

Multimedia DeMYSTiFieD

Web Resources

Chapter 1: Introduction to Multimedia

- For more information about computers, go to <http://oldcomputers.net/>.
- For more information about the history of computers, go to www.computerhope.com/history/index.htm.
- The History of Computing Project, at www.thocp.net/, has a vast amount of information about computers.
- For an interactive timeline of the Internet, go to the History of the Internet web site, at <http://historyoftheinternet.org/>.
- More information about Ted Nelson's hypertext Xanadu project can be found at <http://xanadu.com/xuTheModel/index.html>.
- For more information about data units, go to www2.sims.berkeley.edu/research/projects/how-much-info/datapowers.html.
- For a conversion calculator, go to <http://users.nlamerica.com/kevin/Bitsbytes.htm>.

Chapter 2: The Purposes and Application of Multimedia

- An excellent resource for information architecture and organizing content for multimedia in different ways is the *Web Style Guide 3rd Edition*, by Patrick J. Lynch and Sarah Horton, at <http://webstyleguide.com/wsg3/index.html>.
- Good information about copyrights and fair use can be found at the web site for the United States Copyright Office: www.copyright.gov.

Chapter 3: Graphics and Images

- A good basic tutorial on creating vector shapes can be found at <http://articles.sitepoint.com/article/graphics-illustrator-freehand>.
- For information about image file formats, check out this web site: www.scantips.com/basics09.html.
- The following is a web site with a list of ten well-known stock photo sites that offer royalty-free images, accompanied by an explanation of their services: <http://tomuse.com/stock->

photo-sites-buy-sell-images/. Another site lists ten free stock images sites:

www.freestockimages.net/resource-list/.

- For a file format glossary, go to www.crutchfield.com/S-sNOq72obZkH/learn/learningcenter/home/fileformats_glossary.html.
Wikipedia also has an extensive alphabetical listing of file formats at http://en.wikipedia.org/wiki/List_of_file_formats.
- For an interactive color guide, go to <http://colorshemedesigner.com>.
- The moreCrayons web site, at www.morecrayons.com/, offers a color resource for web designers.
- For a color theory overview, go to www.worqx.com/color/.

Chapter 4: Text and Typography

- A *Los Angeles Times* article on why there is a 160-character limit to text messages can be found at <http://latimesblogs.latimes.com/technology/2009/05/invented-text-messaging.html>.
- Webopedia has a list of text messaging and chat abbreviations at www.webopedia.com/quick_ref/textmessageabbreviations.asp.
- A good primer on type design with numerous examples can be found at www.thinkingwithtype.com/.
- For testing fonts on the screen, try this useful tool: www.typpetester.org/.

Chapter 5: 2D and 3D Animation

- See Edward Tufte's forum at www.edwardtufte.com/bboard/q-and-a-fetch-msg?msg_id=0000Ri for information about animation.
- An extensive list of animation software programs with descriptions can be found at www.animationprograms.biz/top-animation-programs/.
- Developers can find 3D models at www.turbosquid.com.

Chapter 6: Audio: Music and Sound Effects

- Audacity, available from <http://audacity.sourceforge.net/>, is a free open source audio-editing program available for multiple platforms.

- To learn more about digital audio and editing techniques, go to the Adobe Soundbooth reference pages at http://help.adobe.com/en_US/Soundbooth/2.0/index.html.

Chapter 7: Video: Recording and Manipulating Moving Images

- For illustrations comparing different aspect ratios for TV and theater screens, go to the Turner Movie Classics web site. Here are links for *Valentino* and *Lawrence of Arabia*:
www.tcm.com/tcmdb/title/94624/Valentino/theatrical-aspect-ratio.html
www.tcm.com/tcmdb/title/4455/Lawrence-of-Arabia/theatrical-aspect-ratio.html.
- The Through the Wires web site, at http://library.thinkquest.org/27887/gather/fundamentals/analog_and_digital.shtml, offers information about analog and digital signals.
- CamStudio, available from <http://camstudio.org>, is a free software program that captures video and audio directly from your computer monitor to produce streaming videos for the Web. You can use it for creating your own video demonstrations and screen-based tutorials.
- For more information about the copyright laws, go to the United States Copyright Office FAQ page: www.copyright.gov/help/faq/.

