



# **SNS COLLEGE OF TECHNOLOGY**

**Coimbatore-35**  
**An Autonomous Institution**



Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A++' Grade  
Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

## **DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING**

### **19ECT301 – COMMUNICATION NETWORK**

**III B.E. ECE / V SEMESTER**

#### **UNIT 5**

**TOPIC – Multimedia Applications**



## WHAT IS MULTIMEDIA



➤ The word multi and media are combined to form the word multimedia. The word “multi” signifies “many.” Multimedia is a type of medium that allows information to be easily transferred from one location to another. Multimedia is the presentation of text, pictures, audio, and video with links and tools that allow the user to navigate, engage, create, and communicate using a computer.



# MULTIMEDIA



- Multimedia refers to the computer-assisted integration of text, drawings, still and moving images(videos) graphics, audio, animation, and any other media in which any type of information can be expressed, stored, communicated, and processed digitally.



# CATEGORIES OF MULTIMEDIA



- 1) Linear Multimedia
- 2) Non Linear Multimedia



## LINEAR MULTIMEDIA



- 1) It is also called Non-interactive multimedia. In the case of linear multimedia, the end-user cannot control the content of the application. It has literally no interactivity of any kind. Some multimedia projects like movies in which material is thrown in a linear fashion from beginning to end. A linear multimedia application lacks all the features with the help of which, a user can interact with the application such as the ability to choose different options, click on icons, control the flow of the media, or change the pace at which the media is displayed. Linear multimedia works very well for providing information to a large group of people such as at training sessions, seminars, workplace meetings



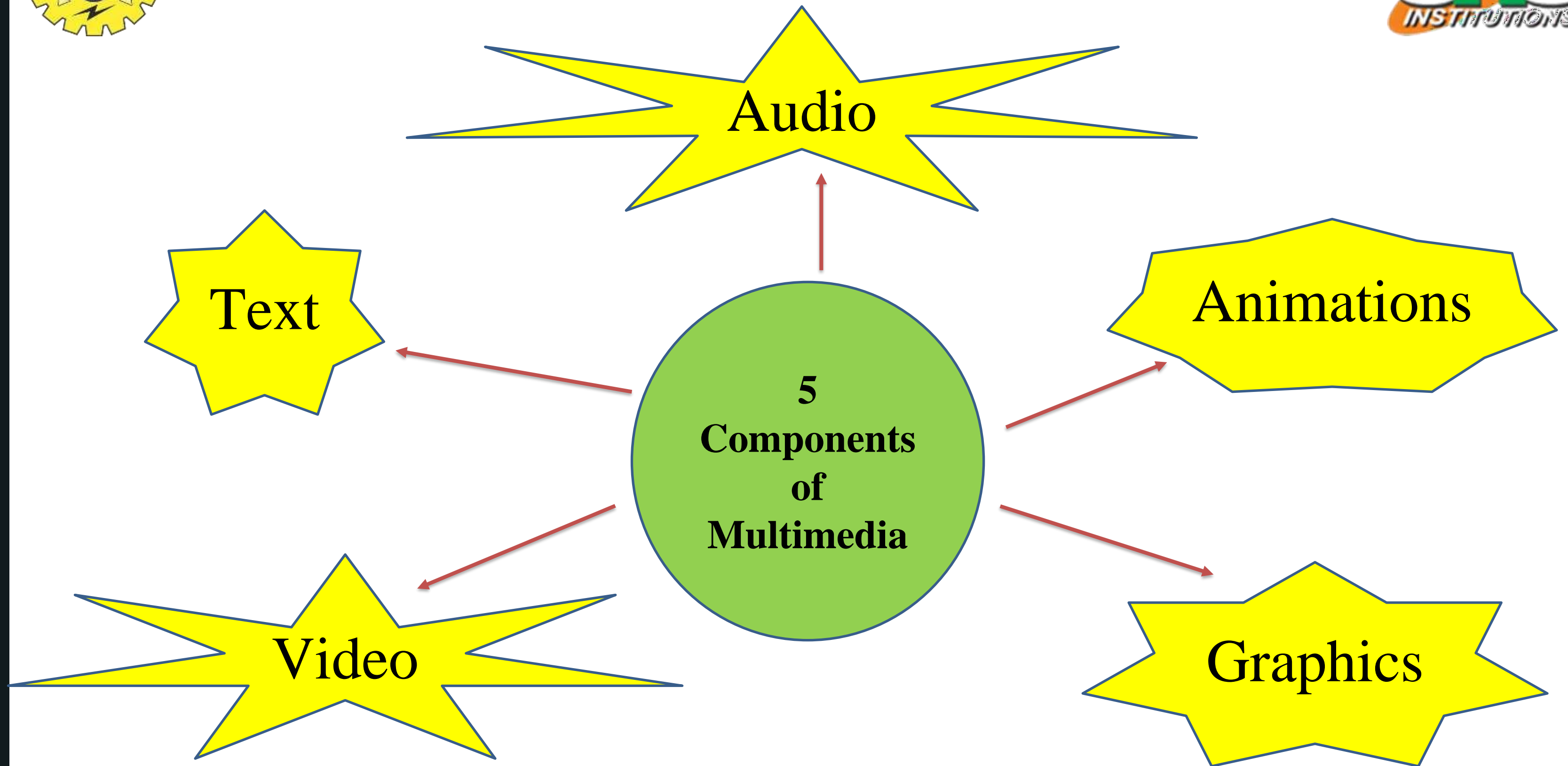
## NON LINEAR MULTIMEDIA



In Non-Linear multimedia, the end-user is allowed the navigational control to rove through multimedia content at his own desire. The user can control the access of the application. Non-linear offers user interactivity to control the movement of data. For example computer games, websites, self-paced computer-based training packages, etc.



# Components of Multimedia





## APPLICATIONS OF MULTIMEDIA



Multimedia indicates that, in addition to **text, graphics/drawings,** and **photographs, computer information** can be represented using audio, video, and animation. Multimedia is used in:

- Education
- Entertainment
- Business
- Technology and science
- Fine arts
- Engineering





*Thank  
you!*