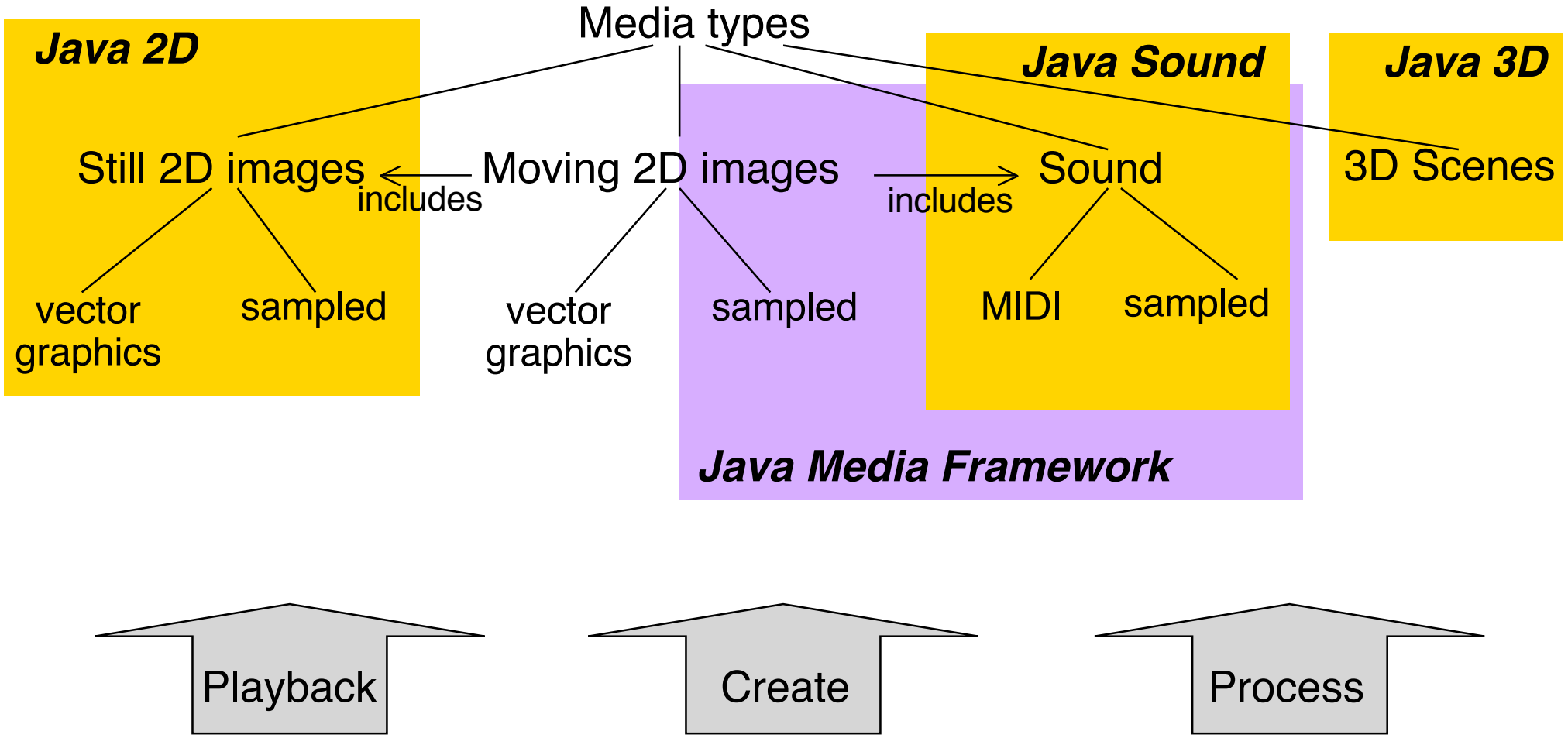
4 Overview on Approaches to Multimedia Programming

Java Media APIs

- Java was from its beginnings intended as a multimedia programming language:
  - "Oak", Java's predecessor:
    designed to control Set Top Boxes for Interactive TV
- Java Media APIs
  - Loose collection of APIs defined and maintained by Sun
  - Main APIs: Advanced Imaging (JAI), Java Media Framework (JMF), Java 3D
  - APIs which have become part of standard distribution: Java 2D, Java Sound
- Style rather heterogeneous
- Not all multimedia programming tasks covered
  - E.g. animation
  - "Unofficial" APIs and implementations try to fill the gap

