



THE UNIVERSITY OF WINNIPEG

ACS-1809-051
Web Design and Development

Chapter 9

DISCOVER • ACHIEVE • BELONG

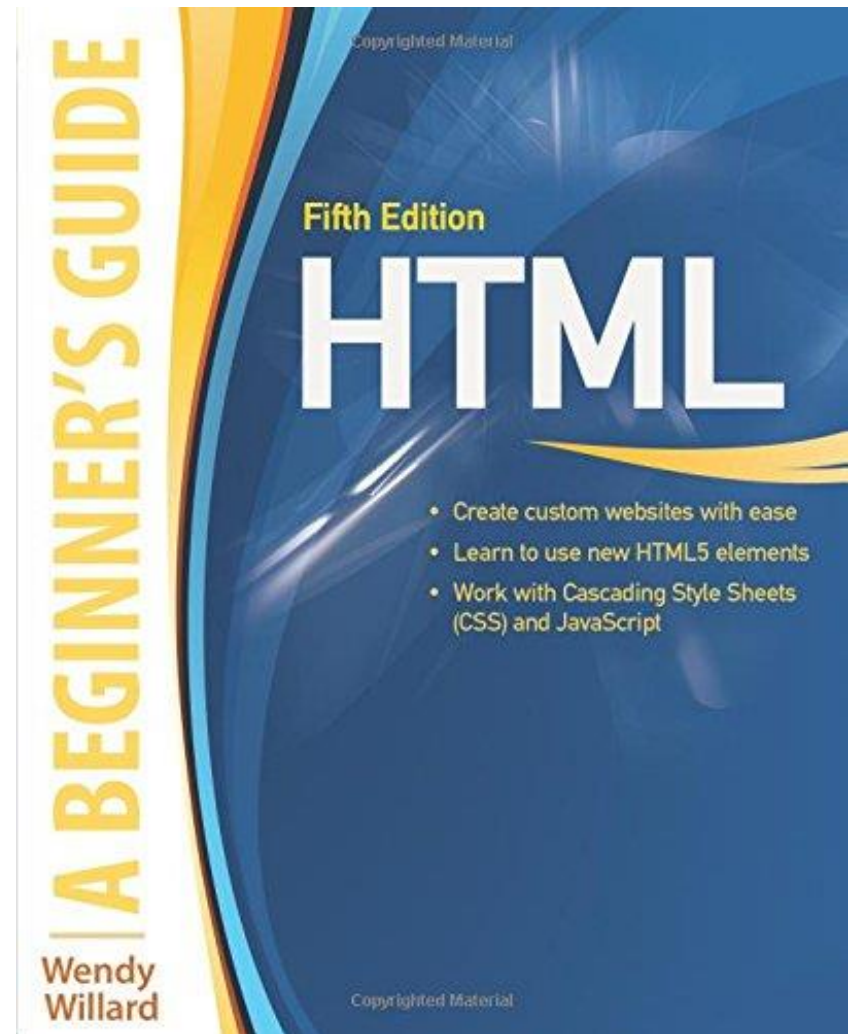
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Multimedia on the Web

- The term “multimedia” is used to refer to presentations of various types of media integrated into a single file format
 - Audio
 - Video
 - Text
 - Graphics
 - Animation

Multimedia on the Web

- Before HTML 5, by default the browsers were only capable of understanding HTML files, a limited types of graphics files such as GIF and JPEG, and plain text documents (.txt)
 - Any other file types needed to be handled through a plug-in, or helper application
 - Sometimes these types of applications came preinstalled in the browser
 - Other times they had to be downloaded by the user

Multimedia on the Web

- HTML 5 introduced a built-in way to handle audio and video files
 - However, today's browsers have not yet caught up to this part of the standard
 - They don't provide uniform support to the same file format
 - So at this moment we still need to use extra helps for certain multimedia files
 - They include helper application and plug-in (or ActiveX in Microsoft's language)

External Helps

- Before the web browsers can provide universal support to HTML 5 standard we still need the helps that's not built in browsers
 - Helper applications
 - An additional piece of software or code that attempts to do something the browser cannot
 - plug-in or ActiveX control
 - extends the browser capabilities

When help is needed

- When your web browser doesn't know how to display a certain type of file. It first looks for a plug-in capable of doing so
 - If your web browser doesn't find a plug-in, it might prompt you to download one or look for a helper application loaded on the computer that could display the file
 - If the browser cannot find a suitable helper application
 - and one isn't downloaded then it won't be able to display the file.
 - So it is not recommend to include essential information in files requiring plug-ins or helper

Helpers and Plug-ins

- Helpers are stand-alone programs
 - Separate from your browser
 - Usually you need to purchase for your computer
- plug-ins are usually free and can be easily downloaded from the Internet
 - In some cases, web browsers even come with certain plug-ins
- Check what are available for the web browsers

Link to Multimedia Files

- A link to a multimedia file is essentially the same as any other link
 - This is the way that for sure will
 - because links are understood by all web browsers
- `Watch this sample video`

Embedded Multimedia Files

- When you embed multimedia files
 - They appear right within the context of your page
 - The file will load and play along with anything else on that page
 - As long as the appropriate plug-in or ActiveX control is installed or the media file is supported natively

Embedded Multimedia Files

- `<object>` element is the first method in HTML for embedding various types of media
 - from images to Flash movies and more.

Embedded Multimedia Files

- Now HTML5 introduced several new elements designed to natively handle the process of embedding audio and video:
 - `<audio>` Embeds audio
 - `<video>` Embeds video content
 - `<source>` Specifies multiple sources for audio and video content
 - `<track>` Specifies text explanations for audio and video content
 - `<embed>` Specifies content to be played in older browsers
 - `<video src="video1.mp4" controls preload></video>`
 - `<audio src="music1.mp3" controls preload></audio>`

Questions?



QUESTIONS



now