i) <u>Text</u> : ▸

The screen display word that is text. It is the base of most application. The use of different type and style of font, colors are imphasis the specific point.

ii) <u>Graphics</u> : ▸

It include word-art, computer generated photographic and capture video frames.

iii) <u>Audio</u> : ▸

This include speech audio effects, different types of background sound and music.

iv) <u>Video</u> : ▸

Everything that we see on the screen is called video sound, picture moving picture is called video.

v) <u>Animation</u> : ▸

It is a continious movement of a series of graphics, picture, images, that is called Animated picture.

* <u>Types Of Multimedia</u> : ▸

i) Linear Multimedia
ii) Non-Linear Multimedia

i) <u>Linear Multimedia</u> : ▸

A multimedia project is said to linear if the user can site back and watch just like waithing a movie.

ii) <u>Non-Linear Multimedia</u> : ▸

A multimedia project is said to be non-linear if the user are given navigational control and can wonder through the content of the project or multimedia. It is also called "inte multimedia.

* <u>Application in Multimedia</u> : ▸

Business application for multimedia include presentation, training, marketing, advertisment, product demo, catalog, instant messanging and network communication.

With the help of multimedia technology using the communication technology for global work group as like video voice-mail,

audio-conferencing, cell-phone, persona digital assistant (PDA), Utilizing Blue-tooth and Wi-fi communication techno logy.

* Multimedia in educational & training

Multimedia is used in educational & train-ing sector by "Yale University" school of medicine, is provides physician with 100 case presentation and cardio-logist, radiologist and medical sectors.

Multi media is enjoying wide spread use in training program. flight a learn to manage international terrorism and security through simulation.

Interactive television widely used among computer to join student from different location into a class with one teaches.

In on-line school, the student can enroll take admission all over the worl

* Multimedia in entertainment : →

NOW a days mutimedia games are develop using special technology such as

virtual reality to make the games just like experience of real-life.

It's use in the field of television broad-casting and movie also as for eg:- Television replay slow motion, chaos analysis.

(iii) * Multimedia in Public-place : →

Multi-media is widely used in Hotel, Railway station, Shopping-Malls, Library with the help of stand lone terminal which pro-viding information and help to customer and visitor.

Now a days multimedia are also found in the place of work ship live video attached with multimedia sound system and special effect lighting.

(iv) * Virtual reality :- →

It is an artificial environment created from the computer hardware and software presented to the user. such as, manner that it appears and feel like a real environment. To enter in a virtual world a user wear special glasses, ear-phone, goggles all of which receive their input from the