Java Media APIs



Summary on Java Media APIs

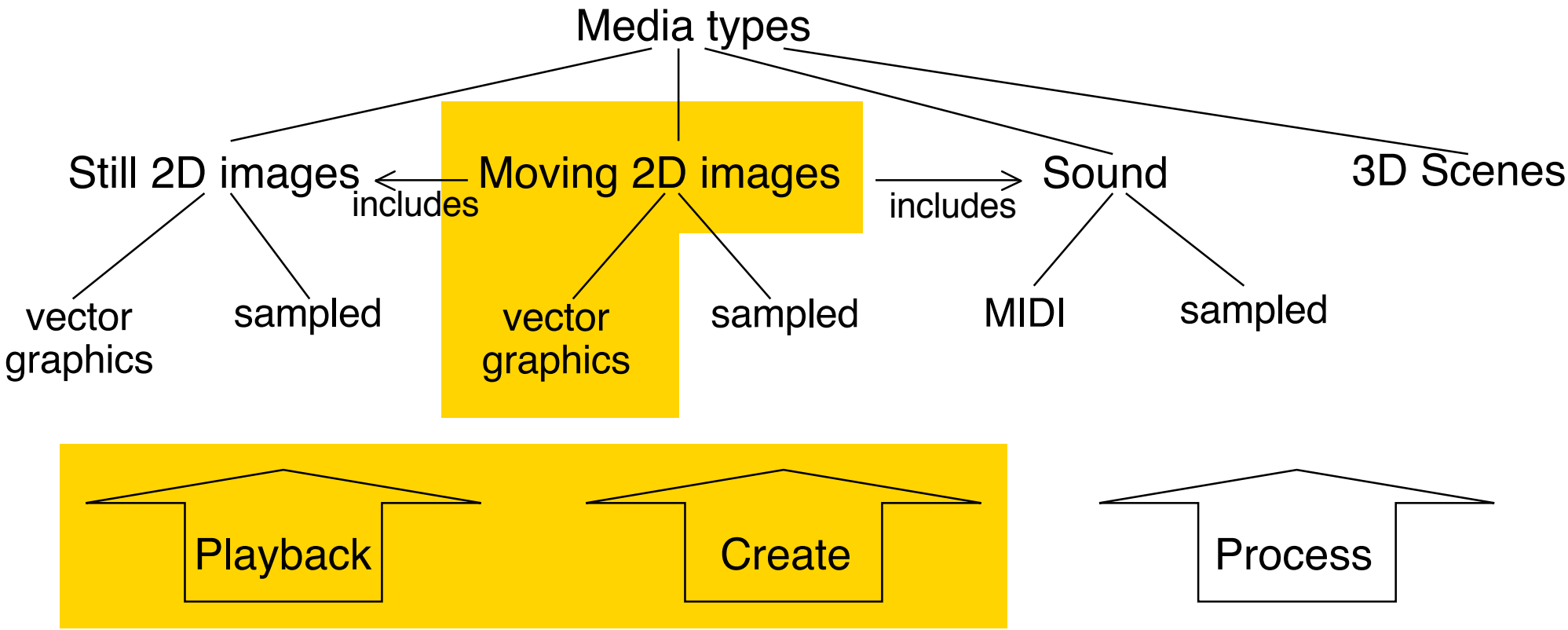
- Main application areas:
  - Creation of media creation and editing software
  - Not targeted for individual creation of multimedia applications
- Architectural principles:
  - Processing chains
  - Prefabricated components for dealing with complex media types (e.g. video)
  - Realized by various software design patterns
    - » Strategy objects encapsulating e.g. a single filter function
    - » Pipeline architectures
    - » Event handling for synchronisation
- Programming style:
  - Low-level, rather tedious, many technical details
- Expressive power:
  - Very high power when using very low level description (e.g. sound synthesis)
  - Limited power when using pre-fabricated media-processing components

4 Overview on Approaches to Multimedia Programming

Literature:

B. Bederson, J. Grosjean, J. Meyer: Toolkit Design for Interactive Structured Graphics, *IEEE Trans. Software Engineering*, Vol. 30, No. 8, August 2004

Vector Animation Framework



Examples (**Non-official, not widespread**!):

JGoodies Animation (www.jgoodies.com)
SceneBeans (www-dse.doc.ic.ac.uk/Software/SceneBeans)
Piccolo & Jazz (www.cs.umd.edu/hcil/piccolo/)

How to Design an Interaction/Animation Framework for Vector Graphics?

- Key concepts needed:
  - Time-dependency: clocks, timers
  - New variants of graphics objects
    - » Dynamic, behaviour
- Basic design idea:
  - Graph of objects rendered in a time-dependent way
- How to integrate time- and interaction-dependent behaviour?
  - (Swing) layout + global structured timeline (similar to SMIL)
    - » “Time containers”, composed at compile time by method callss

    –> e.g. in JGoodies Animation
  - Scene graphs with local time-dependent interpolators (similar to VRML)

    –> e.g. in SceneBeans
- Please note the analogy to timeline-based vs. script-based animation in Flash!

