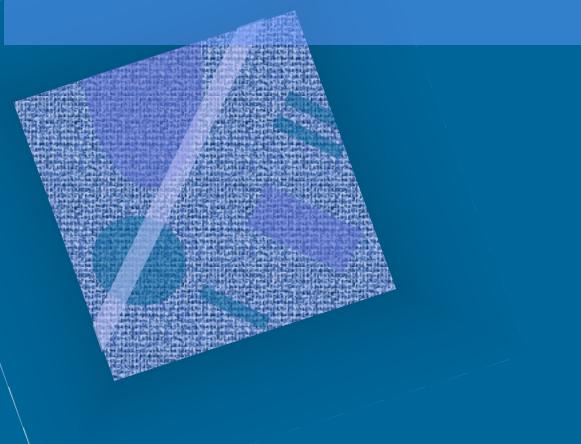
COMS 359: Interactive Media



Agenda

- Audio/Video
 - Introduction
 - Audio and Video file formats
 - Methods for including multimedia
 - <a href>
 - <embed>
 - <object>
 - <audio> and <video>

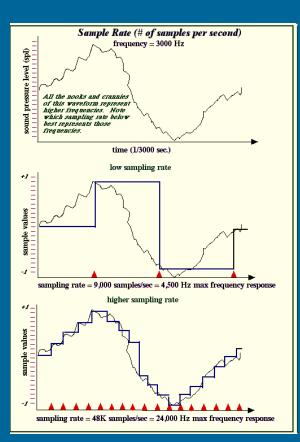


Introduction

- Two formats
 - Analog audio = sound is encoded as a function of a continuous wave
 - Digital audio = sound is encoded as discrete pieces of information
- Computer technology = digital audio
 - Convert analog audio to digital = capture and digitize
 - Sound card and Sound Recorder software (Accessories)

Introduction - Terminology

- Sampling
 - When a sound is digitized, it is sampled
 - Higher sampling rate = higher quality & large file size
- Sampling Rates
 - 8, 11, 22, 44 kHz
 - 1 kHz = approx. 1000 samples/sec.
- Sound files
 - Saved and stored as 8-bit or 16-bit numbers
 - 16-bit = higher quality/larger file



- Introduction Quality
 - Sample rate and bit-rate describe audio quality
 - 8-bit, 8 kHz sample = telephone quality
 - 16-bit, 44kHz sample = CD quality
 - Higher quality = larger files
 - 1 minute of 8-bit, 8kHz audio = 1.5MB
 - 1 minute of 16-bit, 44kHz audio = 10MB
 - Stereo = double these

- File Formats Introduction
 - Number of different file types for audio
 - Each file type requires a dedicated player
 - Not all players are supported by all browsers
 - Some file types require browser plug-ins
 - Design implications
 - Use a widely accepted and supported file formats
 - Use redundancy in design to accommodate different browsers

- File Formats
 - RIFF WAVE
 - Resource Interchange File Format Waveform Audio
 - Developed by IBM & Microsoft; most common audio file format in Windows
 - Uncompressed format 1 min of audio = 10MB file
 - File extension = .wav
 - Browser support Directly supported by Firefox, Chrome and Safari; IE9 support via Windows Media Player



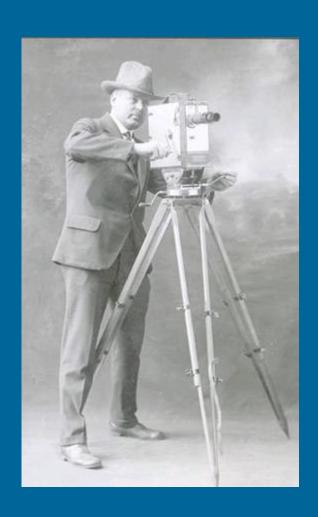
- File Formats
 - AIFF and AIFC
 - AIFF Audio Interchange File Format
 - Developed by Apple
 - High quality audio
 - -1 minute = 10 MB
 - AIFC AIFF Compressed Format
 - Compressed form of AIFF
 - Compression ratio up to 6:1; but is a lossy compression
 - Used mainly on Apple systems



- File Formats
 - MPEG Audio
 - Moving Pictures Experts Group
 - Best compression algorithm 4:1 w/ almost no loss
 - File extension = .mp3
 - CD quality audio
 - Standard for web audio
 - Browser support Directly supported by Chrome, IE9 and Safari; Firefox support with a plugin or external player



- File Formats
 - OGG
 - Open source, patent-free, open container format for audio (and video)
 - Maintained by the Xiph.org Foundation
 - File extension = .ogg or .oga
 - Common Audio Codecs
 - Vorbis lossy audio compression
 - FLAC lossless audio compression
 - Direct support in Firefox and Chrome; supported in Safari via add-on; no support in IE



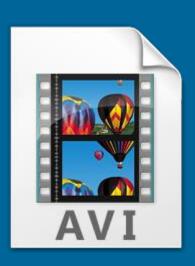
- Introduction
 - Video files are comprised of images and audio
 - Thus, they are the largest multimedia files.
 - Slowest download



