

⇒ Data Compression :-

→ Storage Space :-

Uncompressed graphics, audio and video data require considerable storage capacity which in the case of uncompressed video is often not even feasible in terms of CD technology. The same is true for multimedia communications. Data transfer of uncompressed video data over digital networks requires very high bandwidth to be provided for a single point-to-point communication. To provide feasible and cost-effective solution, most multimedia systems handle compressed digital video and audio data streams.

→ Coding Requirements :-

Images have considerably higher storage requirements than text, audio and video have more demanding properties for data storage. To compare data storage and bandwidth requirements of different visual media (text, graphics, image), the following specifications are based on a typical window size of 640×480 pixels on screen.