

# STEAM for Raster & Vector Graphics

Professor Lloyd Carr 08/12/22

**Science:** Find fundamental causes for raster and vector graphics and color. Analyze and report attributes.

Science builds and organizes knowledge in the form of testable explanations and predictions about nature and the universe.

**Technology:** Identify hardware and software that make and control raster and vector graphics and color in all media.

Technology is the collection of tools, hardware and software, modifications, arrangements, and procedures used by humans.

**Engineering:** Produce practical plans to design raster and vector graphics and color for all media.

Engineering is the application of scientific, economic, social, and practical knowledge in order to invent, design, build, maintain, research, and improve structures, machines, devices, systems, materials and processes.

**Aesthetics:** Evaluate how raster and vector graphics and color are appreciated in human environments.

Aesthetics is a branch of philosophy dealing with the nature of art, beauty and taste.

It is the creation and appreciation of beauty. It is more scientifically defined as the study of sensory or sensory-emotional values, sometimes called judgments of sentiment and taste. More broadly, scholars in the field define aesthetics as "critical reflection on art, culture and nature.

**Math:** Measure raster and vector graphics and color.

Develop formulas for precise presentation in all media.

Mathematics is the study of quantity (numbers), structure, space, and change.