- Introduction Quality
 - Video quality is a function of several technical elements
 - Network Bandwidth
 - Sampling rate (11, 22, 44)
 - Image size Frame rate (15, 30)
 - Bit depth (8, 16, 24)
 - Higher Quality = More Data = Larger File
 - Quality and transfer speed are inversely proportional



- File Formats
 - Video for Windows VfW
 - Developed by Microsoft for the PC
 - Played by a special Microsoft software only available on PCs running MS operating systems
 - Not directly supported by the Browser; Browser launches the application and the video plays in a separate window
 - file extension = .avi (audio/video interleave)



- File Formats
 - MPEG Motion PictureExperts Group
 - Browser friendly either directly supported by the browser or plugins are available
 - Compressed format files are smaller than comparable .avi files
 - File extension = .mp4



- File Formats
 - QuickTime
 - Developed by Apple
 - More flexible than AVI supported by more platforms (IBM, UNIX, MAC, etc.)
 - Decent compression algorithm
 - File extension = .mov



- File Formats
 - OGG
 - Open source, patent-free, open container format for audio and video
 - Maintained by the Xiph.org Foundation
 - File extension .ogg or .ogv
 - Common Audio Codecs
 - Theora lossy video (compete with mp4)
 - Direct support in Firefox and Chrome; supported in Safari via add-on; no support in IE

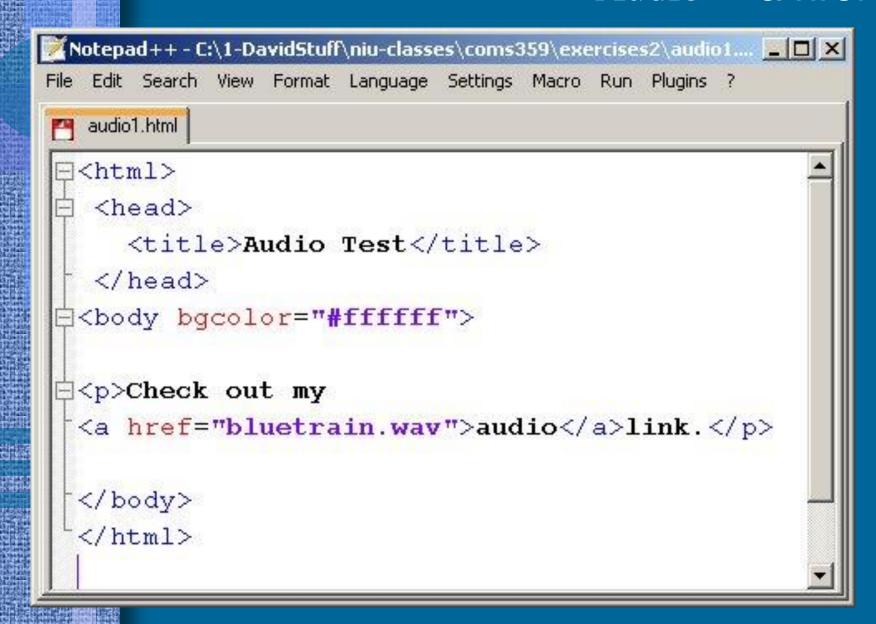
- File Formats
 - WebM

- web⊳m
- Royalty-free, open video compression for use with HTML5 video
- Developed by Google
- File extension = .webm
- Codecs VP8 video + Vorbis audio
- Direct support in Firefox and Chrome; supported in Safari via Quicktime plugin; no direct support in IE

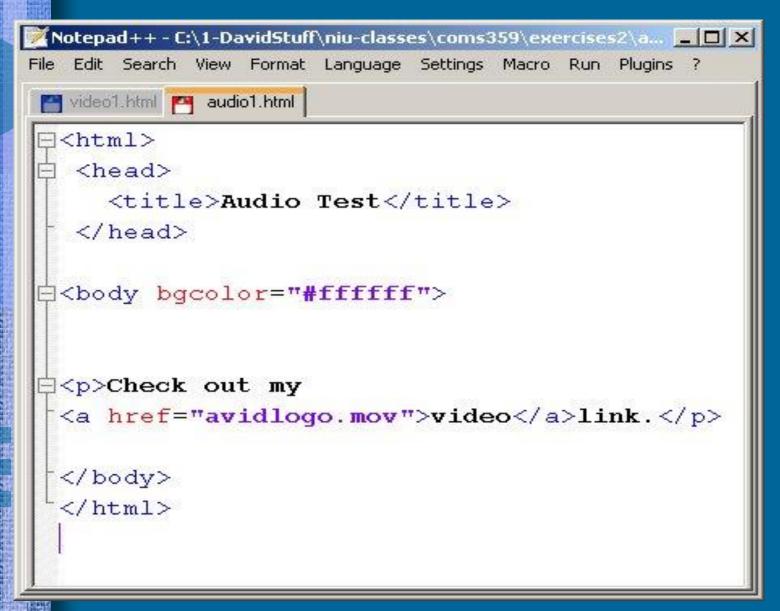
Audio/Video

- 4 Methods for including audio/video
 - <a href>
 - Hypertext link to audio or video file
 - -<embed>
 - Deprecated tag for embedded audio/video objects
 - <object>
 - HTML 4.1 method for embedded objects
 - <audio> <video>
 - New HTML5 tags
 - Limited browser support

