

Vector vs Raster Graphics



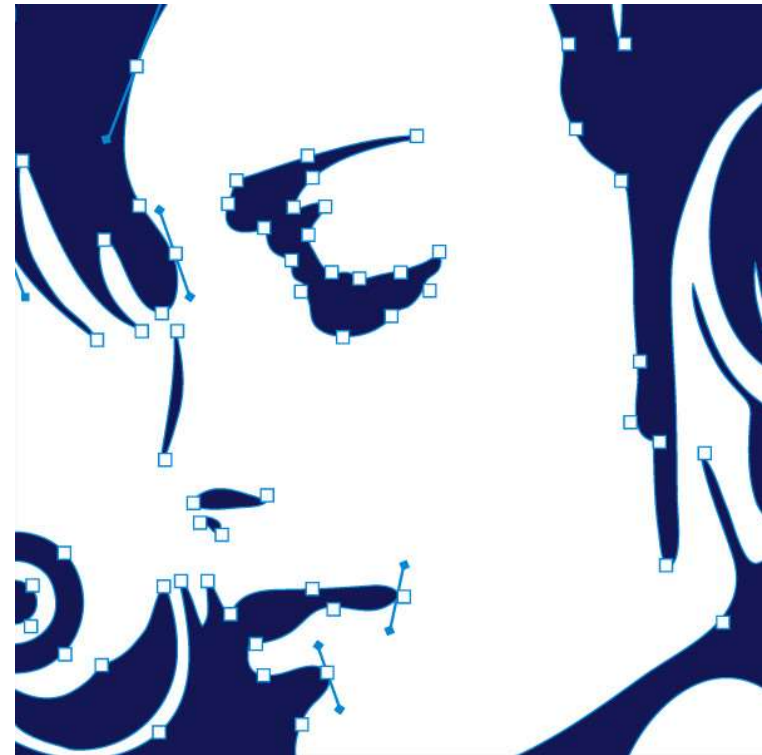
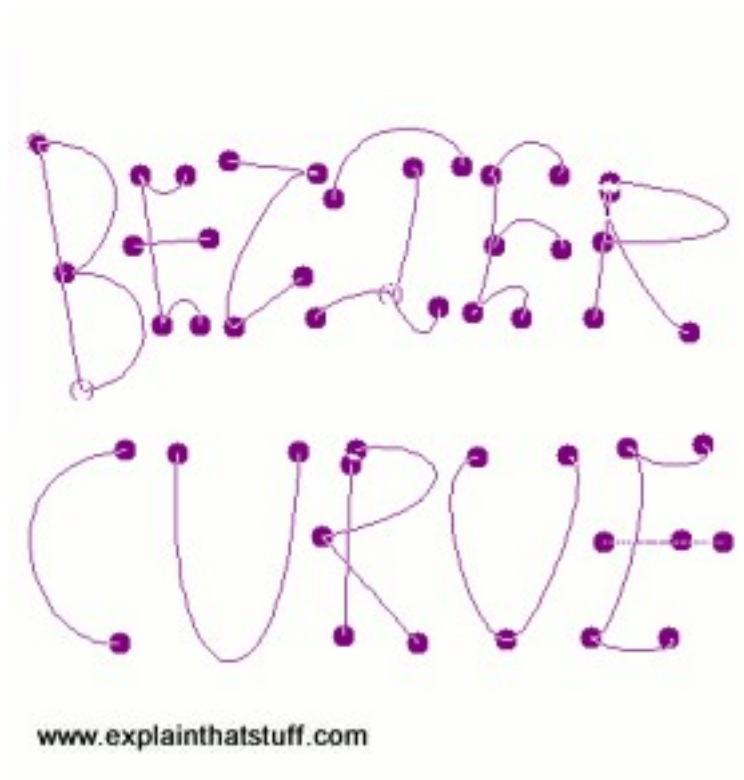
Vector Graphics