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JGoodies Example (1)

```
private Animation createAnimation() {
  Animation welcome =
    BasicTextAnimation.defaultFade(
      label1,
      2500,
      "Welcome To",
      Color.darkGray);

  Animation theJGoodiesAnimation =
    BasicTextAnimation.defaultFade(
      label1,
      3000,
      "The JGoodies Animation",
      Color.darkGray);

  Animation description =
    BasicTextAnimations.defaultFade(
      label1,
      label2,
      2000,
      -100,
      "An open source framework|" +
      "for time-based|real-time animations|in Java.",
      Color.darkGray); ... } ... }
```

Location in layout

Duration

JGoodies Example (2)

```
Animation all =
   Animations.sequential(new Animation[] {
     Animations.pause(1000),
     welcome,
     Animations.pause(1000),
     theJGoodiesAnimation,
     Animations.pause(1000),
     description,
     Animations.pause(1000),
     features,
     Animations.pause(1000),
     featureList,
     Animations.pause(1500),
   });
```

Methods of JGoodies “Animations” Class

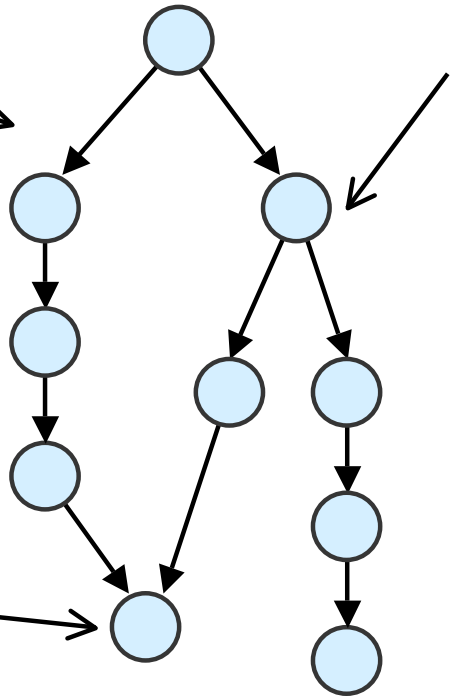
- Offset
  - beginTime
- Parallel
- Pause
  - duration
- Repeat
- Reverse
- Sequential

Scene Beans

- SceneBeans defines a graphical display using a "*scene graph*".
  - A Java Bean is a simple software component in Java following naming conventions to enable manipulation in authoring systems.

Graphical scenes described by a directed acyclic graph of Java Beans

Parent nodes modify or compose scenes defined by children



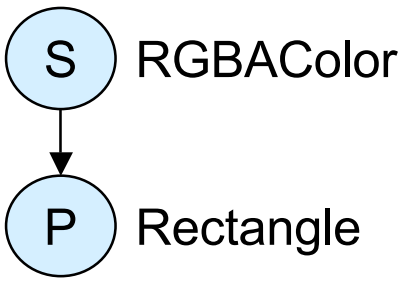
Leaves of the graph represent primitive shapes, text or images

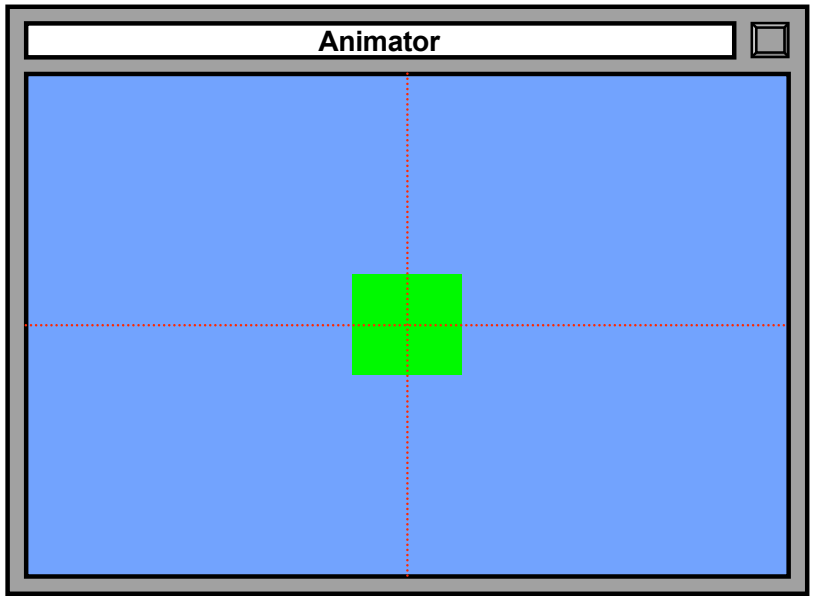
A scene graph defines a tree of nested coordinate spaces.

