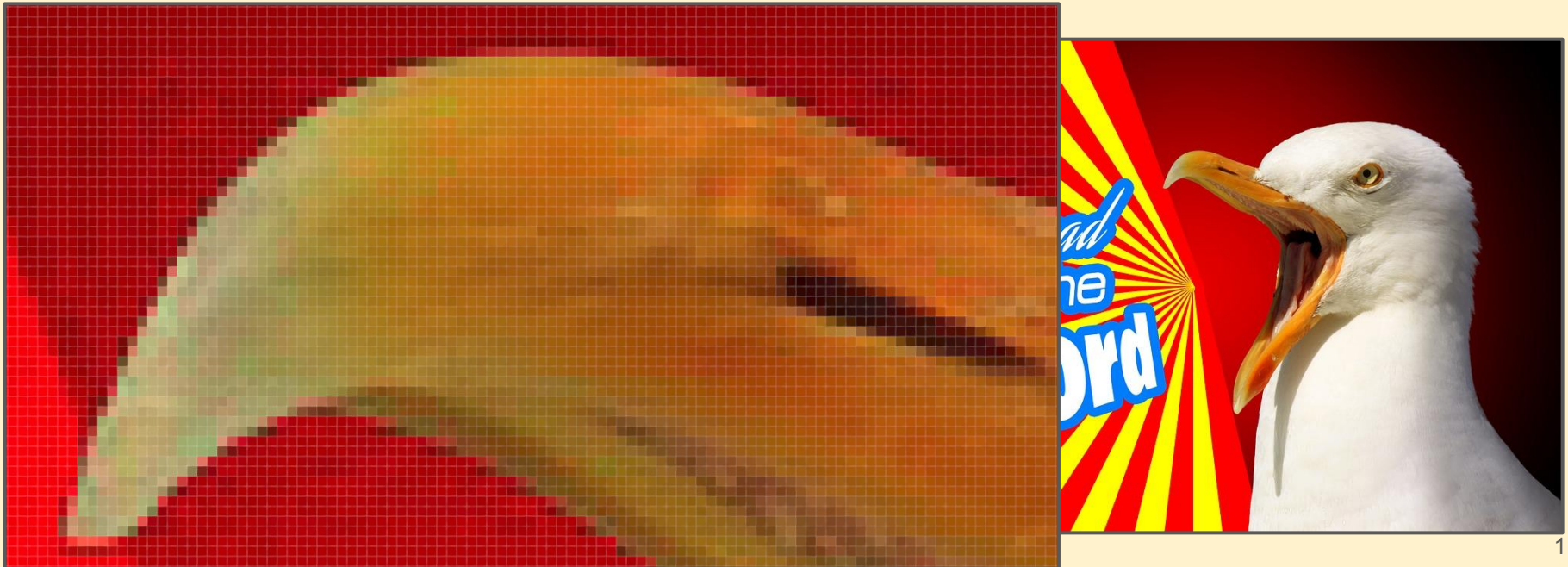


Types of Graphic Files

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

This makes them blurry and not fit to be used



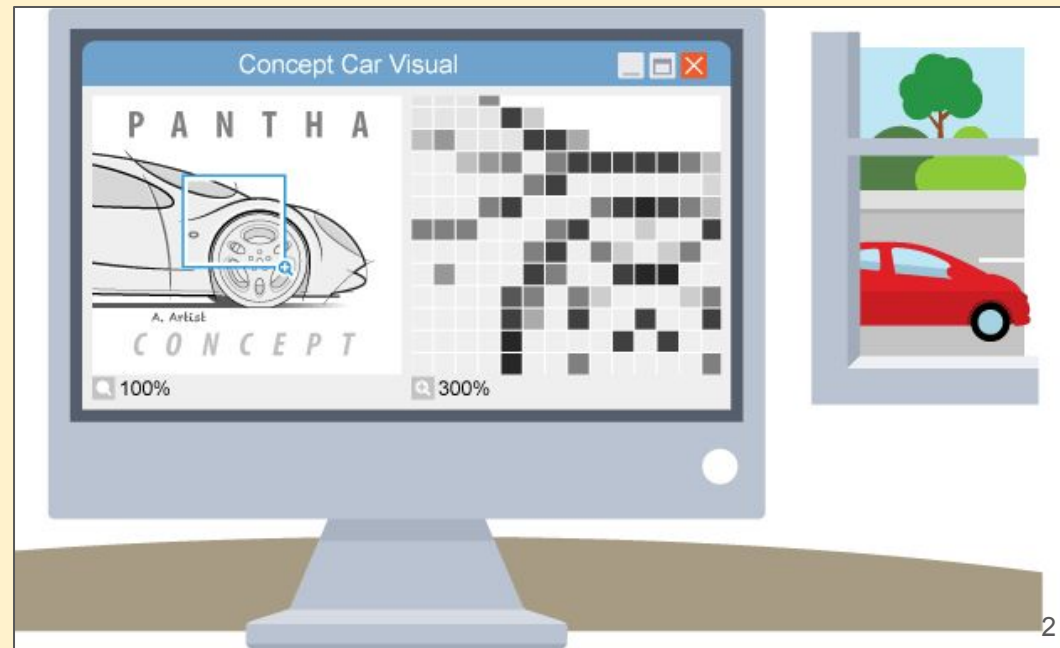