Raster Graphics

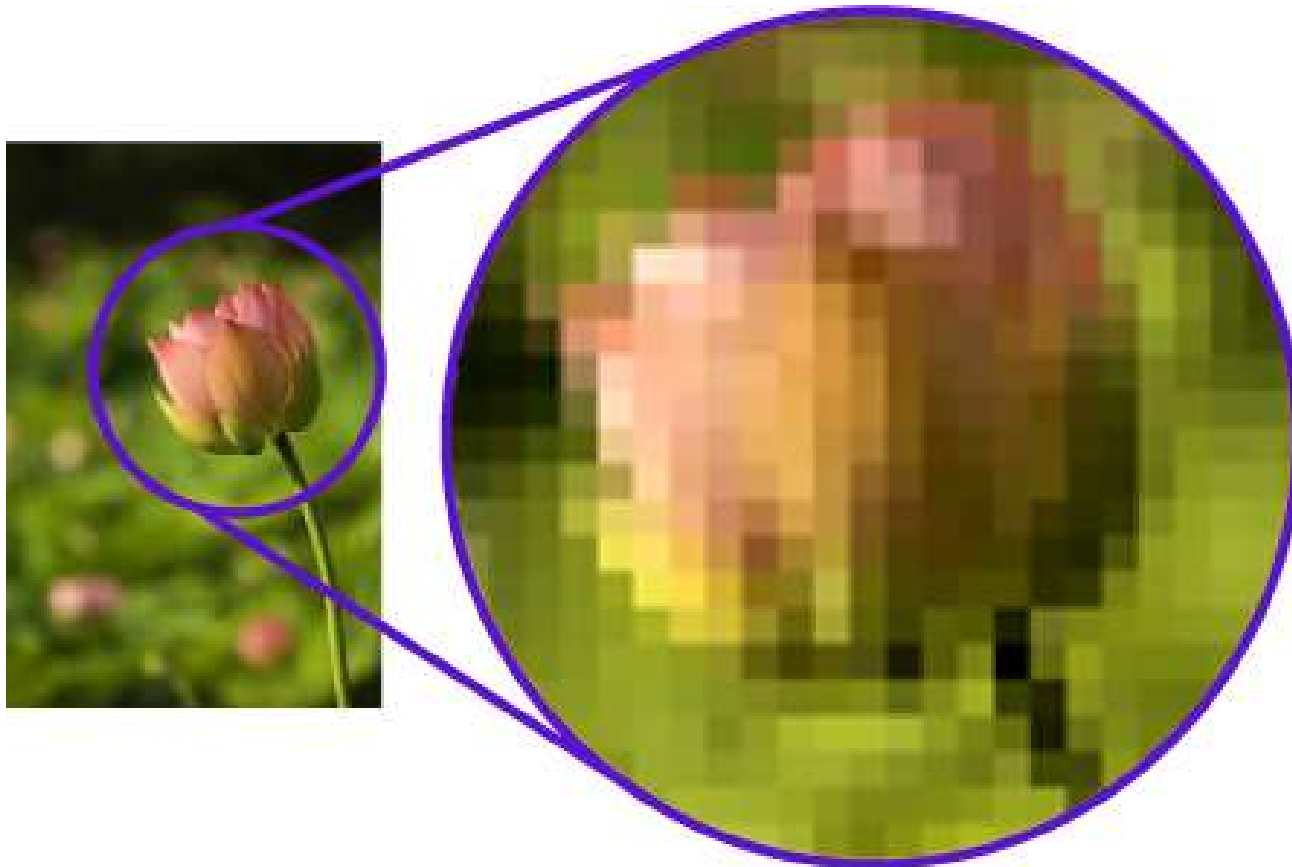
Vector Graphics

= Geometrical (mathematical) representation



Raster Graphics

= Rectangular grid of colored elements



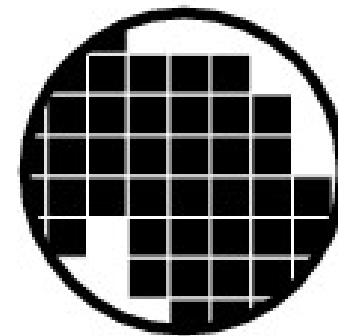
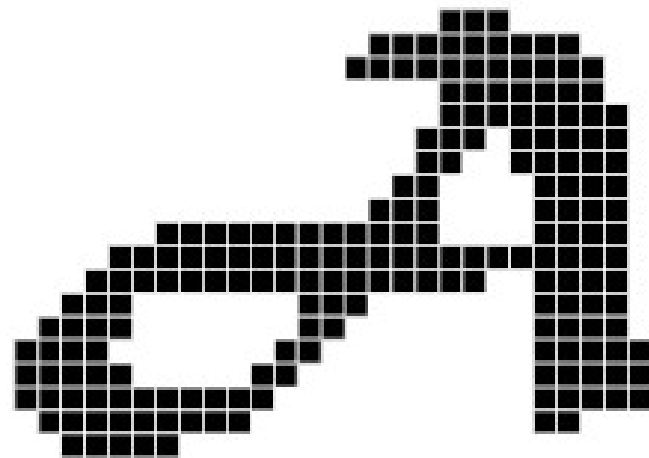
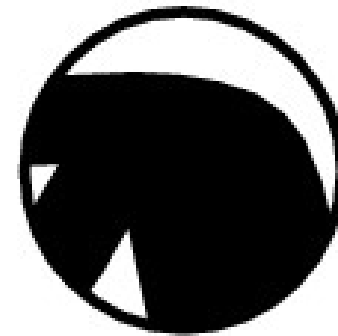