Chapter 8: Authoring for Multimedia Functionality

- For information about bandwidth speeds, or bit rates, go to http://intouch-2000.net/seniornet/bandwidth_chart.html and http://support.summersault.com/bandwidth_chart.html.
- The following web site has an HTML tutorial and a list of common tags:
www.w3schools.com/html/default.asp.
- Try the HTML Test, at <http://html5test.com/>, to see if your web browser is HTML5-ready. (A number of other web sites offer free HTML browser tests and downloadable tools so you can check how your browser is performing.)
- For more information about the differences between HTML4 and HTML5, go to www.w3.org/TR/html5-diff/.
- Information about the World Wide Web Consortium's (W3C's) Open Web Platform can be found at www.w3.org/2011/05/membership-pr.html.

- Go to the W3C web site at www.w3.org to learn about compliance standards and how to implement them. The W3C also offers free tools to detect noncompliant use, such as the CSS Validator, which can be found at www.w3.org/QA/Tools/.
- The W3C provides guidelines for web content accessibility for those with disabilities at www.w3.org/TR/WCAG20/.

Chapter 9: Hardware and Equipment Options

No resources referenced.

Chapter 10: Software for Multimedia

- For an extensive list of free open source software for the Mac, go to http://downloadpedia.org/Open_Source_Mac.
- The following web site provides open source alternatives to proprietary software: <http://whdb.com/2008/the-top-50-proprietary-programs-that-drive-you-crazy-and-their-open-source-alternatives/>.
- You can download free plug-ins for Adobe Illustrator from <http://dzineblog.com/2010/09/10-popular-free-plugins-and-shareware-for-adobe-illustrator.html>.
- Microsoft Office offers a number of free downloadable media resources at <http://office.microsoft.com/en-us/images/??Origin=EC790014051033&CTT=6&ver=12&app=winword.exe>.

It also offers free downloadable SmartArt graphics for PowerPoint at

<http://office.microsoft.com/en-us/powerpoint-help/free-new-smartart-graphics-available-HA010211779.aspx>.

- For a list of formats used to transport multimedia data, go to <http://multimedia.cx/formats.html>.

Chapter 11: Multimedia Projects

- For a breakdown of the MIME types into media categories, go to www.w3schools.com/media/media_mimeref.asp.
- You can find information about video game development at http://en.wikipedia.org/wiki/Video_game_development_-_Development_process.

Chapter 12: Delivery Systems

- Check on HTML markup validity at <http://validator.w3.org/>.
- For more information about SMART Boards, go to <http://smarttech.com>.
- The following web site provides the pros and cons of using multiple monitors:
www.webdesignerdepot.com/2009/05/advantages-and-disadvantages-of-working-with-multiple-screens/.
- CNET, at www.cnet.com, is a very good web site for information and reviews on the latest technology. Also see its TV site with demonstration videos, at <http://cnettv.cnet.com>.
- Take a look at these two web sites for comparisons of e-reader brands, costs, and features:
<http://ebook-reader-review.toptenreviews.com/>
<http://ipod.about.com/od/ipadcomparisons/a/comparing-ipad-kindle-nook.htm>.
- For a video game timeline, go to www.onlineeducation.net/videogame_timeline.
- For a history of video game consoles, go to
www.time.com/time/interactive/0,31813,2029221,00.html.
- Wii Fit is a balance and fitness workout add-on to the Wii game system that users interact with using their body. Users stand on a physical platform, which responds to their weight and movements. For more information, go to <http://wiifit.com>.