# Digital Art Introduction

When did digital art begin? & The 2 main types of digital art



Artists embrace computer technology in the beginning.

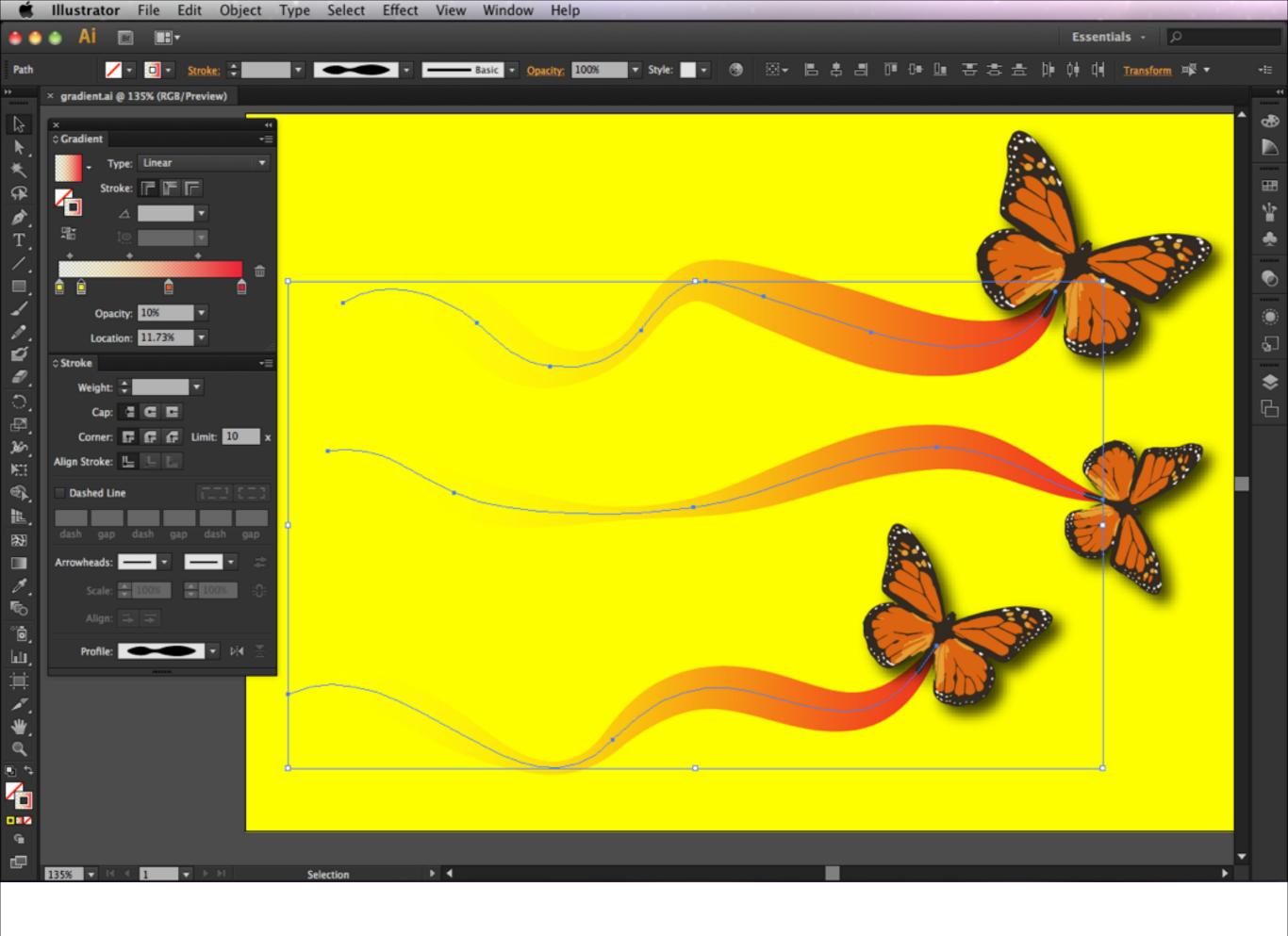
# Apple Macintosh







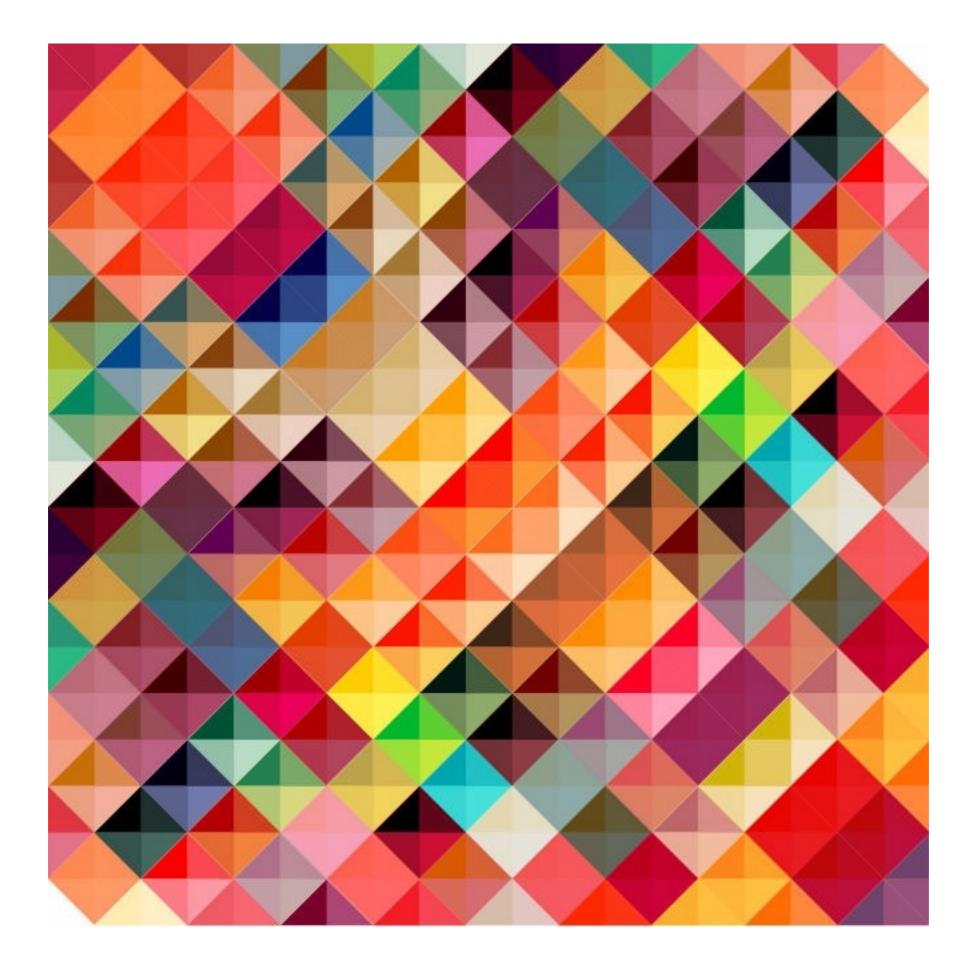
