Introduction to Multimedia

only for CS 1st Year

(Multimedia & Animation)

Presented by REETA

What is Multimedia?

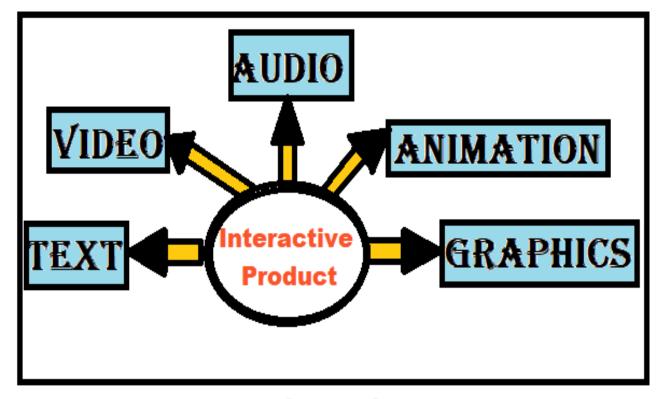
Derived the meaning of "multimedia"-



- Multi it means more than one or many or multiple.
- Medium it means intermediary or mean
- Media it means conveying the information. Means distribution tools & information presentation- text, audio, video, image, voice, graphic & etc.

Definitions of Multimedia

- Multimedia is a Software Technology that combines different media like Sound, Video, Images and Text either separately or in Combination using Computer.
- Multimedia means that Computer information can be represented through Audio, Video and Animation in Addition to Traditional Media (Text, Graphics, Drawings, and Images).
- Multimedia is a Computer Based Interactive Communications Process.



Multimedia

Characteristics of Multimedia System

- We all know about that, Multimedia refers to the content that uses more than one Media. Multimedia is the combination of
 - a) TEXT
 - b) SOUND
 - c) GRAPHICS
 - d) IMAGES
 - e) ANIMATION
 - f) VIDEOS

- The Important Characteristics of a Multimedia
 System is: -
 - 1. MULTIPLE MEDIA
 - 2. CONTROLLING: Multimedia must be Computer Based Controlled.
 - 3. INTEGRITY: Multimedia System are Integrated.
 - 4. DIGITAL REPRESENTATION: The Information handle must be Represented Digitally.
 - 5. SCOPE OF INTERACTIVITY: The Interface to final Presentation of Media is usually interactive.

Elements of Multimedia

- There are five elements of multimedia:
 - 1. Text
 - 2. Audio
 - 3. Video
 - 4. Graphics
 - 5. Animation











1. TEXT

- Characters that are used to create words, sentences, and paragraphs.
- Text can easily be overlooked, but it is still the most fundamental element and most effective way to communicate in multimedia.



2. Audio

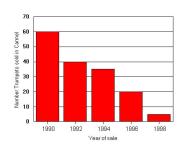
- It is music, speech, or any other sound.
- Sound can enhance your website design and social media platforms.
- It is a multimedia application that uses dialogue, recorded narration, music and sound effects.
- These are called the audio or sound elements.

3. Video

- Photographic images that are played back at speeds of 15 to 30 frames a second and the provide the appearance of full motion.
- Video is a visual multimedia application that combines a sequence of images to form moving pictures and sound.

4. Graphics

- A digital representation of non-text information, such as a drawing, chart, or photograph.
- Graphics are an important part of multimedia because humans are visually oriented.
- Images including photographs, illustrations, drawings, clip art, icons or any other non-text elements on a website or in social media are an example of graphics.







5. Animation

- Flipping through a series of still images. It is a series of graphics that create an illusion of motion.
- Animated elements are common multimedia applications.
- Animation is a series of images put together to give the effect of movement.





Significant Features of Multimedia Computer System

- Its Central Processing Unit (CPU) is very fast, as it needs to process large amount of data.
- It has large storage capacity.
- It has large memory power that helps in running heavy data programs.
- It has high capacity graphic card that helps in displaying graphics, animation, video, etc.
- The sound system makes it easy to listen to audio.

Uses of Multimedia

- Presentation
- E-books
- Digital Library
- E-learning
- Movie making
- Video games
- Animated films
- Multimedia conferencing
- E-shopping

Advantages of multimedia

- It can be used to help the student and teacher to teach as well as to learn the given topics easily.
- It can be used to spread knowledge all over the world in a low cost.
- It can be used for any subjects and for anyone.
- Multimedia system is generally very interactive. So, it is interesting and easy to use.

Disadvantages of multimedia

- Lost in cyberspace.
- Lack of structure.
- Non- interactive if one way, no feedback.
- Complex to Create.
- Time consuming.

Thank You