### Audio and Video

The Audio and Video portion of the DrawingML framework deals with all media of these two types that can be attached to objects within a document. Types of audio that can be represented within a file are CD audio, QuickTime audio, and any other generic audio. When dealing with generic audio there is the option for embedding it within the file and also linking it. The linking option is preferable if the size of the audio file is too large and will thus increase the size of the document by an undesirable amount. For video there are two types that can be represented and that is either a QuickTime movie or any other generic movie. When dealing with generic video there is only the option of linking to the media as video is too large to embed within a document.