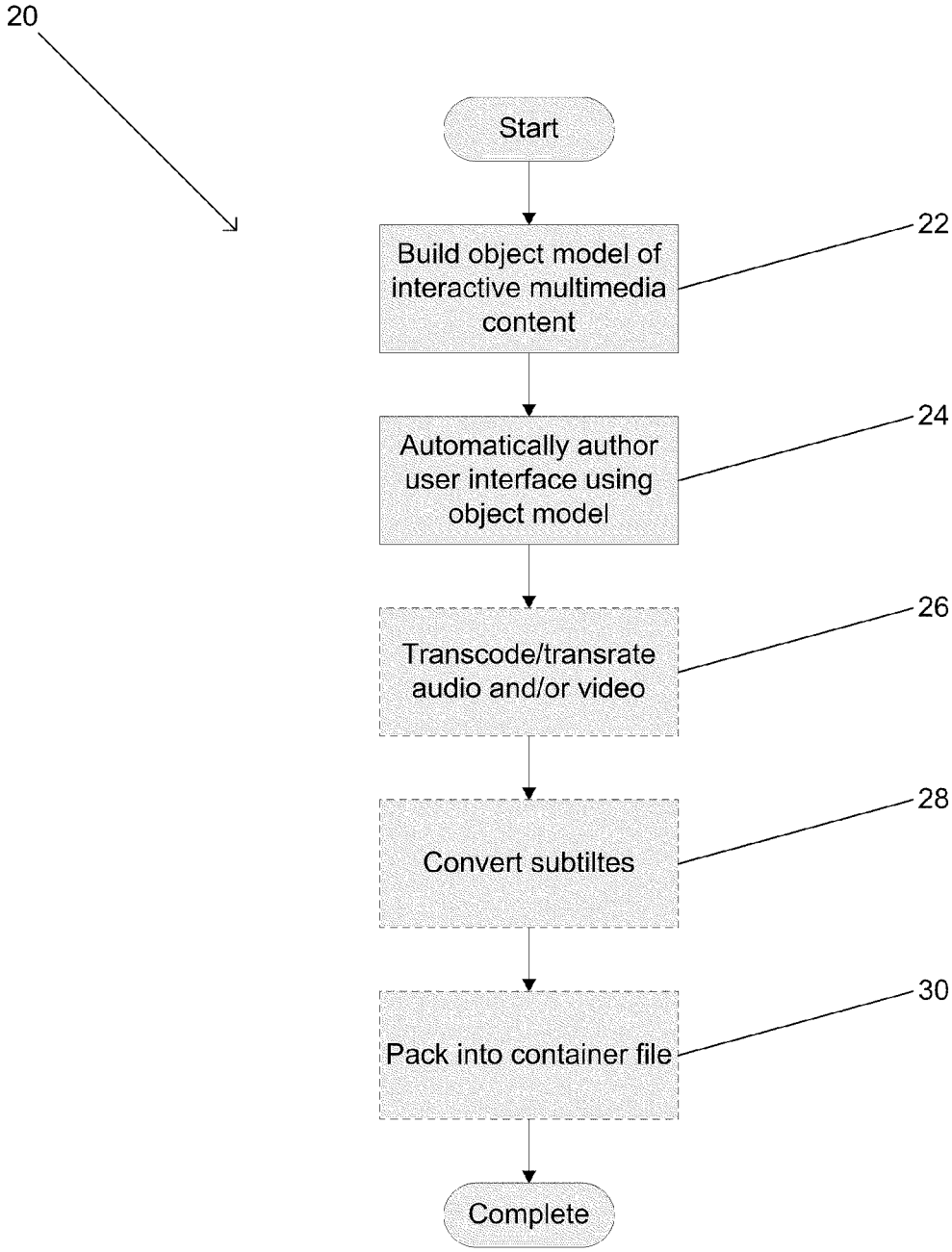
20
Start
Build object model of interactive multimedia content
22
Automatically author user interface using object model
24
Transcode/transrate audio and/or video
26
Convert subtiltes
28
Pack into container file
30
Complete

FIG. 2