

Multimedia Systems and Design: Review Questions

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Chapter #1

Short Questions

1. What is Multimedia?
2. What are the main methods used for delivering multimedia content?
3. What is VRML, and what are some applications of Virtual Reality (VR)?
4. Define common multimedia terms such as multimedia, integration, interactive, HTML, and authoring and qualify various characteristics of multimedia: nonlinear versus linear content
5. What is the difference between linear and nonlinear multimedia?
6. What is web browser?
 - **Answer:**
 - A web browser is a software application used to access and view websites on the internet. It allows users to retrieve, display, and interact with web pages, which can include text, images, videos, and other multimedia content. Common web browsers include Google Chrome, Mozilla Firefox, Microsoft Edge, and Safari. They work by interpreting and rendering HTML, CSS, and JavaScript code from web servers, enabling users to navigate the web via hyperlinks and other interactive elements.
7. Write a note on 'interactive multimedia' and 'hypermedia.'

Long Questions:

1. Describe several different environments in which multimedia might be used, and several different aspects of multimedia that provide a benefit over other forms of information presentation.
2. What is Virtual Reality(VR)?

Answer: Virtual Reality (VR) is a cutting-edge convergence of technology and creative invention in multimedia. It involves using devices like goggles, helmets, gloves, and other interfaces to immerse users in a lifelike experience. In a VR environment, users can interact with the virtual world; for example, moving closer to an object, turning their head to change their viewpoint, or using their hands to interact with virtual objects.

On the World Wide Web, standards for transmitting virtual reality worlds or scenes in VRML (Virtual Reality Modeling Language) documents (with the filename extension .wrl) have been developed. Intel and software makers such as Adobe have announced support for new 3-D technologies.

VR has practical applications in various fields. For example, high-end flight simulators allow pilots to practice flying aircraft, such as F-16s and Boeing 777s, in a controlled virtual environment before attempting real-life operations. Similarly, merchant marine officer training uses simulators to teach the complex processes of loading and unloading large vessels.

Overall, VR represents a significant extension of multimedia, combining imagery, sound, and animation with interactive feedback, making it one of the most immersive forms of interactive multimedia.

Chapter #2

Short Questions

1. Serif vs. Sans Serif
2. Portrait vs. Landscape
3. Symbols and Icons
4. What are five common extensions used for text files?
5. What is an HTML document, and what are at least four common tags used to create an HTML page or document?
6. What is a typeface?
7. How does a font differ from a typeface?

A typeface is a family of graphic characters that usually includes many type sizes and styles. It is the overall design of the characters. For example, Helvetica, Times, and Courier are typefaces.

A font is a specific style and size within a typeface family. It refers to a collection of characters of a single size and style belonging to a particular typeface family. For example, Times 12-point italic is a font within the Times typeface family.

8. What is x-height, and how can it vary between two fonts?
9. How are type sizes usually expressed, and what is the size of one point in inches?
10. What does ASCII stand for, and what is it used for?
11. What is Unicode, and why was it developed?

Long Questions:

1. Describe the difference between a typeface and a font and list at least three attributes of a font, for example, upper/lowercase, serif/sans serif, PostScript/TrueType/OpenType
2. Write a note on the ASCII Character Set and the Extended Character Set.
3. Define hypermedia, hypertext, links, and anchors.