

A Study and Implementation of Multi-Format Media Player enable with Image Capture and Conversion Technique

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ABSTRACT

Video has been an important media for communications and entertainment for many decades. Originally, video was capture and transmitted in analog form. Because of the growth and popularity of video, now video can be transmitted into digital form. Video in digital form is displayed in frame per seconds (fps). After digital video is available, its mean the video is able to play in the user laptop or desktop without using CDs or DVDs.

In this project, the author is going to develop a system to play a digital form of video. This developed system is able to read more than one of video file format. Besides that, this system also has a function to capture the image of the video and also a function to convert a video format to another video format.

This project, is a desktop application which compatible with Microsoft Windows Operating System. This system also used Microsoft DirectX Audio Video Playback which used to play the videos. Besides that, the author also used ffmpeg.dll, this is a free *.dll that used for converting technique. The reasons of the author choose Microsoft Windows OS platform, because of this the user able to use this system directly without install any other plug-in order to run this developed system.