## Notes about Graphics

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

* Vector graphics
* Meta graphics
* Animated graphics
* Bitmap graphics

Vector graphics-

* Consisting mostly of shapes called objects
* are mostly used for building logos because they are scalable
* they used up to 256 colours
* the program used to create vector graphics is mostly Ilustrator
* They use lossless compression, that means that they don’t lose quality when are being resized
* They don’t look real
* The file size is very small most of the time just because the shapes doesn’t take a lot of memory

Bitmap graphics

* Consisting of small parts of colour called pixels
* They lose quality which makes them lossy when compressed
* They use up to 16 .7 million colours
* They look real
* The file size is big , because of so much colour
* We use photoshop to create , manipulate the Bitmap graphics

Animated graphics

* Are moving graphics ( the amount of graphics moving per second)
* Usually vector graphics are used for animated graphics and the measure that is being used is fps(Frame per Second)
* Web application(12fps)
* Film (25 fps)

Meta graphics

* The combination between Bitmap and Vector graphics
* The are not being used so much because there is no support for them