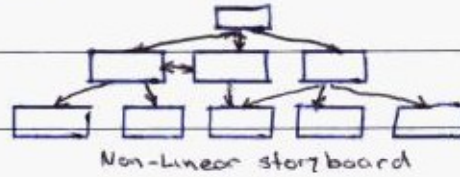
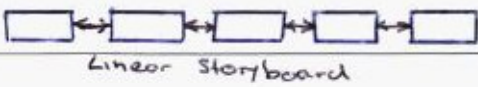


Start here.

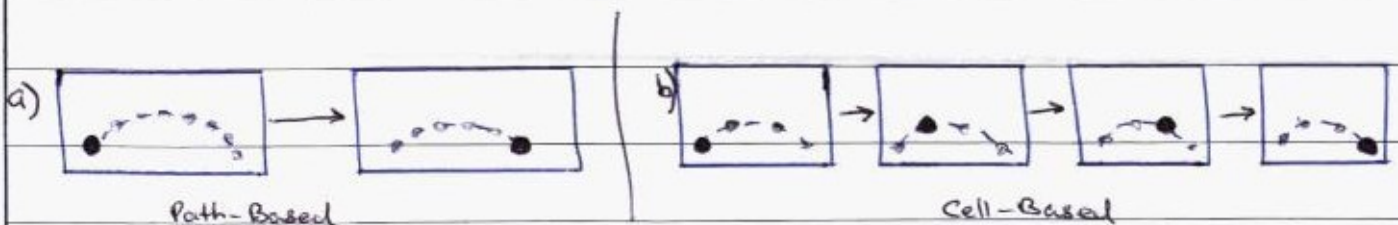
28a).) Interactivity is the ability of the user to interact with various forms of multimedia, navigating, changing and moving through it.

i) Linear storyboards move in a straight line with no branching off or alternate routes whereas non-linear can be hierarchical, hybrid etc.



b) i) Embedding video in a web page requires use of certain formats designed for streaming such as flv, used by YouTube and mpeg files used by many others. They must be of a lower bitrate to allow streaming over internet connections

i) Path-Based animation ^(a) is where a path is set with a start and endpoint and the computer performs the animation itself, such as in a flash game where the player shoots a ball. Cell based ^(b) where each individual frame (usually 25 per second) is drawn and played back quickly, giving the illusion of motion, such as in a cartoon or computer generated movie.



c) i) The rapid play-back of sceneries, objects and textures within the game would need to be able to access the respective files quickly to keep up with gameplay, rather than uncompressed images and video, which would slow down gameplay and loading immensely, compression of these multimedia objects is used such as mp3 for sound, jpeg for images and mpeg for videos, also allowing all game files to fit within the 9.4 Gb DVD.

ii) The collection is done via a multitude of sensors and accelerometers within the balance board and feed to the console via bluetooth. The console also collects required information from the secondary storage such as media files and information. From this, sensor info and other variables are processed and then displayed onto the screen, giving a visual representation of ~~the~~ snow, terrain, obstacles and so on, as well as sound files, objectives and speed.

iii) This system could have many varied uses, especially within fitness to teach exercises such as stretching, jogging on the spot, balancing, even yoga. It may also be applied to rehabilitation to teach balance and coordination or ~~be~~ used by the elderly for non-strenuous exercise routines. By building upon this, hand-held accelerometers

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and controls such as those in the Wii can be further utilised for other games such as flying, sports and exercise. By coupling this with other multimedia systems such as surround-sound, virtual reality and the internet, it may be made possible to interact with other players in interactive virtual worlds, ~~of~~ control robots or perform remote tasks or continue using it for the best purpose, recreational games that any age can play.