Since 1987

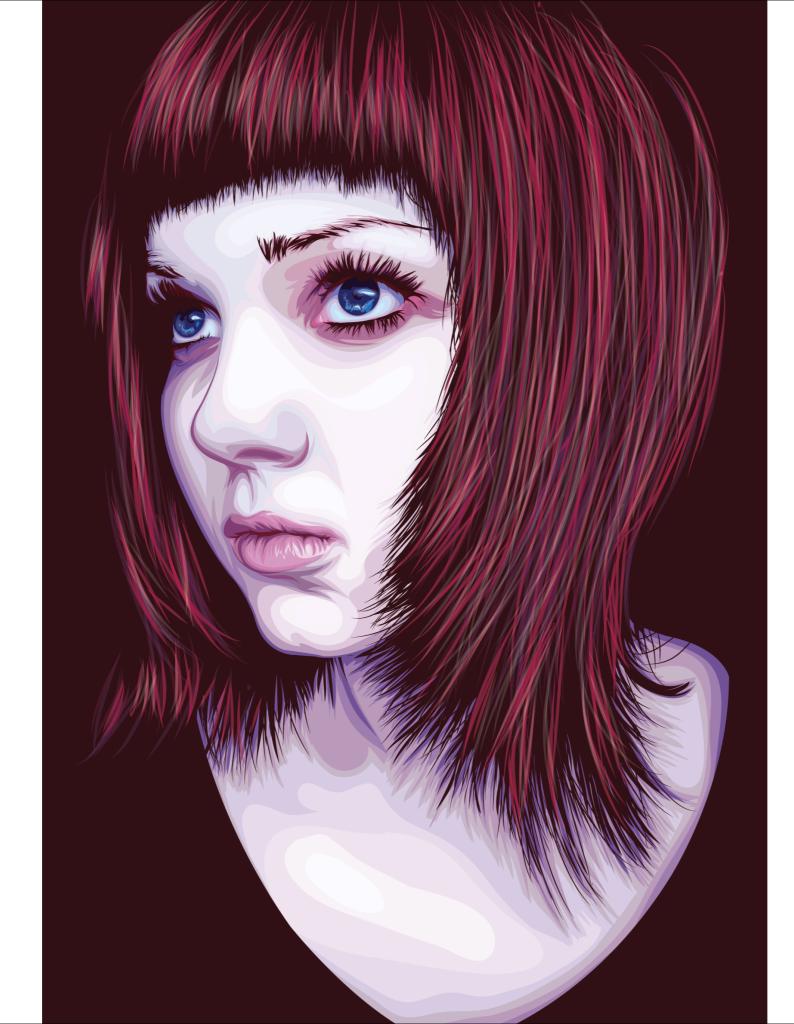
























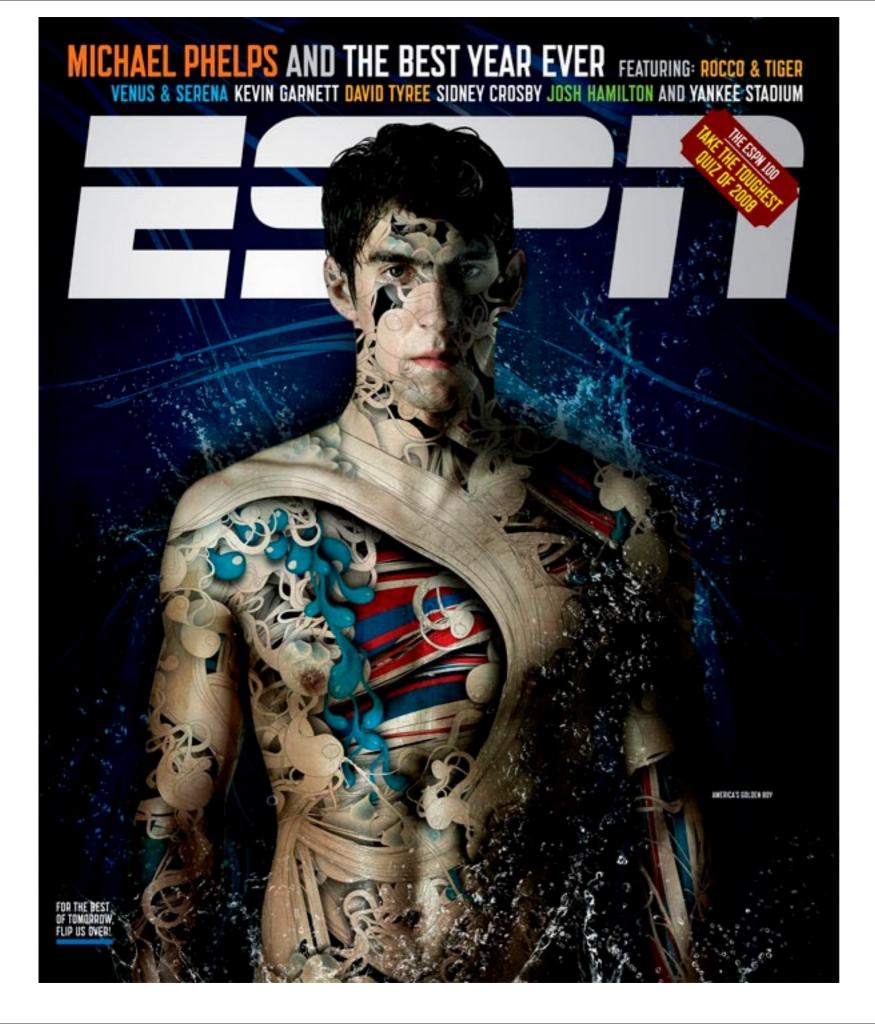


