

Hypertext System: refers to the use of hyperlinks (or “links”) to present text and static graphics

Hypermedia: refers to the presentation of video, animation, and audio.

Example Hypermedia Applications:

- The World Wide Web (WWW) is a clear example of hypermedia application.
 - PowerPoint
 - Adobe Acrobat (or other PDF software).
 - Adobe Flash
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***. Components of Multimedia:**

Now let us consider the Components (Hardware and Software) required for a multimedia system:

- 1) **Capture devices:** Video Camera, Video Recorder, Audio Microphone, Keyboards, mice, graphics tablets, 3D input devices, tactile sensors, VR devices. Digitizing Hardware.
- 2) **Storage Devices:** Hard disks, CD-ROMs, DVD-ROM, etc.
- 3) **Communication Networks:** Local Networks, Intranets, Internet, Multimedia or other special high speed networks.
- 4) **Computer Systems:** Multimedia Desktop machines, Workstations, MPEG/VIDEO/DSP Hardware.
- 5) **Display Devices:** CD-quality speakers, HDTV, SVGA, Hi-Res monitors, Color printers etc

Examples of multimedia modality uses:

- Video teleconferencing.
 - Distributed lectures for higher education.
 - Tele-medicine.
 - Co-operative work environments
 - Searching in large video and image databases
 - Augmented reality
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Multimedia Research Topics and Projects ,To the computer science researcher, multimedia consists of a wide variety of topics:

- Multimedia processing and coding
 - Multimedia system support and networking
 - Multimedia tools, end-systems and applications
 - Multi-modal interaction and integration
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Example Multimedia Applications

- World Wide Web
- Multimedia Authoring, e.g. Adobe/Macromedia Director
- Hypermedia courseware
- Video-on-demand
- Interactive TV
- Computer Games
- Virtual reality
- Digital video editing and production systems
- Multimedia Database systems

Multimedia data may be in a **variety of formats:**

1- **Text**

2- **Graphics**

3- **Images**

4- **Audio**

5- **Video**