

### Overview of Today's Topics

- A bit of a mishmash ©
- Overview of multimedia in general
- A bit of the history of multimedia
- A little bit about monitors and display
- Design tips
- Usage of text on a website

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### **Textbook Readings**

- Introduction
  - All of it (it's not very long!)
- Graphics
  - What are Graphics?
  - Basics of Graphics
  - Design Principles and Considerations

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### Big Ideas for Today

- Big Idea 1: First Impressions Matter!
  - Using senses to communicate
  - · How do we spread ideas
  - Why use the Internet?
- Big Idea 2: What makes one design look better than another?
  - CRAP
- Big Idea 3: Monitors and Needlepoint!
- Big Idea 4: Fonts
  - · Are you a font SAVANT?

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# What is Multimedia? (term coined around 1962)

- Some definitions:
  - **Wikipedia \(\rightarrow\) "Multimedia** is <u>media</u> and <u>content</u> that uses a combination of different <u>content forms."</u>
  - Merriam Webster → Their definition is actually a multimedia definition 
     ⊕ <a href="http://www.merriam-webster.com/dictionary/multimedia">http://www.merriam-webster.com/dictionary/multimedia</a>
  - Cambridge Dictionary → "using a combination of moving and still pictures, sound, music and words, especially in computers or entertainment"

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- All the definitions encompass different ways (more than one) of expressing something.
- How do we express ourselves?

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### Exercise

- Find one or two other people in the room and take 2 minutes to introduce yourself
- Find out:
  - Their favourite movie(s)
  - Where they went to high school
  - Farthest country from London, Ontario that one of their grandparents is from
  - What one thing do they hope to learn in this class

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### Making an Impression

 How long do you think you have before someone makes a judgement about you?

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# Now consider after you first arrive at a website...

- How long does it take you to decide if you want to stay or if you want to leave this site?
- QUESTION: What makes you want to leave a website rather than investing more time in it?
  - http://vandelaydesign.com/blog/designprocess/why-visitors-leave/

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### How can we communicate?

- Via the five senses:
- Sight
- Smell
- SoundTouch
- o Tasto
- QUESTION: Which ones can we utilize for communication on the web?
- Multimedia application → an application that can be used to present text, sound, video, images and animation (technical definition)...

http://www.simworx.co.uk/dimensions-4d5d-effects-theatres/

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### Multimedia Uses

- To Inform:
  - http://www.cbc.ca/radio/
- To Educate:
  - How to parallel park
- To Sell and Run Businesses:
  - http://www.chapters.ca
  - http://www.monster.ca
  - http://www.eharmony.ca
- To Entertain:



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### Why communicate via the web?

 QUESTION: What are the ways we can communicate or "spread a message" to other people? Can you name some ways? How did/does propaganda work? What did people used to do to spread a message?



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### The World Wide Web is the: Voice of Power!

- I. Which area do you think has the most people?
  - 1. Africa,
  - 2. Asia
  - 3. Eurobe.
  - 4. Latin American/Caribbean
  - 5. Middle East.
  - 6. North America
  - 7. Oceania/Australia
- 2. Which area do you think has the most Internet users?
- 3. Which area is the smallest, has the least users?

### The Future → Are you ready?

- https://www.youtube.com/watch?v=Y9FOyoS
- QUESTION: What is the difference between the World Wide Web and the Internet?



Great Moments in **Multimedia History** Before the 1800s

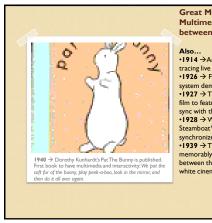
- •1041AD → Bi Sheng invents movable type in China using clay letters.
- •1450 → Johann Gutenburg introduces movable type (with steel letters), to Europe allowing mass production of
- •1702 → England's first daily newspaper starts publishing



Great Moments in Multimedia History between 1800 and 1900

### •1814 → Joseph Nicéphore Niépce achieves the first photographic

- •1837 → Louis Daguerre invents the first practical form of photographic reproduction.
  •1858 → Europe and North America
- are linked via a transatlantic telegraph cable. By 1866, news that had once taken months to travel, now took seconds •1877 → Thomas Edison invents the
- phonograph
  •1877 → Eadweard Muybridge
- creating first moving pictures that captured motion.



**Great Moments in** Multimedia History between 1900 and 1940

- •1914 → Animation created by tracing live action films (rotoscoping) •1926 → First practical television system demonstrated
  •1927 → The Jazz Singer is the first
- film to feature spoken dialogue in sync with the movie.

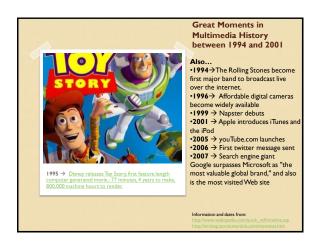
  •1928 → Walt Disney debuts
- Steamboat Willie, first cartoon to use synchronized sound.
  •1939 → The Wizard of Oz
- memorably shows the difference between the colour and black and white cinematography.