Audio <a href>



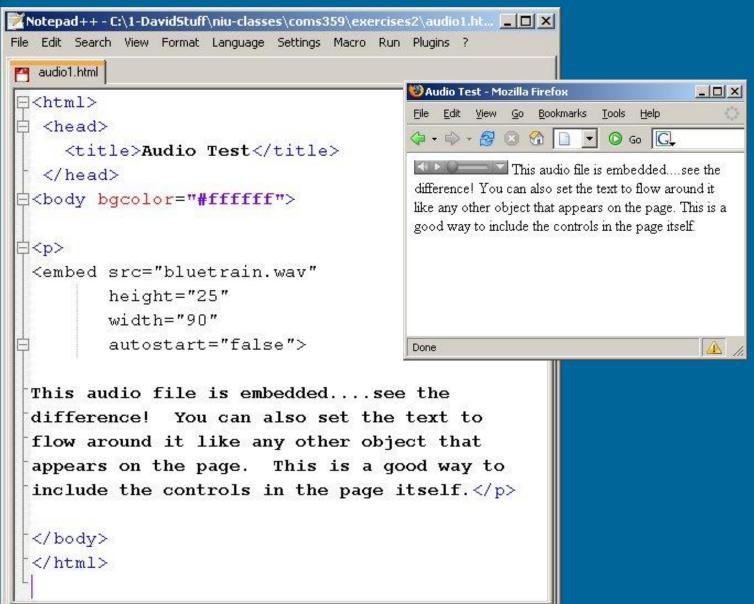
Video <a href>



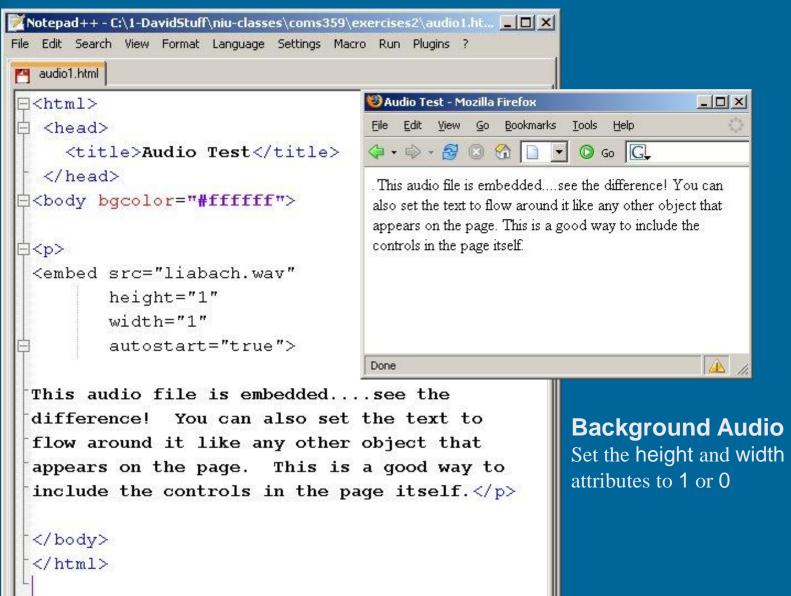
Audio/Video

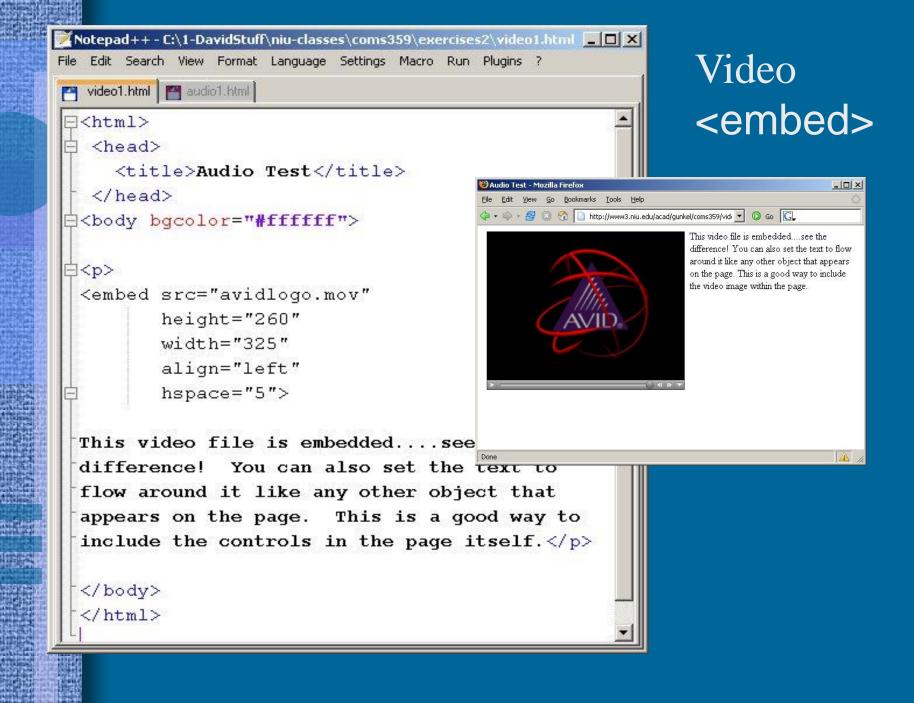
- <embed>
 - Tag = <embed src="bluetrain.wav">
 - Attributes
 - height & width: Specifies the size of the embedded object (i.e. Audio Console)
 - align: Specifies how object aligns with text
 - **loop**: Specifies whether to loop the audio or not; Its values can be set to the Boolean values true or false or a specific number to specify the number of times it loops
 - volume: Sets values 1 to 100
 - autostart: Set to the Boolean value true or false

