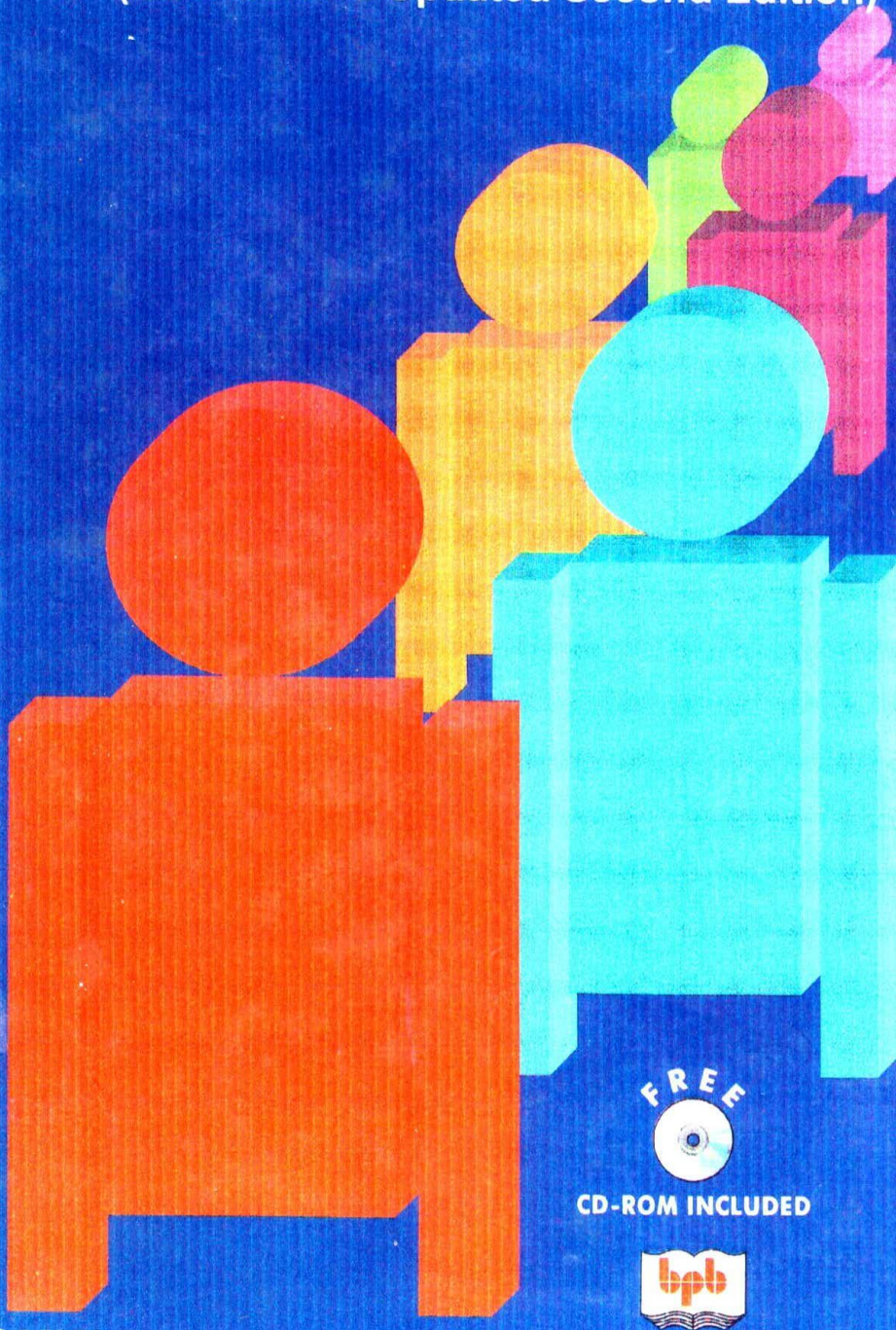
MULTIMEDIA MAGIC

(Revised and Updated Second Edition)



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(REVISED AND UPDATED SECOND EDITION)

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Dedicated to
Krishnaswamy Balaji
and
Syed Ibrahim Ahmad

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Acknowledgements

I fall short of words to pen down anything for the co-operation and encouragement extended by my wife throughout the making of the second edition of this book. But for her support, this book might not have taken shape. My parents extended their warmth, support and co-operation as the book was taking shape.

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My deepest gratitude goes with Mr.Krishnaswami Balaji of Singapore who was always encouraging me to bring out a second edition of this book.

I sincerely thank my publishers, BPB Publications, for taking up the second edition of this book.

Foreword to Second Edition

As I sat one fine day and started thinking about bringing out a second edition for my book Multimedia Magic, I realised that significant volume of material had to be re-written revised and rephrased. Technology had grown significantly over the years, requirements of students had changed and Tools had become dramatically simple or complex.

Multimedia has been introduced as one of the subjects in most universities and colleges. This book takes into account the syllabus laid out by some of these universities and tries to cover most – if not all – topics in a simple and lucid language.

I always believed that students as well as professionals should use this book. Though the majority of the material is meant for a novice, professionals with reasonable experience in one media or other will find useful tips and hints that were gained by experience on real world projects.

While maintaining the overall layout of first edition and even the chapter titles to some extent, the inner material has been extensively revised to reflect the latest trends in technology and concepts. Windows 2000 has been taken as the baseline Operating system throughout the book. So most of the examples and illustrations were developed on a Windows 2000 system – unless explicitly stated. Useful tables have been added at appropriate places to give an overview of different things that are being discussed.

Many examples have been added from Multimedia projects in which I was directly involved. Hence the advice and notes I have provided on those examples are not merely theoretical.

Multimedia – like any other information technology stream - is a fast moving world. But I strongly believe that there are fundamental concepts and methodologies that stay for a longer period of time than the tools themselves. Hence I urge the readers to pay attention to the overall understanding of concept rather than how to do this techniques for a specific tool. In this respect, the treatment of this book is significantly different from many other books on Multimedia tools and technologies.

I'd like to encourage the readers to write what they feel about the book – things that can be added, revised or updated. They will help me to shape the future editions of this book.

I thank the publishers for giving me an opportunity to share my ideas, thoughts and experiences in the world of multimedia – it has been a greatly rewarding experience from my side.

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