Oliver Collins-Cope

2102775@rutc.ac.uk

Learning aim A

Investigate the purpose and characteristics of digital graphics that are an important part of visual communications.

Unit 17 2d & 3D Graphics

Assignment 1

Contents

[Introduction 2](#_Toc126152950)

[Purpose of digital graphics 2](#_Toc126152951)

[Legal requirements of digital graphics 2](#_Toc126152952)

[Digital graphics 2](#_Toc126152953)

[Raster 2](#_Toc126152954)

[Applications 2](#_Toc126152955)

[Vector 2](#_Toc126152956)

[Applications 2](#_Toc126152957)

[Applications of 3D images 2](#_Toc126152958)

[2D and 3D Digital graphic representation 2](#_Toc126152959)

[Hardware 2](#_Toc126152960)

[Capture 2](#_Toc126152961)

[Graphics card 2](#_Toc126152962)

[Output 2](#_Toc126152963)

[Software 2](#_Toc126152964)

[Applications for manipulating graphics 2](#_Toc126152965)

# Introduction

This report will aim to discuss all the available aspects of digital graphics listed below including, but not limited to, the impact on usability and accuracy of graphics, the evaluation of technical characteristics of digital graphics and how they impact their purpose, and discussing how different factors of technical characteristics can impact different aspects of successful products, such as quality, scalability, and many more.

# Purpose of digital graphics

Digital graphics has grown throughout the 21st century, where previously the dominant graphic types were all hand made and there was minimal involvement of computers in making any kind of graphics. As such, the purpose of digital graphics has also evolved and there remains a few key points that must be included when discussing the purpose of digital graphics.

Digital graphics, just like any other kind of media, has the specific purpose to visually convey information, messages, and a meaning to an audience, through the use of computer-generated images, designs, or illustrations. These images have a number of uses, most notably the following, to educate, information, promotion, advertising, and entertainment.

# Legal requirements of digital graphics

# Digital graphics

## Raster

### Applications

## Vector

### Applications

## Applications of 3D images

## 2D and 3D Digital graphic representation

# Hardware

## Capture

## Graphics card

## Output

# Software

## Applications for manipulating graphics