Audio <embed>



Audio <embed>





Audio/Video Exercise

http://gunkelweb.com/coms359/multimedia/avstuff.html



COMS 359 - Audio/Video Source Files

Audio Files

- 1. John Coltrane's Blue Train in WAV format
- 2. John Coltrane's Blue Train in mp3 format
- 3. John Coltrane's Blue Train in ogg-vorbis format

Video Files

- 1. Lego Gizmo in mp4 format
- 2. Lego Gizmo in WebM format
- 3. Lego Gizmo in ogg-theora format

Flash Video Player (FLV)

The FLV Player is an easy and flexible way to add video and audio to your website playback of any format the Adobe Flash Player can handle (FLV, MP4, MP3, AAC GIF). It also supports RTMP, HTTP and live streaming, various playlists and captic wide range of settings and an extensive javascript API. Here's an example:



Download

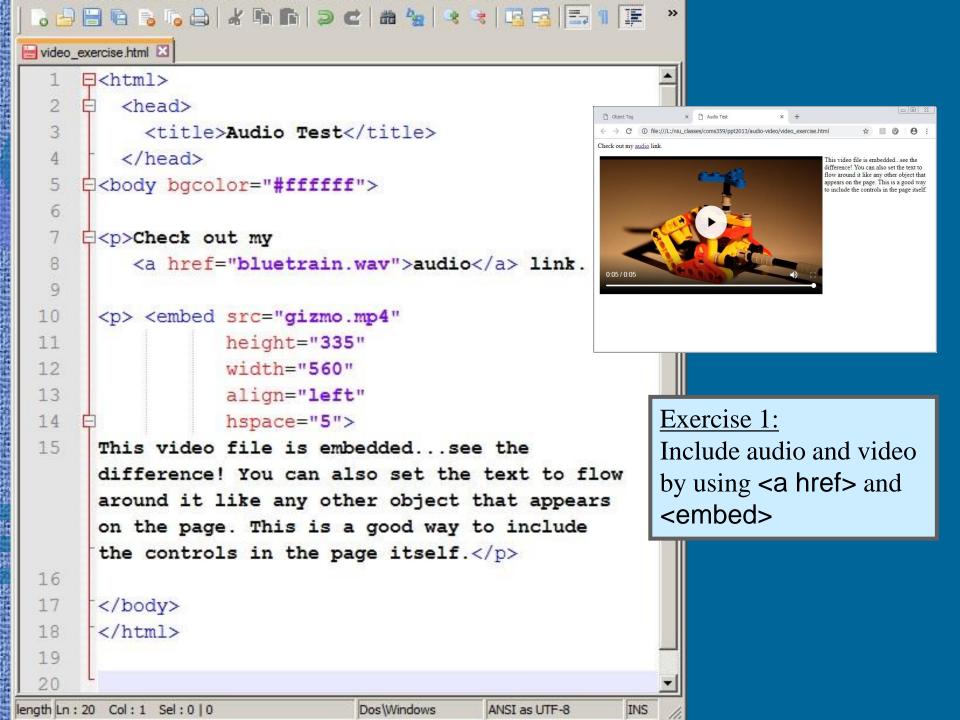
- 1. Blue Train WAV
- 2. Lego Gizmo mp4 Lego Gizmo WebM

Process

Do a right click on top of the file name and save the file to your local drive (USB jump drive or computer desktop)

This method of including multimedia content requires a number of files. Download these files and save them to your jump-drive by doing a right click on the file name and selecting "save link as."

