Multimedia Software Tools

- The basic tool set for building a multimedia project can be divided into five categories:
    - Painting and Drawing Tools
    - 3-D Modeling and animation tools
    - Image editing tools
    - Sound editing tools
    - Animation Video
    - Digital Movie tools

Painting and Drawing Tools

- Painting and drawing tools generally come with a graphical user interface with pull down menus for quick selection.

- You can create almost all kinds of possible shapes and resize them.

- Drawing file can be imported or exported in many image formats like .gif, .tif, .jpg, .bmp, tec.

- A good drawing software – "Corel Draw"

3D Modeling tools

- Realism means that you depict things in the way they actually are.
- It tools the objects that appear in perception in your project can look realistic.
- These tools offer features like multiple windows to view your design in each dimension.
- Tools provide drag and drop menu.
- A good 3D modeling tool is "3D Studio Max".

Image editing tools

- These tools are used to edit existing bitmap images and pictures.
- They are similar to painting and drawing tools as they can also create images from scratch.
- It is also capable of converting the image data type file format.
- It is used usually for reinventing and recreating the image.
- Image process software – Adobe Photoshop & Paint Shop pro.

Sound editing tools

- Sound editing tools let you hear sound as well as visualize it.

- You can cut/copy and paste sound edit it with great accuracy.

- You can integrate sound into your multimedia project very easily by using sound editing tools.

- A good sound editing software is "Cool Edit" and "Sound Forge".

Animation, Video and digital movies editing tools

- Animations are graphic scenes played back sequentially and rapidly.
- These tools enable you to edit and assemble video clips captured from camera, animations and other sources.
- The completed clip with added transition and visual effects could be played back.
- Adobe Premiere and Media Shop Pro are two good example of these tools.

Choosing Software

- Usability
  - Should have a capability to deal with a variety of text, images video and sound formats with precision and ease.

- Animations
  - Should have wide ranging capabilities in terms of interactive simulations, media support, animated buttons, illustrations,maps,etc.

Choosing Software

- Smoothness

  - Should have anti-aliasing feature, meaning that all letter and image edges are smooth.

- Integration

  - Should have integration capabilities with a wide range of software used for different jobs like Real, ActiveX, Shockwave, Flash, QuickTime, Photoshop and other applications .

Choosing Software

- Delivery
  - Should be able to develop one piece of content for delivery on different media types.

- User friendliness
  - Should be the easiest, most versatile, and have the most pre-built models .

- Clientele
  - Should have applications for instructional designers, subject matter experts, training developers and others.