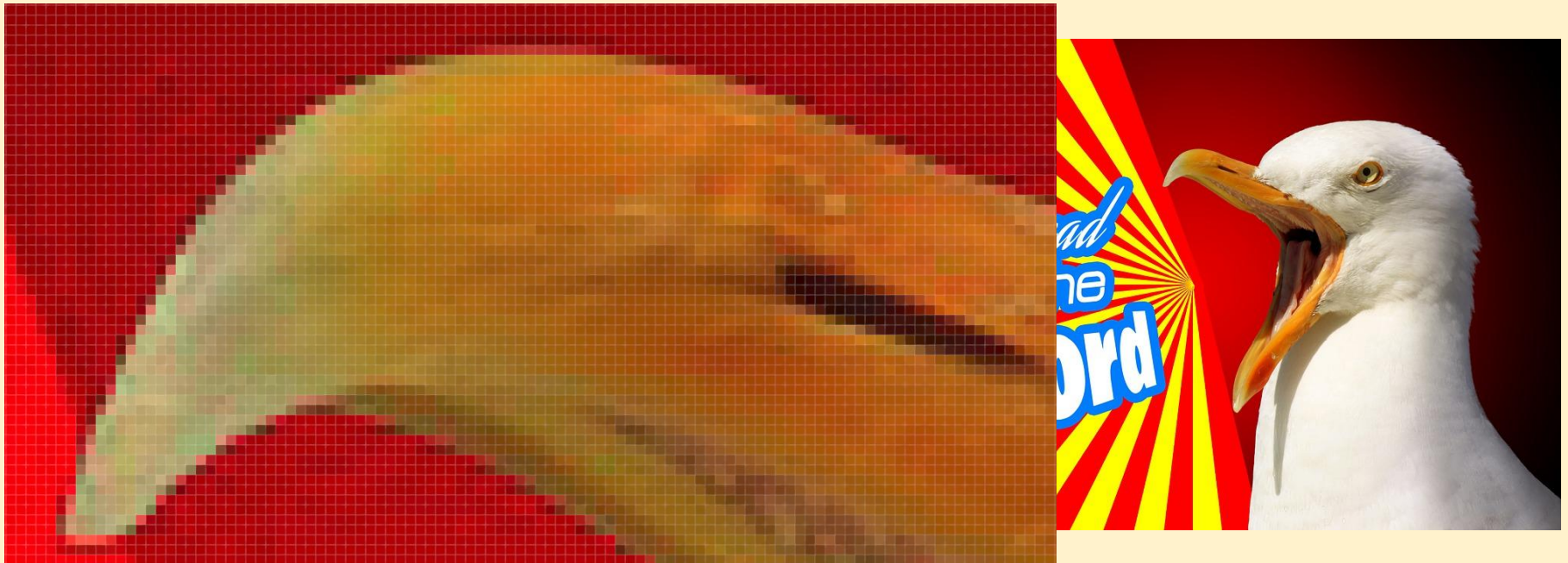


# Vector Graphics

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

This makes them blurry and not fit to be used



# Vector Graphics

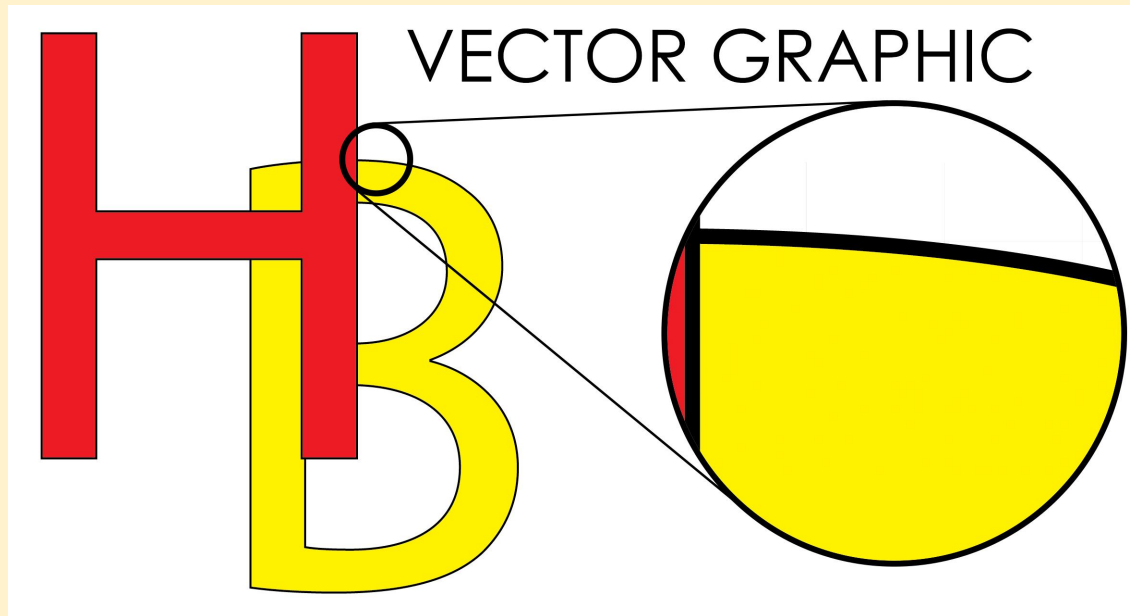
Some images need to be used at lots of different sizes.

