

Comparing Apples & Apples

(*Bitmapped*)

(*Object-oriented*)

Bitmaps can simulate the naturalistic effects of photographs and paintings, but are always *pixelized*. This will not be as obvious with small (high resolution) pixels as with large (low resolution) pixels.



Objects are abstract descriptions of shapes. Because they are not pixel-based, they are not created at a fixed resolution. Instead, they will image at the resolution of the output device (in this case, a laser printer).



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One way to see how pixel based bitmaps differ from outline-based objects is to create identical elements in both environments and print them to a medium resolution device like a laser printer. Note that the edges of the bitmapped apple and text appear fuzzy while the edges of the object-oriented version is sharp.