

MULTIMEDIA: AN OVERVIEW

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ABSTRACT

Multimedia presentations comprise of varied media like text, sound, images three dimensi, onal objects, video clippings and animation. This paper discus about what is multimedia, multimedia literacy, multimedia computer system, elements of multimedia are documented through, requirement of multimedia computer system, Wi-Fi Multimedia, limitation of multimedia, advantage to multimedia, Type of multimedia, objective of multimedia, multimedia: an overview, Design of books, Image Scanning with the help the of scanner, Significance of PDF file format, animation morphing and application ect

KEYWORDS: Media like text, Sound, Images Three Dimensi, Onal Objects, Video Clippings and Animation, Multimedia Computer System

INTRODUCTION

Multimedia has become an integral part of internet. It involves the design of multidimensional document. The Primarily reading materials are in the form of print on paper, but now these information artifacts will be in the form of digital data. The application of multimedia for collection, collation and dissemination of information has a lot of influence and it acts as a vital catalyst of drastic changes as Also to extend improved served services in the library

What Is Multimedia?

Multimedia is a combination of text graphics, sound, animation and video, to effectively communication ideas to users.

Multimedia Literacy

The definition of multimedia literacy hinges on a number of docket. First and foremost is one ability to interact with the tools (Hardware) requisite for engagement with multimedia. It would be impossible for one to use the internet for communication, for instance, if they were not able to sign up for an email account or type on a computer/tablet/Smartphone keyboard. It also refers to one's ability to think of content (the subject matter) to be shared through whichever channels (media) one identifies. What is the purpose of multimedia, if not to enable one's expression of information and for ideas? Most fundamentally, multimedia literacy hinges upon one's ability to assess the currency of prevailing trends in multimedia, and to choose a channel which is accessible to the party he or she

Multimedia Computer System

It is the capability to integrate two or more types of media [Text, graphics, image, audio and video] for the

purpose of generation, storage, representation and access of multimedia information.

Elements of Multimedia are Documented Through

- HTML
- DHTML
- Macromedia flash
- Adobe live motion
- Quick time player

Requirement of Multimedia Computer System

- Faster central processing unit
- Large storage device
- Large main memory
- Good graphics Terminals
- Input/ Output Devices

Wi-Fi Multimedia

Another limitation is that Wi-Fi had no mechanisms to provide Quos.

These mechanisms have been incorporated in 802,11e, which provide 4 categories of priority traffic.

- Voice
- Video
- Best effort
- Low priority

Limitation of Multimedia

Technological limitation: - These are related to the company products, its compatibility, control, strategy, standardization, copyright, etc...

Physical Strain:- It causes a lot of physical strain on the reader's eyes and brain.

Skill:- Before using this the user is to undergo s training on Multimedia and its use

Concentration:- These databases are generally very large and new user find it difficult to keep control of. Therefore an additional effort and concentration is required by the user.

Lack of separate video hardware so vide communication was a big challenge and had to be abandoned

- Camera

- Decoder encoder
- Clock Limitation

Lack of operating system was a problem for scheduling as everything had to be interrupt driven

DEFINITION

- “Multimedia can be defined generically as any combination of two or more media such as sound, images, text, animation, and video”
- For educational technology purposes multimedia refer to computer based systems that use associative linkages to allow users to navigate and retrieve information stored in combination of text sound graphics, video, and other media.

Advantage to Multimedia

- Increases learning effectiveness
- Is more appealing over traditional, lecture-based learning methods
- Offers significant potential in improving personal communications, education and training efforts
- Reduces training costs
- Easy to use

Objective of Multimedia

- Importance of text in Multimedia Presentation
- Attributes of a block of a text, font, tracking, kerning, leading, bold, underline and color
- Attributes of a font serif/ sans serif, postscript/ true type aspect and metrics.
- Difference between a font and typeface
- Factors that affect legibility of text
- Font encoding systems and HTML Character encoding standards
- Multimedia, Interactive multimedia Hypermedia, Hypertext
- Potential and limitations of Hyper text and Hyper linking system

Multimedia: An Overview

Multimedia is one of the important information technologies in the 21st century. It is a very effective presentation tool or system as compared to an ordinary textual presentation for communication information. Multimedia is a technology in computer industry which combines words and numbers with images and sound to create more comprehensive and effective communication between computers and their users. It is simply an extension of Hypertext and Hyper media and which involves a concept of the total interaction between the user and related piece of information via a simple channel

goes under the generic name “Multimedia”. Multimedia is the “the integration of different media in a computer and the interaction between the user and computer”.

It uses and controls diverse electronic media like computer displays, full motion video from VCR, digital sound and music from CD player, speech and audio synthesizers and conventional data CD-ROMs.

In simple sense multimedia is the combination of Multi + Medium. Here, “multi mean many or more than two and “media” is the plural form of medium. Multimedia can be defined as, ‘an integration of several media i.e. text, audio, video, graphic, animation, etc

Design of Books

Book (print-based or online)design involves deciding the content, style, format and sequence of the various typical components and elements of a book “components “ refer to actual section or pages of a book such as the edition notice, the preface the index or the front of back cover of the book. Element refers to things that can occur multiple time in a book, such as headers, footers, tables. Illustrations, lists,

notices, highlighting, etc

A book must be so designed that it provides easy flow of information also, it should enable readers to locate and identify specific information easily.

- Designing of magazines
- Designing of Brochures
- Designing of literature
- Narrative text Handing
- Design of comics
- Illustrations with photographs
- Handing of Assignments for the users

Image Scanning With the Help of Scanner

A scanning is an input device that can be used to capture images from photographic prints, posters, magazine pages etc. The images so captured can be edited and displayed in computers. Scanners must be accompanied with software, know as scanner. Scanner – software that lets you edits, resize and modify a captured image.

The scanner usually, allows the use to set some scanning parameters for example

- Setting up Resolution
- Setting up size file formats of image
- Colour Options

Significance of PDF file Format:- Portable document format or PDF has the following significance

- In addition to textual content a PDF document can incorporate pictures graphs, table, moves clips and sound file.
- The PDF file can be read by the software Acrobat Reader which is available free of cost and can be downloading from the Internet.
- A PDF document can be sent or forwarded and the receiving person can view the document as it is. The document sent in say word format could not retain its structure at the receiving side, but the document send in PDF format can keep all the formatting in fact.

Animation, Morphing and Application

Animation is one of the most dynamics from of multimedia. Unlike graphics, animations can provide dynamics movements to the objects. For example to show a bird flying in the air all that graphics can provide is a digital we could actually view the bird flying in the

Monitor of the pc.

An animation is create by recording a series of still images of drawings objects, people etc... in various positions of incremental movement. The animation when played does not appear as static images but combine to produce the Illusion of unbroken motion.

CONCLUSIONS

Thus multimedia is combination of more than one media into an information sources or presentation. Multimedia is thus a unique development for library and information services.

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