

until the last step of distribution, so even if there is an error on one of the steps, it can quickly be fixed.

2.2.2 Multimedia

Safaat H, Yanti, & Sari, (2016) claims that Two Latin words, *multus* and *medium* which means a lot and intermediary, in human English language is called *Multimedia*. By general, multimedia is an intermediary of combined elements of text, photo, graphic arts, sound, animation and videos. It also can be interpret as a combination of several elements.

(Safaat H et al., 2016) also claims that *Multimedia* is capable of presenting information that can be seen, heard and finish, so that multimedia can be very effective as a tool of teaching and learning process. There are some advantage key points that multimedia can offer according to Safaat, Yanti, & Sari (2016)

1. Media as presenting information
2. Attract attention and interest through text, video or animation
3. Improve the quality of delivering information in different ways
4. Being interactive, by creating a two-way of relationship between multimedia users.

(Siregar, Siregar, & M, 2018) quoted that *Multimedia* is a combination of diverse media in the form of text, images (vector or bitmaps), graphics, sound, animation, video, interaction and etc. That haven been packaged into digital files, that is used to deliver message to the public or user.

Multimedia will be a great help to students, because it meets the criteria needs of a student in learning styles both visually, auditory and kinesthetic. Siregar also claimed that *Multimedia* is commonly used in the current age for education, mastery of it will enable a student to receive and process information easier.

According to Purba, (2019) *Multimedia* has change the way that people communicate with each other. For example in terms of sending and receiving information, it is now more effective to understand. Purba also explained that there are several multimedia elements as stated below:

1. Text is a combination of letters that forms into a word or sentence that explains a specific information
2. Graphics is a component of digital picture or in other words itself is picture that has been made and stored in digital form. Formats such as JPEG, GIF and PNG
3. Image is the delivery of information in visual form. When words cannot be explain, image takes a big part to deliver to explain information
4. Video is complex combination of multimedia elements, that can show simulations on real objects.
5. Animation is a display that combines text, graphics and sound media into a movement activity.
6. Audio is defined as various kind of sounds in digital form. Serve a purpose of a background

2.2.3 Photography

According to Hidayat & Arumsari, (2017) research, Photography is the art and process of producing an image through light on film or press surface. Key points of elements in photography are lighting, color and composition. Wahyudi & Arumsari, (2019) also said that photography is a painting occurrence with light that can display images of an object, reflection of light from object to produce an appealing result.

Rahmawati, Sariwaty, Octaviani, & Rahmayani, (2020) also said that photography is a form media communication use to convey messages or ideas to deliver information. Basically is also an activity that is being manipulate by light to get the result

2.2.4 Camera

According to (Bhalerao et al., 2016) Camera is an optical instrument that records images. A device of multifunctional purpose. Camera has similar function of a human eyes, Camera capture images by collecting light that is reflected off an object and then creating an image that is stored on a memory card. Aditiya & Sandra, (2020) studies says that Noise is one of the component that

almost all camera have problem with, caused by the physical interaction on acquisition tools, leading to improper processing, like black or white spots appear on image. He also claims that there are three important camera settings that are used, to make the picture look better:

1. ISO

Level of sensitivity of the camera to available light. This is usually measured in numbers. Lower numbers represent lower sensitivity to available light, while more numbers means more sensitivity.

2. Shutter Speed

The length of time that the camera shutter is open to expose light to the camera sensors. Shutter speed are measured in a fraction of second. Slow shutter speed allows more light to the camera sensor and is used for low light and night photography and also shutter speed can also help to freeze motion or movement.

3. Aperture

Aperture controls the depth of field in a photo, which a part of a object is sharp and the background is blur. Small aperture the depth of field is large, it works vice-versa if the aperture is large, The depth of field is small.

(Bhalerao et al., 2016) also claims that there are different types of shooting modes on photography, they are divided as automatic modes, semi, and fully manual mode.

1. Portrait Mode: This mode is usually background blur and focusing on the object that is being highlighted. Selects large aperture.
2. Macro Mode: This mode is a close up mode to take images.

3. Landscape Mode: This mode is the opposite of Portrait Mode. Selects Small aperture, ensuring that most of the view or scenery are focused.
4. Sports mode: This mode is design for moving object, this mode attempts to freeze the action by increasing the shutter speed.
5. Night Mode: this mode is design to shoot in low light area. Selects your Camera to use longer shutter speed, to capture details of the background while on low light

Semi-Automatic Modes

1. Aperture Priority Mode :This mode is to ensure you have a balance exposure on images
2. Shutter Priority Mode: This mode you only set the shutter speed and the camera will choose the rest.
3. Program Mode: this mode gives more control features like flash, white balance, ISO.

Fully Manual Mode

On this settings you have the full control of the camera, depending on your skill you have the choices to decide whether you want to increase ISO, Shutter Speed and Aperture.

2.2.5 Tools Usage

1. Adobe Photoshop

According to Setyanti & Khabibah, (2017) Adobe Photoshop is an image editor software that is specialized for image editing. This software is widely used by photographers all around the world and it is one of the best image editing software out there for a budget price. In this project adobe photoshop functions as to crop the unnecessary part of the picture and erase some colored background that are not needed on the photo book design

2. Corel Draw 2018

Corel Draw 2018 is a software specialized in making content of visualized picture, it works almost the same as paint, but has much more detailed function. According to (Dirgantoro & Utomo, 2018) it is also a versatile and utilized software by designers from various genre, such as art, logo design, poster, brochures, hard cover and etc. Due to this software is not used by many people, but most of people, whom run a printing business will definitely will use this application a main software. Due to it's easy to learn. We are using this software to design the layout placement of the photo book.