

Raster Motif



Raster refers to graphics made out of pixels of finite resolutions. In effect, raster graphics are scan files, drawn art or other types of art which have been rendered.

Each piece of art has a horizontal width in pixels, vertical width in pixels and resolution or quality. The art exists on an orthogonal grid, similar to a piece of graph paper. Each individual square on the grid can contain only one value: black or white, grayscale or color.

Raster elements should not be scaled dramatically. Because of the finite resolution of raster graphics, increasing the size of a scan results in less quality. Reducing the size of a scan results in excessive quality and excessive printing times. The correct resolution for a scan is twice the pixels per inch of the line screen. As such, images should be scanned with the final size in mind.

Likewise, it is a better idea to rotate raster images in the graphics program instead of in a page layout program. The problems relates to the orthogonal grid. It is often easier and faster to rotate scan files in a paint program, than to require the raster image processor in the output device to rotate the image. Designers often use the rotate feature in the page layout program to rough out pages, use Photoshop to rotate the images and then place the new images back into the page layout program without rotation.