**STUDY GUIDE**

Name: _____ Date: _____

CHAPTER 8: Graphics and Animation**I. Graphics in Multimedia**

Virtually all multimedia applications include graphics.

II. What is a graphic?

A graphic can be a:

- A. _____
- B. _____
- C. _____
- D. _____
- E. _____
- F. _____
- G. _____

III. What do graphics look like?

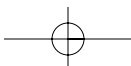
Graphics can be:

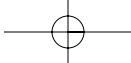
- A. _____
- B. _____
- C. _____
- D. _____
- E. _____

IV. What do graphics do?

Graphics can:

- A. Illustrate or demonstrate _____
- B. Clarify _____
- C. Convey _____
- D. Tell _____
- E. Add _____ appeal




STUDY GUIDE

Name: _____ Date: _____

CHAPTER 8
V. Computer Graphics Technology

Images created or edited on computers are either:

A. _____

B. _____

VI. What are bitmapped graphics?

Bitmapped graphics, also known as _____ graphics, consist of grids of tiny dots called pixels. Each pixel is assigned a _____.

A. Graphics can be a _____ image, such as a photograph.

B. Bitmap graphic editors are called _____ programs.

C. Enlarging a bitmap graphic may cause the image to lose _____ and _____.

VII. What are vector graphics?

Vector graphics use _____ to define lines, curves, and other attributes.

A. Vector graphics are generally much _____ than raster graphic files.

B. Vector graphic editors are called _____ programs.

C. They do not lose _____ as you enlarge them.

D. They appear as _____ on computer monitors because computer monitors consist of pixels.

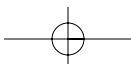
VIII. Graphics Quality

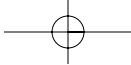
Two factors that determine graphics quality are _____ and _____.

A. _____ is the number of pixels per inch.

B. _____ refers to the number of distinct colors an image can contain. It can range from _____-bit (black and white) to _____-bit (16.7 million colors).

continued ➤➤



**STUDY GUIDE**

Name: _____ Date: _____

CHAPTER 8**IX. Graphics File Formats**

A computer can save and interpret graphic images in a variety of formats. Some of the most commonly used are:

- A. _____
- B. _____
- C. _____
- D. _____
- E. _____
- F. _____
- G. _____

X. Editing Graphics

Graphics editors have features for changing the sizes of images as well as their colors and other attributes. These include:

- A. _____
- B. _____
- C. _____
- D. _____

XI. What is animation?

Animation is when images achieve the illusion of _____.

XII. Animation in Multimedia

Some common uses of animation include:

- A. An animated _____ button that changes when the cursor passes over it (_____).
- B. Tutorials using animated graphics for _____.
- C. Web sites advertisements that are animated to _____.
- D. Computer games using animation to _____.