### Since 1990

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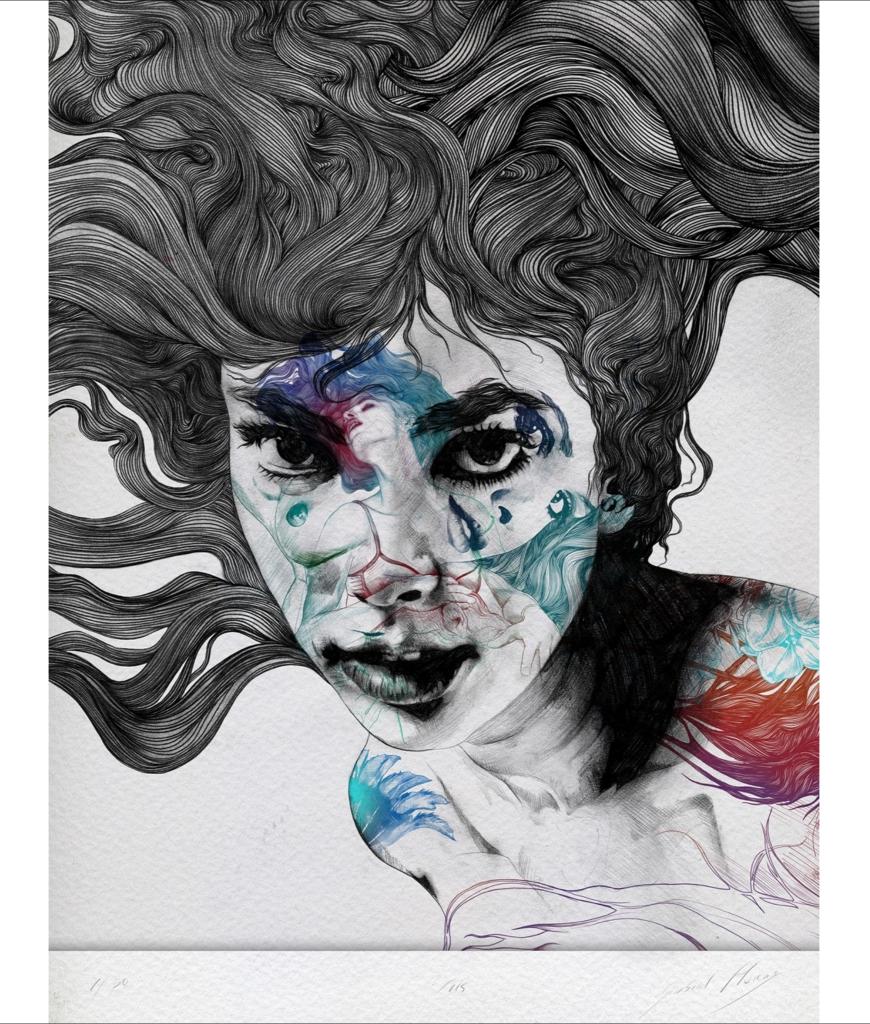




