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Digital Art and Design

July 2006

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Abstract

The desire to create unique things and give free rain to one's imagination served as a powerful impetus to the development of digital art and design software. The commoner was the use of computers the wider variety of professional software was developed. Nowadays the creators and computer designers are receiving more and more new and advanced programs that allow their ideas becoming virtual reality. This research paper looks at the history of the development of graphic editors from the simplest to the most modern and advanced. This brief survey includes the history of different graphic editors' creation, their features and abilities. This paper highlights the two basic branches of graphic editors – these that are in free use and commercial graphic editors design software. The researcher selected the most powerful and influential graphic editors design software brands like Paint.NET and GIMP among free software and commercial Adobe Photoshop. This paper also dwells upon the way digital art transferred from the exclusively professional business into the hobby for ordinary users. This research paper bears implications for those who are interested in features and potentiality of most popular graphic editors design software.

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DIGITAL ART AND DESIGN

Khaled Batiha, Safwan Al-Salaimeh, Khaldoun A.A. Besoul

Abstract: The desire to create unique things and give free rain to one's imagination served as a powerful impetus to the development of digital art and design software. The commoner was the use of computers the wider variety of professional software was developed. Nowadays the creators and computer designers are receiving more and more new and advanced programs that allow their ideas becoming virtual reality. This research paper looks at the history of the development of graphic editors from the simplest to the most modern and advanced. This brief survey includes the history of different graphic editors' creation, their features and abilities. This paper highlights the two basic branches of graphic editors – these that are in free use and commercial graphic editors design software. The researcher selected the most powerful and influential graphic editors design software brands like Paint.NET and GIMP among free software and commercial Adobe Photoshop. This paper also dwells upon the way digital art transferred from the exclusively professional business into the hobby for ordinary users. This research paper bears implications for those who are interested in features and potentiality of most popular graphic editors design software.

Keywords: Digital Art, Graphic information, DPaint, Image Manipulation Program, Paint Shop Pro, Photopaint, Photoshop.

ACM Classification Keywords: I.4 Image processing and computer vision, !.4.1 Digitization and image capture, I.4.10 Image representation, I.5.2 Design methodology.

1. Introduction

Imagination is extremely refined work of the human mind. It is the easiest medium for to creation out of nothing. Human mind constantly works on creating something that has never existed before and does not now exist. This is the approach with which any professional creator of Digital Art, or in other words, creator of design will gain success. Digital culture is neither new nor determined by technology, but rather that technology is a product of digital culture. The term "digital" originally referred to data organized in discreet units in any system, linguistic, and numerical systems included.

Since the use of computers became an everyday occurrence the wide variety of software has been emerging to assist designers. From the simplest and primitive up towards professional graphics editors computer software has undergone the complicated evolution and development. I shall not mention vector graphics editors; however I'd prefer to concentrate on bitmap graphics editors, which are mainly used to produce images.

Graphic information is stored in computer memory in "bitmap" or "raster" formats such as JPEG, PNG, GIF and

TIFF. Besides that, every company that creates graphics editor sets up its own format of storing raster graphics. I would like to start the review of graphics editors with RIP editors, those that currently represent solely historical interest. Among the first editors the following deserve mentioning Deluxe Paint, Personal Paint and Photogenic.

2. Deluxe Paint

Deluxe Paint (DPaint) is a bitmap graphics editor created by Dan Silva for Electronic Arts (EA) [1]. The original version was created for the Amiga OS and was released in November 1985.

DPaint was the product of an in-house art development tool called Prism. As Silva added more features to Prism, it started to have market-place potential. When the Amiga was released in 1985, DPaint was quickly released for it. It was quickly embraced by the Amiga community and became the standard graphics development tool for the platform. Amiga manufacturer Commodore International later struck a deal with EA to have DPaint (and later its four "sequels", versions 2, 3, 4 and 5) bundled with every new Amiga sold. This deal lasted until Commodore's bankruptcy in 1994.

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... HTCC are the hypertext and multimedia HTMLfiles (declarative component) with the embedded Java -apples (executable active component), oriented to usage at the various apparatus and program platforms in Internet/Internet networks, and also in the file-server LAN or (if necessary) at a single computer [3] [4][5]. ...

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July 2006

Safwan Ali Al Salaimeh · Khaldoun Al Besoul · Khaled Batiha

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E-learning

July 2006 · Leonardo Electronic Journal of Practices and Technologies

Khaled Batiha · Safwan Al Salaimeh

E-learning means learning via electronic means and is therefore an all-embracing term covering learning via an electronic device. The "expectations" and "realities" for each of the delivery mechanisms within the electronic arena vary greatly for not just the learners themselves, but also the site providers [1]. Because of this, each of these learning systems has vastly different design ... [Show full abstract]

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March 2006 · Information Technology Journal

Safwan Al Salaimeh · Khaled Batiha

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