



# Introduction to web technologies and HTML 5

## Multimedia



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# Multimedia

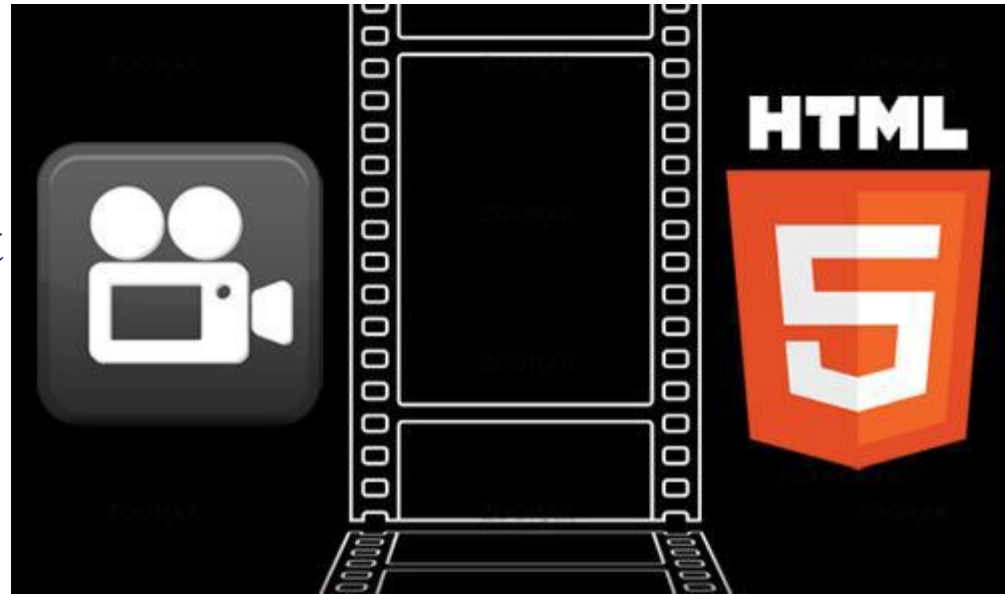
**No need for plugin to play video and audio HTML 5 will do it for you.**



# Multimedia (Cont.)

## □ Video & Audio

- HTML5 offers the ability to easily embed **media** into HTML documents.
- Media playback can be controlled via JavaScript and media events.
- Nothing to install.
- Works in all browsers and phones (adding native support to browsers).





# Multimedia (Cont.)

## ❑ Native Media format for HTML5

- Video
  - webM
  - H.264(mp4)
  - oggTheora
- Audio
  - wav
  - mp3
  - ooggVorbis
- No common format to use.
- We have to encode in different multiple formats.
- Need of converter to convert into different format.



# Multimedia (Cont.)

## ❑ Native Video Browser Support

Browser	MP4	WebM	Ogg
Internet Explorer 9+	YES	NO	NO
Chrome 6+	YES	YES	YES
Firefox 3.6+	NO	YES	YES
Safari 5+	YES	NO	NO
Opera 10.6+	NO	YES	YES

- MP4 = MPEG 4 files with H264 video codec and AAC audio codec
- WebM = WebM files with VP8 video codec and Vorbis audio codec
- Ogg = Ogg files with Theora video codec and Vorbis audio codec



# Multimedia (Cont.)

## ❑ Native Audio Browser Support

Browser	MP3	Wav	Ogg
Internet Explorer 9+	YES	NO	NO
Chrome 6+	YES	YES	YES
Firefox 3.6+	NO	YES	YES
Safari 5+	YES	YES	NO
Opera 10+	NO	YES	YES



# Multimedia (Cont.)

## ❑ Media Attributes

Attribute	Description
src	Specifies the URL of the media source file
controls	Specifies whether or not to <u>display media controls</u> (such as a play/pause button etc).
autoplay	Specifies whether or not to start playing the media as soon as it has been loaded. <b>but muted</b>
loop	Specifies whether to keep re-playing the media once it has finished.
poster=""	<u>display a frame of the video</u> (as a .jpg, .png..)
width=""	Specifies the width, in pixels, to display the video.
height=""	Specifies the height, in pixels, to display the video.



# Multimedia (Cont.)

## □ Media Methods & Properties

Method	Description
load()	Re-loads the audio/video element
play()	Starts playing the audio/video
pause()	Pauses the currently playing audio/video

- controls
- loop
- autoplay
- played
- paused
- ended
- playbackRate
- currentTime
- src
- muted
- volume





<Questions> ? </Questions>



Thank You...