**GRAPHIC IMAGE TYPES**

**Raster (‘Paint’) Images**

**Grayscale/Pixmaps**

Grayscale (and color pixmap) images are the computerish first cousins of traditional continuous-tone photographs.

The small grayscale and halftone dogs look different on screen, but similar on paper, because most printers can’t reproduce continuous tones. If you’re viewing this on paper, the scaled-up duplicates below give a clue as to the difference.

Photoshop specializes in these image types.

**Bitmaps**

The word bitmap is used here in its technical sense: a “one-bit” image with black but no grays.

- **Halftone**
- **Line art**

**Vector (‘Draw’) Images**

Also known as object-oriented images, vector drawings are created in programs like Illustrator and FreeHand. 3D graphics programs also primarily rely on vectors.

- **Strokes**
- **Gradient blends**
- **Flat fill**

*Compare these two dogs: notice how the strokes (outlines) and fills can be easily changed. Vectors are flexible, but usually don’t look “natural.”*

Photoshop specializes in these image types.