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MODERN MULTIMEDIA TECHNOLOGIES

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ABOUT ARTICLE

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Abstract: Multimedia is a modern computer information technology that allows you to combine text, sound, video, graphics and animation (animation) in a computer system. Multimedia is the sum of technologies that allow a computer to input, process, store, transmit and display (output) data types such as text, graphics, animation, digitized still images, video, sound, speech.

INTRODUCTION

30 years ago, multimedia was limited to the Consul typewriter, which not only printed but also could attract the attention of a sleepy operator with a melodious crackle. A little later, computers were reduced to household equipment, which made it possible to collect them in garages and rooms. The invasion of amateurs gave a new impetus to the development of multimedia (a computer horoscope of 1980, which, with the help of a speaker and a programmable timer, synthesized vague verbal threats for every day, and also moved stars (rudiments of animation) around the screen. Around this time, the term multimedia itself appeared. Most likely, he served as a screen that blocked off the laboratories from the eyes of the uninitiated.

A critical mass of technologies is accumulating. Blasters, "sidiroms" and other fruits of evolution appear, the Internet, WWW, microelectronics appear. Humanity is experiencing an information revolution. And now we are witnessing how the public need for means of transmitting and displaying information brings to life a new technology, for lack of a more correct term, calling it multimedia. Nowadays, this concept can completely replace the computer in almost any context.

Selection by extremely rigorous analysis of those products already available on the market, those that can be used within the framework of the relevant courses. As practice shows, the task of selection is extremely difficult, since only a few finished products can correspond to the topics of the courses taught and to the high requirements for reliability, representativeness and completeness of the material, which, as a rule, are set by teachers. This is due to the fact that "subject specialists" who have the

necessary knowledge in the represented area do not take part in the creation of products. And those few authors who try to work together with technical staff on the creation of such multimedia products are poorly aware of the specifics of this computer genre and the psychology of perceiving information presented on a computer screen.

Development of a multimedia product by teachers in accordance with the goals and objectives of training courses and disciplines.

There is clearly a confusion of terminology here. In "pure" scientific developments, software is really actively used, which is also used in products created on the basis of multimedia technology. However, this technology itself can hardly satisfy the conditions and process of scientific research, which implies the dynamic development of the process of cognition, since it fixes a momentary state or the result achieved, without giving the opportunity to change anything in it. In this sense, these tools can only be used at the stage of publishing the results of the study, when instead of the usual "hard" printing publications we get a multimedia product. The most obvious and almost automatically remembered area of application of multimedia products in the research field is electronic archives and libraries - for documenting collections of sources and exhibits, their cataloging and scientific description, for creating "insurance copies", automating search and storage, for storing data on the location of sources, for storing reference information, for providing access to non-museum databases, for organizing the work of scientists with the documents themselves but with their electronic copies, etc.). information (CIMI) and the Getty International Art History Program (AHIP). In addition, these organizations are developing common international standards for documenting and cataloging museum and archival values, and implementing the possibility of exchanging information components of research systems.

The tasks to be solved cover all areas of intellectual activity: science and technology, education, culture, business, and are also used in the service environment when creating electronic guides with immersion in the real environment, multitechs. Until the end of the 80s, multimedia technology was not widely used in our country due to the lack of hardware and software support. In the early 90s, relatively inexpensive multimedia systems based on the IBM PC appeared in our country, and the myth of multimedia technologies became a reality. One of the main areas of application of multimedia systems is education in the broad sense of the word, including such areas as video encyclopedias, interactive guides, simulators, situational role-playing games, etc. A computer equipped with a multimedia board immediately becomes a universal educational or informational tool for practically any branch of knowledge and human activity - it is enough to install a CD-ROM disk with the appropriate course (or put the required files on a hard drive).

There are very big prospects for multimedia in medicine: knowledge bases, methods of operations, drug catalogs, etc. In business, real estate firms are already using multimedia technology to create catalogs of houses for sale - the buyer can see the house on the screen from different angles, make an interactive video walk through all the premises, get acquainted with the plans and drawings. Technological multimedia enjoys great attention of the military: for example, the Pentagon is implementing a program of transferring all technical, operational and training documentation on all weapons systems to interactive video disks, creating and mass using simulators based on such disks.

Companies that specialize in the production of publications of hypermedia books, encyclopedias, and guides are rapidly emerging.

Among the well-known products of the "encyclopedic" plan - published in France by Act Informatique society "Electronic Dictionary", "Electronic Encyclopedia" Grolier, Information Finder of World Book. All color images and accompanying text have been taken from the original first edition. The user hears

the voices of birds recorded on disk with the participation of the Library of Natural Sounds of Cornell University.

The relatively large size of the CD makes it an ideal medium for encyclopedic publications. The user "travels" through the encyclopedia using the keyboard or with the help of graphical images, which include photos, maps, hint screens, electronic bookmarks and a dictionary consisting of 150,000 entries. The Multimedia Development Kit (MDK) includes tools (programs) for preparing multimedia data BitEdit, PalEdit, WaveEdit, FileWalk, as well as MSDK - C libraries for working with data structures and multimedia devices, Windows 3.0 SDK extensions.

Among the authoring tools recommended for MOS are ToolBook, Guide, and Authorware Professional. The Multimedia Windows architecture provides for device independence and extensibility. The upper system translation level, represented by the MMSystem module, isolates user programs (application layer) from specific device drivers.

The MMSystem includes Media Control Interface (MCI) tools that control VCRs, video discs, audio CDs, provide work with scanners, digitizers and other devices. To do this, they turn to the MCI drivers, which provide the upper level of control. MCI drivers, after processing the request, access the devices, as well as MEDIAMAN (Media Element Manager). MEDIAMAN manages I/O handlers for bitmap files and sound WAVE files. MMSystem also includes low-level programs - Low-Level Functions, which control drivers for audio WAVE devices, MIDI, joysticks.

The necessary drivers are connected at run time. Addressing drivers is based on the principles of sending messages, which simplifies and unifies their writing and work with them.

To represent multimedia data, the RIFF (Resource Interchange File Format) file structure has been developed, which should provide uniform rules for recording and playing multimedia data, data exchange between applications, and in the future - between different platforms.

In general, Multimedia Windows tools are designed with an interface, albeit somewhat heavy, lacking elegance, ease, for the user. In the near future, with the advent of new tools created specifically for this architecture or ported from other platforms, overcoming the barrier of VGA resolution, the Multimedia Windows environment will be quite "truemultimedia" - a "true multimedia" system. Applied programs for this environment have already appeared, using methods of software compression of information and reproducing video - up to 15 frames / s in a small window on the screen (Fig. 9). Microsoft developed its own software compression tool, Audio-Video Interleaved (AVI), which it released in the second half of 1992.

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