

CMSI 252

MULTIMEDIA APPLICATIONS

Spring 2005

Final Review Sheet

The May 5 final will be cumulative — material, skills, and knowledge from the entire semester are fair game, so during your review, make sure to include material from the first two review sheets. The exam will be open handouts and open notes. The following bullets summarize the material that we have covered since the second midterm:

- Practical, real-world knowledge of Flash authoring — the Flash stage; Flash timeline; layers; symbols (graphic, movie clip, button); basic ActionScript; tweening; button states; scenes; importing and managing assets; techniques for accomplishing certain tasks, functions, or effects
- Flash symbols: effective use of Flash symbols is a key Flash skill — make sure you know how symbols work; how movie clip symbols can contain entire animations (or embedded video) in a single frame; how button symbols use special frames to determine button appearance under various conditions; how symbols interact with ActionScript
- Flash recipes: be familiar with how certain tasks or functions can be done in Flash, particularly those associated with a multimedia application — menu navigation, asset presentation (images, audio, video), user control (slideshow previous/next; movie or sound play/pause)
- ActionScript for MVC: classes, properties, and objects; how these objects relate to the Flash stage; how the user can manipulate or browse these objects
- Web authoring overview: user and developer workflows for Web applications; Web terms and concepts, such as browsers, Web servers, plug-ins, cascading style sheets, JavaScript, tags, attributes
- Structure of Web files: you should be able to read the overall structure of HTML, CSS, and JavaScript files; indicate how their subparts are connected or linked; provide a tree or schematic diagram corresponding to the tags of an HTML file; identify the styles, classes, and properties defined by a CSS file; interpret the variables, functions, and commands in a JavaScript file. You don't necessarily have to know the details of every tag, style, property, or command in these files — you just need to know how they are put together.
- Web-oriented MVC: roles and interactions among HTML, CSS, and JavaScript files; how HTML tags and attributes correspond to CSS styles and classes; how HTML tags and attributes are associated with JavaScript objects and functions

Hands-On Study Tasks

The best overall hands-on study task is to “replay” the complete process of multimedia authoring, from documentation (prospectus, specification) to asset gathering and organization, then to authoring in a specific technology. Revisit the 3 authoring environments that we have studied — primarily DVD and Flash, with some Web — and try to accomplish authoring tasks in all 3 environments. Focus on how to get things done — organizing applications, implementing their features, and deploying them.

Good luck, and have fun — it's almost over!