

Multimedia Business Presentations-Multimedia in business...

 creative-animation-world.blogspot.co.nz/2011/04/multimedia-business-presentations.html

By N.Sandeep Kumar

Animation Principles

1. Squash and Stretch

Original idea: In traditional animation, characters movements (particularly facial movements) had a very high degree of exaggerated, non-rigid deformation. (Imagine any Disney character whose face contorts wildly during a sneeze or a scream.)

Modern equivalent: The principle still holds in the 3D era, especially for cartoon-like animations. (Anime tends toward exaggerated subtlety.) Squashing and stretching happen within animation packages, using dynamics weighting or unusual IK systems.

2. Anticipation

Original idea: Anticipation is the technique by which the audience's eyes are drawn to where action will occur on-screen (e.g. a cartoon that begins making running motions before actually going anywhere).

Multimedia Skills...

Computer scientists, physicians and fireman share highest honors as the most respected profession in the united states, according to a study of occupations. Are multimedia developer computer scientists? or are they programmers, graphic artists, musicians, animators, storyboard craftspeople, information specialists, instructional designer. However you define them they come from all corner of the computer, art literary, film and audio world Video producer become experts with computer generated animated walkthro

Multimedia Project Management...

Multimedia and web projects must be undertaken in stages. Some stages should be completed before other stages begin, and some stages may be skipped or combined. Here are the four basic stages in a multimedia project:

Planning and costing: A project always begins with an idea or a need that you then refine by outlining its message and objectives. Identify how you will make each message and objective work within your skills, graphic art, music, video and other multimedia expertise that you will require. D

Developing Multimedia...

Developing Multimedia a typical team for CD-ROM, DVD or the Web consists of people who bring various abilities to the table. Often, individual members of multimedia production teams wear several hats graphic designers may also do interface design, scanning and image processing. A project manager or producer may also be the video producer or scriptwriter. Depending upon the scope and content of your project and the mix of people required, according to Wes Baker a professor at cedarville university in ce

Multimedia is a very effective presentation and sales tool. If you're being driven somewhere in the back seat of a car, you may not remember how you got to your destination. If you had been driving the car yourself, chances are you could get there again. Studies indicate that if you're stimulated with audio, you will have about a 20 percent retention rate. With audio visual, retention is up to 30 percent and in interactive multimedia presentations, where you are really involved, the retention rate is as h

Apr

Virtual Reality Technology...

At the convergence of technology and creative invention in multimedia is virtual reality. Helmets, special gloves and bizarre human interface attempt to place you inside a lifelike experience. Take a step forward and the view gets closer turn your hand moves in front of you. Maybe the object explodes in a 90 decibel crescendo as you wrap your finger around it. Or it slips out from your grip falls to the floor and hurriedly escapes through a mouse hole at the bottom of the wall.

Apr

Multimedia Classroom...

Schools are perhaps the destination most in need of multimedia. Many schools in the United States today are chronically underfunded and occasionally slow to adopt new technologies and it is here that the power of multimedia can be maximized for the greatest long term benefit to all.

In the 1990s, the U.S.

Apr

What is Multimedia ...

Multimedia is a woven combination of digitally manipulated text, photographs, graphic art, sound, animation and video elements. When you allow an end user also known as the viewer of a multimedia project to control what and when the elements are delivered it is called interactive multimedia. When you provide a structure of linked elements through which the user can navigate, interactive multimedia becomes hypermedia.

Apr

Uses of Multimedia-Multimedia in Business,School,Home,Public Places,etc...

Multimedia is appropriate whenever a human interface connects a human user to electronic information of any kind. Multimedia enhances minimalist, text only computer interface and yields measurable benefit by gaining and holding attention and interest in short, multimedia improve information retention. When it's properly constructed, multimedia can also be profoundly entertaining as well as useful.

Multimedia in Business, Multimedia in School, Multimedia at home, Multimedia in Public Places, etc..

Apr

How to do Animation

When you create an animation, organize its execution into a series of logical steps. First, gather up in your mind all the activities you wish to provide in the animation. If it is complicated you may wish to create a written script with a list of activities and required objects and then create a storyboard to visualize the animation. Choose the animation tool best suited for the job and then build and tweak your sequences. This may include creating objects, planning their movement, texturing their surfaces.

