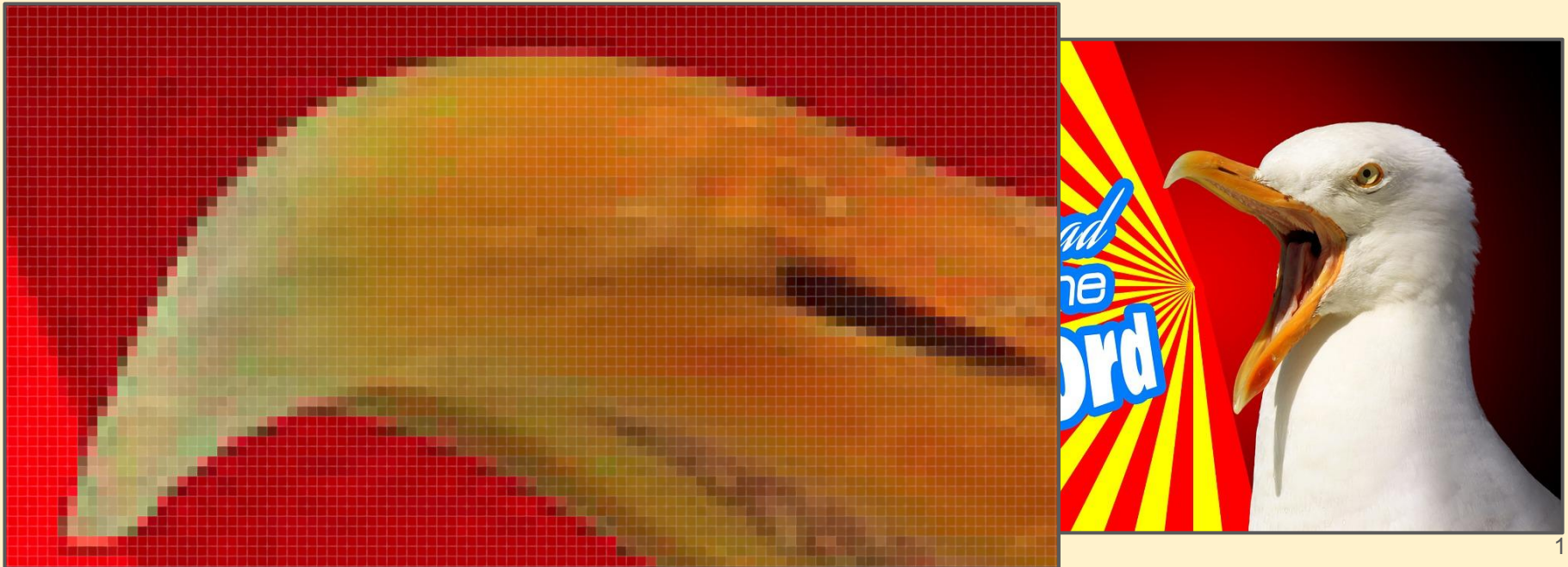


Types of Graphic Files

Most images you use will **pixelate** if you make them a lot bigger

This makes them blurry and not fit to be used



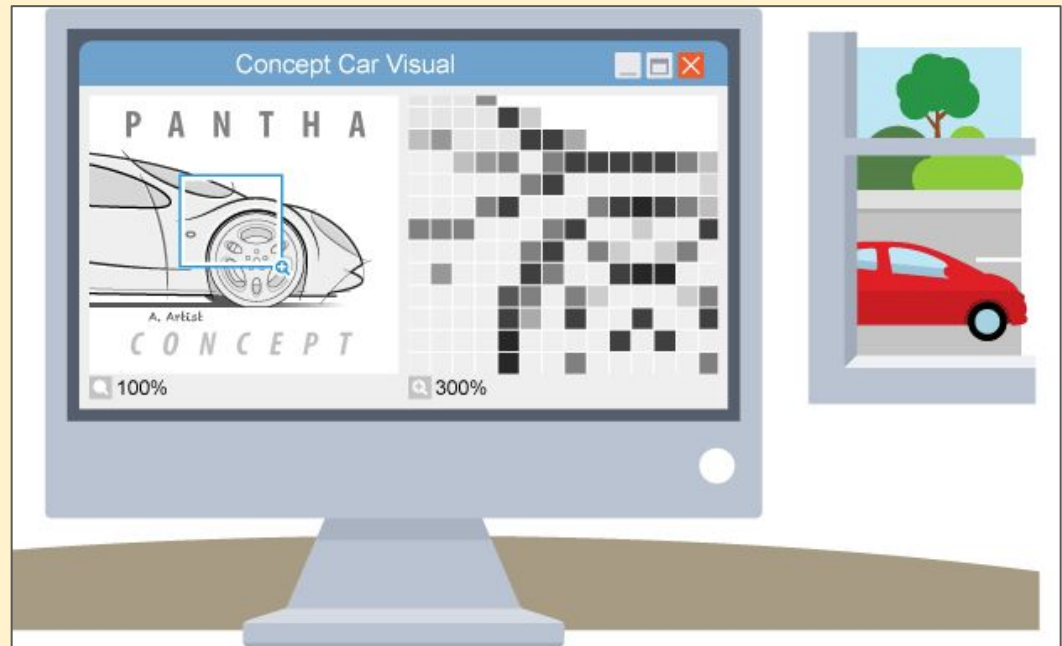
Types of Graphic Files