Material on SceneBeans adapted from Nat Bryce

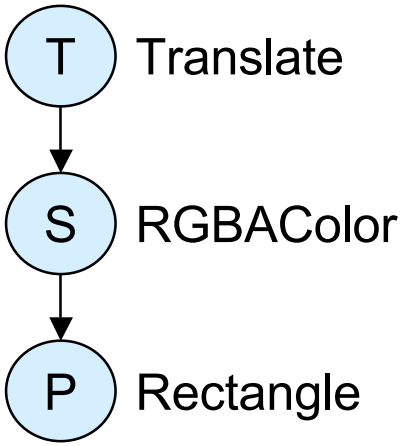
Example: Spinning Square

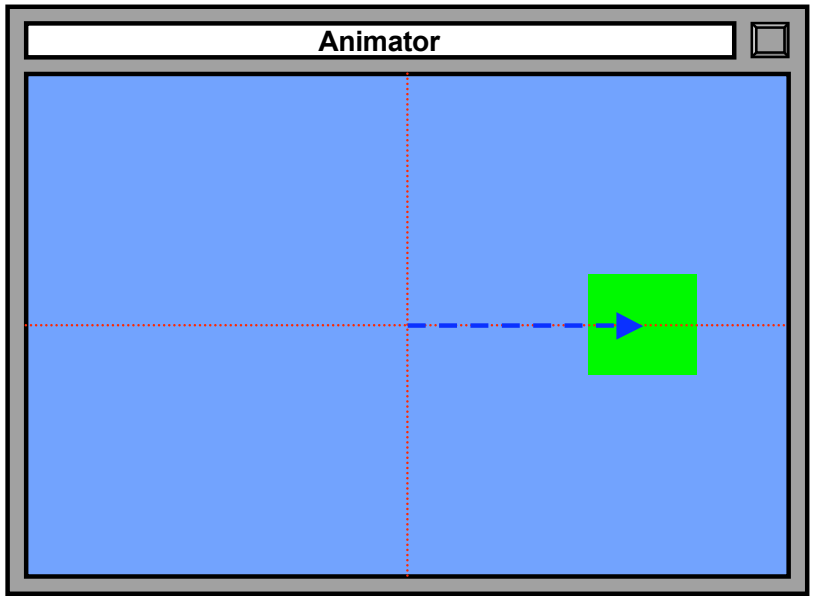
Example: Spinning Square





Example: Spinning Square





