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Introduction

**Based on material from
Digital Multimedia, 3rd edition
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© 2009 Nigel Chapman and Jenny Chapman**

**These lecture slides © 2009
Nigel Chapman and Jenny Chapman**

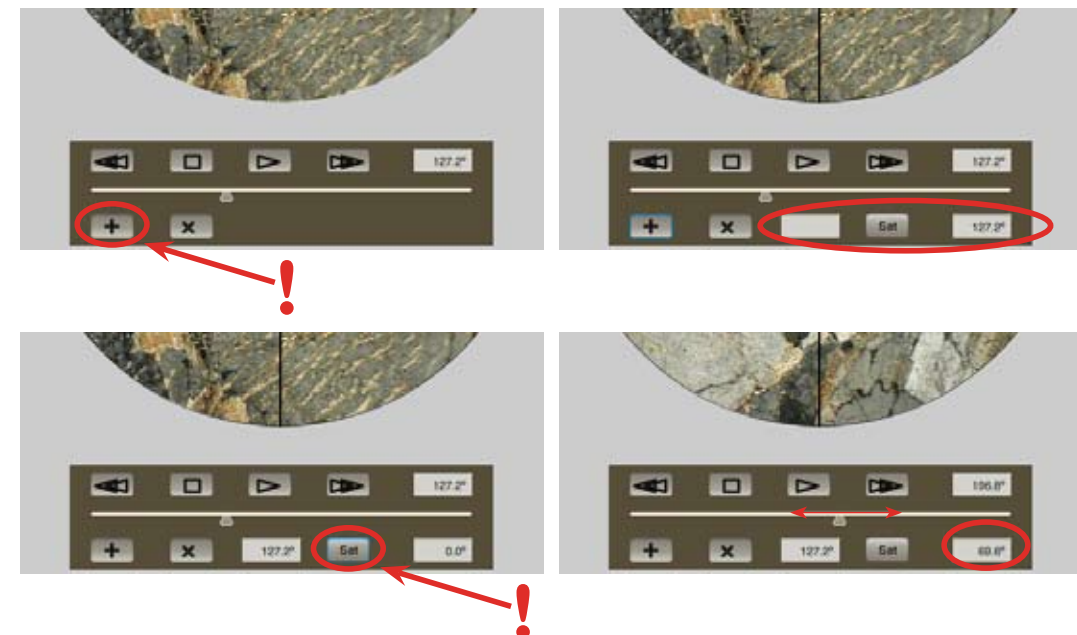
All figures © MacAvon Media Productions

Information can be conveyed in the form of text, still images, Web pages, slideshow presentations, video, sound or interactive tooltips.

Measuring Angles

You can measure the angle between a reference point and some other position using the cross-hairs and the angle read-outs.

1. Click on the button with an upright cross (+) on it to show the cross-hairs. This will cause a new button, labelled Set, to appear, together with two text fields: the one to the left of the Set button (the base angle read-out) will be blank. The other (the angular difference readout) will show a copy of the current angle of rotation.
2. Use the slider or stepping arrows to rotate the slide to the position you want to use as the reference for your measurement.
3. Click the Set button. The current angle will be copied to the base angle readout and the angular difference readout will be set to zero.
4. Use the slider or stepping arrows to rotate the slide to the position where you want to measure the angle.
5. Read the angle in the angular difference readout.



Text

Images

GeoPlayer Manual

[GeoPlayer Home](#)

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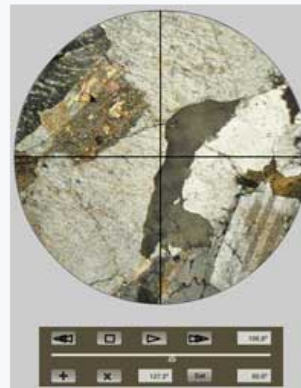
[Useful Links](#)

[Community](#)

Measuring Angles

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[+enlarge](#)

Use the [slider](#) or [stepping arrows](#) to rotate the slide to the position you want to use as the reference for your measurement.

Click the Set button. The current angle will be copied to the base angle readout and the angular difference readout will be set to zero.

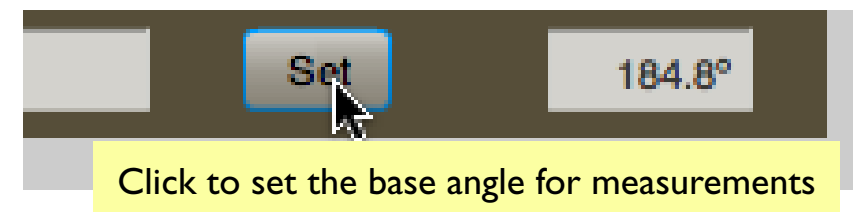
Use the [slider](#) or [stepping arrows](#) to rotate the slide to the position where you want to measure the angle.

Read the angle in the angular difference readout.