- Javascript file swfobject.js
- . Flash file player.swf

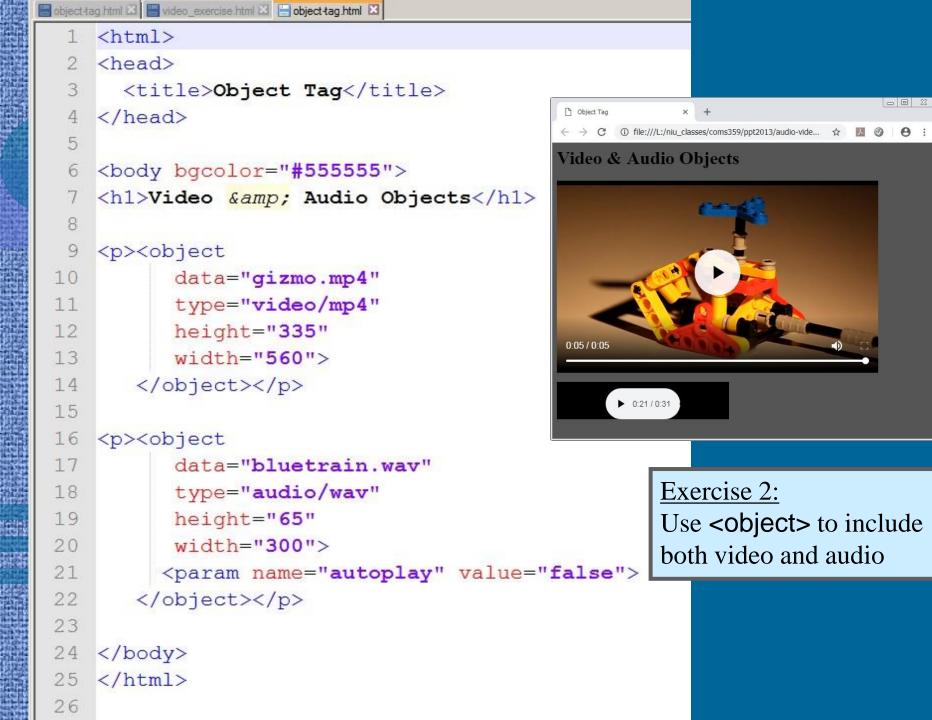


<object> tag

- HTML 4.1 tag for inserting any object (image, video, audio, applet, etc.) into an HTML document
- It was intended as a replacement for a number of tags: <embed> <applet>...
 - Rationale: Provide one tag for all objects;
 standardize the tags for object inclusion
 - Problem Inconsistent browser implementation;
 requires complex coding to get it to work in all browsers

<object> tag

- Attributes
 - data = "filename"
 - type = "video/mp4"
 - "audio/wav"
 - "text/html"
 - height = "300"
 - width = "320"

