

STUDY AND IMPLEMENTATION OF SML TO ENHANCE MULTIMEDIA PRESENTATION ON THE WEB

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ABSTRACT

This project basically deals with a thorough study and investigation of the new streaming technology, SMIL (Synchronized Multimedia Integration Language). The main goal of this project is to study and get to know this technology, and based on the study done, to develop an application to show the SMIL functionalities. SMIL as a streaming technology was born out of the needs of the multimedia developers. The current problem faced in the multimedia field, especially when those multimedia presentation needs to be carried out over the Internet drove the SMIL specification formula. With the support of some giant companies that dedicated their businesses in the multimedia related technology, SMIL is able to make its way from the W3C (World Wide Web Consortium) draft specification to become the multimedia standard nowadays. With its features and capabilities to make the multimedia deliverance possible over the web, the author believes that SMIL will make a steady move to be adopted and used as a universal multimedia standard. To show how SMIL actually works and what the functionalities it can perform are, the author will develop an application as a part of her project objectives. The application area chosen is selected mainly to show SMIL ability to arrange and synchronize the media elements such as video, audio, images, etc. and yet enabling the application to be small in size with minimal bandwidth requirement and therefore suitable to be delivered over the Internet.