

Adding Audio + Video

Adding Video

File Formats

There are several video formats available for use online, some of them include:

- .avi** (AVI)

- .mov** (QuickTime)

- .webm** (WebM)

- .flv** (Flash Video)

- .mp4** (MPEG-4)

- .m4v** (M4V)

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Browsers differ in what video formats they will or won't support. In order to for a video format to play sometimes you may need to convert it to a different format.

Converting a video into another format is called **encoding**.

Players and Plugins

Web browsers were originally built to show only text and images. As result browsers built before 2010, typically require another program called a **player** or **plugin** to be installed in order for the video to play.

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Most recently the <video> tag was developed to avoid the use of plugins



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Video Tag

```
<video src= "video/puppy.mp4"  
  poster= "images/puppy.jpg"  
  width: "400" height= "300"  
  preload  
  controls  
  autoplay  
  loop>  
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src

this locates the path to the video

poster

specifies an image to show while video is downloading or until user hits play

height, width

set size and width of video player

controls

indicates that the browser should supply its own playback controls

autoplay

automatically plays video

loop

continuous plays the video

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Audio

To add audio to your web page you would use the `<audio>` element in your HTML document.

example:

```
<audio src="music.ogg"></audio>
```

Audio Attributes

To control when and how the audio plays in the browser you would use the following attributes inside of the `<audio>` element: `autoplay`, `controls`, `preload` or `loop`.

example:

```
<audio src="music.ogg" autoplay></audio>
```

Adding Sound

File Formats

There are several audio formats available for use online, some of them include:

- .ogg** (Ogg Vorbis)

- .mp3** (MP3)

- .wav** (WAV)

- .aac** (AAC)

- .mp4** (MPEG-4)

Source Tag

Different browsers do not support the same media formats in their implementations of HTML5 video and audio, mainly because of patent issues.

Since you do not know which browsers people will be using, you must provide multiple file format options using the **<source>** tag

	CHROME	FIREFOX	OPERA	SAFARI	IE9+
WEBM (VP8 CODEC)	Yes	Yes	Yes	No	Yes
MP4 (H.264 CODEC)	Yes	No	No	Yes	Yes
OGV (OGG THEORA CODEC)	Yes	Yes	Yes	No	No

Source Tag

```
<audio controls>
```

```
  <source src="audio/sound.mp3"> MP3</a>
```

```
  <source src="audio/sound.ogg">Vorbis</a>
```

```
  <source src="audio/sound.wav">WAV</a>
```

```
  <p>Your browser does not support the video tag. Please <a  
    href="movie1.mp4">download</a> the video.
```

```
</audio>
```

Inline Frames

To embed an HTML page inside of your web page you would use the `<iframe>` element. An `<iframe>` accepts a URL inside the `src` attribute allowing it display directly on the page.

example:

```
<iframe src="https://www.google.com/maps/embed?..."></iframe>
```

Inline Frames

To adjust the size and border of your `<iframe>` you would apply the following attributes inside of the `<iframe>` like in the example below:

```
<iframe
  width="600"
  height="450"
  frameborder="0" style="border:0"
  src="https://www.google.com/maps/embed?...">
</iframe>
```

Image Rollovers

To change the state of an image to a second style as a user moves their mouse over the image, you can use what is known as a rollover. This is achieved by using a modified `<a href>` tag which includes `onmouseover` and `onmouseout` functions.

example:

```
<a href="http://www.converse.com/"></a>
```