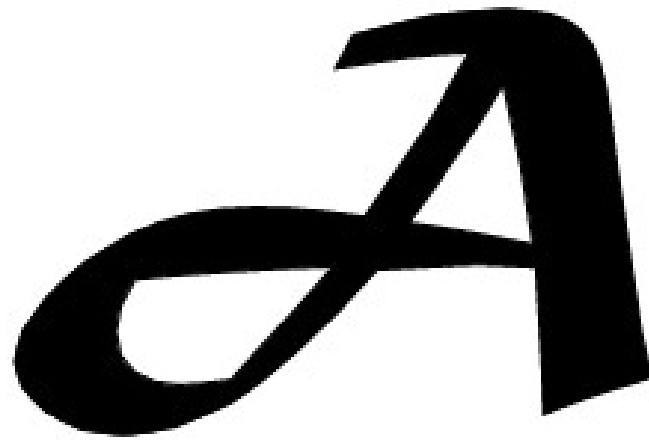


VECTOR **VS** **RASTER**

Style



Zoom



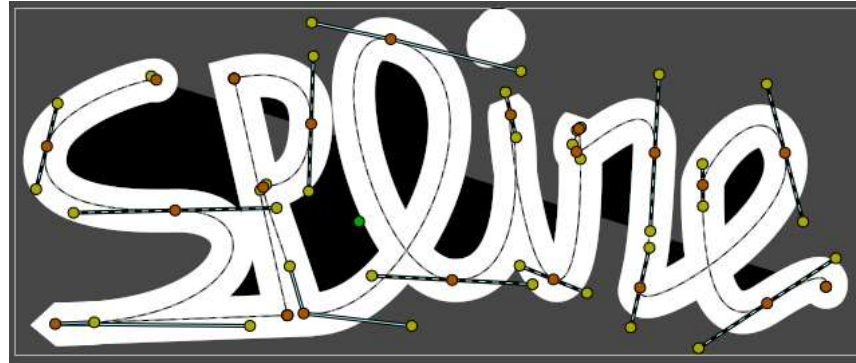
Arbitrary Content

- Vector graphics is hard to make
 - General
 - Fast on hardware
- Raster graphics is hard
 - To edit meaningfully
 - To store efficiently



