

## \* Software tools used in multimedia

Multimedia software tells the hardware what to do. The basic tool set for building multimedia project contains one or more authoring system and various editing applications for text, images, sounds, and motion videos.

The software in our multimedia tool kit and our skill at using it determine what kind of multimedia work we can do and how find and fancy we can render it - making good multimedia means taking a successful route through the software swamp. We don't have to be a programmer or computer scientist to make multimedia work or us but we do need familiarity with terms and building blocks.

We have to keep our tools sharp by upgrading them when new software and feature become available. The software tools use to build multimedia projects are -

### (i) Text editing and word processing tools:-

A word processor is usually the first software tools computer usages learn. from letters, invoice and story-boards to project contain, our word processor may also be our most often use tools.

Word processor such as microsoft word and word perfect are powerful application that include spell checkers, table formates and prebuild templates for letter, resume, purchase order and other common

documents, and most often, that word processor comes bundle in an office suit that might include spreadsheet, database, web browser and presentation application. Many developers have begun to use OpenOffice ([www.openoffice.org](http://www.openoffice.org)) for word processing, spreadsheets, presentation, graphics databases and many more.

### OCR software:-

Open we will have printed matter and other text to incorporate into our projects. With OCR software, a flatbed scanner and our computer we can save many hours of rekeying printed words and get the job done faster and more accurately than a room-full of typist. OCR software terms bitmap the characters into electronically recognizable ASCII text. A scanner is typically use to create the bitmap. Then the software breaks the bitmap into chunks according to whether it contains text or graphics by examining the texture and density of areas of bitmap and by detecting edges. The text areas of the images are then converted to ASCII character using probability and expert system algorithms.

### (IV) Painting and drawing tools:-

Painting software such as Photoshop, Fireworks, and Painter is dedicated to producing crafted bitmap images. Drawing software such as CorelDRAW, Freehand, Illustrator, Designer, and Canvas is dedicated to

producing vector based line art easily printed to paper at high resolution. Some software application combined drawing and painting capabilities but many authoring system can import only bitmap images.

### \* Authoring Tools:-

Multimedia authoring tools provide the important framework we need for organizing and editing the element of the multimedia project, including graphics, sounds, animation and video clips. Authoring tools are used for digining, inter activity and the user interface for presenting our project on screen and for assembling drivers multimedia elements into a single product.

Authoring software provides an integrated environment for binding together context and functions of our project; and typically includes everything we need to create, edit and import specific types of data and provides a structure or language for responding to user input with multimedia authoring software we can make -

- (i) Video production
- (ii) Animation
- (iii) Games
- (iv) Interactive website
- (v) Demo disks and guided tours
- (vi) presentation
- (vii) Interactive training
- (viii) Simulation, prototypes and Technical Visualization

### (II) 3-D Modeling and Animation Tool :-

3-D modeling software has increasing 3-D modeling main stream of graphics design as its of use improves.

3D is an abbreviation from 3-D dimension, while in 2-D graphics program images are pointed in the x and z axis, in 3D depth is level as the z axis.

With 3-D modeling software, objects rendered in perspective appear more realistic, we can zoom in and move through them, choosing Just the right lighting and perspective for your final standard image. powerful modeling package are vector works, maya, sketch, 3D and soft image.

### (III) Image editing Tool :-

Image editing application are specialized and powerful tools, for creating enhancing and retouching existing bitmap, image. This application also provide many of the feature tools from painting and drawing programs and can be used to create image from scratch as well as image digitalise from scanner, digital cameras, clip art file or original art work file created with painting or drawing package.

### (IV) Sound editing Tool :-

Sound editing tools for both digitalized and MIDI (musical instrument digital interface) sound. Let us see music as well as here it. By drawing a representation