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Video



A Web page

A tool tip

There is a fundamental distinction between time-based and static media: time-based media exhibit change over time; static media do not.

Video, animation and sound are time-based media.

Still images and text are usually considered to be static media.

Each medium has its own characteristics, leading to distinctive strengths and weaknesses.

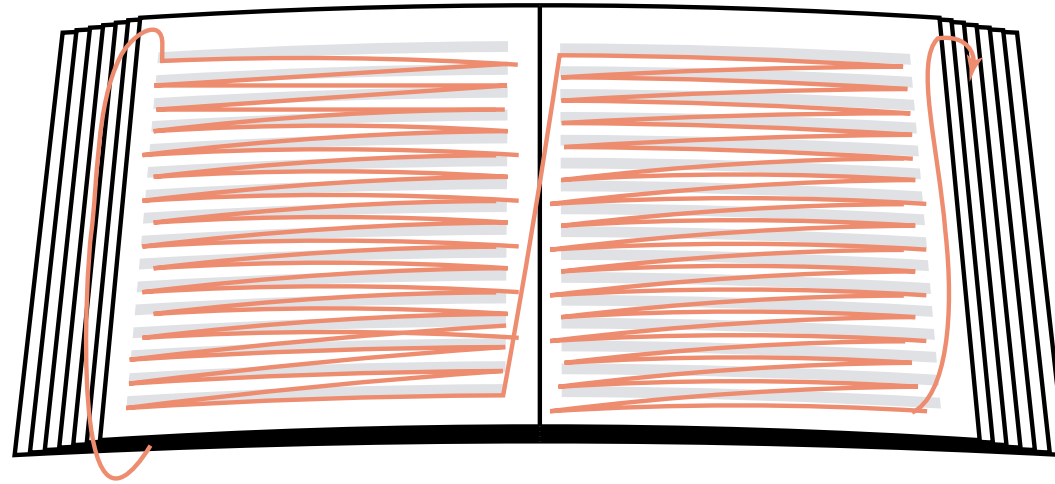
Always choose the most appropriate medium for your purpose.

Media may be combined into multimedia.

Digital media can be manipulated as data by programs.

Users can interact with digital multimedia in novel ways, leading to non-linear structures.

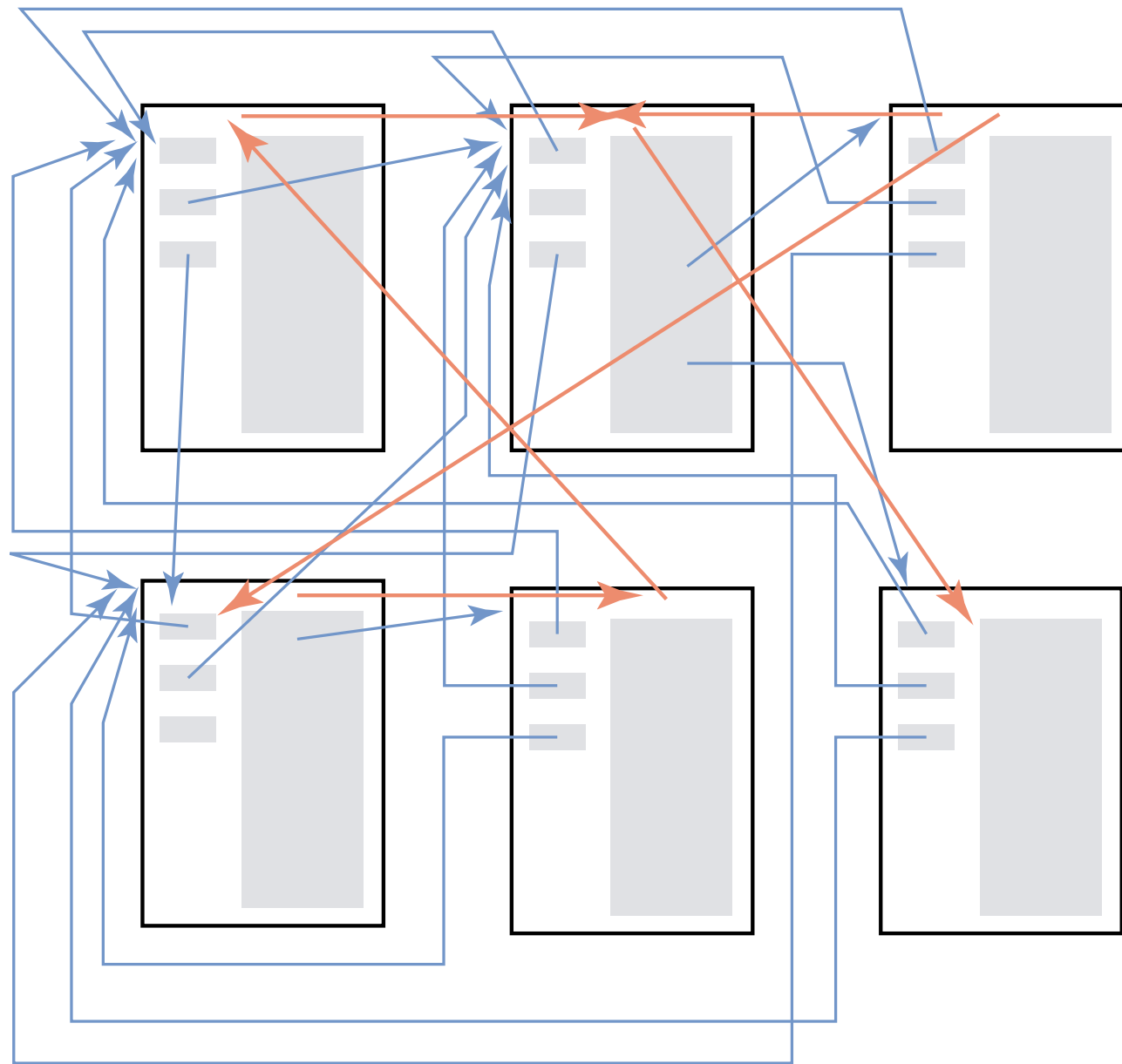
Book: physical arrangement of text and pages implies a linear reading order.



