



CS 516

MULTIMEDIA TECHNOLOGIES

UNIT-I

Media and Data Streams: Properties of multimedia systems, Data streams characteristics: Digital representation of audio, numeric instruments digital interface Bark concepts, Devices, Messages, Timing Standards Speech generation, analysis and transmission.

UNIT-II

Digital Image: Analysis, recognition, transmission.

Video: Representation, Digitalization transmission

Animations: Basic concepts, animation languages, animations control transmission

UNIT-III

Data Compression Standards: JPEG, H-261, MPEG DVI

Optical storage devices and Standards: WORHS, CDDA, CDROM, CDWO, CDMO.

Real Time Multimedia, Multimedia file System.

UNIT-IV

Multimedia Communication System: Collaborative computing session management, transport subsystem, QOS, resource management.

Multimedia Databases: Characteristics, data structures, operation, integration in a database model.

A Synchronization: Issues, presentation requirements, reference to multimedia synchronization, MHEG

UNIT-V

Multimedia Application: Media preparation, Composition, integration communication, consumption, entertainment.

Suggested Reading:

1. Ralf Steninmetz, KlaraHahrstedt, "Multimedia: Computing, communication and Applications PH-PTR Innovative Technology Series".
2. John F.KoegelBufford, "Multimedia System", Addison Wesley, 1994.

3. Mark Elsom – Cook, “Principles of Interactive Multimedia “, Tata Mc-Graw Hill, 2001.
4. Judith Jefcoate, “Multimedia in Practice: Technology and Application “, PHI 1998.

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