Types of Graphic Files

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

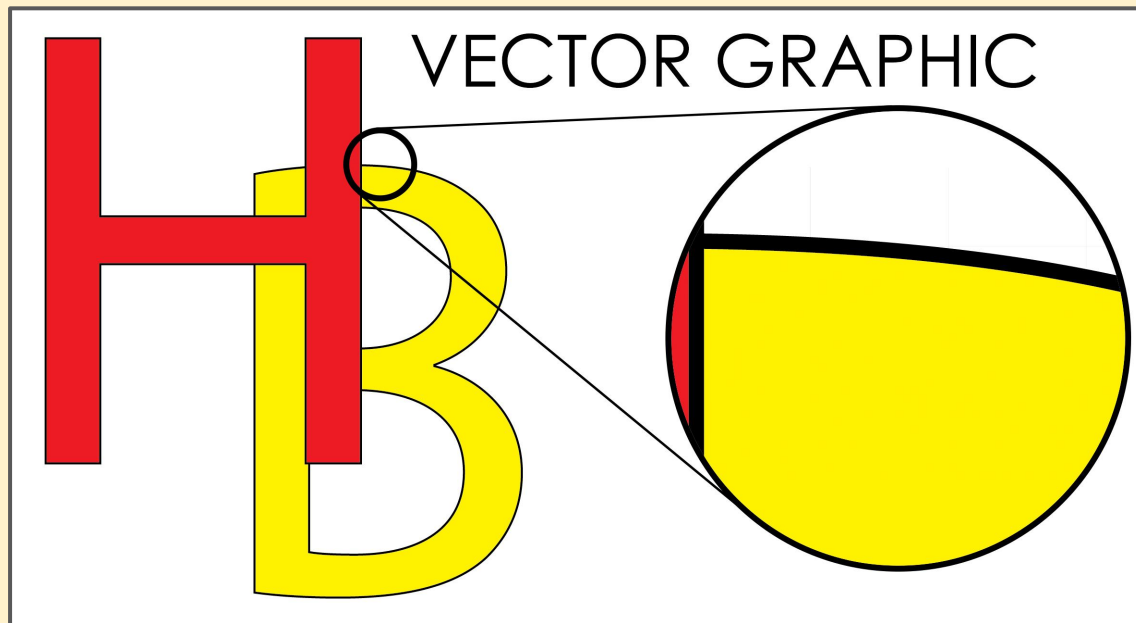
Some images need to be used at lots of different sizes

