

Multimedia

Multimedia is a set of more than one media element used to produce a concrete and more structured communication method. In other words, multimedia is the simultaneous use of data from different sources. These sources in multimedia are known as media elements.

Multimedia is the holy grail of networking. It brings vast technical challenges in providing (interactive) video on demand to every home and equally immense profits out of it. Multimedia is just two or more media. Generally, the term multimedia means the combination of two or more continuous media. In practice, the two media usually are audio and video.

Elements of Multimedia

There are many types of multimedia components. These are audio, video, pictures, animations, etc.

Text

The inclusion of textual information in multimedia is essential for developing multimedia software. Text can be of any type, maybe a word, a single line, or a paragraph. The textual data for multimedia can be developed using any text editor. The text can have a different type, size, color and style to suit the multimedia software's professional requirement.

Graphics

Another exciting element in multimedia is graphics. Considering human nature, a subject is more explained with some pictorial/graphical representation rather than as a large chunk of text. This also helps to develop a clean multimedia screen, whereas the use of a large amount of text in a screen makes it dull in presentation.

Animation

Moving images have an overpowering effect on the human peripheral vision. The following points are for the popularity of animation.

- Animation is a set of static states related to each other with the transition.
- It can indicate dimensionality in transitions.
- It can illustrate change over time.
- It is used to multiplex the display.
- It can enrich graphical representations.
- It can be visualizing three-dimensional structures.

Audio

The representation, processing, storage and transmission of audio signals are a major part of the study of multimedia systems. The frequency range of the human ear runs from 20 Hz to 20K Hz. The ear is compassionate to sound variations lasting only a few milliseconds. The eye, in contrast, does not notice changes in light level lasting only a few milliseconds.

Video

The human eye has the property when an image is flashed on the retina. It is retained for a few milliseconds before decaying. If a sequence of images is flashed at 50 or more images/sec, the eye does not notice that it is looking at discrete images. All TV systems exploit this property to produce moving pictures.

Video is used for the following:

- Promoting television shows, films, or other non-computer media that traditionally have used trailers in their advertising.
- Giving users an impression of a speaker's personality.
- Showing things that move. For example, a clip from a motion picture. Product demos of physical products are also well suited for video.