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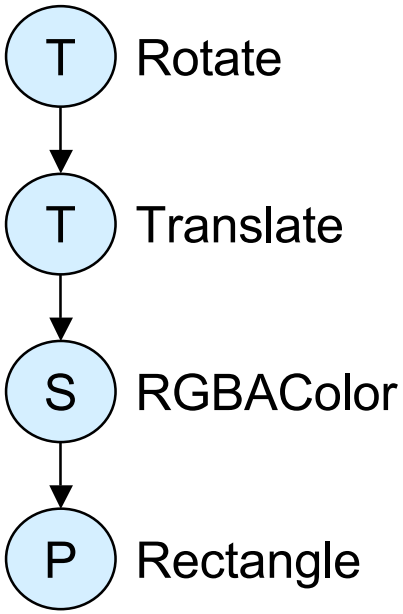
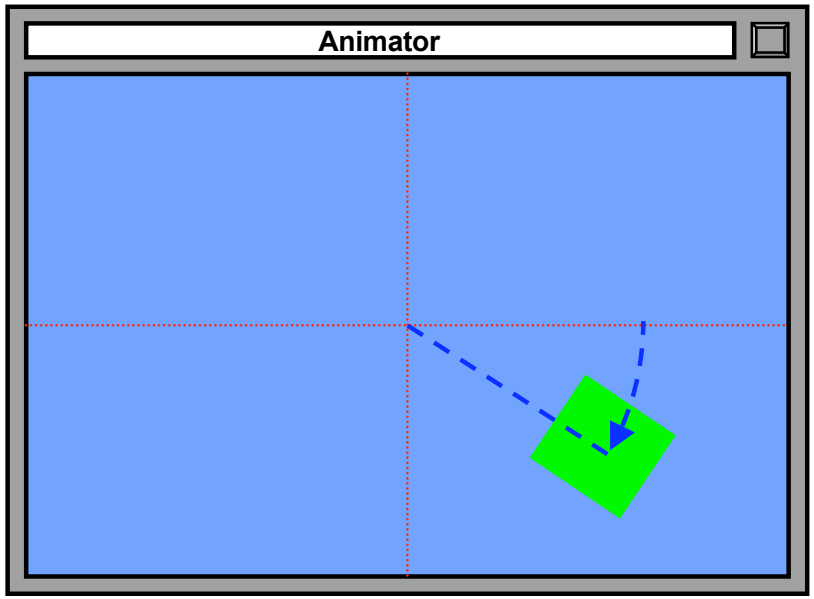
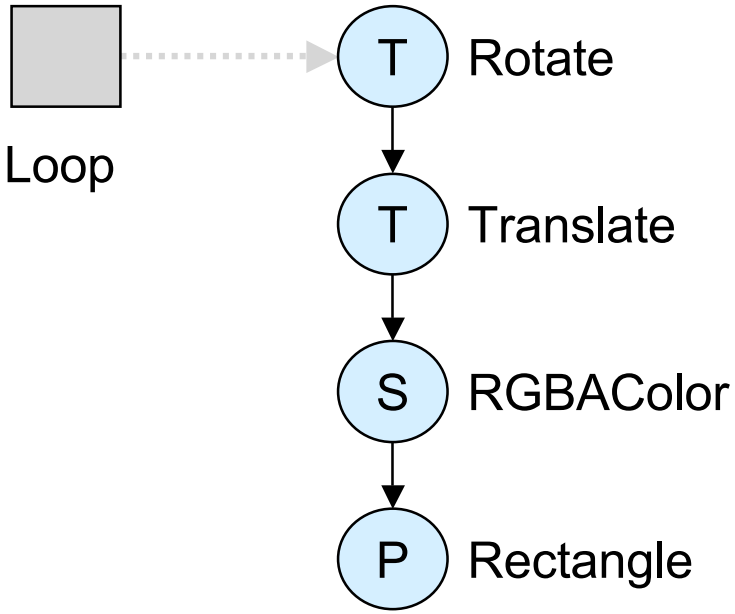
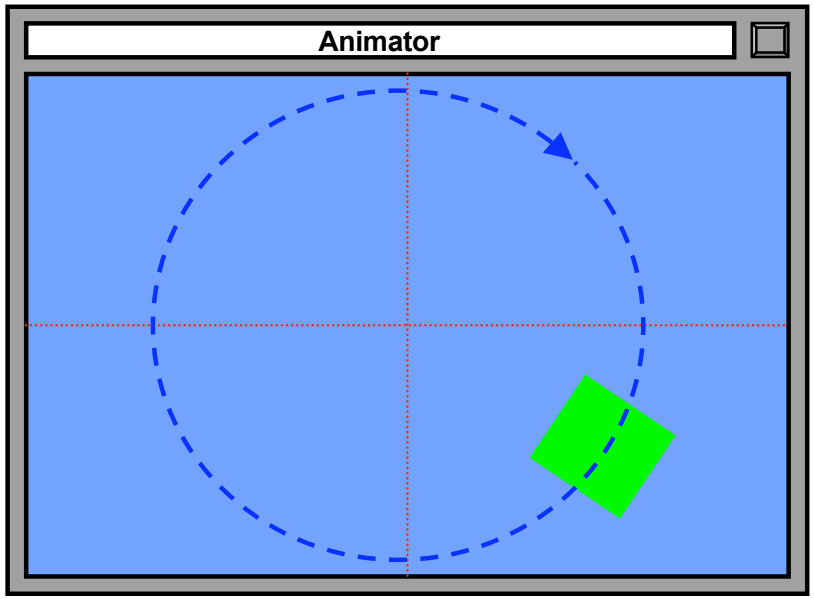