Like logos.

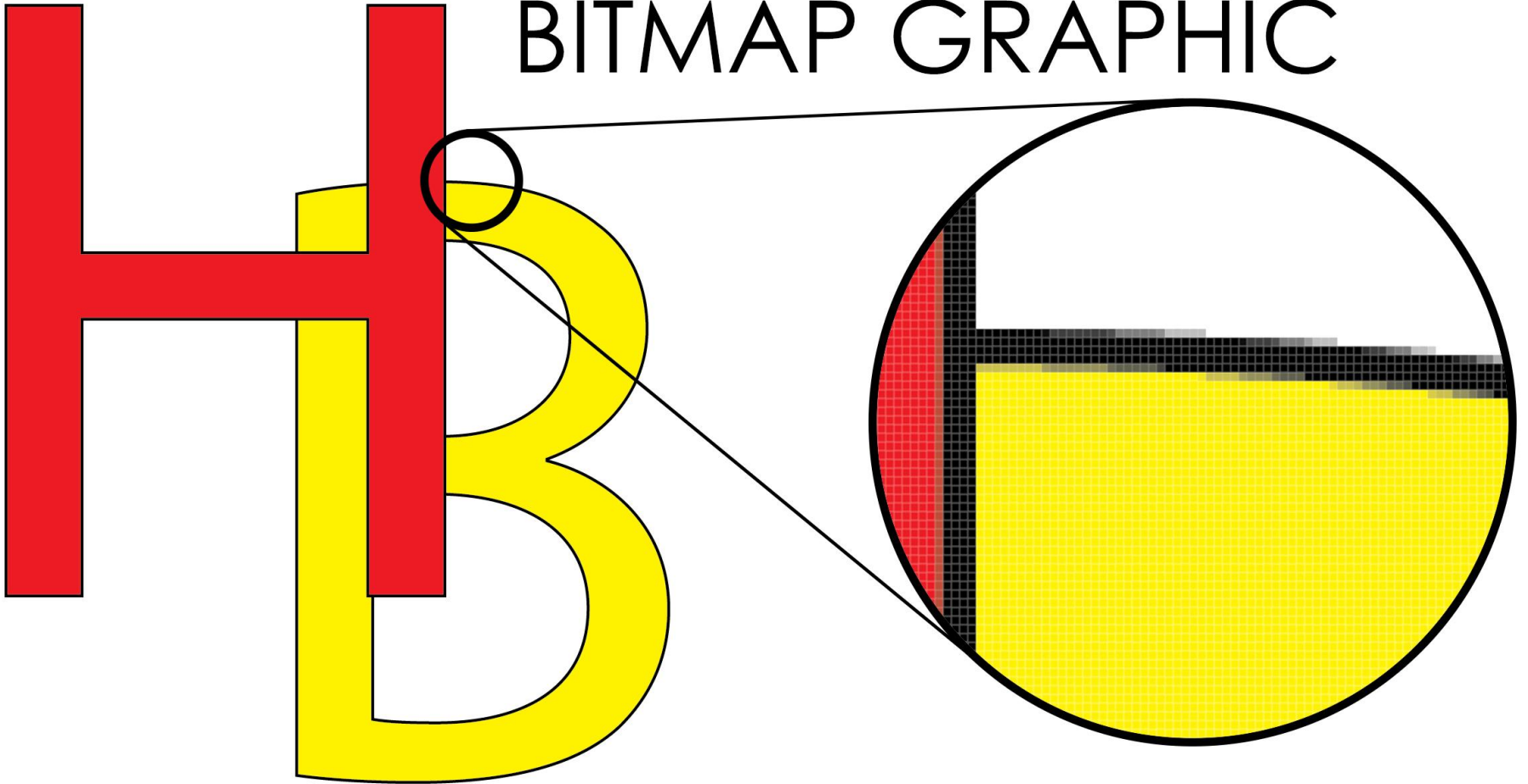


# Vector Graphics

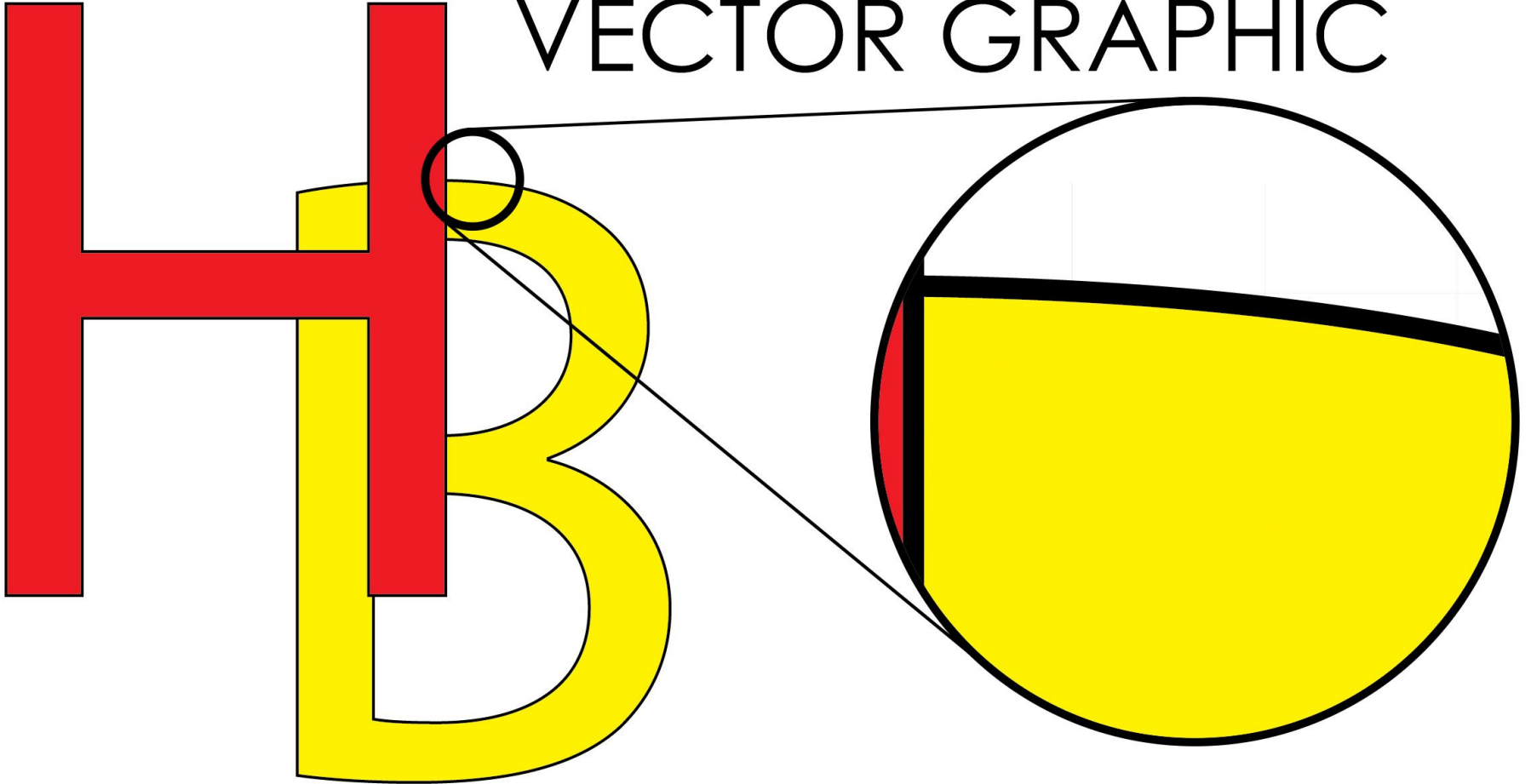
By creating the graphic as a **Vector Graphic File** Type we can resize the image as large (or small) as we want **without pixelation**



# 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

It's rubbish for photographs

Saved as **SVG** (or **AI**) file format

Can be **scaled** (resized endlessly)

# Vector Graphics

