

HTML Media

HTML Multimedia Guide

This guide explains multimedia in HTML—adding sound, videos, animations, etc., to web pages. Based on standard formats and browser support. Copy to Word for notes!

What is Multimedia?

- **Definition:** Anything you can hear or see on the web, like images, music, videos, films, animations.
- **On Web Pages:** Used for engaging content (e.g., YouTube videos, background music).
- **Formats:** Files end in extensions like .mp3 (audio), .mp4 (video).

Browser Support

- **Early Browsers:** Text-only, one font/color.
- **Modern Browsers:** Support colors, fonts, images, audio/video (HTML5 standard).
- **Key:** Use HTML <audio> and <video> tags for easy embedding—no plugins needed.

Common Video Formats

Only **MP4**, **WebM**, **Ogg** are supported by HTML standard. MP4 is recommended (e.g., by YouTube).

Format	File Extension	Description
MPEG	.mpg, .mpeg	Old popular format by Moving Pictures Expert Group. Not supported in HTML anymore.
AVI	.avi	Audio Video Interleave by Microsoft. Good for Windows/TV, but not browsers.
WMV	.wmv	Windows Media Video by Microsoft. Windows-friendly, not for browsers.

Format	File Extension	Description
QuickTime	.mov	Apple format for cameras/TV. Good on Macs, not browsers.
RealVideo	.rm, .ram	Real Media for low-bandwidth streaming. Not for browsers.
Flash	.swf, .flv	Macromedia format; needs plugin. Outdated.
Ogg	.ogg	Theora Ogg by Xiph.Org. HTML-supported.
WebM	.webm	By Mozilla/Opera/Adobe/Google. HTML-supported.
MP4	.mp4	MPEG-4 by Moving Pictures Expert Group. Universal, HTML-supported, YouTube fave.

Common Audio Formats

MP3 is best for music (compressed, high quality). Use for music sites.

Format	File Extension	Description
MIDI	.mid, .midi	Musical Instrument Digital Interface. Digital notes (no sound), for synths/sound cards. Not for browsers.
RealAudio	.rm, .ram	Real Media for low-bandwidth audio streaming. Not for browsers.
WMA	.wma	Windows Media Audio by Microsoft. Windows-only, not browsers.
AAC	.aac	Advanced Audio Coding by Apple (iTunes default). Mac-friendly, not browsers.
WAV	.wav	By IBM/Microsoft. Works on Windows/Mac/Linux. HTML-supported.
Ogg	.ogg	By Xiph.Org. HTML-supported.
MP3	.mp3	MPEG sound part. Top for music: small files, high quality. All browsers support.

Format	File Extension	Description
MP4	.mp4	Video format, but works for audio too. All browsers support.

Basic HTML Examples

Video:

HTML

```
<video width="320" height="240" controls>
```

```
<source src="movie.mp4" type="video/mp4">
```

Your browser does not support the video tag.

```
</video>
```

Audio:

HTML

```
<audio controls>
```

```
<source src="song.mp3" type="audio/mpeg">
```

Your browser does not support the audio tag.

```
</audio>
```

HTML Video

The HTML `<video>` element is used to show a video on a web page.

Video

Example

Courtesy of [Big Buck Bunny](#):

The HTML `<video>` Element

To show a video in HTML, use the `<video>` element:

Example

```
<video width="320" height="240" controls>  
  <source src="movie.mp4" type="video/mp4">  
  <source src="movie.ogg" type="video/ogg">  
Your browser does not support the video tag.  
</video>
```

How it Works

The controls attribute adds video controls, like play, pause, and volume.

It is a good idea to always include width and height attributes. If height and width are not set, the page might flicker while the video loads.

The <source> element allows you to specify alternative video files which the browser may choose from. The browser will use the first recognized format.

The text between the <video> and </video> tags will only be displayed in browsers that do not support the <video> element.

HTML <video> Autoplay

To start a video automatically, use the autoplay attribute:

Example

```
<video width="320" height="240" autoplay>  
  <source src="movie.mp4" type="video/mp4">  
  <source src="movie.ogg" type="video/ogg">  
Your browser does not support the video tag.  
</video>
```

HTML Audio Guide

This guide covers the HTML <audio> element for embedding and playing audio files on web pages. It's based on HTML5 standards. Use multiple formats for best browser support.

The HTML <audio> Element

- **Purpose:** Plays audio files (e.g., music, sound effects) directly in the browser.

- **Basic Syntax:** Use <audio> with controls for play/pause/volume buttons.
- **Fallback:** Include text inside tags for unsupported browsers.

Basic Example

HTML

```
<audio controls>
  <source src="horse.ogg" type="audio/ogg">
  <source src="horse.mp3" type="audio/mpeg">
  Your browser does not support the audio element.
</audio>
```

- **How It Works:**
 - controls: Adds player UI (play, pause, volume, seek).
 - <source>: Lists file options. Browser picks the first supported format.
 - Text fallback: Shows if <audio> isn't supported (e.g., old browsers).

HTML Audio Autoplay

- **Attribute:** autoplay starts playback automatically.
- **Example:**

HTML

```
<audio controls autoplay>
  <source src="horse.ogg" type="audio/ogg">
  <source src="horse.mp3" type="audio/mpeg">
  Your browser does not support the audio element.
</audio>
```