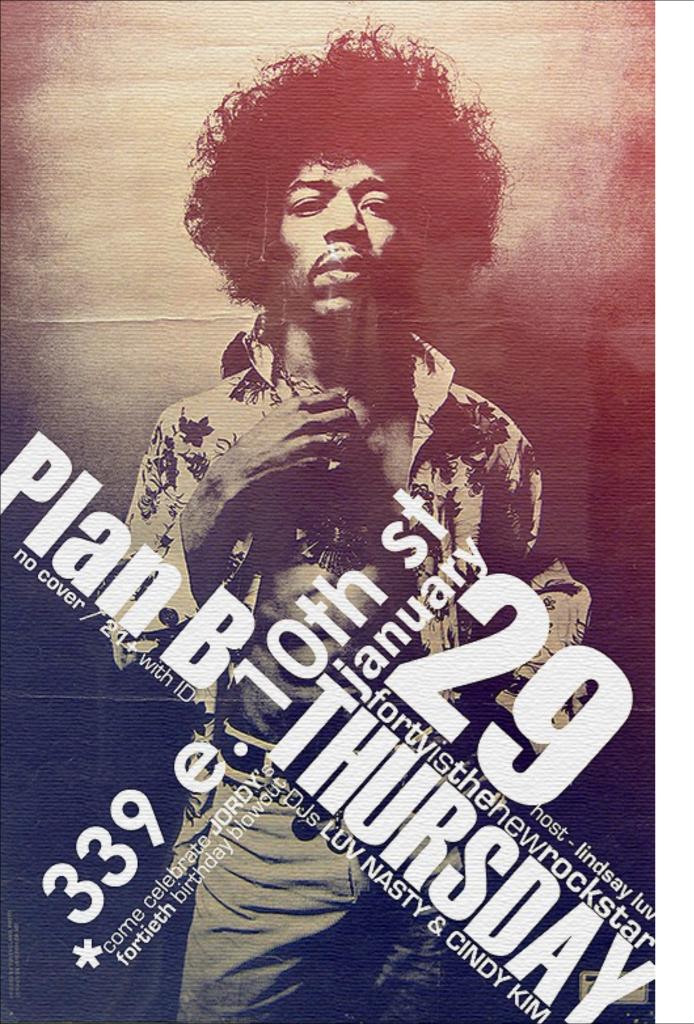




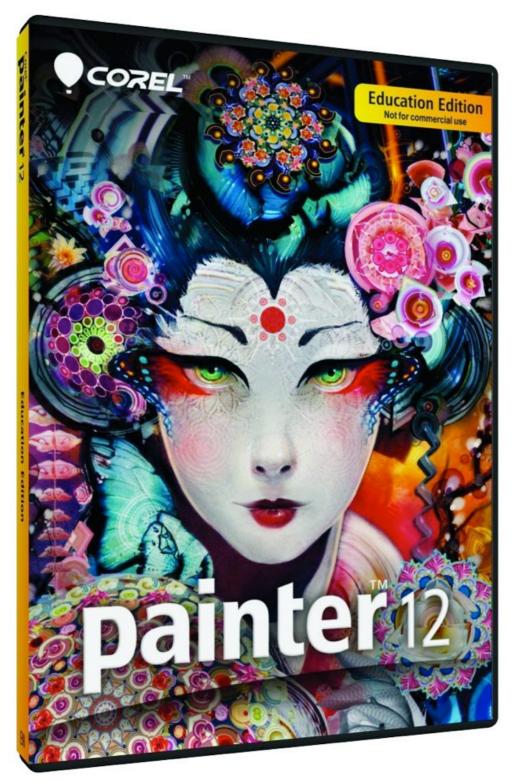












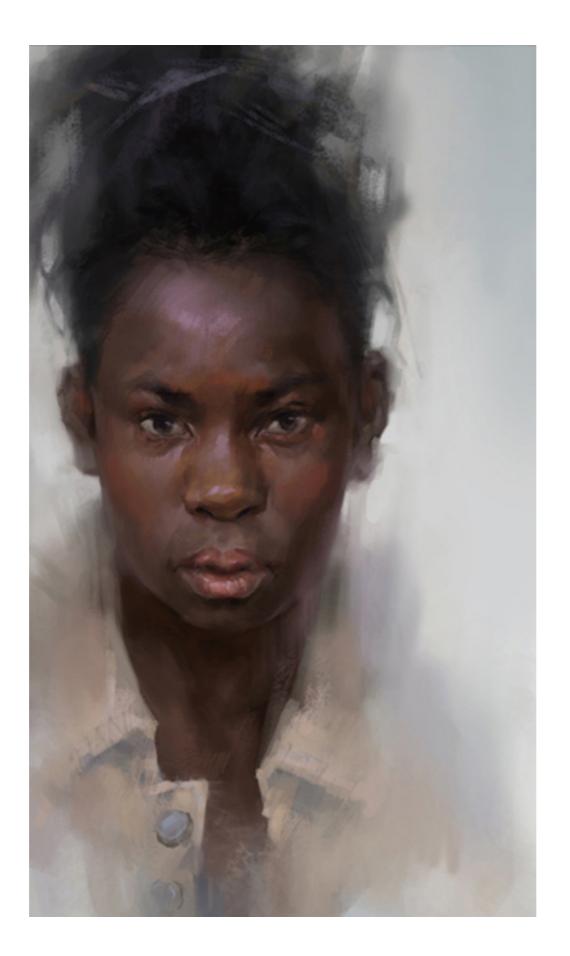
## Began in 1991





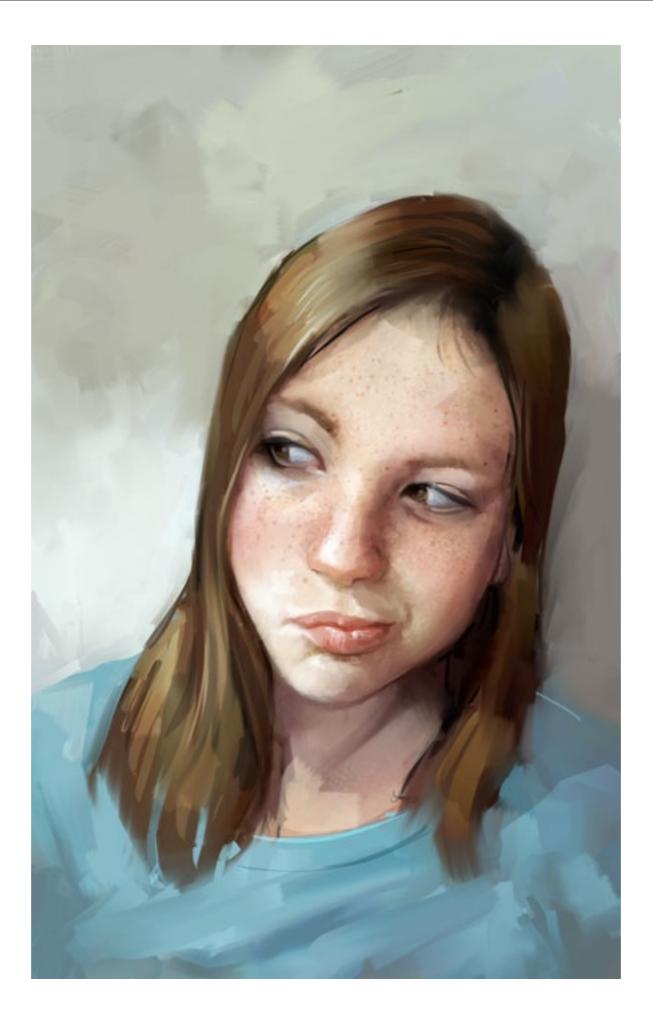










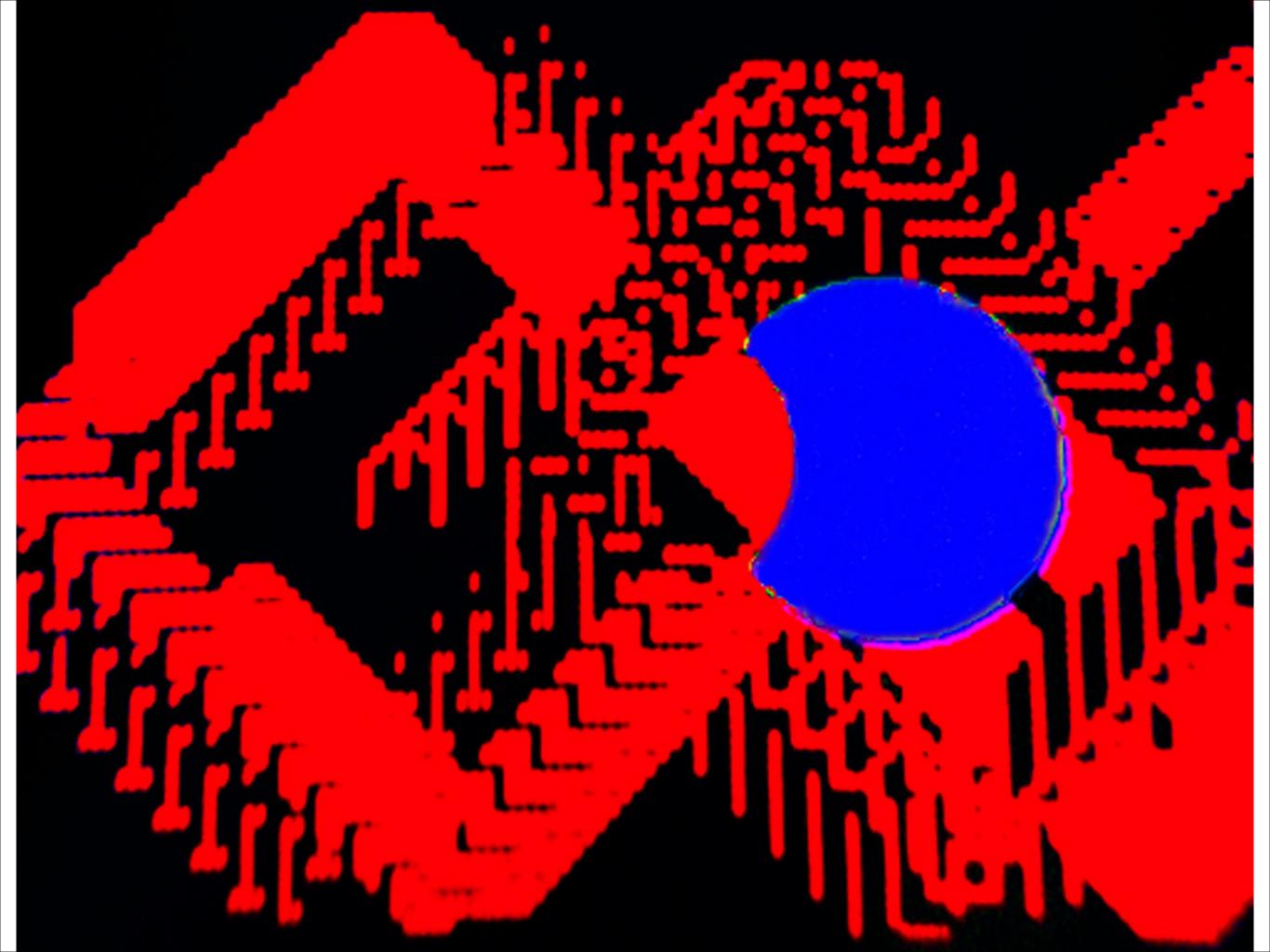


### The start of Computer Art

Scientists and Programmers

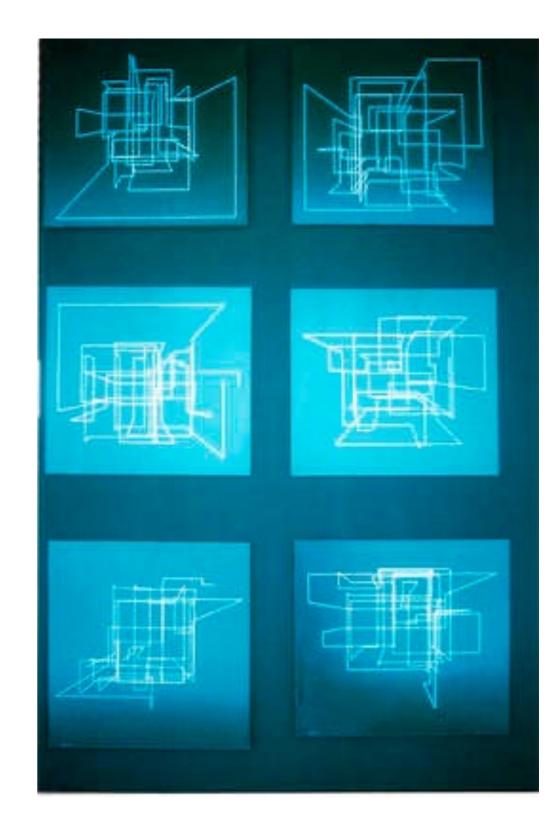
### The start of Computer Art

Artists first began experimenting with computers in the 1950s.









