GRAPHIC IMAGE TYPES

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Raster ('Paint') Images

Grayscale/Pixmaps

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

The small grayscale and half-tone 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

Halftone   Line art

The word *bitmap* is used here in its technical sense: a "one-bit" image with black but no grays.
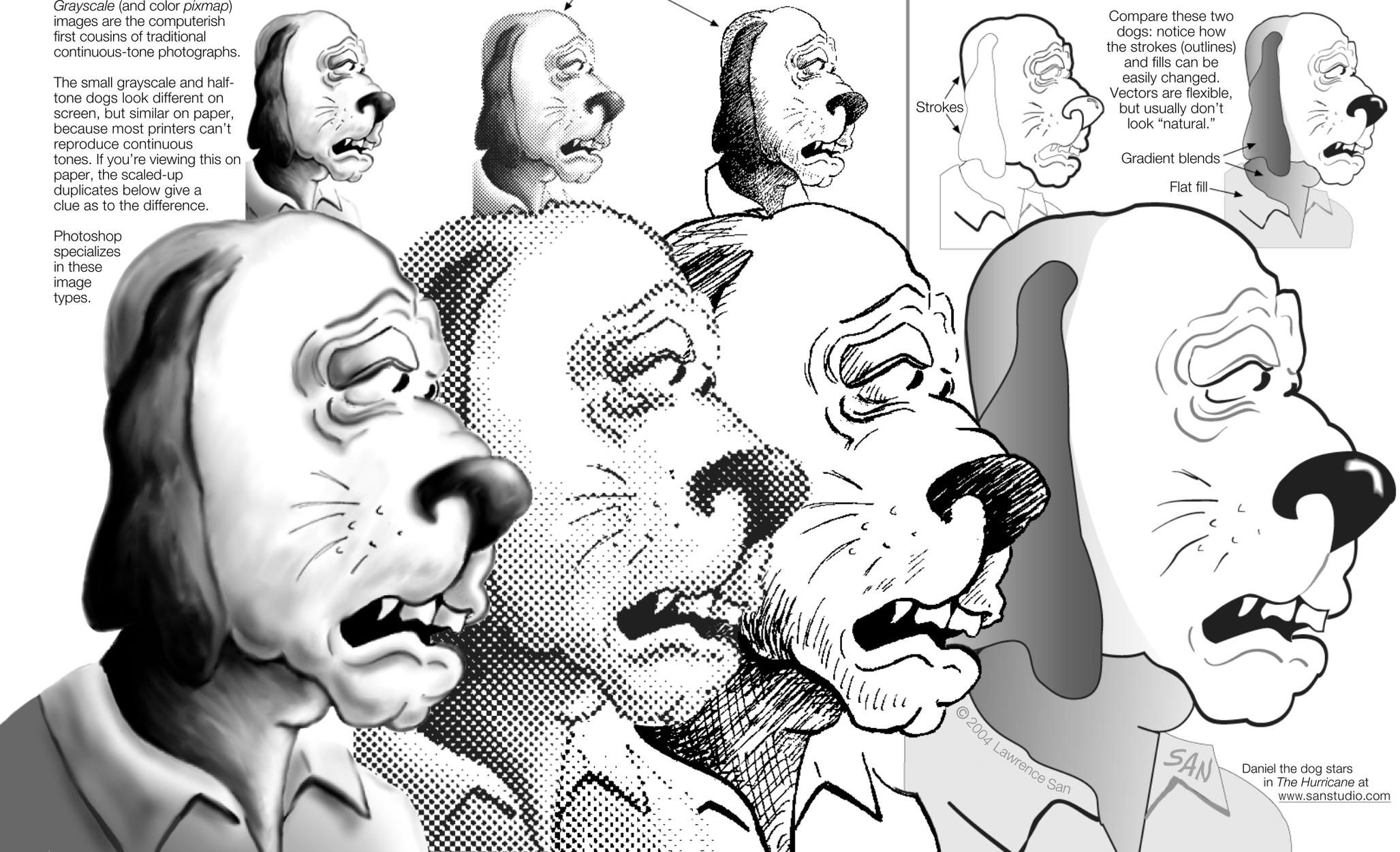
Vector ('Draw') Images

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

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

Strokes

Gradient blends

Flat fill

SAN

Daniel the dog stars in *The Hurricane* at www.sanstudio.com