Cell-based Animation	Path- based Animation
made on Photoshop	created on micro media flash
uses lots of frames to make a sequence	only use 2 frames
when you play it. it is really jumpy and does not run smoothly(jumpy and jerky)	when you play it. It runs really smoothly(no jerky movements)
its only flashing each picture that you create	glides from top to bottom
when you create each cell you can actually change the shape and colour of the image.((shape tweening))	can't change the shape so the shape must stay the same throughout the animation.((motion tweening))

Bitmap(Raster) Images	Vector Images
Bitmaps are made up of colored dots called the pixels.	made by mathematical formulas called "lines and curves",that form shapes, which then in turn make up an image.
Bitmaps are not scalable means that you can not increase the size of these images.	vector graphics havbe the ability to reproduce itself at any size.
If you increase the size of bitmap images it will tear off, hence destroying the picture.	With a vector image, you never have to worry about an image looking pixelated (fuzzy or jagged looking).
range of millions of colors per image.	do not offer very wide range of colors.
Larger file size	Vector graphics are usually much smaller in file size
Bitmap images are resolution dependent.	vector images are not dependent on the screen resolution
bitmap images are photographic in nature and is used for photos etc.	Vector graphics are ideal for company logos, maps or other objects that have to be resized frequently.
Uses less processing power	Uses more processing power
Individual elements can not be grouped	Individual elements can be grouped
Less precise	More pricise
Takes more memory	Takes less memory
When they are resized they lose quality	Do not lose quality
Look like real images	Not real,look like cartoon images
Native format that the s/w can read is .bmp	Native format that the s/w can read is .svg
The two most popular image formats used on the Web, GIF and JPEG are bitmap formats.	vector formats are not well supported on the web.
Bitmap graphics software : ms paint & adove photoshop etc	Vector graphics software: Adobe Illustrator ,Adobe FreeHand & CorelDRAW etc

MIDI Musical Instrument Digital Interface	Digital Audio
MIDI files contain no sound. They contain only performance data.	a digital audio file contains actual sounds, stores them, and can play them back.
MIDI files are small	Digital audio files are bigger than MIDI files.
MIDI files are much more compact than digital audio files.	Less compact
MIDI files embedded in web pages load and play more quickly than their digital equivalent.	Takes some time
MIDI data is completely editable.	Can edit the sounds, make them louder or softer, and change the tone quality
MIDI files may sound better than digital audio files if the MIDI sound source you are using his of high quality.	
MIDI cannot easily be used to play back spoken dialogue.	Consistent playback quality. Digital audio can handle spoken dialogue.
MIDI data is device dependent (the sounds produced by MIDI music files depend on the particular MIDI device used for playback).	Digital audio data is not device dependent (digital audio produces sounds that are more or less identical egardless of the playback system).
Working with MIDI data requires familiarity with musical scores, keyboards, notation, and audio production.	For creating digital audio do not demand a knowledge of music theory.
Think of MIDI as instructions on what, how, when, and what sound to use when the data is run into a MIDI soundcard.	Think of digital audio as what comes out (the audio stream) after those data instructions have been "rendered".
	Digital audio is used far more frequently than MIDI data for multimedia sound tracks.
Mostly used in cell phones	In computers
Consume less space	More space
.mid .midi	.mp3 .aac .wma