VECTOR GRAPHICS AND BITMAPS

The two main types of computer graphics are vector graphics and bitmaps. Vector graphics are made of lines and curves and they are generated from mathematical descriptions that determine the position, length, and direction in which lines are drawn. Bitmaps also known as *raster images*, are composed of tiny squares called pixels, each pixel is mapped to a location in an image and has numerical colour values.

Vector graphics are ideal for logos and illustrations because they are resolution-independent and can be scaled to any size or printed and displayed at any resolution, without losing detail and quality. In addition, you can produce sharp and crisp outlines with vector graphics.

Bitmaps are excellent for photographs and digital printings because they reproduce colour gradations well. Bitmaps are resolution dependent, that is, they represent a fixed number of pixels while they look good at their actual size, they can appear jagged or lose image quality when scaled or when displayed or printed at a resolution higher than their original resolution.