Most image files are **Bitmap images**.

They are made up of **pixels**. Each image has a set number of pixels.

These include:

- **JPG** images
- **GIF** images
- **PNG** images



Types of Graphic Files

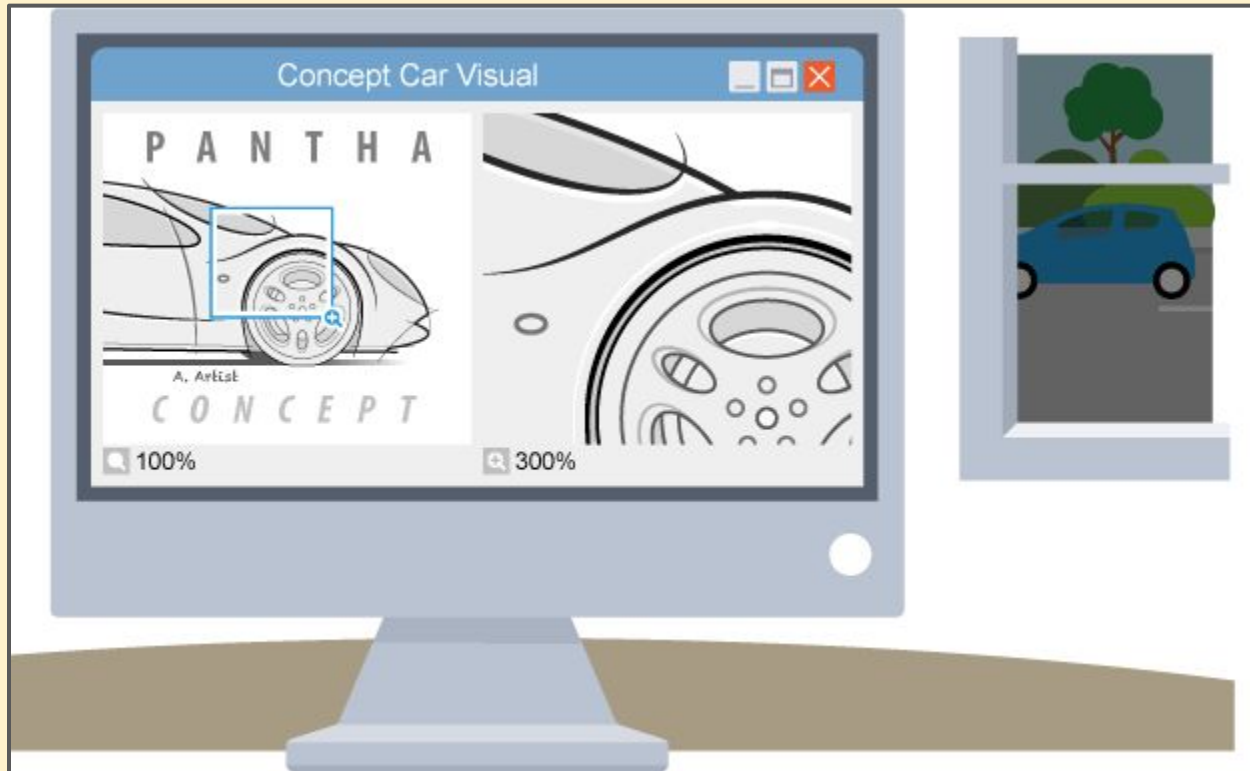
Bitmap images
are fine for most
things.

