## Notes about graphics

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

The four categories of graphics available of a multimedia application are

* Bitmap graphic
* Meta graphic
* Vector graphic
* Animated graphic

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

**Bitmap graphics:**

Bitmap graphics are used for photographs. Graphics with wide range of colours and effects.

Example: buttons with a drop down shadow.

Bitmap are used to create realistic graphics and images.

Bit map graphics also known as pixel maps graphic.

Bitmaps graphics are consists of pixels, pixels looks like a rectangles which when displayed on a monitor.

Each pixels consist of a number of bits i.e., 1s and 0s.

Bitmaps are resolution dependent and if the image is too low then the quality of the image will be bad due to blurriness and also if the image is enlarged then the image look bad as well.

Bitmaps are widely supported on the digital systems and the World Wide Web.

**Vector graphics**:

Vector graphics are completely computer generated made with shapes which is known as object so vector graphic is object-oriented graphics consists of objects.

Vector graphics image are realistic which are made for banners, buttons or logos however they need to convert to bitmap in order to do this.

Vectors don’t consist of pixels. Instead they are made up of coordinates, shapes, lines and colour data. Therefore they are not resolution dependent. This is the reason that the vector graphics are scaled and they don’t lose any data.

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

Adobe illustrator and adobe Photoshop combine’s vectors and bitmaps graphic.

1. What type of graphic does fps relate to?

Fps means frames per second

Fps relate to animated graphics.

Animated graphics are moving graphics.

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

Vector graphic.

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

Adobe photoshop