1. What are the four categories of graphics available for inclusion in a multimedia application?

* Bitmap Graphics
* Vector Graphics
* Meta Graphics
* Animated Graphics

1. What is the main difference between vector and bitmap graphics?

Bitmap graphics are photorealistic looking images which means when the graphic is resized it will start to lose quality which is known as lossy compression. The graphics are made up of pixels and uses up to sixteen million different colours. The software used to edit bitmap images is Adobe Photoshop.

Vector graphics are cartoon looking images which means when the graphic is resized it doesn’t lose any quality which is known as lossless compression. The graphics are made up of objects and editable shapes and only uses up to 256 different colours. The software used to create and edit vector graphics is Adobe Illustrator.

1. Which type of graphic combine’s vectors and bitmaps?

Meta graphics are combined with Bitmap and Vector graphics. An example of a meta graphic is google map because it uses an aerial view of a city and uses vector icon and text for the map markings such as arrows or city names.

1. What type of graphic does fps relate to?

Animated Graphics tend to use FPS or Frames-Per-Second because they are moving images. Higher the frame rate means they are larger file sizes. That is why lower fps is recommended.

1. What type of graphic would you create for a logo?

To create a logo for a brand or website, you will need to use a software such as Adobe Illustrator to create a vector graphic because logos are created using objects and shapes.

1. What is the term used for converting a vector graphic to a bitmap?

The term is called Rasterizing which means converting a vector graphic to bitmap graphic and by doing that it will convert the objects and shapes to pixels so it can be used as a bitmap image.