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| Key Vocabulary | |
| Vector | is the use of polygons to represent images |
| Bitmap | is the use of pixels to represent images |
| Coordinates | is the group of numbers used to indicate the position of a point or line |
| Pixel | is the smallest unit of programmable colour in a bitmap image |
| Resolution | is the amount of pixels per inch |
| Scalable | able to be changed in size without losing quality |
| DPI  dots per inch | a measure of printing resolution |
| Gradient | is a gradual change from one colour to another |
| Saturation | is the intensity of colour in a bitmap image |
| Brightness | is the brightness of light in a bitmap image |
| Contrast | is the amount of difference between light and dark tones |
| Layer | images or effects overlaid on top of one another |



**Font types**

Pointer Tool-Select an object

Node - bend lines, change dimensions

Freehand Pencil

Freehand Paintbrush

Pen -to draw curves

Dimensions tool

Paint / erase / knife

Insert shapes

Artistic Text (for titles)

Import image

Colour picker

Paint pot (fill/ gradient)

Transparency tool

Shadow tool

Crop

Envelope (bend shapes)

Blend

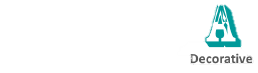
Add effects

3d tool (changes to 3d)

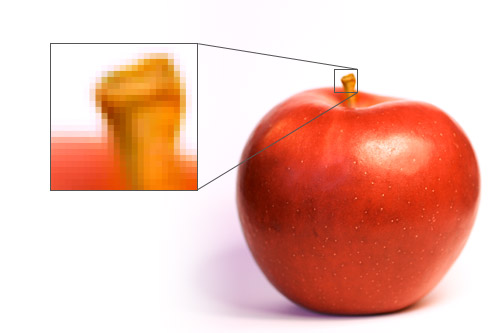
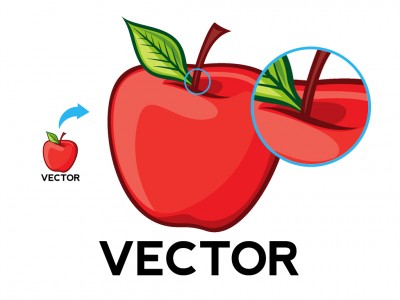
Shape Builder Tool





[](https://www.google.com/url?sa=i&url=https%3A%2F%2Fblog.closetomyheart.com%2F2019%2F02%2F14%2Ffor-the-love-of-color-a-new-color-wheel%2Fctmh-color-wheel%2F&psig=AOvVaw2ZsvdH_SPeZhB-3Py6GsxV&ust=1625341498314000&source=images&cd=vfe&ved=0CAcQjRxqFwoTCKDvx4eTxfECFQAAAAAdAAAAABAa)

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| Colour Vocabulary | |
| Primary | Are the 3 main colours. They cannot be made, but are used to make all other colours |
| Secondary | Are made by mixing 2 primary colours |
| Tertiary | Are made by mixing a primary and secondary colour together. |
| Complementary | Are opposite on the colour wheel. |
| Harmonious | Are next to each other on the colour wheel. |

[](https://www.google.com/url?sa=i&url=http%3A%2F%2Fwww.newdesignfile.com%2Fpost_6-examples-of-bitmap-graphics_197361%2F&psig=AOvVaw3HktZumHqGryB-eKrTMIeD&ust=1625340930383000&source=images&cd=vfe&ved=0CAcQjRxqFwoTCMjO1fiQxfECFQAAAAAdAAAAABAG)

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| Common Software used for each type | |
| Bitmaps | Adobe Photoshop  Serif Photoplus  Adobe Lightroom  Adobe Fireworks  GIMP  Paint |
| Vectors | Serif Drawplus  Adobe Illustrator  Adobe Fireworks  Inkscape  Corel Draw  Adobe Flash |

Examples of how the school badge can be changed with a selection of tools within Photoplus

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| **Facts about Graphic types** | |
|  | **Bitmap** |
| They can never be photographs | They are made up of pixels |
| Not as commonly used | They are always a rectangle shape |
| The file size is usually smaller | All scanned images are this type |
| They are cartoon style images | They are measured in dots per inch |
| When you enlarge them they still look the same | Each pixel can be edited individually |
| You can edit individual objects | File size is usually larger |
| Made up of objects and lines | When you enlarge them they lose quality |
| Fonts are created as this | The most common type of graphic |

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| Top Tips |
| For very precise object selection draw a lasso around an object to select it. |
| To resize to any object drag from an object's corner handle. This resizes in two directions. If you drag an object’s side handles, you’ll stretch or squash the object in one direction. |
| Click the Pointer Tool to select, move, copy, resize, or rotate objects. You can select and rotate an object around a centre of rotation. |
| Node Tool  Click to use the Node Tool to manipulate the shape of objects, or move or copy objects. |
| To select all objects on the page press Control + A |
| To draw a sharp corner or a straight line, press the Alt key. |
| Quick Shapes are pre-designed objects that you can instantly add to your page, then adjust and morph into a variety of further Quick Shapes. |