Unit 3.1: Image Acquisition process

For any profit oriented multimedia project, you cannot just simply download the graphics or images and use them freely as yours.

Still images is one of most important element of your multimedia project.

Consequently, you have to think of how to produce them by your own effort.

To get the digital form of printed picture for example, you need a scanner. You can also use your digital camera to capture your favourite image.

Another way is to purchase the image or photo from stock photo sites or CD.

Finally unleash your talent by creating and producing your own logo or images using appropriate software.

As a future graphic artist or layout designer you have to learn how to use popular image drawing software.

Most image authoring tools allow to create the graphic objects of multimedia such as text, interactive buttons, vector-drawn objects, and bitmaps directly on your screen.

You may use templates and ready-made screens provided inside the library of graphic editing software.

You may also include clip art or objects designed by others.

The best way to get the best idea is by looking some examples of great multimedia application online or websites.

Planning how you are going to get your image is important. Planning how your image looks like is equally important.

So, outline your graphic ideas using flowchart. Sketch a storyboard.

Good images are a key part of putting together a great website.

But finding images to use can be difficult. Your options are to take the photos yourself, buy images from a photographer or stock image site or to find images that are free and available for use.

You may also download royalty free and credit free images form the Internet.

There are a variety of places where you can find free photos that are available for public use.

Most of these images fall under a creative commons license.You may download it for free from pixabay.com, unsplash.com or gratisography.com.