



In computer graphics, a raster graphics image is a dot matrix data structure, representing a generally rectangular grid of pixels, or points of color, viewable via a monitor, paper, or other display medium. Raster images are stored in image files with varying formats.[1][self-published source?]

Raster

A bitmap, a single-bit raster,[2] corresponds bit-for-bit with an image displayed on a screen, generally in the same format used for storage in the display's video memory, or maybe as a device-independent bitmap. A raster is technically characterized by the width and height of the image in pixels and by the number of bits per pixel (or color depth, which determines the number of colors it can represent).[3]

The printing and prepress industries know raster graphics as contones (from "continuous tones"). The opposite to contones is "line work", usually implemented as vector graphics in digital systems.





VECTOR

Vector graphics is the use of polygons to represent images in computer graphics. Vector graphics are based on vectors, which lead through locations called control points or nodes. Each of these points has a definite position on the x and y axes of the work plane and determines the direction of the path; further, each path may be assigned various attributes, including such values as stroke color, shape, curve, thickness, and fill.

