**P2 – File Formats for Graphics**

Images and graphics can be stored as a variety of file types. The appropriate file type is dependent on many factors, such as how the image is created, its intended usage and how it will be transferred.

**Common Formats**

JPEG/JPG  
JPEG images are the most common type of image, and are used for a wide variety of purposes. Almost any image-viewing or image-editing software can open a .jpeg or .jpg file.  
JEPGs are compressed to save space, and depending on the level of compression, this is not usually obvious to the naked eye.  
JEPGs are raster graphics, meaning they are made of pixels. They are usually used for images in webpages, most cameras save pictures as JPEGs and as they can have any resolution they can be used for everything from 100\*100 logos to 8K images.

PNG  
Portable Network Graphics, or PNG files, are similar to JPEGs, but are uncompressed, meaning they are often used for screenshots and logos where fine detail is important.  
They usually have small file sizes, making them easy to transfer across networks, hence the name.

GIF  
GIF files are commonly used on the internet, as they are very low quality images with 8-bit colour depth. It can also show multiple frames in sequence, making it a popular way to embed videos in websites.

SVG  
Scalable Vector Graphics is a standard format for vector images. It does not have its own compression scheme but relies on 3rd party ones instead.

**Other Formats**  
There are dozens of other formats for graphics, each with their own set of features, properties and compression (or lack thereof).  
Most graphics applications, in addition to supporting the standard formats mentioned above, will also have their own proprietary formats to allow the software to offer features unique to that application and image format.