

Secondary Multimedia Overview

The Secondary Multimedia kit was created with the following assumptions in mind: you and your students will use an Apple computer equipped with FireWire, and a FireWire digital camcorder, to create your multimedia projects. For the latest system and computer requirements for this kit, refer to the Apple Learning Series Web site: www.apple.com/education/learningseries.

Several older Macintosh models came equipped with analog video capability and were designed to work with composite or S-video components. Most of the current Macintosh G3 and G4 computers come equipped with digital video capabilities, and have been designed to work with FireWire and DV devices. When selecting peripheral devices or software to use with your computer, it is important to know which type of video input your Macintosh will accept. It is also imperative that you know the recording time of the DV tapes used in digital camcorders.

The difference between analog video (video signals in wave form) and digital video (video signals in binary code) is astounding and the potential for student creativity and design is enhanced tremendously with digital media integration. If you have a Power Macintosh computer that reads digital media only and all of your footage and materials are analog only, you can purchase a product called a Sony Media Converter DVMC-DA1 that will allow you to convert your data to digital files. Visit the following Web site for information about this product: www.sel.sony.com. Remember, this will not improve the quality of the image, but will allow you to work with the files as digital information.

Connecting a digital camcorder to your Macintosh allows you to create QuickTime movies and still images from your live footage. Many of the digital camcorders allow for both live video footage and still photographs. On most cameras, there is a button labeled "photo" that allows the digital video camera to also serve as a digital still camera. Once imported into your computer, these movies and images can be used in multimedia projects.

Other important input peripheral devices are a scanner and a digital camera. Scanners can be used to import images from flat media, such as photographs, into your computer and with software such as Photoshop LE, the images can be corrected to remove flaws.

Professional Digital Video Setup

