

# FUNDAMENTAL OF MULTIMEDIA



# AUDIO



## DEFINITION

Audio is produced by (.....) as perceived by the sense of hearing. Audio is sound within the acoustic range available to humans. It can be all types of sound including music, spoken voice or sound effects.

## SOFTWARE

Examples of audio editing software:

- Adobe Audition
- (.....) Sony
- Sound Forge



## TYPES OF AUDIO



### ANALOGUE AUDIO

- Sound that you hear every day
- It takes the form of (.....) that travel in continuous waves.
- Eg: music from the radio



### DIGITAL AUDIO

- The actual representation of sound, stored in the form of samples (.....)
- Digital audio is created when the (.....) of a sound wave is representing in binary format (1,0) for use in digital devices.
- Eg: music clips playing in a computer

## USAGE OF AUDIO

### BACKGROUND MUSIC

- will (.....) of ambience for the presentation
- Can create environment of (.....) and anticipation

### SOUND EFFECT

- punctuate that audience is alerted to to the action.  
Eg:clicking a button
- Sound effect for the transition to accentuate the changing of the screen.

(.....)

- Built in narration can eliminates the need to have speaker standing at the front talking for the presentation.
- It is recommended that narrations be kept at minimum.

## PURPOSE OF AUDIO

- To capture (.....) of the audience by using sound effects

- Allow user to associate with the information in the presentation by using narration

## ADVANTAGES OF AUDIO

- Audio adds an exciting dimension to a presentation. Audio can capture attention and complements the graphics on the screen.
- Audio provides verbal message for (.....)

