Future of multimedia Game development by Puneet

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Multimedia is several forms of media incorporated together. Media can be text, graphics, audio, animation, video, data, etc. One of the examples of multimedia is a Mozart web page that has text regarding the composer, an audio file of some of his music, and even a video of his music being played in a hall.

The term Multimedia goes back to 1965 and was used to depict a show by the Exploding Plastic Inevitable. The show comprised of a performance that integrated music, cinema, special lighting, and human performance. In present times, the word multimedia is used frequently for DVDs, CD ROMs, a magazine that includes text and pictures, etc.

Are you still caught to playing those inept old video games? Then, itâ€™s time to move on and change. Update your library with the latest games to give the real fun and excitement. The future of game development is bright and widening with excitement.

The gaming industry or the multimedia game development service has come a long way in a very short period of time, since its modest beginnings more than thirty years ago. Gone are the days when people were ecstatic to see a square white block and two rectangular paddles on the screen. Today, exploring three-dimensional worlds in high resolution with surround sound is a common gaming experience.

Game development is the recent buzzword. The use of new peripherals, programmed for a wider range of mobile platforms, will develop the new games which will in many ways differ from past. If one wants to secure a place in the game development future, the games should have more fun element and cross the barrier of gender and age limitations. Research has revealed that even women in their late 30â€™s and 40â€™s, besides grandparents and grandchildren are enjoying video gam

Facebook and other social networks, are now acting as the most practical gaming platform. A multi-player Facebook game that connects to the iPhone is a certain success. Mobile games are going multi-player as well. This new technique of multiplayer gaming gives the players the chance to play against many other players worldwide connected through the mobile phones.

The concept and meaning of being a game developer has changed. Earlier, it was common for a programmer to fulfill all the roles of writing codes, drawing all the graphics, creating the music and sound effects. Today its totally different, now game development teams comprise of over a hundred full-time people, working as programmers, artists and level designers.

In the near future of game development, this trend is going to strengthen. Game companies will hire more artists for a more detailed content. They will need more programmers to optimize for more complex hardware.

In future multimedia game development service will see more and more independent game startups emerging and this is a great way for the rising new talent.The demand for more inventive, attractive and interactive information is not just a social trend: it's a huge opportunity. The all-embracing move towards more classy communication techniques is opening doors for new media experts. Games development, marketing and advertising, media, website development, software development and animation are just a few of the many opportunities that will be available to you as a graduate of a digital media course.

As technology progresses, so will multimedia. Today, there are plenty of new media technologies used to create the entire multimedia experience. For example, virtual reality integrates the sense of touch with video and audio media to immerse an individual into a virtual world. Other media technologies being developed include the sense of smell that can be transmitted via the Internet from one individual to another. Todayâ€™s video games include bio reaction. In this instance, a vibration is given to the game player when he or she crashes or gets killed in the game. In addition, as computers increase their power, new ways of integrating media will make the multimedia experience extremely intricate and exciting.

The gaming industry is a fast growing entertainment industry that is as important culturally, socially and economically as music and films. In the UK, over half the population plays games: males and females, young and old. The opportunities to join the industry are enormous and there are many entry points. The most important roles will be filled by computer scientists, mathematicians, designers, artists and animators and project managers. The skills required are determined by the scope of the game and the platform it will run on. The games written in Flash are quick and easy to produce. Games written for PS3 and Xbox360 require teams of about 100 specialists taking two years to produce a game, at a cost running into millions of dollars.

The expanding video games market offers opportunities to the animation industry and must not be regarded as a threat. Video games require implausible amounts of art and animation that offer new opportunities for co-operation. However, mistakes can be made when animation studios suddenly think that they can develop games themselves. Whilst both animation and games involves the moving image, moving from creating a linear experience where the director creates a non-linear visual story to making a game where the player controls the action in real time is totally different and requires different skill sets.

Animation and multimedia professionals have a variety of profitable career paths to choose from. Individual career paths depend on their own abilities and aptitudes. They can be texture artists, 3d modellers, riggers or animators. At the top of the ladder are jobs such as, Creative Director, Animation Director, VFX Director, Lighting, Modeling and Rigging artists, Production Head, etc. It's hard to predict in the beginning what the eventual career path will be. This industry is highly technical, and the scope for specialization is huge.

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