Vector Graphics is used by Software

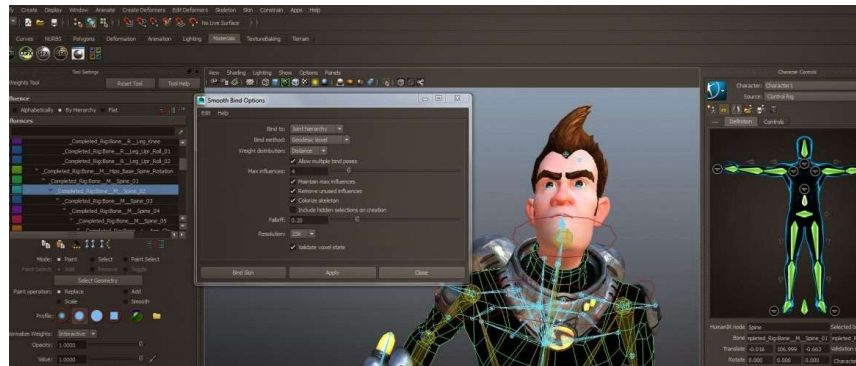
- True Type Fonts



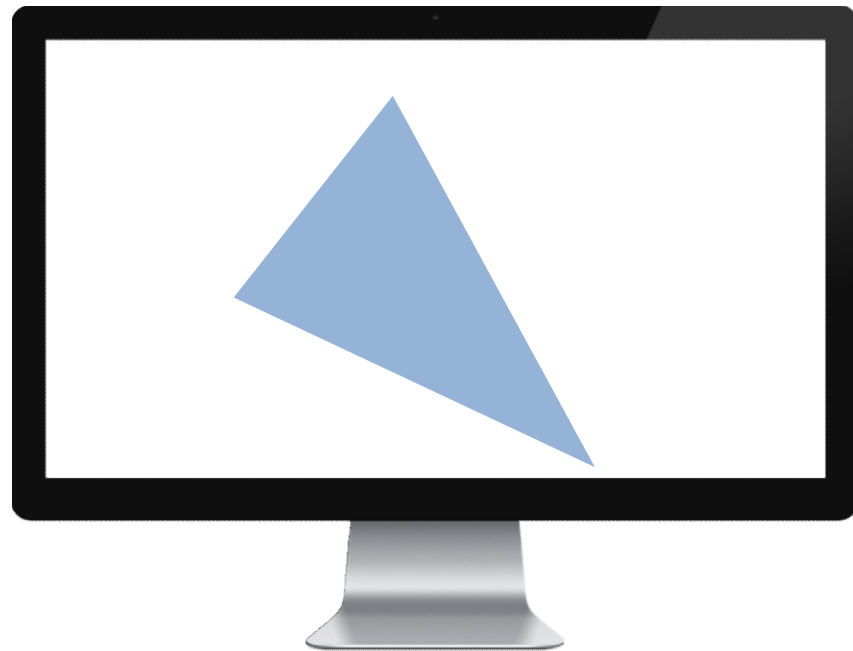
- Illustrator



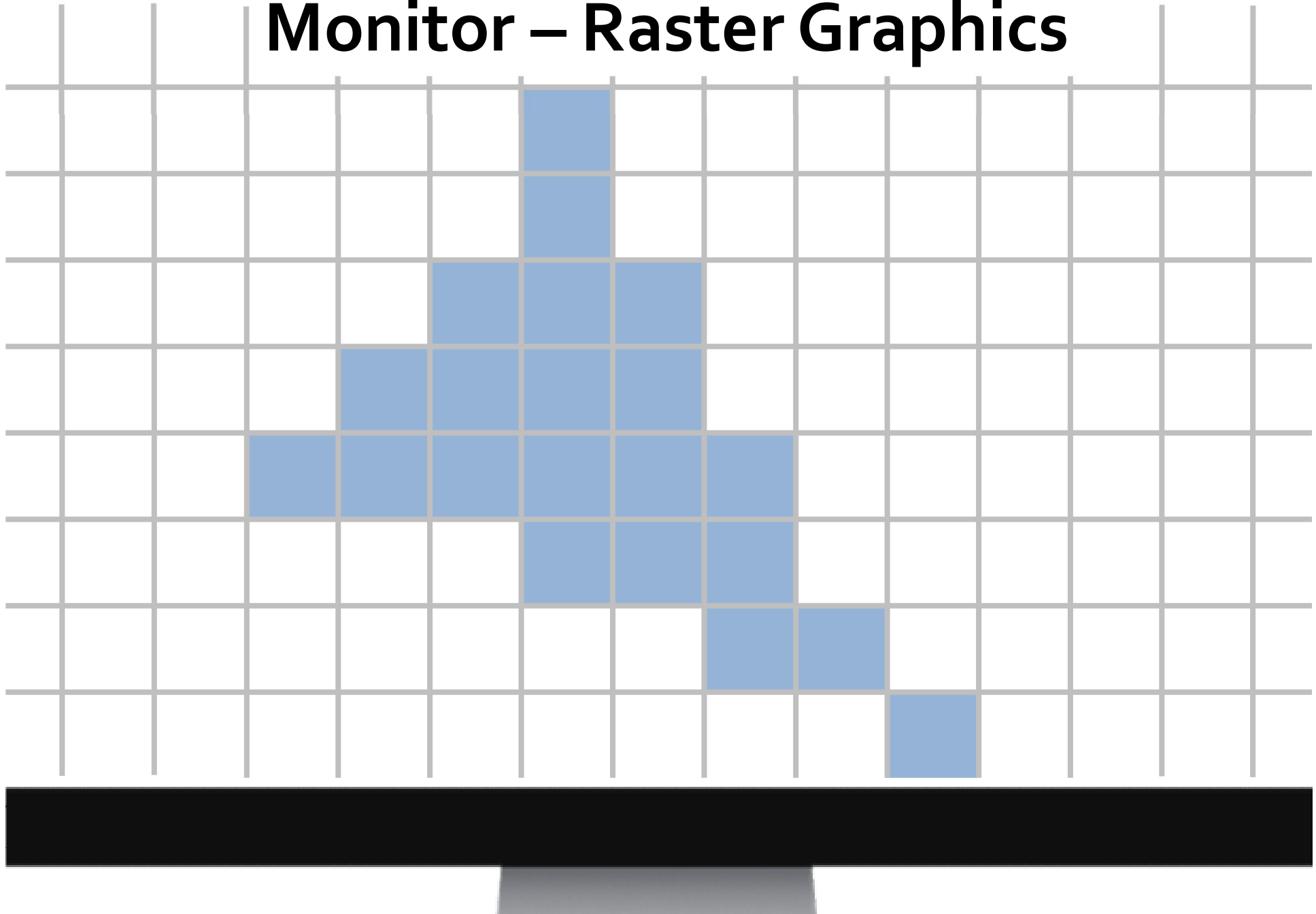
- Maya



Monitor – Vector or Raster Graphics?



Monitor – Raster Graphics



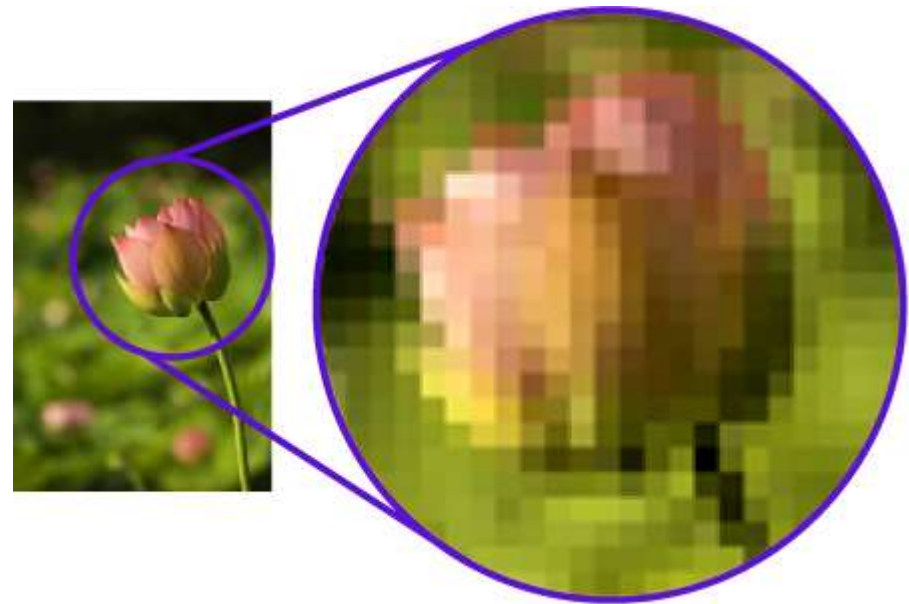
Raster Graphics is used by Hardware

- Monitor
- Handy
- TV
- Digicam
- Printer
- Scanner
- VR/AR
 - Google Glass
 - Holo Lens
- Mouse
- ...



Why is it used by hardware?

- Easy and cheap to produce
- Very fast
- Arbitrary content



From Software to Hardware

- Conversion from Vector Graphics into Raster Graphics



Rasterisation

