


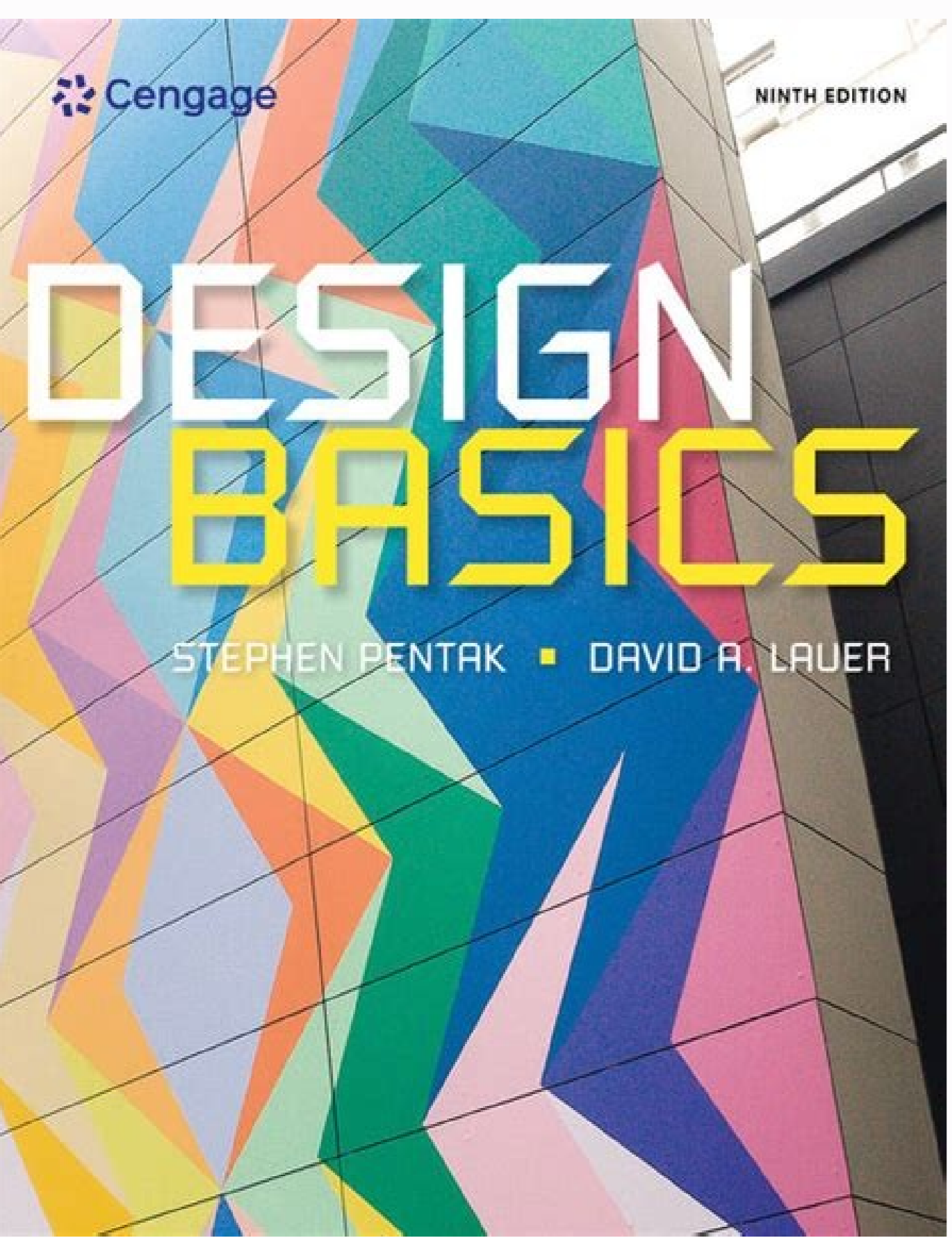
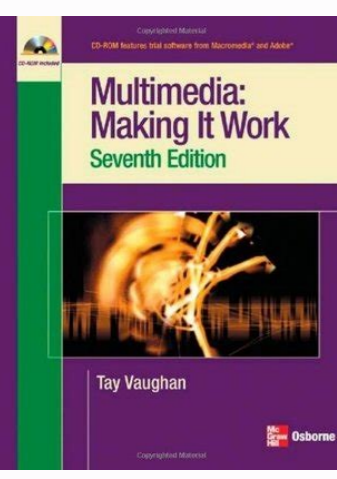
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**Delivering Multimedia (continued)**

- Copper wire, glass fiber, and radio/cellular technologies also serve a means for delivering multimedia files across a network.

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# Computer Basics

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## ABSOLUTE BEGINNER'S GUIDE

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9th Edition

Michael Miller

### CHAPTER 7

## Making Multimedia

**In this chapter, you will learn how to:**

- Describe the four primary stages in a multimedia project
- Discuss the intangible elements needed to make good multimedia: creativity, organization, and communication skill
- Discuss the hardware most often used in making multimedia and choose an appropriate platform for a project
- Understand common software programs used to handle text, graphics, audio, video, and animation in multimedia projects and discuss their capabilities
- Determine which multimedia authoring system is most appropriate for any given project

**I**n this chapter, you will be introduced to the workshop where multimedia is made, with guidance and suggestions for getting started, and you will learn about planning a project. In later chapters, you will learn about producing, managing, and designing a project; getting material and content; testing your work; and, ultimately, shipping it to end users or posting it to the Web.

**The Stages of a Multimedia Project**

Most 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:

1. **Planning and costing** A project always begins with an idea or a need that you then refine by outlining its messages and objectives. Identify how you will make each message and objective work within your authoring system. Before you begin developing, plan out the writing, skills, graphic art, music, video, and other multimedia expertise that you will require. Develop a creative **"look and feel"** (what a user sees on a screen and how he or she interacts with it), as well as a structure and a navigational system that will allow the viewer to visit the messages and content. Estimate the time you'll need to do all the elements, and then prepare a budget. Work up a short **prototype** or **proof-of-concept**, a simple, working example to demonstrate whether or not your idea is feasible. The ease with which you can create materials with today's production and authoring tools tempts new developers to immediately move into production—jumping in before planning. This often results in false starts and wasted time and, in the long run, higher development cost. The more time you spend getting a handle on your project by defining its content and structure in the beginning, the faster you can later build it, and the less reworking and rearranging will be required midstream. Think it through before you start! Your creative ideas and trials will grow into

