Advanced Internet Tools

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- Virtual Reality (.vrml)
- Audio (.au, .aiff, .wav, .ra, .mpa)
- Video (.qt, .avi, .mpg, .rm, .vdo)
- Multimedia Shockwave
- Interactive (NetMeeting, IM, ICQ)

Netscape Plugins

- Some forms of media are built into Netscape/Explorer
- gif, html, jpg, ...
- Others require a "Plug-in" or helper application
 - Download the installation package
 - Exit Netscape/Explorer, Install application, and Re-start Netscape

Pictures Sources - Scanner or Camera

- From the screen Capture
- Off the net (Right Click and Save)
- **Programs to manipulate pictures**
- LVIEWPRO (www.windows95.com)
- Paint Shop Pro (www.windows95.com)

Quality color is "cheap" on the net

Documents

- Postscript Printer Language (.ps) - Designed for printing, not viewing or searching
- **Postscript Display Format**
- Compressed, searchable, viewable, and printable
- Viewer is free
 - Encoder is not free

PDF

- Can "print to PDF in Windows" -\$50.00
- Can "Distill" Postscript into PDF -\$500.00
- Viewer is free
- www.adobe.com

Virtual Reality

- Objects are placed in a virtual world - Virtual Reality Markup Language
- VRML is downloaded and the viewing is done locally
- Moving around VRML is very CPU intensive
- VRML files can be very large

Raw Audio

Formats

- -.au 8Khz 8 bit samples = 64000 bps
- One second = 3 seconds download
- Floppy = 4 minutes
- CD mono 44kHz 16 bit samples = 704000 bps
- One second = 30 seconds download
- Simple to record and play

Raw Video

- Massive Bandwidth
 - Broadcast Quality 90Mb/sec -40GB/Hour
 - Floppy = 0.1 second
 - VHS Quality 16Mb/Sec 7GB/Hour
 - Quarter Frame 4Mb/Sec 1.8GB/Hour
- We generally don't work with raw video with computers

Compressed Video

- Quicktime
- AVI
- MPEG Motion Picture Experts Group
- RealVideo Internet Video

Video - MPEG

- Formats for both video and audio
- "Motion Picture Experts Group"
- MPEG encoding does "motion estimation"
- Used in the small satellite dishes
 - Wide range of compressions - MPEG-1 1.5 Mb/sec (floppy = 8

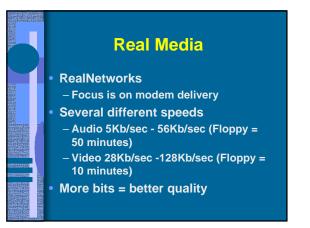
MPEG-1 1.5 Mb/sec (floppy = 8 seconds)

More MPEG

- Currently need hardware for realtime encoding
- Faster processors may change this
- Can decode in real-time
- www.xingtech.com
- Streamworks
- MPEG-4 audio can compress to 28.8

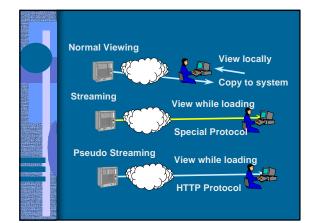






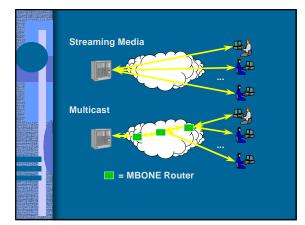
Media in Real-Time

- In order to compensate for network delays, player must buffer data ahead before playing it.
- After 2-15 second delay, can keep up in real time
- First successful streaming media was (www.real.com)



	The Floppy Summary	
	Broadcast	0.1 Seconds
	MPEG-1	8 Seconds
	Quicktime/AVI	10 Seconds
	RealAudio	50 Minutes
	RealVideo	10 Minutes





Macromedia Shockwave

 Shockwave is a network version of a multi-media experience

- Data retrieved over the net as needed
- Originally developed on a Macintosh - Hypercard / Macromind Director
- Can be quite slow on modem lines
- www.macromedia.com

Microsoft PowerPoint • Very popular presentation tool - Used in this class:) • Multimedia - Text/Pictures - Audio/Video • Can export to the Web - Creates HTM and GIF or JPG files

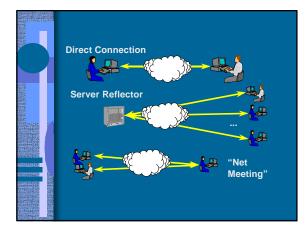
PowerPoint-97

- Automatic narration capability
- Animation of images
- Compressed file format
- Free player
- Audio compression is not as good as RealAudio
- RealPresenter can extract audio

Microsoft NetMeeting

Part of Microsoft Internet Suite – Audio / Video / White Board / Text Chat / Shared Applications

- Can be used several ways
- Direct connection
- Reflector
- "Net Meeting" A user system becomes the reflector





- **Pop-Up Instant conversations**
- UNIX "talk" command
- AOL www.aol.com
- ICQ Internet Chat www.icq.com
- Folks know when and where you log on

Summary

- While the World-Wide-Web got its start with integrating text, graphics and sound, there are many forms of media on the net
- The largest challenge is the lack of high-speed access to the home for these types of media to be truly successful