The problem
comes when you
make them too
big.



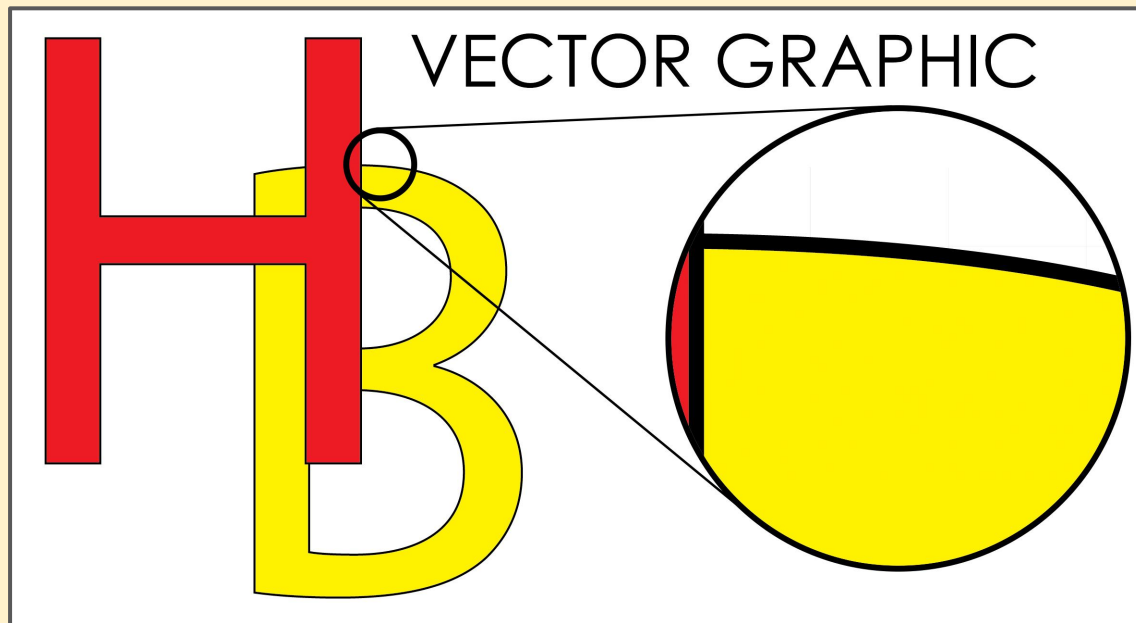
Types of Graphic Files

Vector images are made up of shapes and lines defined by coordinates



Types of Graphic Files

By creating the graphic as a **Vector Graphic File** Type we can resize the image as large (or small) as we want **without pixelation**



Types of Graphic Files

The big advantage of vector graphics is that they can be resized as big or as small as needed

They are **scalable**

We need to use **Adobe Illustrator** to make them



Bitmap and Vector Graphics

VECTOR	BITMAP
Made up of shapes and lines	Made up of pixels
Scalable	Lose quality when scaled
Can be converted to bitmap	Can't be converted to vector
SVG, AI	JPG, PNG, GIF