2D and Images

Tools and Examples

Types of Images (1)

1 - Raster images

Images based on pixels

- mainly meant for photos
- heavy files
- pixelate when you want to make them bigger
- 300 Pixel per Inch (PPI or DPI) minimum required for printed documents
- 72 to 96 Pixel per Inch (PPI or DPI) are enough for web documents

Raster Images - Formats & Tools

Raster Image File Formats (examples)

- -> JPEG lossy compression
- -> PNG lossless compression

Tools for Raster Images

Open Source and Free -> GIMP Gnu Image Manipulation Program https://www.gimp.org/

Proprietary tools -> Photoshop

Types of Images (2)

2 - Vector Images

Images based on lines and curves

- Mainly meant for drawings
- Lighter than raster images
- Do not pixelate when you want to make them bigger
- May include raster images

Vector Image File Formats

SVG Scalable Vector Graphics (W3C standard language)

PDF Portable Document Format (= ISO 32000 Standard)

EPS encapsulated Postscript

Al Adobe Illustrator format

Tools for Vector Images

INKSCAPE (Open Source and Free Software)

https://inkscape.org/

Most Drawing tools of Office Suites

Google Docs drawing software

SVG Edit (Online, HTML 5 based)

https://60a0000fc9900b0008fd268d--svgedit.netlify.app/editor/index.html

A whole comparative list

https://www.goodfirms.co/blog/best-free-open-source-Vector-Graphics-Software

Examples

See original paper <u>Translucidities</u>

Speaking of "collages" about the images created with digital tools, whether free, (e.g. GNU Image Manipulation Program. (GIMP) or proprietary (e.g. Photoshop) **is restrictive and creates confusion**.

Many features of digital tools allow going far beyond traditional collages and end up with images that have nothing to do with collages

Digital layers allow playing with overlays and transparencies, mixing layers, etc. leading to images that incorporate a visual dynamic where the "viewer" must decide what he wants to see among the different interpretive possibilities offered by the image..

Layers and Transparencies before digital tools





Images J.K. Bogartte

The spectator stops being a spectator and become the actor of his own vision because his mind is forced to constantly switch from one interpretation to another.

This is comparable with Cubism, where several points of view on the same object being presented and assembled on the same canvas, the spectator's visual system tends to oscillate between the different points of view.

However the cubist approach remains purely geometric, brutal and abrupt

The play of superimpositions and transparencies in a digital image is *continuous*, and may even be qualified as *fusional*. Passage from one interpretation to another is insidious and almost stealthy. **A flow rather than a switch**



Image J.K. Bogartte & Zazie



Image Zazie

Digital tools make it relatively easy to create **perspectives** from just about any snippet of an image.

Perspective + layers & transparencies allow **creating various perspective vanishing points at different scale levels**, hence attracting the viewer's mind in different areas of the image.

Contrary to a mode of vision where, since the invention of cinema, images pass in front of us, and impose their order on us, in this approach, we are the ones who must **pass into the image** to sow our own order in it.

Roughly, a digital image on which a viewer does not spend at least a few minutes should probably be considered as a mistake - either of the artist or of the viewer.



Image Zazie

This is a surrealist art in the sense that it educates the spectator's mind to no longer see in an image what realism tells him to see...,

But on the contrary to get into the habit of **escaping of any realistic evidence** and to almost automatically seek in any image, other visual solutions that the proposed one.

Searching for ways out of the realistic evidence



Image Zazie