

MULTIMEDIA SYSTEMS

UNIT-I

Multimedia applications – System architecture – Objects of multimedia systems – Multimedia databases – Types of compression – Image compression.

UNIT-II

CCITT – JPEG – Video image compression – MPEG – Audio compression – RTF format – TIFF file format – RIFF file format – MIDI – JPEG DIB – TWAIN.

UNIT-III

Traditional devices – Pen input – Video display systems – Scanners – Digital audio – Video images and animation.

UNIT-IV

Magnetic media – RAID – Optical media – CD ROM – WORM – Juke Box – Cache management.

UNIT-V

Application classes – Types of systems – Virtual reality design – Components – Databases – Authorizing systems – Hypermedia – User Interface design – Display / Play back issues – Hypermedia linking and embedding.

TEXT BOOKS:

1. Andleigh P K and Thakrar K, "Multimedia system design", Pearson education.
2. Ralf Steinmetz , Klara Nahrsted, " Multimedia applications" , Springer International edition.

REFERENCE BOOKS:

1. Vaughan T, "Multimedia", Tata McGraw Hill, 1999.
2. Buford K, "Multimedia Systems", Pearson education.

CSE Version 2.2