

audio-conferencing, cell-phone, persona digital assistant (PDA), utilizing Blue-tooth and Wi-fi communication technology.

#### \* Multimedia in educational & training

Multimedia is used in educational & training sector by "Yale University" school of medicine, it provides physician with 3D case presentation and cardiologist, radiologist and medical sectors.

Multimedia is enjoying wide spread use in training program, flight simulation 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 teacher.

In-line schools, the student can enroll take admission all over the world.

#### \* Multimedia in entertainment →

Now a days multimedia games are developed 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, chart analysis.

#### (iii) \* Multimedia in Public-place →

Multimedia is widely used in hotel, Railway station, Shopping-Malls, Library with the help of stand alone terminal which providing information and help to customer and visitors.

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

#### \* 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 wears special gloves, ear-phone, goggles all of which receive their input from the

③

Computer system.

In virtual reality  
of geometric and point plotted in  
three dimensional (3-D) States.

#### \* Building-block of Multimedia : →

A type face is a family of graphic characters that usually include many type size and style. font is a collection of characters of single size and style belonging to particular type face family. Critical font style are Bold face and Italic, underline and outline of characters is additional attributes with the help of multimedia software. Type size are usually expressed in point and one point is 0.0138 inch or about 1/72 of an inch.

#### \* Hypertext : →

With the help of links can easily jump from one web page to another by clicking the pointing device.

#### \* Web-pages : →

Collection and link of pages are called Home-page. Hypertext work like a bridge to connect from

another page. Text file are usually stored character-by-character and each character required 1-byte space in the memory. Text can be made using various text editing and processing tools such as M.S. Word, Page-maker, etc. where text file can be developed and later imported into multimedia tools.

#### \* Graphics and Image : →

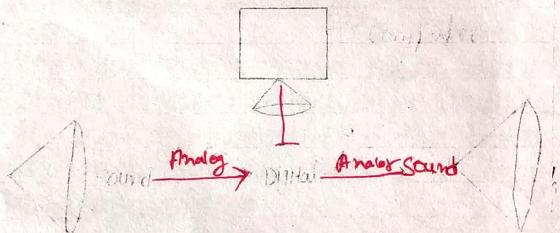
Graphics is described as the pictorial representation of data form by the composite object such as line, polygon, and circle, curve and arc. In graphics line can be presented by mathematical equation, whose can be stored as a set of binary code. As for example, CAD (computer Aided design) is a software. CAM (computer aided manufacturing)

#### \* Image : →

Image are the static picture that are represented as Bitmap. Bitmap is a image consists of 2-Dimensional square which is called "Pixel" or "Dot" on the screen. The size and quality of image is depend upon the pixel density and number of colors it use.

\* Pixel → Pixel is the smallest area or dot of screen. The pixel depends on 2 - Dimensional shape.

\* Audio → It is the vibration of air molecules in the atmosphere that can be detected by the ear. When the audio converted into digital form to produce digital audio. In order to use it in multimedia and the digital audio system again converted into analog form which can be heard on the speaker. These two way transmission of sound is called "Analog to Digital" and Digital to Analog.



**Inter** common type of sound file are MIDI (Musical Instrument Digital Interface), WAV, it is used to store wave form audio data.



\* Video → Video is the moving picture on screen. It is used for primitive television show film and advertising. There are three main type of video file are used in multimedia i.e Quick-time, avi, mpeg.

\* Quick-time → Quick-time and mpeg are most commonly used format file. mpeg is extremely high quality output. It delivers higher image resolution and picture quality with multi-resolution and multi-channel audio feature.

\* Animation → Animation is the process of sequencing still image in a rapid session to give the effect of live motion.

\* WAV (Wave form)

AVI :-

AVI technology on you create, edit, present motion, video segment usually in small window in present.

\* MPEG (Motion Picture Expert Group)