Like logos

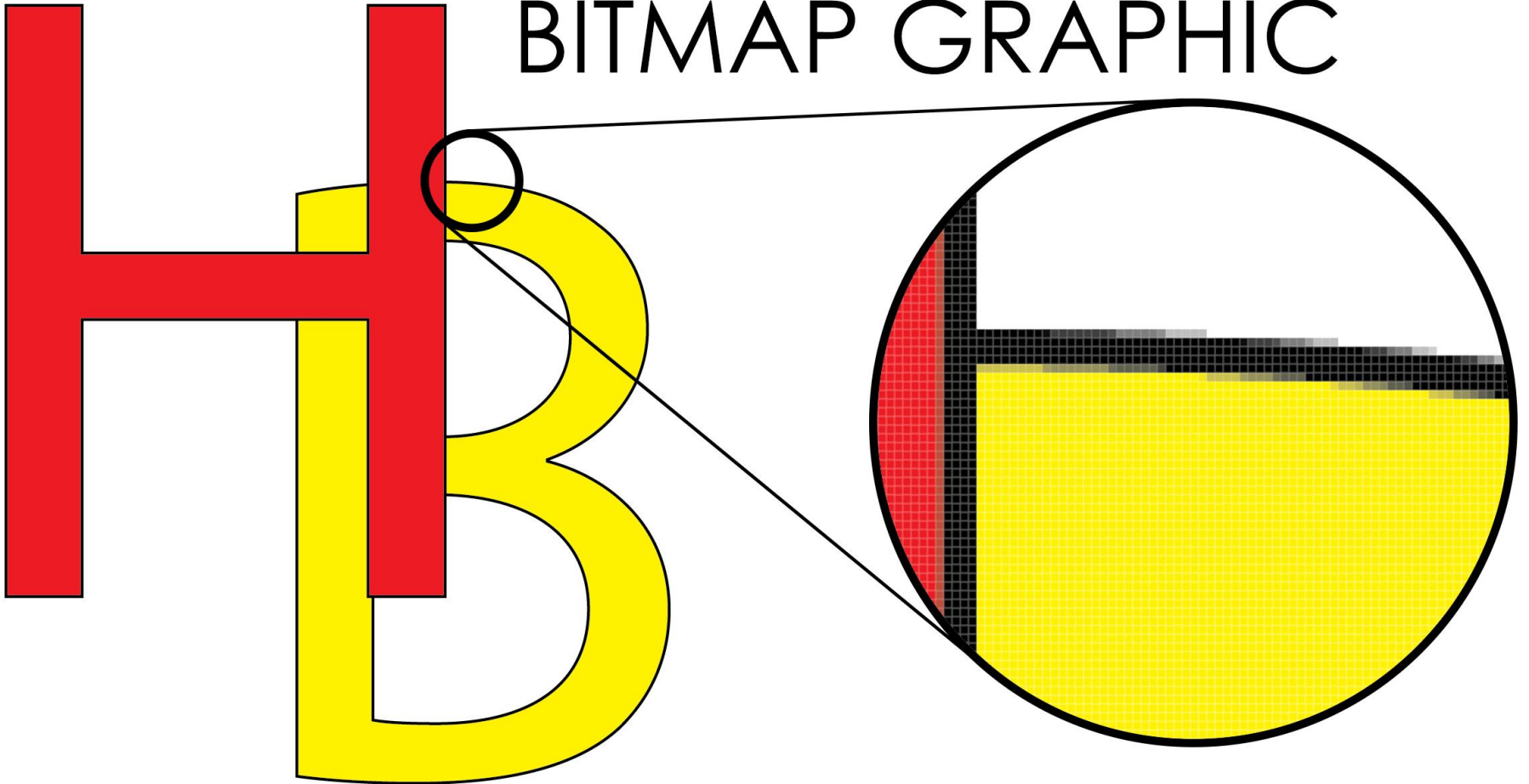


Types of Graphic Files

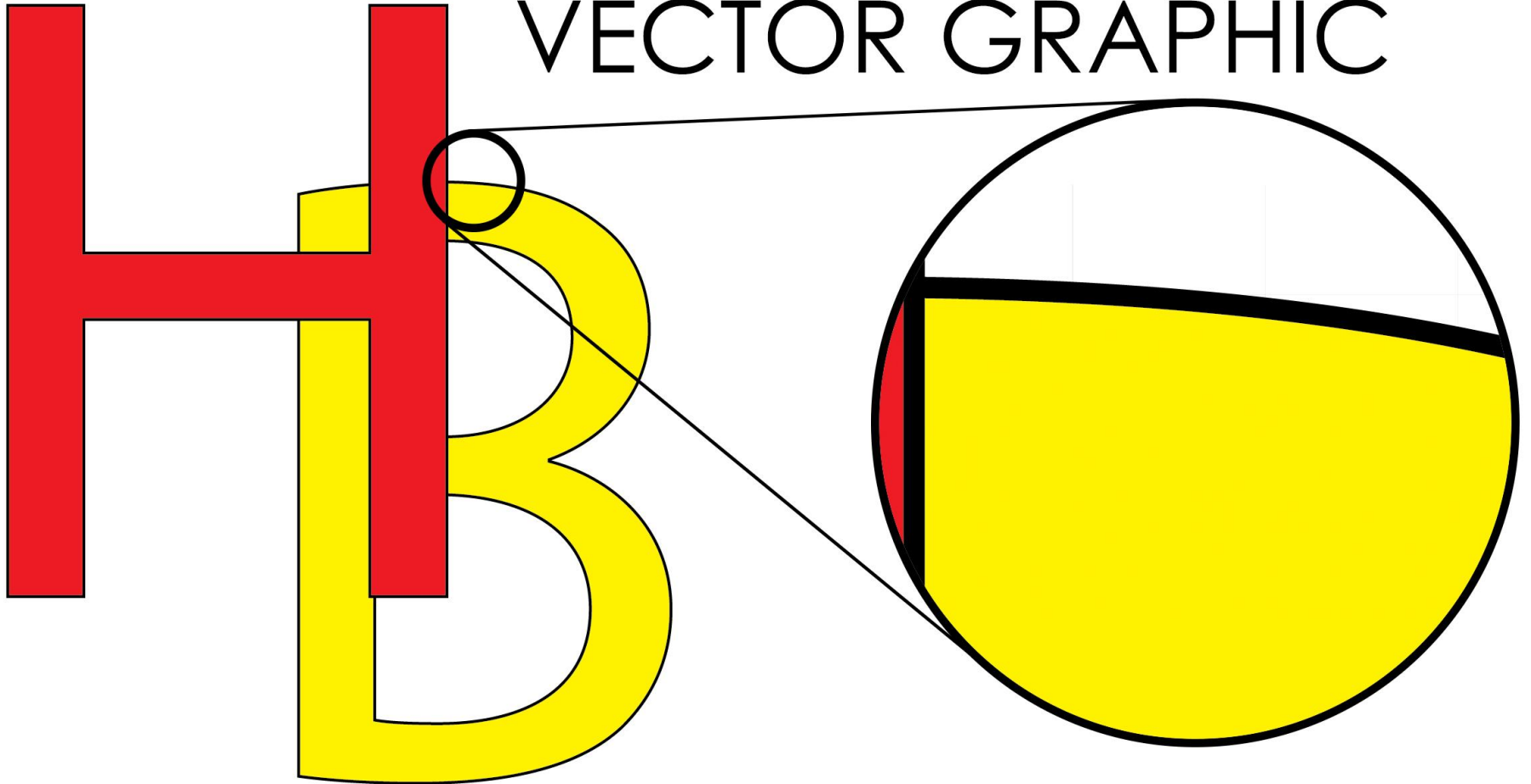
By creating the graphic as a **Vector Graphic File** we can resize the image as large (or small) as we want **without pixelation**



BITMAP GRAPHIC



VECTOR GRAPHIC



Vector Graphics

Vector graphics work by using **mathematical formulae** to create shapes

This works great for images made up of shapes, lines, curves or font characters

They can be resized to any size needed without pixelation. We say they are **scalable**

Saved as **SVG** file format

Vector Graphics