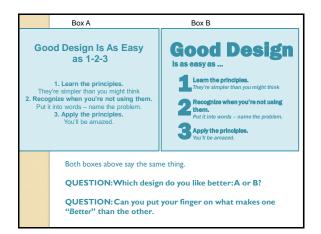
**Great Moments in** Multimedia History between 1940 and 1993

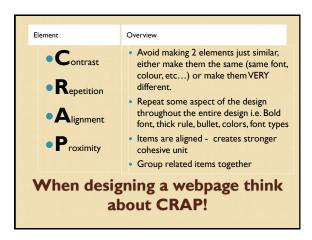
- 1962 → Telstar, first communications satellite is launched into orbit.
- satellite is launched into orbit.

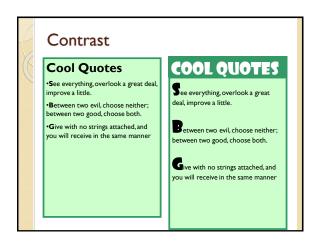
  1969 → ARPANET (eventually
  the Internet) is established by
  the U.S. Department of Defence
  (more on this later) •1971 → First email sent, @ picked as symbol to indicate address
- •1983 → Internet is created when TCP/IP is adopted by all ARPANET
- 1991 Tim Berners Lee has finished developing the World Wide Web(http) and html and URL. World Wide Web makes its
- •1993 → Mosaic, first graphical web

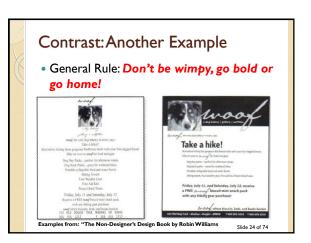


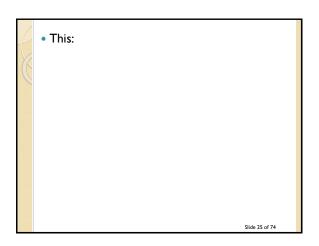


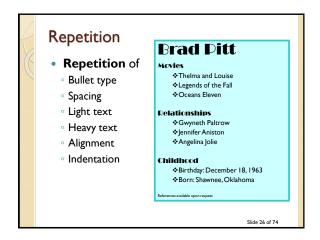


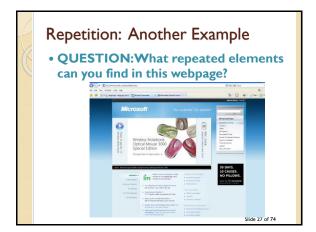


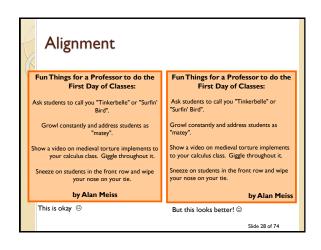


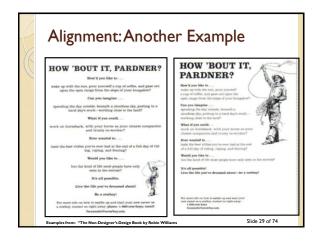


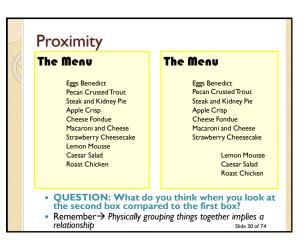


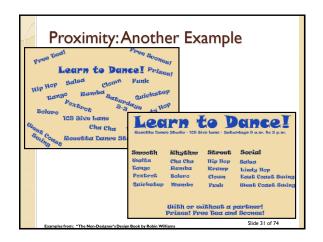


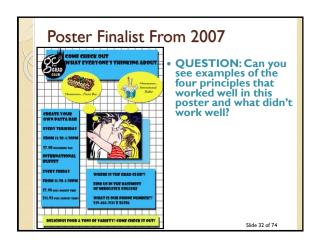


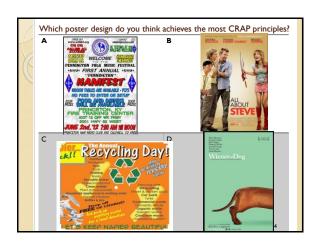








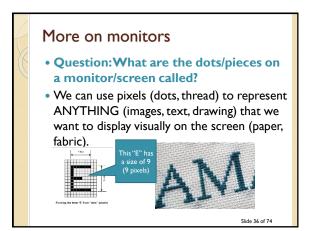


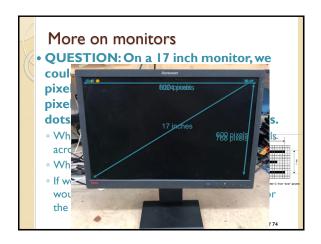




Before we begin, let's see how a monitor displays things visually!

