

Multimedia Vocabulary terms

1. **ACID** – application used to record and mix sounds.
2. **Adobe Acrobat** – the most common portable document application used on the web.
3. **Adobe Acrobat readers** – plug-in which enables users to save PDF files and view them off line or directly in the browser window.
4. **Adobe Photoshop** – image creation and editing program.
5. **Adobe Premiere** – nonlinear video editing program used to capture, edit and Incorporate video into multimedia applications.
6. **Animated gif** – a special kind of GIF file known as a GIF89a used to create animated two-dimensional and three-dimensional images for web pages.
7. **Animation**--making an object appear to have movement
8. **Applets** – small programs that can be shared with other applications and that are developed for a specific purpose, for example to track stock prices and periodically display them on a web page.
9. **Audience**- multimedia title's users.
10. **Audio Clip**--a file that contains sound
11. **Authoring program** – used to create multimedia applications.
12. **AVI** – Microsoft Corporation's movie file format.
13. **Background**--the layer on the screen that seems "farther" from the viewer
14. **Bitmap** – a grid similar to graph paper from with each small square will be directly mapped back onto the computer screen as a pixel.
15. **BMP** – bitmap graphic file format. Often used with photographic images because it can show subtle gradients in color.
16. **Browser** – program that provides the front-end interface that translates and displays downloaded HTML documents and media files and applets that accompany these documents.
17. **Button**--in hypermedia, an object or feature used to create links between different cards, to initiate other actions, or to reproduce sound.
18. **Camcorder**--a hand-held video camera
19. **Capture** – digitize or convert to a format that is recognizable by a computer.
20. **CD** – compact disc. Used for data and audio files. CD+R can be written on only. CD+RW can be used like a floppy disk (save, then resave data multiple times.)
21. **CD-ROM**--stands for Compact Disk-Read Only Memory. An optical disk that can only be read from and not written to.
22. **Clip art** – commercially prepared drawings that come in packages with many application programs.
23. **Compact Disk (CD)**--a small, portable, round medium for electronically recording, storing, and playing back audio, video, text, and other information in digital form
24. **Compression** – a technique that mathematically reduces the size of a file.
25. **Computer Generated Effects**--the use of a computer in making a film to create certain effects.
26. **Cookies** – programs which store data on the client's computer for future reference.
27. **Copyright** – ownership of rights to copy anything that is in a tangible medium.
28. **Crop** – process of removing unwanted areas of a photograph.
29. **CSS** – Cascading style sheets. A set of type specifications that can be applied to a block of text, a single web page or an entire web site.
30. **Database** – a structured collection of data.
31. **Database management system** – programs used to add, access, and process data stored in a database.
32. **Decibel** – the smallest variation in amplitude that can be detected by the human ear.
33. **Digital audio** – sound that has been converted from analog to digital.

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34. **Digital camera** – cameras that store photographs in a digital format on magnetic disk or internal memory.
35. **Digital video** – video that is in a format that can be interpreted by the computer.
36. **Digital video camera** – video camera used to capture full-motion images and sound as digital data.
37. **Digitize**--to change analog information into digital information that the computer can use
38. **Domain name** – a pointer to a numeric web address.
39. **Download** – files or programs that can be transferred from one computer to another via the internet or other network avenues.
40. **DPI**--dots per inch (pixels)
41. **DVD** – Digital Versatile Disc. Optical storage device that holds 4.7 to 17 GB of data.
42. **Editor** – application used to create and design web pages/ uses menus and buttons on toolbars that represent HTML tags.
43. **Electronic slideshow** – similar to presentations or traditional overhead transparencies or slides but superior because of the power of the delivery system – the computer, which allows multimedia elements to be part of the presentation.
44. **Fair use policy** – exclusionary right to use copyright images under certain circumstances such as research and instruction.
45. **File format** – type of file created by a program.
46. **FireWire** – a new high speed connector used to transfer video and sound from digital video cameras to computers. IEEE1394.
47. **Flash player** – plug in needed to view Macromedia Flash content on the web.
48. **Flatbed scanner** – Input hardware that is able to translate a graphic image into computer data so that the image may be displayed and manipulated on a computer.
49. **Flowchart** – planning document that provides a visual guide of the entire web site. Also provides a graphical representation of how the information within a web site is organized as well as how it flows.
50. **Fonts** – synonyms with typefaces in a print environment; useful in focusing attention to certain text on the screen, enhancing readability, setting a tone, and projecting an image. Serif/SanSerif.
51. **FTP** – file transfer protocol. One of the methods used to upload files from a computer to a server for use on the internet.
52. **GIF** – Graphics Interchange Format – Graphic file format created by CompuServe for use on the web. The GIF format only supports up to 256 colors.
53. **Graphics** – 2D and 3D images.
54. **HTML** – Hypertext Markup Language. The standard language used to create web pages, designed to be a non-platform specific language that enables different computers running different operating systems and using different browsers to display the same page.
55. **Hyperlink** – text or graphics that are coded to “jump” to another location.
56. **Hypermedia** – multimedia element in a multimedia application that serves as a trigger to another screen, page or topic.
57. **Image edition programs** – useful in making changes in images, such as changing the brightness or contrast, or applying textures. Etc.
58. **Image resolution** – the amount of Information stored in each image, measured in pixels (dots) per inch. **Ppi or dpi**
59. **Interactive multimedia** – multimedia applications that allow users to directly respond to and control and or all of the media elements.
60. **Internet** – a network of networks that connect millions of computers across the world.