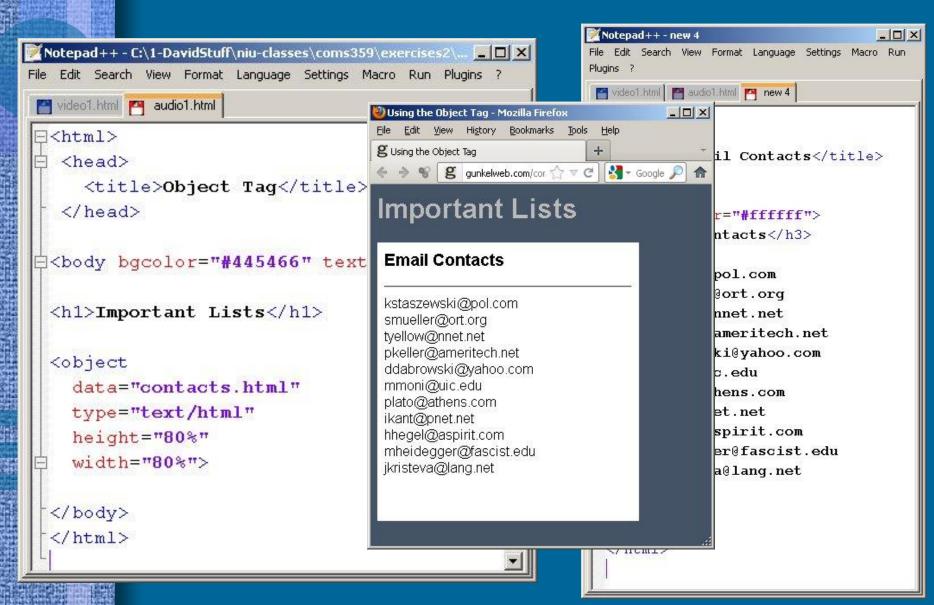


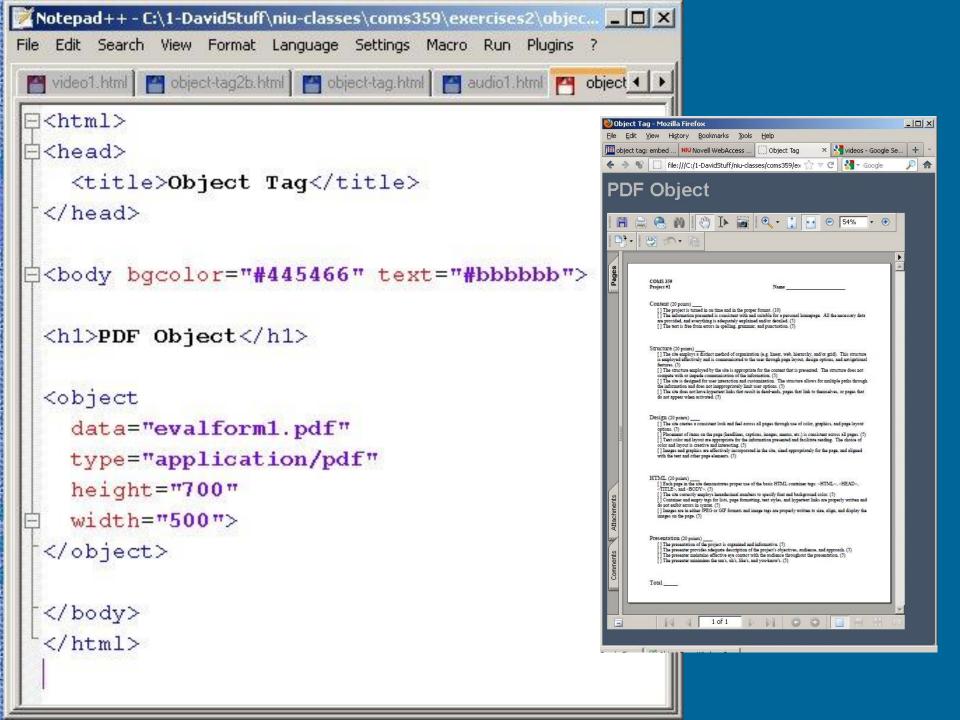
<object> Other Uses

```
Notepad++ - C:\1-DavidStuff\niu-classes\coms359\exercises2\... 📮 🗖 🗶
File Edit Search View Format Language Settings Macro Run Plugins ?
     marking video1.html representation in the representation of the re
       -<html>
                     <head>
                                     <title>Object Tag</title>
                     </head>
        |<body bgcolor="#445466" text="#bbbbbb">
              <h1>Important Lists</h1>
              Kobject
                              data="contacts.html"
                            type="text/html"
                             height="80%"
                             width="80%">
              </body>
              </html>
```

```
Notepad++ - new 4
                                    File Edit Search View Format Language Settings Macro Run
Plugins ?
yideo1.html Maudio1.html May new 4
=<html>
 T<head>
    <title>Email Contacts</title>
  </head>
 <body bgcolor="#ffffff">
  <h3>Email Contacts</h3>
  <hr>
 kstaszewski@pol.com
 <br>smueller@ort.org
  <br>tyellow@nnet.net
  <br>pkeller@ameritech.net
  <br/>ddabrowski@yahoo.com
  <br>>mmoni@uic.edu
  <br>plato@athens.com
  <br>ikant@pnet.net
  <br>hheqel@aspirit.com
  <br>mheidegger@fascist.edu
  <br>jkristeva@lang.net
  <br>
  </body>
  </html>
```

<object> Other Uses





HTML 5 – Audio/Video

Purpose

- Open standard for the deliver of multimedia content over the web
- Native support in the browser; no need for external players or plugins

Current Status

- HTML 5 specification released in 2009 but is still under development
- Browser support is evolving and inconsistent; this will require some design redundancy

HTML 5 – Audio/Video

- Tags/Elements
 - <audio>
 - <video>
 - <source>

Valid Attributes

src

autoplay

controls

height & width

loop

preload

type

HTML 5 – Audio/Video

- <audio>
 - Supported file formats mp3, wav, ogg
 - Browser Implementation

Browser	mp3	wav	ogg
IE 9	+	-	-
Firefox	-	+	+
Chrome	+	+	+
Safari	+	+	-

HTML 5 – Audio/Video

- <video>
 - Supported file formats mp4, ogv, WebM
 - Browser Implementation

Browser	mp4	ogv	WebM
IE 9	+	-	-
Firefox	-	+	+
Chrome	+	+	+
Safari	+	-	-

HTML 5 – Audio/Video

- Consequences
 - + <audio> and <video> allow for native multimedia support in the browser using common file formats
 - Supported file formats differs across the different browsers. Implementation of the new tags remains inconsistent.

Solution = Code and File Duplication

HTML 5 Exercise

http://gunkelweb.com/coms359/multimedia/avstuff.html



Audio Files

- 1. John Coltrane's Blue Train in WAV format
- 2. John Coltrane's Blue Train in mp3 format
- 3. John Coltrane's Blue Train in ogg-vorbis format

Video Files

- 1. Lego Gizmo in mp4 format
- 2. Lego Gizmo in WebM format
- 3. Lego Gizmo in ogg-theora format

Download

- 1) Blue Train mp3 & ogg
- 2) Lego Gizmo webM & ogg

Flash Video Player (FLV)

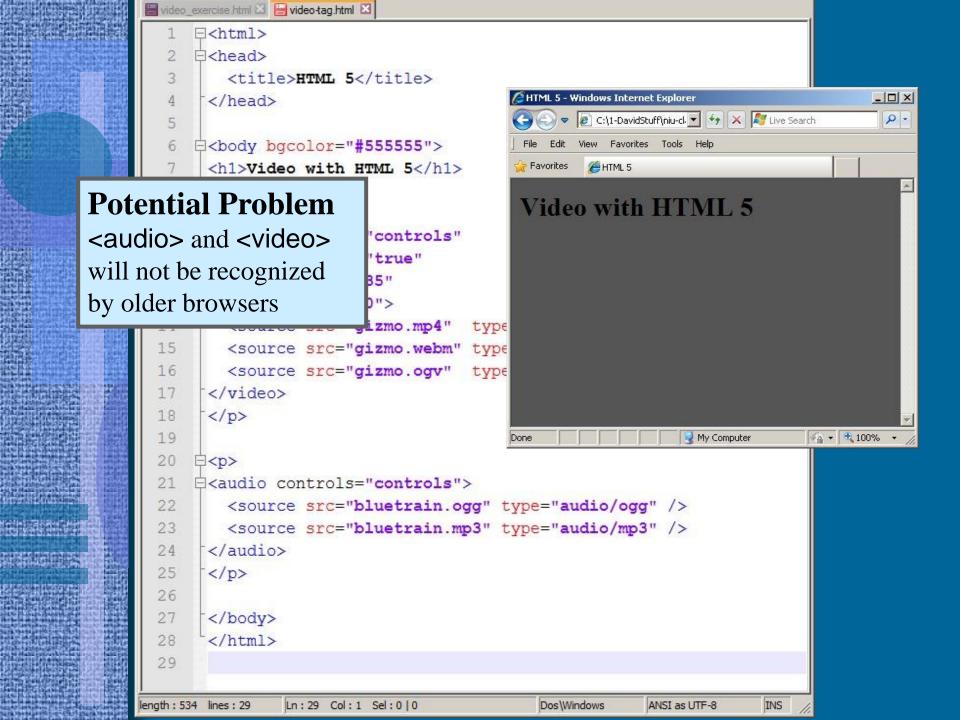
The FLV Player is an easy and flexible way to add video and audio to your website. It supports playback of any format the Adobe Flash Player can handle (FLV, MP4, MP3, AAC, JPG, PNG and GIF). It also supports RTMP, HTTP and live streaming, various playlists and captioning formats, a wide range of settings and an extensive javascript API. Here's an example:

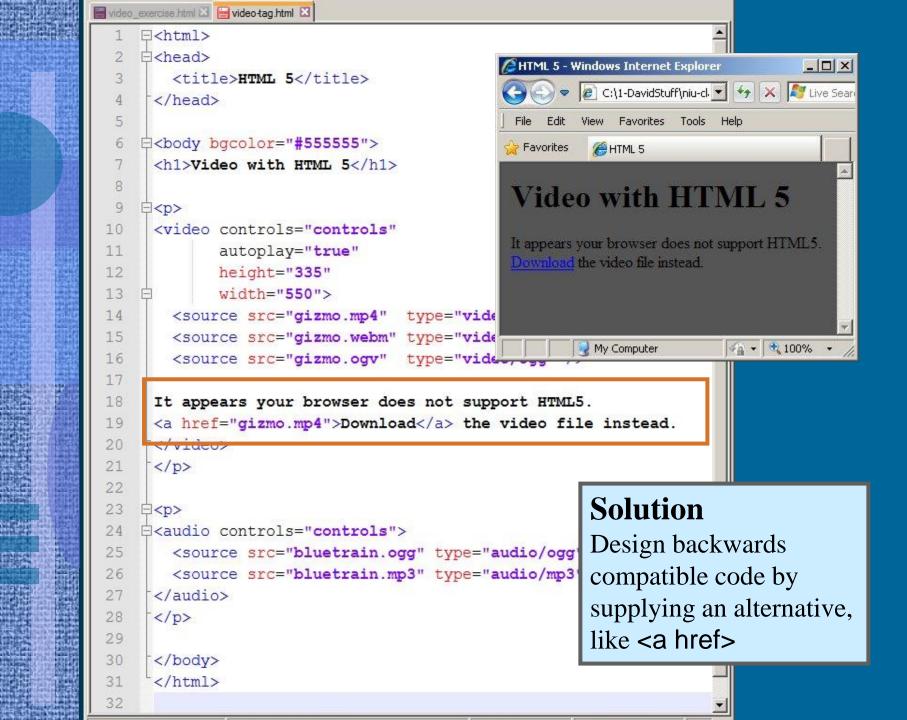


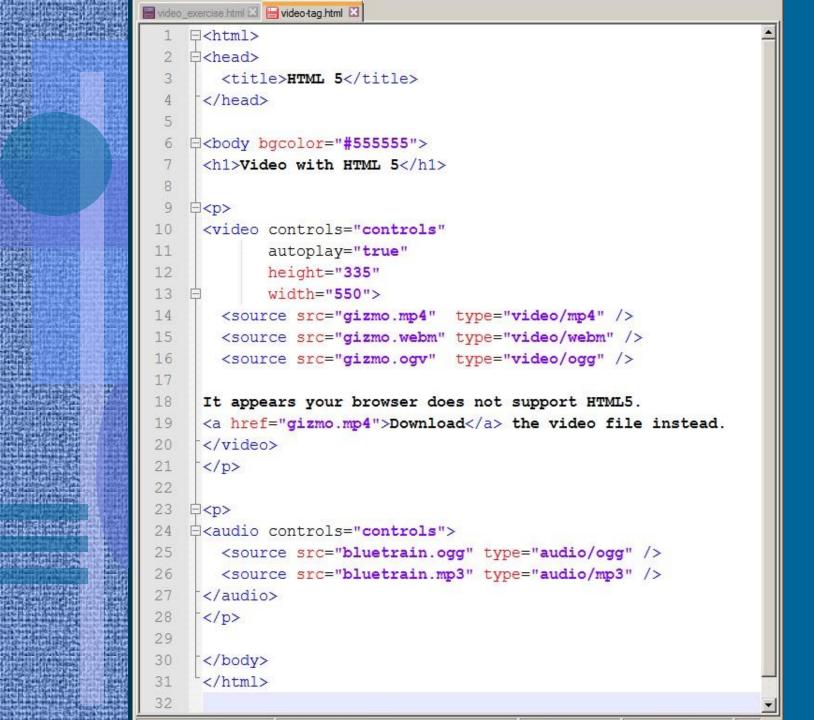
This method of including multimedia content requires a number of files. Download these files and save them to your jump-drive by doing a right click on the file name and selecting "save link as."