• A scientification of the seed of





### More on monitors (and printers)

- A pixel is displayed using light on a monitor to create images or text.
- When printing text or images, we use ink to create the pixel but in printing, the pixels are called dots.
- Dots (in printing), are just like pixels in that:
  - · They can take on different colours
  - They can be big, creating big images, or small, creating smaller images.

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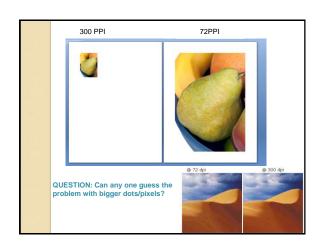
# More on monitors and printers

• QUESTION: Which one will have bigger dots → 72dpi or 300dpi (where dpi means dots per inch)? Think about 2 dpi vs. 4 dpi.





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Now that we have a basic understanding of ANYTHING is drawn on a monitor or on a piece of paper by a printer (just broken down into dots) ....

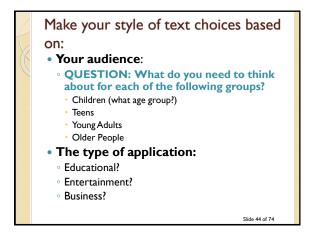
LET'S SEE HOW TO REPRESENT TEXT

### The Use of Text on a Website

- What do you need to know? Remember:
  - Text can be used to serve two purposes:
    - I. It conveys information
  - It can be used as a graphical element of the page (i.e. it doesn't have to be ugly or boring! ©)
- You may have a cool font on your machine, but the person viewing your website might not have that font! Here are some "Websafe Fonts"
- QUESTION: What can you do if you really want to use an unusual font on your website? <u>Choice 1</u> or <u>Choice 2</u>

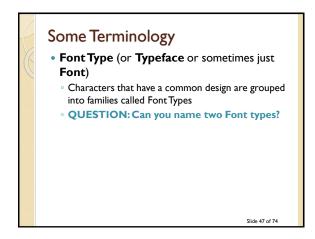
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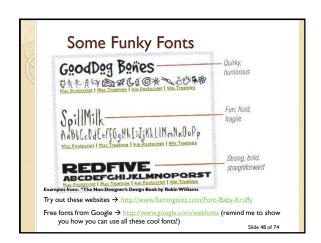


