



# PART A

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**Title**

**HIGHER TECHNICAL INSTITUTE**

**COURSE IN COMPUTER STUDIES**

**DIPLOMA PROJECT**

**MULTIMEDIA ROUTINES FOR USE WINDOWS95  
PROGRAMMING LANGUAGES**

**BY**

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HIGHER TECHNICAL INSTITUTE	PROJECT NO 2747
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# PART D

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## Summary

We approached the problem with the most operational way, in order to find problems and previously faced difficulties. We made an extensive initial investigation, based on books related to computer graphics. Most of them were dealing with two dimensional objects and primitives; other with the three dimensions.

We got the best of the two worlds to combine a fully functional multimedia library, that includes graphic routines, sound routines and video routines for use with any PC compatible system running Windows 95.

The routines were implemented as the standard windows libraries (DLLs) in order for novice and expert programmers to gain advantage of its power with the least effort.



# PART B

## List Of Contents

<b>1. Approach to the Problem</b>	<b>9</b>
<b>2. What multimedia is</b>	<b>12</b>
<b>3. Initial Investigation</b>	<b>13</b>
<b>Initial Problem</b>	<b>14</b>
<b>Programming Language choice</b>	<b>14</b>
<b>Sources for documentation</b>	<b>15</b>
<b>Introduction to computer Graphics</b>	<b>15</b>
<b>Introduction to Sound</b>	<b>19</b>
<b>4. General Design</b>	<b>25</b>
<b>Sound Section</b>	<b>27</b>
<b>Video Section</b>	<b>28</b>
<b>Graphics Section</b>	<b>28</b>
<b>5. Sound Analysis</b>	<b>30</b>
<b>6. Video Analysis</b>	<b>33</b>
<b>7. 3D/2D Graphics Analysis</b>	<b>37</b>
<b>8. 3D/2D Transformations</b>	<b>43</b>
<b>9. Environmental Routines</b>	<b>47</b>
<b>10. The Project</b>	<b>50</b>
<b>11. Multimedia on the Web</b>	<b>52</b>
<b>12. Audio Hardware</b>	<b>55</b>
<b>13. Audio Format</b>	<b>85</b>
<b>14. Geometric Object Transformations</b>	<b>130</b>
<b>Translation</b>	<b>131</b>
<b>Scaling</b>	<b>132</b>
<b>Rotation</b>	<b>133</b>
<b>Perspective Projection</b>	<b>135</b>
<b>Orthographic Projection</b>	<b>136</b>
<b>CONCLUSION</b>	<b>137</b>
<b>GLOSSARY</b>	<b>138</b>