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61. **Internet Explorer** – Web browser created by Microsoft corporation
62. **IP address** – a numeric address on the internet that points to a specific location or web page.
63. **JPEG** – Joint Photographic Experts Group – Graphic file format used to create very compact bitmapped files. This format supports millions of colors.
64. **Lossless** – mathematical algorithms that eliminate redundant data.
65. **Lossy** – compression scheme in which expendable data is removed.
66. **Macromedia Flash** – a program that allows the user to create interactive experiences using animation.
67. **Microphone** – equipment used to translate analog signals into electrical impulses.
68. **MIDI** – an internationally accepted file format used to store Musical Instrument Data Interface data, which are instructions on how to replay music.
69. **MIDI**–Musical Instrument Digital Interface
70. **MNG** – Multiple-image Network Graphic Animation file format that stores multiple images that are then streamed for quick download and playback.
71. **Modem** – equipment used to convert a computer’s digital signals to analog signals that can be transmitted along standard telephone lines.
72. **Morphing**--transforming one object into another object through the use of a computer
73. **MOV** – QuickTime animation and movie file format.
74. **MP3** – stands for “Motion Picture Experts Group Audio Layer 3”. It is an open standard technology that used file compression to create near-CD quality audio files that are small enough to be distributed via the Web.
75. **MPEG** – Motion Picture Experts Group. The name given to an entire family of standards used to coding audio-visual information in a digital compressed format.
76. **Multimedia**--using a computer to merge various types of media such as word processing, graphics, sound ,animation, virtual reality and video.
77. **Nav bar** – navigation bar. A bar of buttons or text strategically placed and accessible from every page of a web site for easy navigability
78. **Paint programs** – software used to create and edit raster graphics.
79. **PCX** – Windows Paint graphics file format.
80. **PDF** – Portable document format. Cross platform file format that requires a viewer to be displayed.
81. **Pixel**--the smallest component of an image that can be transmitted or received in a video display system (tiny points of light that make up a picture)
82. **Plug In** – tiny software programs added to an application to extend its capabilities; plug ins are generally launched inside the browser window.
83. **PNG** – Portable Network Graphics. Flexible graphic file format used on the web. It supports a number of different color depths including 256 colors (8bit) as well as millions of colors (24 or 32 bit).
84. **Portfolio** – a collection of sample work and example projects to share with potential clients and employers.
85. **PowerPoint** – widely used program for creating electronic slide show presentations.
86. **Public domain** – original content that can be sued at the user’s discretion for no charge beyond the initial cost.
87. **QuickTime** – software based video-delivery system by Apple that allows delivery of multimedia and video on computers without using additional hardware.
88. **Quicktime movie** – platform neutral, convenient and powerful format for storing common digital media types such as audio and video.

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89. **Real** – popular format by Real Networks used for streaming audio and video on the web; offers good compression.
90. **RealPlayer** – plug-in needed to play real formatted files.
91. **Rendering** – process of capturing a view of a 3D scene and saving it as a 2D image.
92. **Scanner**--a peripheral device that captures images from photographic prints, posters, magazine pages, and similar sources for computer editing and display. (converts to data that is put into a computer)
93. **Shockwave** – a set of compression tools that enable graphics, sound, and animation to be converted into a format appropriate for delivery via the web.
94. **Shockwave player** – a plug in that enables Director movies to be played in a web browser.
95. **Site map** – illustration of the relationship of the web pages within a web site.
96. **Stationary**--when the object remains still
97. **Stock photography** – collections of digital photographs available on CDE-ROM or from the internet.
98. **Stock video footage** – video footage offered by third parties.
99. **Storyboard** – a diagram that describes the content and sequence of each page in a web site.
100. **Streaming** – process in which sound or video is played while it is being downloaded.
101. **SWF** – a compressed Macromedia Flash or Shockwave Flash file format designed from the ground up to efficiently deliver graphics and animation over the web.
102. **Text Box**--in hypermedia, an object or area on a card/slide/ page where text is entered and can be scrolled.
103. **Theme** – present design that includes a color scheme and other unified design elements such as bullets, fonts, images, and navigation bars.
104. **TIFR** – Tagged Image File format. Used for graphics.
105. **Trademark** – a name, symbol, or other device identifying a product, it is officially registered with the US government and use is legally restricted to its owner.
106. **Video capture cards** – expansion boards installed on the motherboard that converts analog video signals from camcorders, VCRs, and TV's to digital data that the computer can interpret.
107. **Video Clip**--a file that contains pictures in motion
108. **Virtual Reality**--lifelike world that is created by a computer in which a person becomes part of the action
109. **WAV** – The Waveform sound file format developed by Microsoft Corporation and established as the most commonly used and supported format on the Windows platform.
110. **World Wide Web** – a part of the internet that allows delivery of multimedia and provides for hyperlinking of content.
111. **WSYIWYG** – What you see is what you get – These tools use a graphical user interface that generates the code behind the scenes.
112. **Scrubber** – a tool used to move the edit line through a project or to a position on the timeline.
113. **Open standard technology** – technology that is publicly available and has various rights to use associated with it.
114. **Raster graphics** - a data structure representing a generally rectangular grid of pixels, or points of color, viewable via a monitor, paper, or other display medium.
115. **Truck** – to move the video camera while filming a stationary object.