# Vector Graphics Questions

**Question 1**

In your own words, briefly explain how a vector image is stored by a computer:

Vector graphics store the attributes or properties of a shape in ASCII

(2 marks)

**Question 2**

What “Properties” would you expect to find in the following objects? Give two properties for each. DO NOT USE THE SAME PROPERTY MORE THAN ONCE!

|  |  |
| --- | --- |
| **Object** | **Properties** |
| Line | Line Colour and coordinates    (2 marks) |
| Rectangle | Height and width      (2 marks) |
| Circle | Radius and Filll colour    (2 marks) |

**Question 3**

Give three more “Objects” you might use in a vector image:

|  |
| --- |
| Ellipse |
| Pentagon |
| dot |

(3 marks)

**Question 4 (Bitmap and Vector)**

Helen considers creating a font based on her handwriting. Fonts can be stored using a vector graphic or bitmapped file format.

1. Explain why a vector file format might be preferred to a bitmapped file format when storing a font.

Vector Graphics don’t lose quality when scaled and requires less storage space

[2 marks]

1. Explain one reason why some fonts might be stored in bitmapped file format.

Complex fonts that arent available in unicode

[1 mark]