

About vector (and raster) graphics

Vector graphics (sometimes called vector shapes or vector objects) are made up of lines and curves defined by mathematical objects called vectors, which describe an image according to its geometric characteristics.

You can freely move or modify **vector graphics** without losing detail or clarity, because they are resolution-independent—they maintain crisp edges when resized, printed to a PostScript printer, saved in a PDF file, or imported into a vector-based graphics application. As a result, **vector graphics** are the best choice for architectural graphics that will be used at various sizes and in various output media.

A **raster** program constructs what you see on screen by using pixels. When you enlarge the picture, the only way it gets bigger is for the pixels to get bigger too, and you lose the nice edges. So when you work in a **raster program** your best bet is to make your picture the size at which you'll ultimately be using it, because you will be limited in how much sizing you can actually do. And that is the beauty of working with **vectors**! You can work on a 100 mm object and enlarge it to 1 m if you want. And it'll look just as good at 1 m as it did at 100 mm.