#### The start of Computer Art

Artists discovering the computer in the 80's & early 90's were guilty of playing with the tools

Artists from the late 1990's began exploring the art they can create with the digital tools.

Art created by a computer is only as good as the artist who is creating it!









The computer is only a tool to create art! Just like paint, pencils, chalk, or clay used with traditional media

You are the artist, not the computer!

## 2 types of digital art

# Bitmap or Raster Art

Composed of Pixels, similar to a real photograph



Generated with a paint program or scanned-in from a print



**Resolution dependent** 



Resolution determines the size of the file and the "sharpness" of the image



Cannot be enlarged "resampled" without some loss in quality of the image. The image loses some detail and sharpness

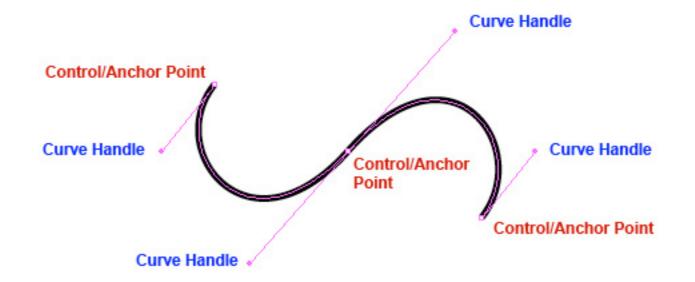




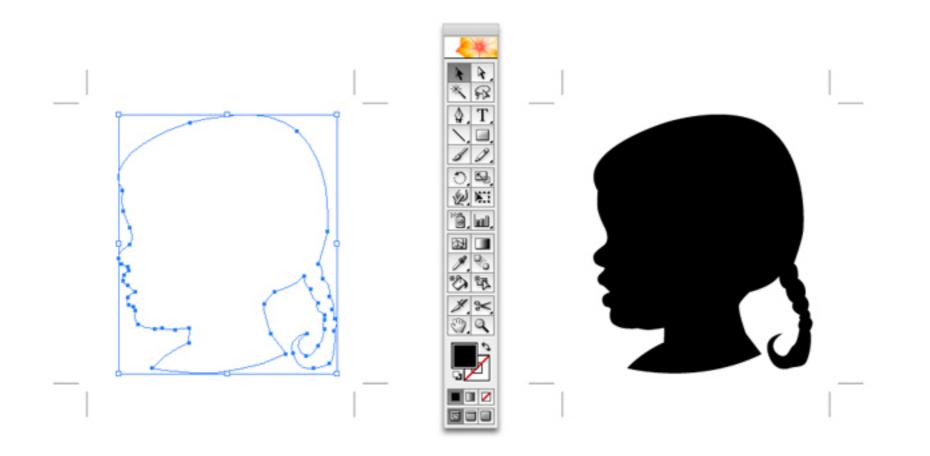
Created with mathematical formulas



Made up of paths, with a start and end point, and contain straight lines, curves and angles.



A path can be a line, a square, or freeform shape.



Do NOT contain Pixels



CAN be enlarged or reduced without any loss in quality

