**1.Define multimedia?**

Multimedia means that computer information can be represented through audio, video, and animation in addition to traditional media.

**2.Advantages/Disadvantages of Multimedia?**

**Advantages of Multimedia**

-  It is very user-friendly. It doesn’t take much energy out of the user, in the sense that you can sit and watch the presentation, you can read the text and hear the audio.

-  It is multi sensorial. It uses a lot of the user’s senses while making use of multimedia, for example hearing, seeing and talking.

-  It is integrated and interactive. All the different mediums are integrated through the digitization process. Interactivity is heightened by the possibility of easy feedback.

-  It is flexible. Being digital, this media can easily be changed to fit different situations and audiences.

-   It can be used for a wide variety of audiences, ranging from one person to a whole group.

**Disadvantages of Multimedia**

-  Information overload. Because it is so easy to use, it can contain too much information at once.

-   It takes time to compile. Even though it is flexible, it takes time to put the original draft together.

-   It can be expensive. As mentioned in one of my previous posts, multimedia makes use of a wide range of resources, which can cost you a large amount of money.

-  Too much makes it unpractical. Large files like video and audio has an effect of the time it takes for your presentation to load. Adding too much can mean that you have to use a larger computer to store the files.

**3.Define CD-ROM?**

CD-ROM (Compact Disc, read-only-memory) is an adaptation of the CD that is designed to store computer data in the form of text and graphics

**4.store data on MIDI file?**

MIDI is a file system used mostly for the storage of music files, electronic instruments and files that the computer can turn into music using specialized.

**5.What is an modeling?**

Modelling is about building representations of things in the 'real world' and allowing ideas to be investigated; it is central to all activities in the process for building or creating an artefact of some form or other. In effect, a model is a way of expressing a particular view of an identifiable system of some kind.

**6.Hypermedia?**

Hypermedia, an extension of the term hypertext, is a nonlinear medium of information that includes graphics, audio, video, plain text and hyperlinks. This designation contrasts with the broader term multimedia, which may include non-interactive linear presentations as well as hypermedia.

**7.What is digital video?**

Digital video is audio/visual content in a binary format, with information is presented as a sequence of digital data rather than in a continuous signal as analog information is. Information in the natural world, received through the five senses, is analog. That means that it is infinitely variable.

**8.what is animation?**

Animation is a method of photographing successive drawings, models, or even puppets, to create an illusion of movement in a sequence.

**9.What is project planning?**

Project planning is a discipline addressing how to complete a project in a certain timeframe, usually with defined stages and designated resources.

**10.Four stages of multimedia project?**

**Following are the basic stages of multimedia project development.**

* Project conceptualization.
* Planning and Costing.
* Design and Production.
* Testing.
* Delivery.

The process can be broken down into three main areas: **pre-production, production, and post-production**.

**11. what is communication devices?**

A communications device is any type of hardware capable of transmitting data, instructions, and information between a sending device and a receiving device.

**12. What is a OCR software?**

Simple optical character recognition software  
  
The OCR software uses pattern-matching algorithms to compare text images, character by character, to its internal database. If the system matches the text word by word, it is called optical word recognition.

**13. Mention any two movie making tools in multimedia?**

* Music sequencing and notation.
* Digital audio.
* Graphics and image editing.
* Video editing.
* Animation.
* Multimedia authoring.

**14. Purpose of NIFF?**

NIFF allows the interchange of music notation data between and among music notation editing and publishing programs and music scanning programs.

**15. Multimedia project?**

A multimedia project is a classic software project which is developed using multimedia technology with the specific aim of distributing information in an entertaining and compelling manner. Multimedia projects require creativity, artistic as well as programming skills.

**16. Computer animation?**

Animation means giving life to any object in computer graphics. It has the power of injecting energy and emotions into the most seemingly inanimate objects.

**17. What is MPEG?**

MPEG was developed by the working group formed by IEC and ISO, which is also known as moving picture experts group.

**JPEG?**

JPEG is a commonly used method of lossy compression for digital images, particularly for those images produced by digital photography.