figures and photographs



PURPOSE OF GRAPHIC

- To direct _____ and add emphasis by using pictures and icons.
- To explain concept that are difficult to be described with the use of text by using diagrams, charts.
- To present information more attractively such as using _____ as background image or photo, graphical button and main object.

ADVANTAGES OF GRAPHIC

- Convey information more quickly than using _____
- Make complex information such as instruction more simple
- Make a _____ more attractive with colorful object and background
- Enhance _____ with some disabled groups such as autism