This presentation is targeted towards graphic designers, musicians and directors.

1. Image

A picture can tell a thousand words, but without words to explain take in consideration how pictures tell a story.

1. Gif

When saving pictures how important is the size of the photo? Is the background important to have? Can it be excluded? I will explain how gifs work and how they are used throughout the web.

1. Vector

What is a vector? What is the difference between vector and bitmap?

1. sampling

What does it mean to sample? How is sampling done? What is the difference between digital and analog?

1. Animation

What is animation? Is animation only cartoons? How long does it take to animate?

1. Resolution

What’s the difference between resolution and revolution? How does resolution effect image quality?

1. Text

Different types of fonts and how they can change perspective. How they are organized in paragraphs.

1. Color

I will explain the relationships of color combinations like the triad. How color effect how much memory is used.

1. design principles

I will explain how all the previous items come together as one to entertain audiences.