VECTOR GRAPHICS.
BITMAP GRAPHICS

FAMILIARITY WITH INKSCAPE

LEARNING OBJECTIVES

Summarise the selection of generic application software for a range of tasks e.g. word processor, spreadsheet, desktop publisher (DTP), presentation software, graphics packages (bit mapped and vector graphics), and justify the choices

# EXPECTED RESULTS (SUCCESS CRITERIA)

- Knows types of graphics

- Knows and understands the purpose of vector and bitmap graphics

- Are able to compare the advantages and disadvantages of vector and bitmap graphics

- Are able to explain the advantages and disadvantages of graphic formats BMP and JPG

FAMILIARITY WITH INKSCAPE

Students individually study the elements of the graphic editor. And also answer the questions:

1. How to build a line?

2. How is the point built?

3. How is the polygon constructed?

4. How do I move a shape?

5. How do I delete a shape?

PICTURE:
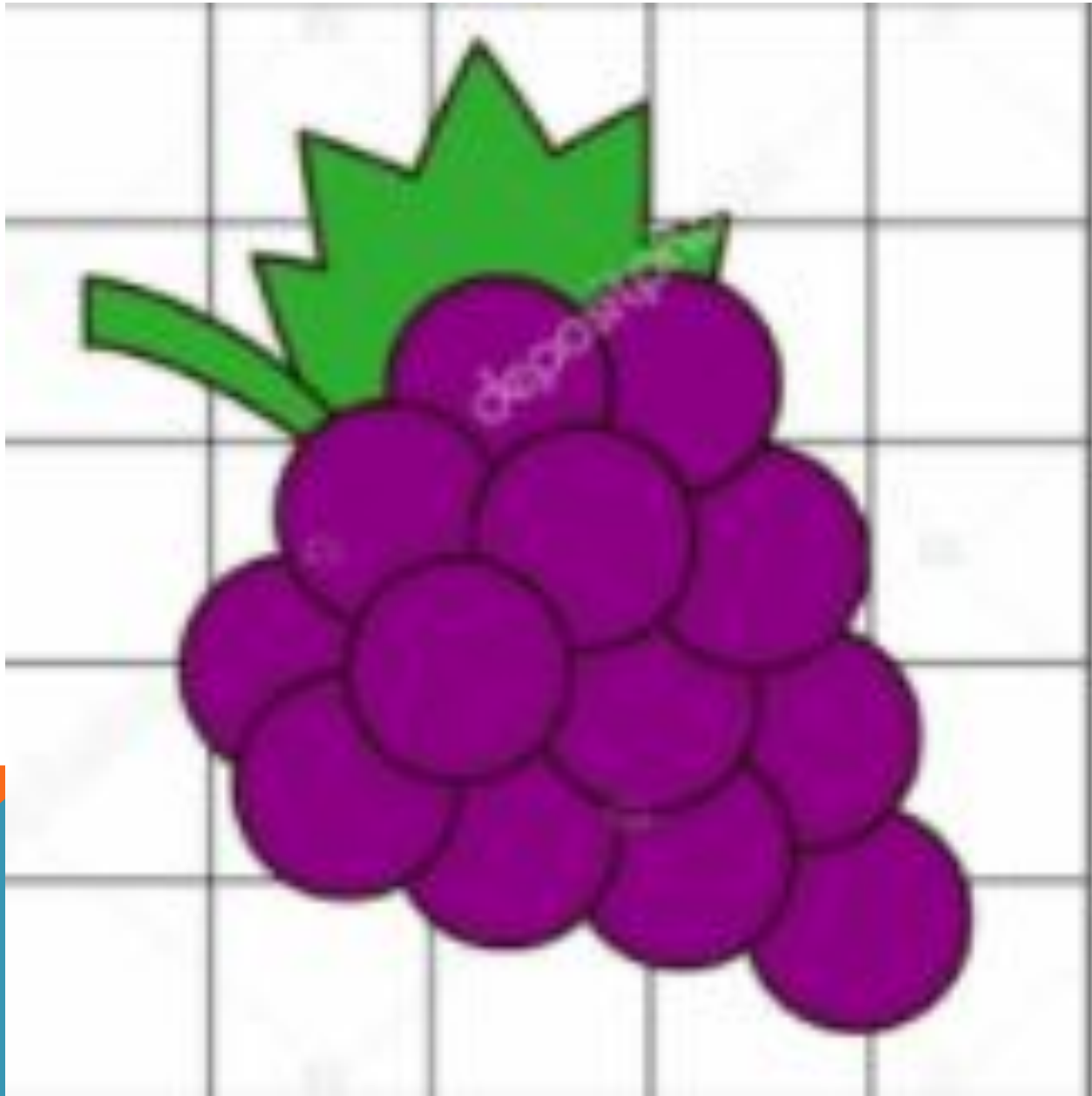
SUMMING UP.
WRITE THE DIFFERENCES: BITMAPS VS VECTORS

Bitmap graphics	Vector graphics