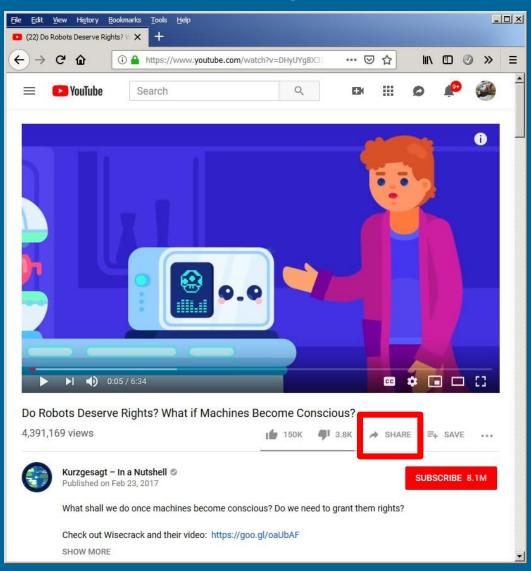
- · Javascript file swfobject.js
- Flash file player.swf

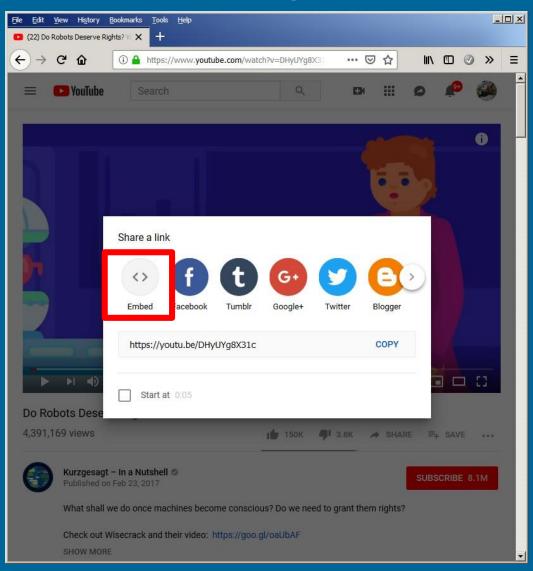
```
∃<html>
   自<head>
       <title>HTML 5</title>
    </head>
   □<body bgcolor="#555555">
                                                    Exercise 5:
     <h1>Video with HTML 5</h1>
                                                     Use HTML 5 <audio>
 8
                                                    and <video> elements
 9
   >□<
10
     <video controls="controls"</pre>
11
            autoplay="true"
12
            height="335"
13 白
            width="550">
14
       <source src="gizmo.mp4" type="video/mp4" />
15
       <source src="gizmo.webm" type="video/webm" />
16
       <source src="gizmo.ogv" type="video/ogg" />
17
    </video>
18
    19
20
   □
21
   d<audio controls="controls">
22
       <source src="bluetrain.ogg" type="audio/ogg" />
23
      <source src="bluetrain.mp3" type="audio/mp3" />
24
    </audio>
25
     Video Tag
26
                                                                    Exercise
27
    </body>
28
     </html>
20
```

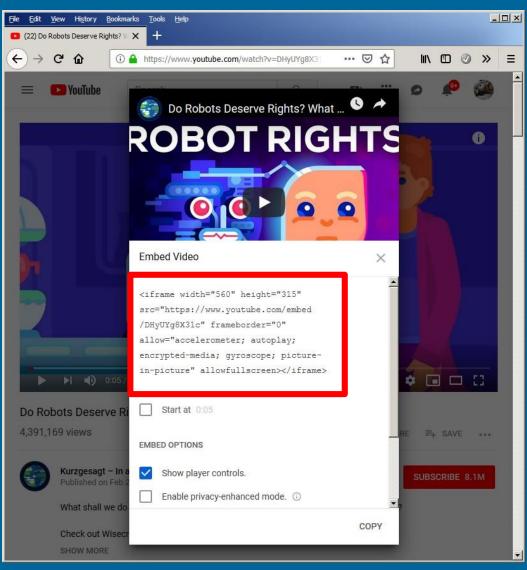












```
streaming_media.html
    <html>
      <head>
        <title>streaming media</title>
                                                                                                    _ | D | X
     </head>
                                                                                  ... ☑ ☆
                                                                   i file:///O:/niu_classes/com
    <body>
                                                      Streaming Media
    <h1>Streaming Media</h1>
                                                       Do Robots Deserve Rights? What if Mach... Vato later sha
    <iframe width="560" height="315"</pre>
              src="https://www.youtube.com/emk
10
11
              frameborder="0" allow="acceleron
12
              encrypted-media; gyroscope; pict
13
              allowfullscreen></iframe>
14
   </body>
    </html>
```

Summary

- Audio and Video file formats
- Methods for including multimedia
 - <a href>
 - <embed>
 - <object>
 - <audio> and <video>
 - streaming media

Summary

- Audio/Video
 - Project 1 must include some form of multimedia (audio or video)
 - Examples
 - Examples of your work in audio/video
 - Background music
 - Favorites song, movie, video

Preview

- Project One Workshop
 - Work on Project One in class