Film: fixed order of frames defines a single playback sequence.

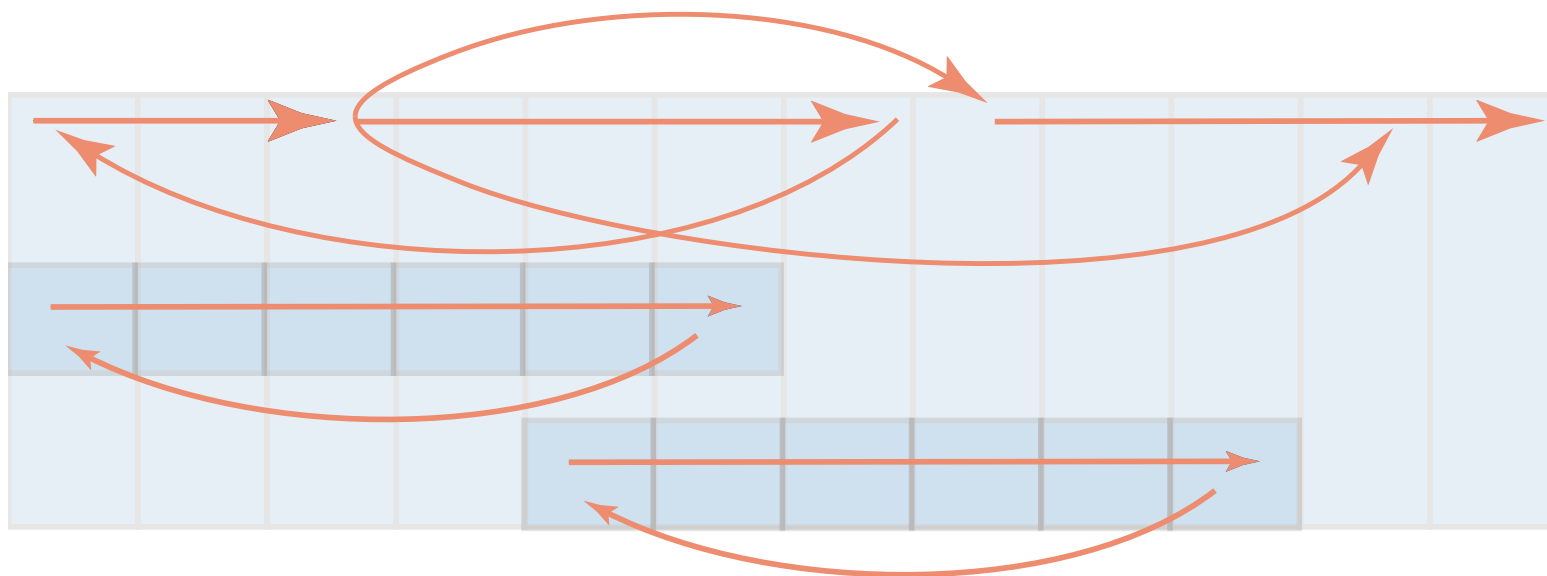


Linear structures in conventional media



Hypermedia: links between pages permit multiple arbitrary reading orders.

Non-linear structures (1)



Flash: jumps between frames controlled by interactivity; independent movie clips play in parallel.

Non-linear structures (2)

Digital multimedia can interact with other sorts of data and computation, serving as a user interface to databases and applications.

Multimedia is a relatively immature technology, although its adoption is accelerating with the increasing power of computer systems.

The history of the development of film demonstrates that it takes much more time than multimedia has existed for new media forms to develop fully.

Most multimedia adapts the forms of older media, but unique new forms are beginning to emerge.