Contents

Editorial Preface xiii
Author's Preface xv

Part I Multimedia in use 1

1 Introducing multimedia: today and tomorrow 3
  1.1 Multimedia today 3
  1.2 The future of multimedia 4
    1.2.1 Multimedia at work 5
    1.2.2 Multimedia in the home 5

2 What is multimedia? 7
  2.1 Towards a definition 7
  2.2 The elements of a multimedia system 8
  2.3 Why do we need multimedia? 9

3 Using multimedia: applications, benefits and problems 11
  3.1 Who is using multimedia? 11
    3.1.1 Early users 11
    3.1.2 Multimedia in the 1990s 12
  3.2 Benefits of using multimedia 13
    3.2.1 Training 13
    3.2.2 Sales 14
    3.2.3 Communications 15
    3.2.4 Medicine 16
  3.3 Problems with multimedia 17
    3.3.1 Investment costs 17
    3.3.2 Technical barriers 17
    3.3.3 Social and psychological barriers 18
    3.3.4 Legal problems 19
Part II Technology

4 System components 23
  4.1 Converging technologies 23
  4.2 Functions and subsystems 24
    4.2.1 Input 26
    4.2.2 Development 28
    4.2.3 Output 28

5 Multimedia platforms 30
  5.1 Personal computers for multimedia today 30
    5.1.1 Limitations of the personal computer 31
    5.1.2 The evolution of the Multimedia PC 32
  5.2 Multimedia hardware 34
    5.2.1 IBM 34
    5.2.2 Apple 34
    5.2.3 Unix workstations 35
  5.3 System software 36
    5.3.1 Microsoft Windows 36
    5.3.2 Multimedia Presentation Manager/2 37
    5.3.3 QuickTime 37
    5.3.4 Solaris Live! 39
  5.4 Future directions 39
    5.4.1 Personal computers for real-time communications 39
    5.4.2 PC bus developments 43
    5.4.3 New standards for video connectors 45

6 Development tools 47
  6.1 Developing applications 47
    6.1.1 Types of development tool 47
    6.1.2 Cross-platform compatibility 49
    6.1.3 Hypertext and hypermedia 50
  6.2 Commercial tools 53
    6.2.1 Authoring tools 53
    6.2.2 The role of ScriptX 56
  6.3 Standards 57
    6.3.1 Standards for document architecture 58
    6.3.2 Standards for interaction 60
    6.3.3 Frameworks and reference models 61

7 Image 63
  7.1 Images and applications 63
  7.2 Image capture 64
  7.3 Compression 65
    7.3.1 Why compress?
Contents ix

7.3.2 Text conversion 66
7.3.3 Vectorisation 67
7.3.4 Image compression 67
7.4 Standards 69
7.4.1 Standards for encoding images 69
7.4.2 Standards for compressing bitonal images 70
7.4.3 JPEG 70
7.4.4 Fractals for compression 72

8 Audio 74
8.1 Audio applications 74
8.2 Audio capture 75
8.2.1 Music on the computer 75
8.2.2 Voice on the computer 76
8.3 Compression 77
8.4 Standards 78
8.4.1 Audiovisual telephony 79
8.4.2 Audiovisual applications 79

9 Video 82
9.1 Video applications 82
9.2 Video capture 83
9.2.1 Converting video for the computer 83
9.2.2 Creating videos on the desktop 84
9.2.3 Real-time video 86
9.3 Television 87
9.3.1 Broadcast TV and video standards 87
9.3.2 High-definition television (HDTV) 87
9.4 Compression 88
9.5 Standards 90
9.5.1 Audiovisual telephony 90
9.5.2 Audiovisual applications 92
9.6 Proprietary compression 95
9.6.1 Digital Video Interactive (DVI) 95
9.6.2 Other proprietary techniques 95

10 Storage for multimedia 97
10.1 Choice of storage 97
10.2 Magnetic media 98
10.3 Optical media 100
10.3.1 Analogue media 100
10.3.2 Digital media 102
10.3.3 Advantages and limitations of optical storage 103
10.4 Compact disk specifications 104
10.4.1 Compact disk-digital audio (CD-DA) 104
10.4.2 Compact disk-read-only memory (CD-ROM) 105
10.4.3 Recordable compact disk 106
10.4.4 CD-ROM extended architecture (CD-ROM XA) 106
10.4.5 Compact disk-interactive (CD-I) 107
10.4.6 Other formats 108

11 Communications 110
11.1 Building multimedia networks 110
11.2 Local area networks 112
11.2.1 Ethernet 112
11.2.2 Token Ring 115
11.2.3 Fibre Distributed Data Interface (FDDI) 115
11.3 New options for multimedia LANs 115
11.3.1 Dedicated connections with switched hubs 116
11.3.2 PBXs 117
11.3.3 ATM 118
11.4 Wide area networks 119
11.4.1 PSTN 120
11.4.2 ISDN 121
11.4.3 Broadband networking 122
11.5 Cable and broadcast communications 124
11.5.1 Cable TV 124
11.5.2 Terrestrial broadcast 125
11.5.3 Satellite broadcast 125

Part III Applications 127

12 Multimedia in the real world 129
12.1 Multimedia and the single user 129
12.1.1 Computer-based training 130
12.1.2 Kiosks 130
12.1.3 Multimedia on the desktop 131
12.2 Multimedia on networks 132
12.2.1 Just-in-time training 132
12.2.2 New retail applications 133
12.2.3 Broadband applications 133
12.2.4 Videoconferencing 134
12.2.5 Multimedia in the home 134

13 Training and education 136
13.1 The need for training 136
13.2 Multimedia in training 138
13.2.1 Cost benefits 138
13.2.2 Qualitative benefits 139
13.2.3 Problems 140
13.2.4 Danish State Railways (DSB) 140
17.3.3 Education and training 182
17.3.4 Communications 182
17.4 Applications for home PCs 183

Part IV The impact of multimedia 185

18 Developing applications 187
  18.1 Introducing multimedia 187
  18.2 Methodology 188
    18.2.1 Analysis and design 188
    18.2.2 Content creation 190
    18.2.3 Maintenance 192
  18.3 Design 192
    18.3.1 Kiosks 192
    18.3.2 Human factors 193

19 Multimedia objects 195
  19.1 Different kinds of object 195
  19.2 Object technology 196
    19.2.1 Definitions 196
    19.2.2 Tools for multimedia objects 198
  19.3 Multimedia data management 199
    19.3.1 Using a relational DBMS 199
    19.3.2 Using an extended DBMS 200
    19.3.3 Using an object-oriented database 200
  19.4 The Object Management Group 202

20 Sharing multimedia 205
  20.1 Working in groups 205
  20.2 Workflow management 206
  20.3 Collaborative computing 208

21 Multimedia and the law 211
  21.1 Intellectual property rights 211
    21.1.1 Copyright 212
    21.1.2 Patents 213
  21.2 Errors and inaccuracies 215
  21.3 Electronic trading 216

Glossary 218

Bibliography 225

Index 229