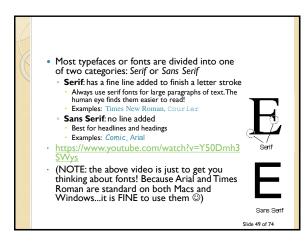


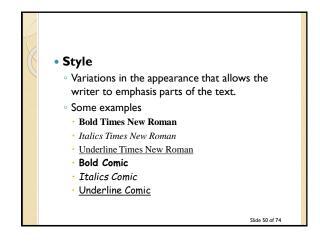


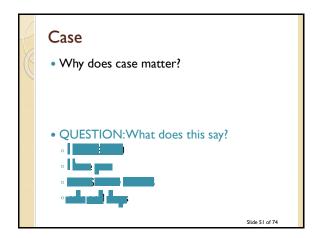




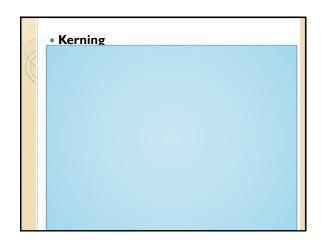


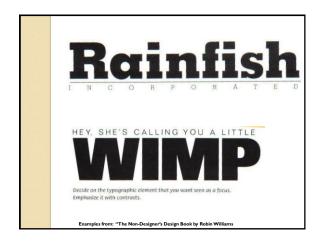


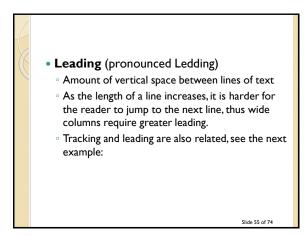


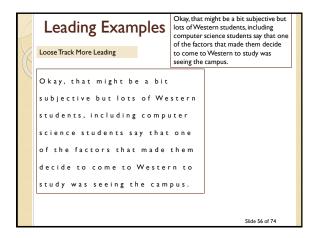


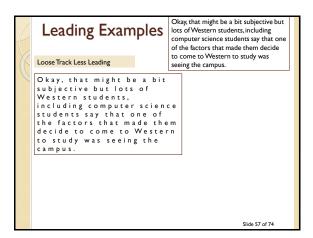


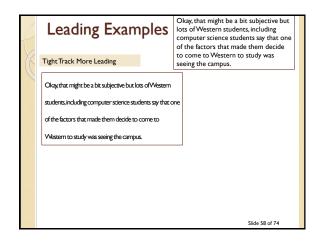


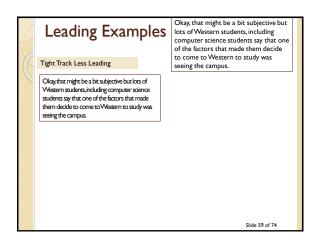


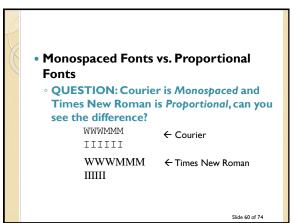


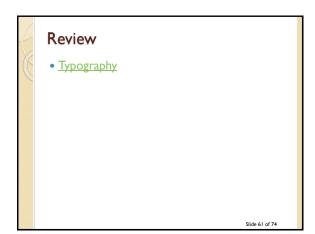


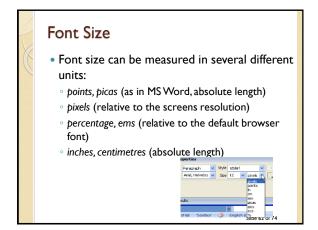


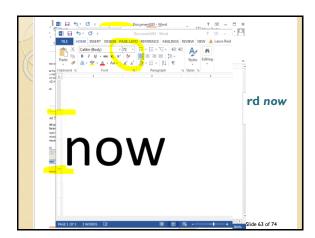


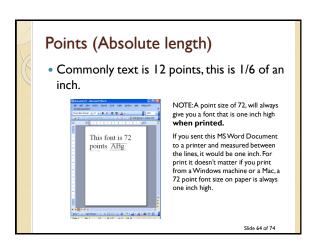


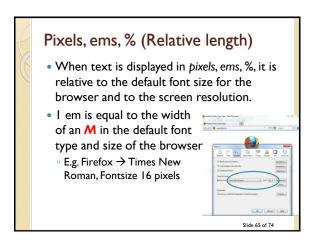












# Experiment with Font Size If you are on your laptop go to: http://www.csd.uwo.ca/~lreid/cs033/FontTest1.html Then try the following: Set the resolution to be the lowest: 800 pixels by 600 pixels Set the resolution to be the highest. View the page in IE and then pick View>Text Size and pick some of the different sizes. Notice the absolute fonts don't change, the relative ones do. View the page in Mozilla Firefox, then pick Tools>Options then the Content Tab and change the Font Size. Hold down the CTRL key and use the scroll button on your mouse

### Which Unit of Measurement to Use

- In general, don't use points, it is for printing.
- If you are worried about:
  - Accessibility 

    use ems or % since they are relative to the browsers default font and the user can make the text more readable
  - Control → if you want the layout to be precise, use pixels.

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### Font Colour

- Colour
  - If you look at the underlying html on a webpage you will see the colour for text is encoded in a strange way:
    - http://www.csd.uwo.ca/~lreid/cs1033/fontcolours.html
  - Hexadecimal representation
    - Hex Digits are: 0,1,2,3,4,5,6,7,8,9,A,B,C,D,E,F
      - · With TWO space holders 99 in decimal is big, 19 is small
    - · With TWO space holders FF in hex is big, IF is small
    - · Colours must start with #
    - Then you need 2 hex digits for Red, 2 hex digits for Green and 2 hex digits for Blue →

# FF0000

Thus really bright red would be:

Cl:d= 40 =474

### QUESTION

- How would you represent yellow?
- What colour do you think this is #222222?
- What colour do you think this is #CCCCC?
- Answers:

<u>x/</u>

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### Things to remember when using text:

- Is text the best choice?
  - Use text when it is the best way to convey information
- Make sure it is readable
  - Use a dark background with light text or a light background with dark text
  - Don't make the font too small
  - Make sure the font is readable (be careful with weird fonts)
  - Don't use too many fonts (2 or 3 different styles is enough)
  - Don't crowd your text, have some white space
  - $^{\circ}\,$  Paragraphs are easier to read in serif, san serif for headings

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### More tips...

### Use text sparingly

- Remember it is sometimes hard to read on a computer screen
- Use bullets
- Break text up into sections
- Don't be too wordy

### Be consistent

- Pick a colour, size, and style of font you like and stick with it on all the pages
- Spell check → there is NO excuse for spelling mistakes!

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### More tips...

- Avoid offending
  - Don't use swear words or disrespectful language
- Set a mood
  - Try to pick a font that goes with the tone of your site (for example comic font is great for kids)
  - Make sure it coordinates/complements your images/graphics
- NEVER EVER EVER use <u>underlining</u> on a webpage >> WHY?

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# A Great Design Review in 50 Seconds!

• http://mattgreenwood.tv/ELEMENTS-OF-DESIGN

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