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a.i. Interactivity is when the viewer ~~must~~ must interact e.g. clicking on something in a flash presentation so something happens.

ii. A linear story board follows a path and is shown in order while a non-linear story board can be shown out of sequence and in different places.

b.i. video content needs to be changed into a flash format so that it can be embedded into a page ~~when this is done the video is changed into~~ ^{or} other video file formats can be used but they will need to ~~be~~ be a compressed type so that they will have small file sizes and can be streamed easily. If it is a unknown file format then the right codec will need to be installed so that it can be used.

ii. Path based animation uses the same image as it moves along a path to make it look like it is moving.

Cell based uses a series of different images or cells and then they are played in sequence. ~~It is not a path~~

A situation for path based is having a car move along to make it look like it is driving.

An example of Cell based is a sequence of images of a ballerina making one revolution so when they are played one after the other, it looks like the ballerina is spinning.

C.i. The multimedia content will be compressed using different ways and there will be a reduced quality of the multimedia content but this will be unnoticed by the user. The result of this is smaller file sizes for rather large multimedia content which will allow it to fit on the game disk.

ii. The posture and movements of the user are collected and then sent to the game to analyse and process so that it can be displayed on the screen. These things are collected with the accelerometers and is transferred through the wireless bluetooth link. The sensors collect data which is then used to make calculations. These calculations are presented on screen while these movements are applied to a virtual world and the effects of their movements, e.g. skiing down a hill gaining speed, are shown.

This technology can easily be used to create simulation and training programs for a wide variety of things. This will also allow people to experience new worlds without leaving their house, it would be just like being there and will allow you to experience things that normally you could

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not. With future multimedia systems, more and more things that you could not do before will become able to do like seeing what it is like to be on the moon and it will be more and more realistic.

With future technology, virtual worlds will be created and you will be able to interact with other people in vast worlds over long distances without leaving home. It will include what you look like in ~~fantasy~~ real life and voice as well as doing whatever you want.