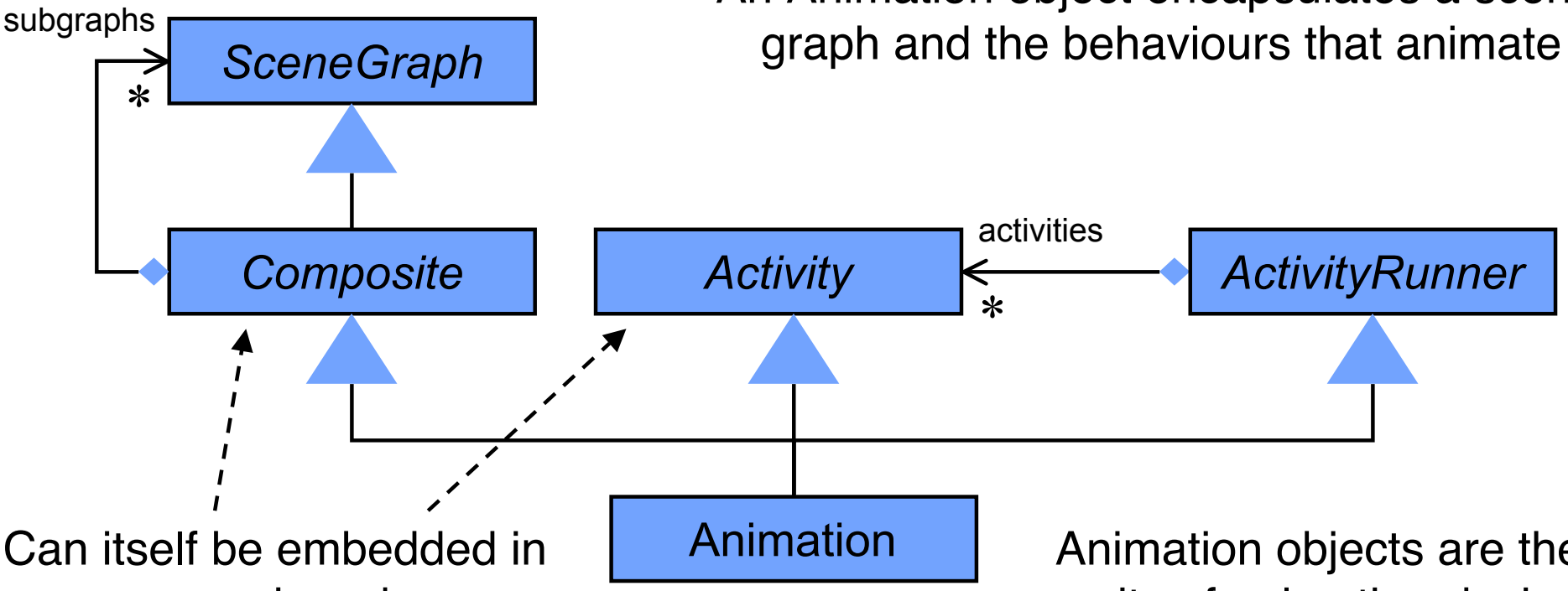
Example: Spinning Square





Composable Animations in SceneBeans

An Animation object encapsulates a scene graph and the behaviours that animate it

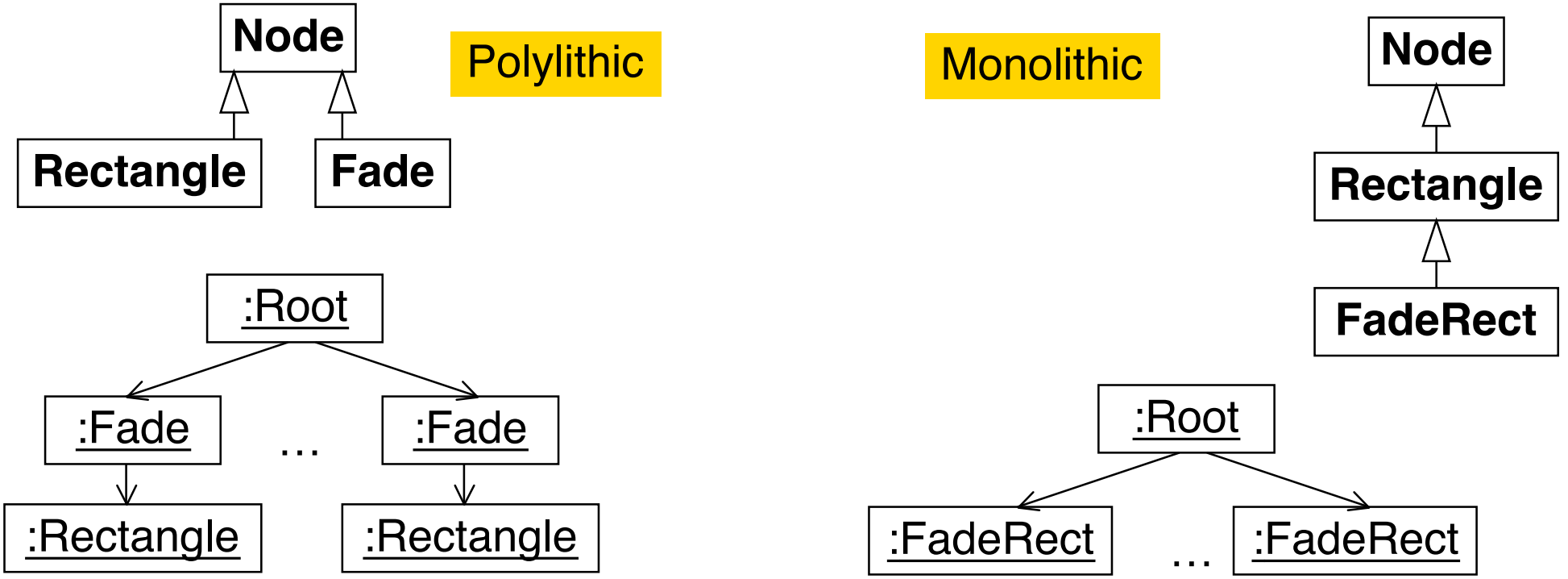


Can itself be embedded in a scene graph and run as an activity

Animation objects are the units of animation design and reuse

Monolithic and Polylithic Class Hierarchies

- *Monolithic:* Primarily uses compile-time *inheritance* to structure and extend functionality
- *Polylithic:* Primarily uses run-time *composition* to structure and extend functionality
  - More flexible, but creation of MANY objects

