

MAC221

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1. One of these is not a form of graphic communication

2-D

3-D

--->> 4-G

Animation

2. Without -- graphics becomes frustrating. Chaotic and annoying

--->> editing

analysis

comment

measurement

3. JPEG is a standard -- for image compression developed by the joint photographic expert group

computer

film

--->> format

game

4. The -- of graphics of communication is determined by the rate of response of the audience of that communication

love

hatred

beauty

--->> effectiveness

5. The photograph you take with your camera is a classic example of --

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--->> bitmap

concrete

capacity

6. Graphics communication is the process of producing -- to communicate with an audience

--->> graphics

frames

concrete

technology

7. Examples of vector graphics are lines, --, and circles (with black fill)

comment

light

--->> rectangle

bag

8. To be

boxing

correct

--->> persuading

editing

9. 2-D graphics convincingly offer an acceptable --- of a real world

marketing

--->> representation

compression

target

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--->> Bitmaps

Train

converter

classic

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