

VECTOR/ILLUSTRATOR

- composed of separate distinct objects (mathematically defined paths)
- Scalable: recoloring, resizing, reshaping an object will effect the entire object selected without diminishing its sharpness or smoothness
- no background not restricted to a rectangular shape like raster Vector objects can be placed over other objects and the objects below will show through
- objects look sharp regardless of the size displayed or printed
- Generally small file sizes
- Resolution independent; the higher the resolution of the printer, the sharper the printed image
- Primarily originate from software Can't directly scan an image and save it as a vector file Easily converted to raster - rasterizing
- Ideal for creating logos, graphic images, and illustrations Made up of solid areas of color or gradients Cannot easily depict continuous subtle tones
- Common vector formats include: AI (Adobe Illustrator), CDR (CorelDRAW), CGM (Computer Graphics Metafile), SWF (Shockwave Flash), and DXF (AutoCAD and other CAD software)

RASTER/PHOTOSHOP

- Pixels in a grid composed of tiny squares on a grid (pixels)
- each pixel in the image contains information about the color to be displayed recoloring, resizing, reshaping a part of an image will only effect the pixels selected in that image, not the entire object
- restricted to rectangle minimal support for transparency - GIF & PNG Photoshop support transparency, but only in native format
- Fixed resolution - cannot be resized without losing image quality
- Files can be quite large often compressed to reduce their size
- Resolution dependent Print quality is dependent on the resolution of the image
- Easily converted all scanned images are raster All images from digital cameras are raster converting between raster formats is simple.
- Ideal for creating subtle tones and gradients, digital paintings and photorealistic images
- Common Raster-based formats include: JPEG, GIF, TIFF, PNG, PICT, & BMP

