

Q Define Multimedia & its Component
What is Hypersmedia & how it's
diff. from Multimedia?

→ Multimedia is a technology
which stores data as text,
photo, animation, music, video, etc.
& gives the method to collect
& modify the data as required.

- it is a system which has
capability to integrate two or
more type data.

- Component of multimedia -

(1) Text - it is the primary
component of multimedia. Most
of the information can be
presented with help of text.

(2) Graphic - A digital representation
of non-text information
can be used with text medium.

(3) Audio - Audio is one of the
imp. components of
multimedia.

(4) Video - it presents the moving
images. it displays the

Date

sequence of ability varied pictures.

- Hypermedia

Hypermedia is an enhancement of hypertext, the non-sequential access of text doc, using a multimedia environment & providing users the flexibility to select which doc. they want to view next based on their current interest.

- Multimedia

it is defined as the integration of sound, animation & digitized video with more traditional types of data such as text. it is an app.-oriented technology that is used in variety of ways

(2) (i) RIFF & TIFF

TIFF

RIFF

(i) TIFF format

(ii) RIFF is format

is developed

is jointly

by Aldus,

developed by

IBM.

(b) it is totally new format.

(c) it is not new format it just provides

&

(a) it stores only bitmap data.

(2) it can store data also.

(b) information is stored in img file directory.

(1) information is stored in chunks

(a) JPEG

MPEG

(i) it is the joint photographic Expert Group, which

(i). MPEG is the moving Picture Expert Group.

(a) which works on the std. for compression of still digital images

(b). which works on the std. for compression of digital video, movies

(a) WAV

MP3

① A wav file is an audio file that has lossless compression

(i) A mp3 file is an audio that has lossy compression

(1) All data needed to play the audio file

(2) frequencies are out of human hearing

(2) WAV files are an extract digital representation

(3) it is not an digital representation

(3) The simulation of movement created by a series of pictures is animation. But there are a few more technicalities that go along with it.

• Principle of animation —

Squash &

stretch

(1) Anticipation

(2) staging

(4) straight ahead

(5) follow through

(6) secondary action

• Application —

(i) Education & Training —

Animation

is used in school colleges.

to be implemented

Animation methods are now commonly used in making Pictures.

(v) Computer aided design - one of the the best app. of computer animation is referred to CAD.

(vi) Advantage of lossy Compression - In this, you can typically achieve a far better compression. you can typically achieve a far better compression ratio as compared with loss less.

- For some thing this is acceptable audio compression (MP3, AAC)
- for images, JPEG compression will generally be acceptable for most purpose at 10:1 compression ratio.

- for movies, JPEG Compression is generally be acceptable for most purpose at 10:1.

- for moving images, you can crunch things down to to say, 5% to their original size

- disadvantage -

data, the word itself contain so much screen out, for any type of data can be compressed to some degree program files are compressed.