

# APPLICATION OF THE MULTIMEDIA FOR WEB PAGE

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**Abstract:** Multimedia has become an inevitable part of modern life where we meet some day presentations, web pages done with many different multimedia applications, etc.. So the evolution of the Internet technologies has increased demand for multimedia content. This trend is growing strong and it is quite reasonable if we compare how quickly and simply getting the information from the Internet than any other media. Twentyfour - 24 hours a day, Web pages are available for anyone who wants to get current information. Generally speaking, Web pages available to us all every time we use them to display, introduction of all cultural and national monuments and heritage of our country. So we think that by making the web site has become a Bargala is one step more in discovering the treasures and the national heritage in the Republic of Macedonia.

**KEYWORDS:** FLASH, PANORAMA, BARGALA, WEB-SITE

## 1. Introduction

Bargala is one of the most important antic town in Macedonia which name ethimology connect with Bregalnica River. This town is located 12 km west-eastern from Stip town among the Kozjackska River below the Plackovica mountain. Web-page for Bargala is unique way to represent and show what is Macedonia, what is history and civilization by centuries earlier. Basic colour which is set on the back is aproximatively dark brown (#1D1A15) and used combination with red colour (#9D1014). The dimension of the Web-page is 900 px (width) and 680 px (height). In the upper part are shown eight separately squares: Start, Position, History, Artefacts, Galery, Panorama, Exacavated objects and Contact. All of them are programmed.



Figure 1. Web-site division

On the starting page of the Web-page is written shortly for the archeological locality Bargala. This part is prepared for users for eventual intention to visit this place and in short time to have acknowledge about Bargala.

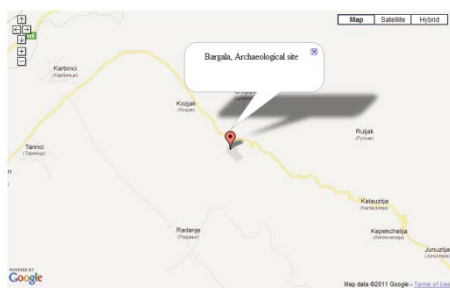


Figure 2. The starting page  
Figure 2. The map

```
import com.google.maps.LatLng;
import com.google.maps.Map;
import com.google.maps.MapEvent;
import com.google.maps.MapType;

var map:Map = new Map();
map.key = "your_api_key";
map.sensor = "true_or_false";
map.setSize(new Point(stage.stageWidth, stage.stageHeight));
map.addEventListener(MapEvent.MAP_READY, onMapReady);
this.addChild(map);

function onMapReady(event:Event):void {
    map.addControl(new ZoomControl());
    map.addControl(new MapTypeControl());
    map.setCenter(new LatLng(40.736072,-73.992062), 14,
        MapType.NORMAL_MAP_TYPE);
    var m:Marker = new Marker (new LatLng(40.736072,-73.992062),
        new
        MarkerOptions({icon : new marker ()}));
    map.addOverlay(m);
}
```

In the part of History is written short part of resume for Bargala locality, the history of investigations, the people investigators etc. The Exacavated objects in this area are represented with: Baptisterium, Water cistern, St Georgi Church, Ephiscop Basilica and Port.

The one of the most important part are found on the Web-page in the square of the Panorama. Here is set link which lead to a new window showing the window of the Bargala locality. The figures are represented by PanoramaStudio 2 Pro, and then after the panorama showing is made turn by click on the appropriate bottom.

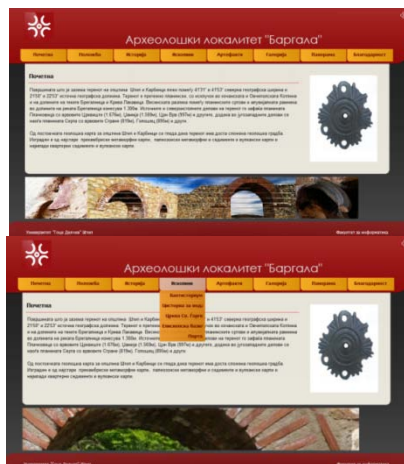


Figure 4. The History  
Figure 3. The excavations



Figure 6. The panorama

The upper figure shows some function which may be helped in viewing of the panoramas: Arrows for moving through the picture, Arrow for transmission from picture to picture, Map with panorama, Compass or Full Screen.

**2. Technology for creation**

This multimedia Web - page consists text, graphical elements, photos, sound and animations. The Web-page is created with *Adobe Flash* technologies in combination of the script language *Action Script* for creation of the galleries of photos and panorama, *Adobe Photoshop* for realization of photos, *Panorama Studio 2 Pro* for creation of the panorama photos and panorama tour.

*Adobe Flash* is related to *Adobe Flash player*, also for *Adobe Flash* as a multimedia program. As is said for *Adobe Flash* as a multimedia program, it's easy to create animations, presentations, multimedia contents, specially software for simple animations and complex interactive and lovely animations for eyes. The working environment in *Flash* is shared in separately panels which may be distributed according client desires: panel with tools, time axis, library panel for animation, element feature panel which are set at the environmental surface etc. Each animation in the *Flash* consists from scenes.

