

Chapter - 1 Introduction to Multimedia

1. **Multimedia** is a combination of different media element.
2. **Five (Text, Audio, Graphics, Video and Animation)** media elements are combined together to form a multimedia.
3. The **textual** data for multimedia can be developed using any **text editor**.
4. **Information** is in the form of text, sound and pictures.
5. **Text** can be any type, a word, a single line or paragraph.
6. **Typeface** family of characters or letters have similar look.
7. **Serif** type fonts have a little decoration at the end of the character.
8. **Sans serif** type of fonts is without the decoration.
9. **Sans serif** fonts usually used for headline and title.
10. Digitized form of the sound is called **audio**.
11. **.wav** is the most popular uncompressed sound format on the internet, and it is supported by all popular browsers.
12. For recorded music **.mp3** is the best choice.
13. A **bitmap** is a simple matrix of tiny dots which forms an image on the digital screen
14. The **.gif** is the common file format for web graphics with small images and text.
15. Multimedia elements like sounds or videos are stored in **media** files.
16. **Video** refers to the sequence of natural scenes captured using analog or digital devices.
17. **Video** is created using real time visuals.
18. Maya, Blender and 3D Max are the examples of **3D** animation software.
19. **Animation** is created from drawn pictures.
20. Animation can be classified as **two-dimensional (2D) and three-dimensional (3D)**.
21. In **3D** animation the visual changes occurs along three axis x, y, and z.

22. **VLC Media Player** is a free open source multimedia player.
23. **.ram (Real Audio metadata)** is a common video file format of combination of audio and video file.
24. **.mpg or .mpeg** is the popular video file format used for creating movies distributed over internet.
25. In **Interactive** multimedia, the sequence and timing of media elements can be controlled by the user.
26. In **Non-Interactive** multimedia the user simply watches the media as it plays from beginning to the end.
27. Another classification of multimedia is based on its applications: **Entertainment or Edutainment.**
28. A **CBT** lets the user go through a series of presentations, animations, text about the particular topic along with examples.
29. **Scripting or flowcharting** means deciding the flow of the multimedia project.
30. Full forms.

AVI	-	<u>Audio Video Interleave</u>
RAM	-	<u>Real Audio Metadata</u>
BMP	-	<u>Bitmap Image</u>
GIF	-	<u>Graphical Interchange Format.</u>
JPEG	-	<u>Joint Photographic Expert Group.</u>
PSD	-	<u>Photoshop Document.</u>
TIFF	-	<u>Tagged Image File Format</u>
WMV	-	<u>Windows Media Format File.</u>
CBT	-	<u>Computer Based Training.</u>