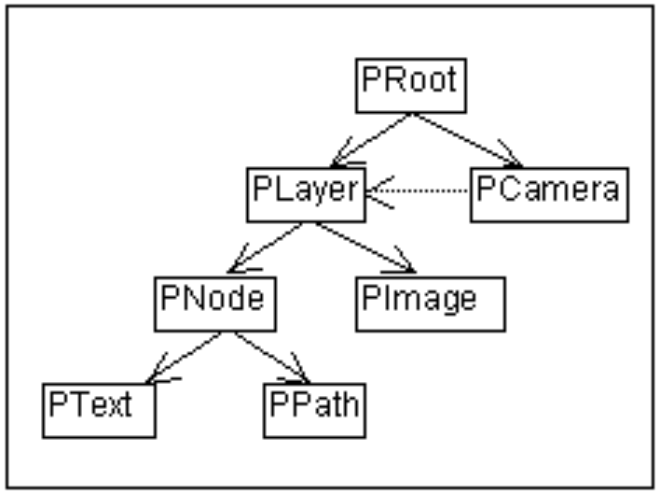


University of Maryland “Piccolo” Framework

- “A revolutionary way to create robust, full-featured *graphical applications* in Java and C#, with striking visual effects such as *zooming, animation* and *multiple representations*.”
  - Piccolo is a layer built on top of a lower level graphics API.
  - Piccolo.Java is written in 100% java, and is based on the Java2D API.
  - Piccolo uses a "scenegraph" model, this means that Piccolo keeps a hierarchical structure of objects and cameras.
- “History”:
  - Ken Perlin, New York University: “Pad” zoomable interface
  - Ben Bederson, Jim Hollan, Bellcore: “Pad++”
  - Ben Bederson et al, UMD: Jazz
    - » Many objects
  - Ben Bederson, Jesse Grosjean, UMD: Piccolo

Piccolo Terminology

- ***PNode:*** Any object that wants to paint itself on the screen should inherit from the node class. In addition to painting on the screen all nodes may have other "child" nodes added to them.
- ***PCamera:*** Cameras are nodes that have an additional view transform and a collection of layers.
- ***PLayer:*** Layer nodes are nodes that can be viewed by a one or more cameras. They maintain a list of the cameras that are viewing them, and notify these cameras when they are repainted.
- ***PRoot:*** The ***PRoot*** serves as the topmost node in the Piccolo runtime structure.
- ***PCanvas:*** The ***PCanvas*** views the scene graph through a ***PCamera***. It forwards input events to that camera, and uses that camera to draw itself.



Activities in Piccolo

- Activities control some time-dependent aspect of the Piccolo system, usually some part of a node.
- This behavior may be of fixed duration or may continue until some termination condition is met (or perhaps forever).
- Activities are scheduled by the ***PRoot*** until they have completed.
- Each activity has a start time and a duration, that together determine when an activity starts stepping and how long it continues to step.
  - **`PActivity public Pactivity (long aDuration, long aStepRate,long aStartTime)`**
  - ***aDuration:*** –1 for infinite
  - ***aStepRate:*** the maximum rate that this activity should receive step events
  - ***aStartTime***: the time (relative to System.currentTimeMillis()) that this activity should start
- **`protected void activityStep(long elapsedTime)`**
  - Execution of activity

Example: Animation in Piccolo (1)

```
package edu.umd.cs.piccolo.tutorial;

import java.awt.Color;

import edu.umd.cs.piccolo.*;
import edu.umd.cs.piccolo.activities.*;
import edu.umd.cs.piccolo.nodes.*;
import edu.umd.cs.piccolox.*;

public class EffectsFrame extends PFrame {
  public void initialize() {
      // Create the Target for our Activities.

      // Create a new node that we will apply different
      // activities to, place that node at location 200, 200.
      final PNode aNode =
           PPath.createRectangle(0, 0, 100, 80);
      PLayer layer = getCanvas().getLayer();
      layer.addChild(aNode);
      aNode.setOffset(200, 200);
...
```

Example: Animation in Piccolo (2)

```
…       // Extend PActivity.
        // Store the current time in milliseconds for use below.
        long currentTime = System.currentTimeMillis();

        // Create a new custom "flash" activity.
        PActivity flash =
                    new PActivity(-1, 500, currentTime + 5000) {
              boolean fRed = true;

              protected void activityStep(long elapsedTime) {
                    super.activityStep(elapsedTime);
                    if (fRed) {
                          aNode.setPaint(Color.red);
                    } else {
                          aNode.setPaint(Color.green);
                    }

                    fRed = !fRed;
              }
        };
  …
```