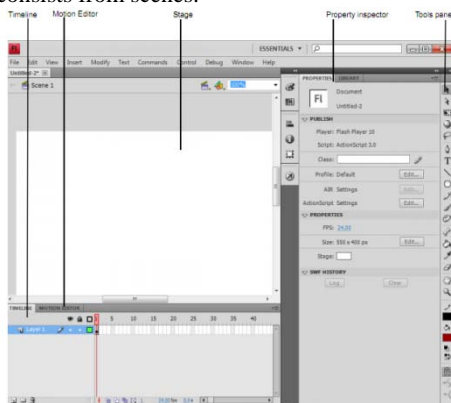


Figure 7. The Adobe Flash Environment Timeline and layers

The timeline I a place where is possible to control photos and sounds in our *Flash* document. The timeline is divided in the frameworks. In the timeline we'll deal with frameworks to organize and control the content of the appropriate document.

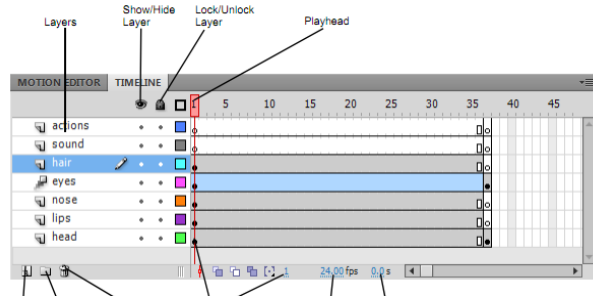


Figure 8. The TimeLine

The Layers in the Timelines ensure the manner how to organize the elements in their movement. It's possible to draw and create objects on the layer without effecting to the objects or each ones layer. Layers controlled stacking through order of the objects, the photo order, films on the top of bottom. The objects are shown in front of starting layer, and final objects are in the bottom layer. This one ensure to locate the object frontally or among one to other. To change the order of the layers the movement layer is named to other position. The layer is controlled the appearance of the left side of the timeline. Each layer has had one option for hiding or showing the layer, to close and show the contents as outlines.

**Edit bar and Property inspector and Adobe Flash library**

Edit bar for change are found on the top of the scene ensuring fastly to approach to different parts of our *Flash* document. Also, it'e possible to transfer scenes and symbols.

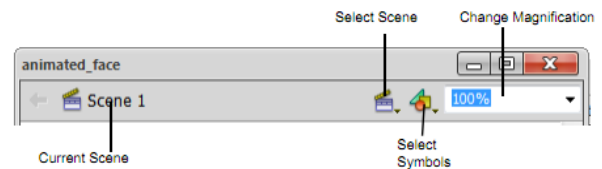


Figure 9. Edit Bar

Property inspector ensure easy admission to most often used attributes in the current choice or the scenes or in the TimeLine. According to the choosen things, Property inspector show information for the document. Text, symbol, form, video, group, framework or tool. If are choosen two or more different types of objects Property inspector show the total number of choosen things. This function may be hidden or may be shown with choice at the Window > Properties. *Adobe Flash* has got library for flash animations which is one class of collection for original elements. If it's possible to abuse the placed element on the working surface, it leaves in the library.

**3. Adobe Photoshop**

The Gallery Photos are processed in the *Adobe Photoshop* and application offers impossible multimedia possibilities. The working environment of the *Adobe Photoshop* has included commands menu which are found on the top of the display and few tools and panels for edition and addition of the elements for the photos in *Photoshop*.

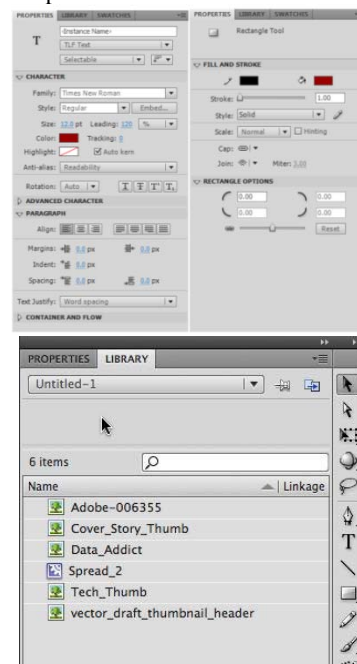


Figure 10. Property Inspector and The Library in Flash

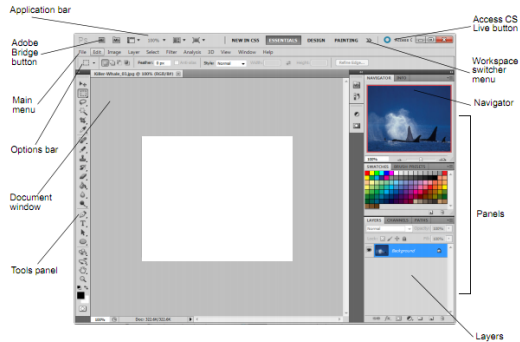


Figure 11. The Adobe Photoshop Environment

## Conclusion

Generally speaking, Web pages available to us all every time we use them to display, introduction of all cultural and national monument and heritage of our country. So we think that by making the web site has become a Bargala is one step more in discovering the treasures and the national heritage in the Republic of Macedonia. The archeological locality Bargala is chosen as an unique path for the world to hear for Macedonia and their history in the antic period. Today, when the information technologies is the power, and the Internet is a leading media, it's possible to show the high level of technological development, admission to the whole parts of the science and social area for each country. It's a task and an attempt to show appropriate way for multimedia Web-page for place, history and true for the country.

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