→ Animation Editors:-

Animation editing is based on graphical editors with respect to 2D or 3D spatial graphics objects. The additional component in animation is time, which can also be edited (4D editing). The functionalities of such editors include cutting frames from an animation clip

The most advanced animation tools already provide the animator with the capability to draw only the key frame. The intermediate frames are then drawn by the computer animation program. This process is called tweening

⇒ Sound Editors :-

Sound tools support a number of operation that let the user access, modify and play sound data.

The operations fall into four categories

→ Locating and Storing Sounds :-

Location and storage of sounds can be done in four ways:

(1) record a sound using an A/D audio device (analog to digital converter), (2) read sound data from a soundfile, (3) retrieve a sound from a pasteboard, and (4) Create sound data algorithmically.

→ Recording and Playback :-

The record operation continuously records sound from a microphone input until it is stopped or paused.

The playback operation plays a sound using a D/A audio device (digital to analog converter) speaker output.

→ Editing :-

The editing operation allow one to copy/paste, cut, delete, insert or replaced Samples/Sound data.

It is important to have ~~[illegible]~~ operation which Compacts the Samples into a Contiguous object.

⇒ Video Editors :-

Video editors are based on image editors for editing individual frames, but as in the case of animation editing, temporal considerations are important. Therefore, time resalection (time aliasing) is solved if frames are deleted, added or replaced. Editing functionalities of video editors may combine several cuts into one sequence, adjust audio seperately from video and add video transition effects.

An example of such a motion video editor is VidEdit, which works with Microsoft Video for Windows [Lut 94].