Example: Animation in Piccolo (3)

```
        getCanvas().getRoot().addActivity(flash);
                                              // Schedule it

        PActivity a1 =
          aNode.animateToPositionScaleRotation
              (0, 0, 0.5, 0, 5000);
        PActivity a2 =
          aNode.animateToPositionScaleRotation
              (100, 0, 1.5, Math.toRadians(110), 5000);
        PActivity a3 =
          aNode.animateToPositionScaleRotation
    `         (200, 100, 1, 0, 5000);

        a1.setStartTime(currentTime);          // Schedule it
        a2.startAfter(a1);                     // Schedule it
        a3.startAfter(a2);                     // Schedule it

    public static void main(String[] args) {
        new EffectsFrame();
    }
}
```

4 Overview on Approaches to Multimedia Programming

Summary

- Development process
  - Iterative development vs. stable design
  - Graphical design vs. program design

- Technologies
  - Either based on programming or on graphical design
  - Integration between both worlds still doubtful
  - Vision:
    - » Authoring system for (platform-independent) animations
    - » Direct representation in programming language
    - » Easy *round trip engineering (Design -> Code -> Design -> …)*

Trend: Steady Increase of Multimedia Development

- Presentations: Multimedia usage steadily increasing
- Web sites:
  - Presentations required to differ from competitors, elegance
  - Work environment replacing desktop
- Mobility:
  - WLAN, UMTS enable powerful interactive applications for small portable devices
  - User interface required to be simple and independent of keyboard input
- Innovative user interfaces:
  - E.g. VR and AR partially based on multimedia technology
- Visualization of results of complex measurements, simulations, etc.

- There is no “multimedia revolution” but multimedia elements are slowly entering many traditional areas of computing

Trend: Increasing Level of Abstraction in Programming

- Machine language, assembler, high-level programming languages
  - What is the next step?
- Alternatives
  - Authoring tools?
  - Code libraries?
  - Component systems and frameworks?
- Abstract models of multimedia applications
  - Helpful or not?

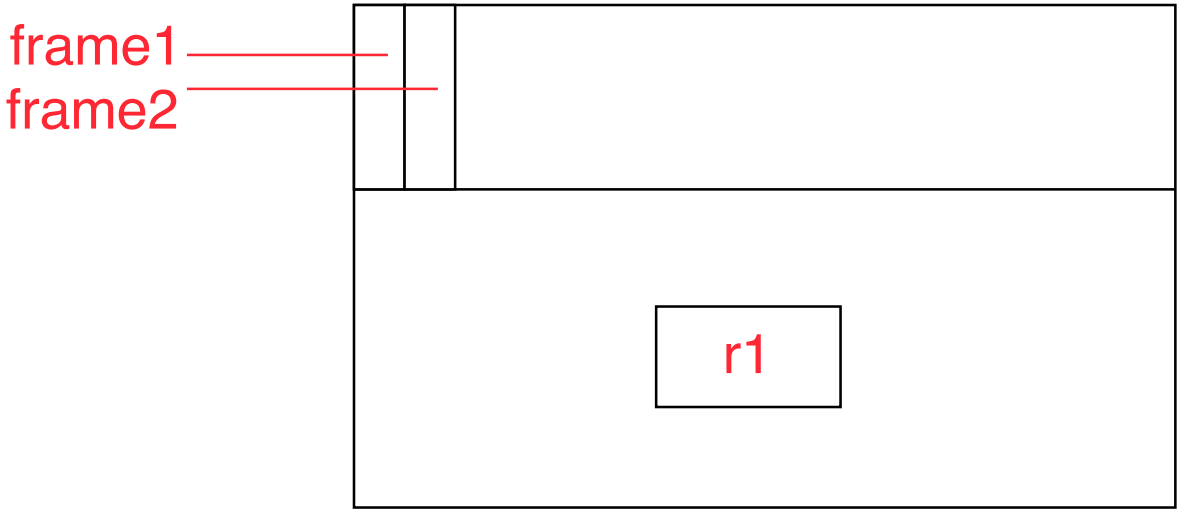
Various Representations of Same Concept

```
<layout>
  <region id="r1" ...>
</layout>
<body>
  <seq>
      ...frame1
      ...frame2
  </seq>
</body>
```

XML

```
Component r1 = ...;
Animation frame1 = ...;
Animation frame2 = ...;
Animation all =
  Animations.sequential(
    new Animation[]{
      frame1, frame2});
```

Java



Authoring Tool (Flash-like)

Visions: Provocative Questions

- What is special about multimedia programming?
  - Are there special language concepts?
  - Can multimedia make programming simpler (cf. the Squeak/EToys idea)?
- Will a future multimedia development tool still provide support for a classical, text-based programming language?
  - Is there a way for fully graphic “programming”?
  - If yes, will it be really helpful?
- Will new paradigms supersede the object-oriented one?
  - E.g. “aspects”?
  - Is there a better, more abstract replacement for event handling?
- Which role will be played by abstract models of the underlying platform and of the user interaction itself?
  - Will it ever be possible to develop a multimedia application in a platform-independent way?