

MULTIMEDIA SYSTEMS BITM 1113

Multimedia Hardware, PC and Software





Lesson Outcome

At the end of this lesson, students should be able to:

- 1. name the basic hardware including input/output devices
- 2. list the multimedia specifications computer based and system performance and need.
- 3. list the current multimedia software







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Multimedia Hardware



Multimedia Hardware

- 1. Monitor
- 2. CPU
- 3. Mother Board
- 4. Hard Disk Drive
- 5. RAM
- 6. Floppy Disk Drive
- 7. VGA Card
- 8. Sound Card)
- 9. Modem
- 10. Printer
- 11. CD-ROM
- 12. Speaker
- 13. Digital Camera
- 14. Scanner

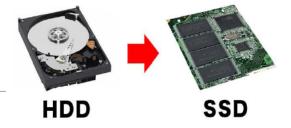




RAM



Processor



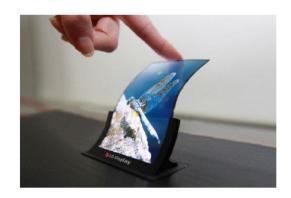
Hard Drive



Compact Disc Drive (CD-DVD-BluRay-Etc)



Sound (This is sound card)



Display (This is OLED Display)

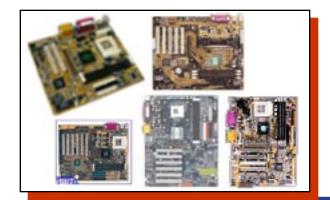




Monitor is to display and enlarge an images.

Processor is to process data and information.





Mother board also known as **main board** or **system board**, is the central or primary central in an electronic device.



Display Card (VGA Card) function is make data or image displays on a screen





Sound card allow the computer to give output sound using speakers

Modem is an electronic devices that allow a computer to transfer information over



Printer is a device that can prints texts or illustrations on a piece of paper





Scanner is used to create digital image that could read text or graphical printed on a paper and transform the data to a computer language

Camera digital is used to capture and store images.







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Multimedia PC





The standard was set and named by the "Multimedia PC Marketing Council", which was a working group of the <u>Software Publishers Association</u> (SPA, now the Software and Information Industry Association).



The MPMC comprised companies including Microsoft, Creative Labs, Dell, Gateway, and Fujitsu.



Any PC with the required standards could be called an "MPC" by licensing the use of the logo from the SPA.



Multimedia PC (MPC)

- In 1990, a bunch of companies agreed on the MPC spec. for Window-based machines
- The developers who sell the hardware or software that met the requirement were allowed to use the logo





- MPC were published 3 levels of spec. that focused on the
 - -RAM
 - Processor
 - Hard drive
 - CD-ROM drive
 - -Sound
 - display





The first MPC minimum standard:

- 16 MHz 386 SX CPU
- 2 MB RAM
- 30 MB hard disk
- 256 color, 640x480 VGA video card
- 1xCD ROM
- Sound card output 22 KHz, 8bit sound; and input 11 KHz, 8bit sound
- Windows 3.0 with Multimedia Extension, or Windows 3.1

MPC Level 2 minimum standard:

- 25 MHz 486 SX CPU
- 4 MB RAM
- 160 MB hard disk
- 16bit color, 640x480 VGA video card
- 2XCD ROM
- Sound card output 44KHz, 16bit sound
- Windows 3.0 with Multimedia Extensions, or Windows 3.1





MPC Level 3:

- 75 MHz Pentium CPU
- 8 MB RAM
- 540 MB hard disk
- Video system that can display 352x240 at 30 frame/second, 15bit color
- MPEG1 hardware and software videos playback
- 4 x CDROM
- Sound card output 44KHz, 16bit sound
- Windows 3.11





Activity

- Find a quotation and spec for multimedia PC
- Upload Image and choose 1 MPC







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Multimedia Software





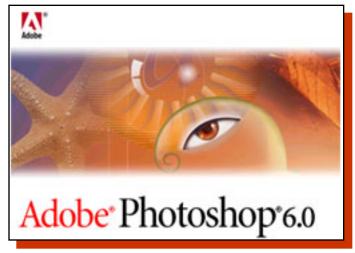
Multimedia Software

- 1. Adobe Premiere
- 2. Cool Edit
- 3. GIF Animator
- 4. Macromedia Authorware
- 5. Microsoft Power Point
- 6. Adobe Photoshop

- 7. Window Media Player
- 8. Winamp
- 9. Macromedia Flash
- 10. Macromedia Director
- 11. Lightwave
- 12. 3D Studio Max



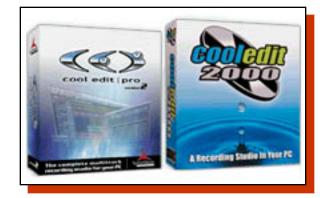
Adobe Photoshop can be use for creating, editing and coloring graphic image that can be use in another applications





Adobe Premiere provide an elegant interface and superb editing tools for producing broadcast-quality movies for video, multimedia, or the Web.

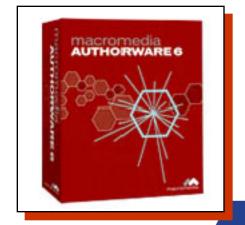




Cool Edit is used to record and edit an audio sources

Ulead GIF Animator is to easily create fast, high-impact Web animations





Macromedia Authorware is the lead visual authoring software to create rich media e-learning application for delivering to corporate network, CD/DVD and Websites.

ocw.utem.edu.my

Winamp is used to play any sound music file.



macromedia*
FLASH5

For updates & downloads, visit:
http://www.macromedia.com/support/flash
macromedia*

Macromedia Flash is used to produce animation that contain photos and sounds.

3D Studio Max is used to model 3Dimensional object and animation.





References

- [1] Coronel, Morris & Rob (2012) Database Principles: Fundamentals of Design, Implementation and Management 10th Edition. Cengage Learning.
- [2] Connolly, T., Begg, C. & Strachan, A. (2010) Database Systems: A Practical Approach to Design, Implementation, and Management. 5th Edition. Addison Wesley.







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