

CMSI 252

MULTIMEDIA AUTHORIZING

Spring 2006

Final Review Sheet

The following bullets summarize the material that we have covered thus far, and the “skill and knowledge set” that you will need in order to do well on the May 2 final. The final is open handouts and open notes, so the focus will be on application and deep conceptual understanding.

Prior material covered for the midterm is also fair game, so make sure to go over that also. But, there will be a definite emphasis on new material since the midterm (Flash, Web).

- Know and understand all basic definitions covered in class: Flash and Web authoring concepts, techniques, and best practices (in addition to pre-midterm definitions for multimedia applications; digital assets; prospectus and specification; image, sound, and video terms; DVD authoring concepts).
- Understand how the model-view-controller (MVC) paradigm applies or translates to Flash and Web technologies.
- Know the elements of Flash authoring: core Flash constructs (timeline, keyframes, button symbols, movie clip symbols, the Actions layer, ActionScript), adding assets to a Flash document, typical workflow, frequently-used Flash techniques (assigning events, implementing button interactivity such as rollovers), and presenting assets in a Flash application (slideshows, audio, video).
- Advanced ActionScript features — definitions, techniques, concepts: creating your own ActionScript objects, connecting these objects to your Flash application, using other custom Flash components (lists, text fields, scroll bars).
- Know the elements of Web authoring: key technologies (XHTML, CSS, JavaScript), some history of how these technologies evolved, differences in various standards (transitional, strict versions), and how the three technologies are bound to each other in a Web application.
- Know how to “read” or interpret files in the three technologies: XHTML, CSS, and JavaScript. Given a sample of one of these files, you should be able to provide a roadmap or overview of the information in it.
- Be familiar with common Web techniques: overall file structure setup, including links, embedding images, modifying styles, adding multimedia assets through plug-ins.
- More advanced XHTML + CSS + JavaScript — implementing rollovers, accessing and modifying XHTML tags and attributes via the top-level *document* object, implementing slideshows (manual or autoplay).
- As with the midterm, in the area of authoring techniques in general — keep in mind that very frequently, the same task, function, or effect can be accomplished in more than one way. A likely question will have the form “Give n ways to implement feature x in a multimedia application.” Of course, this time, questions of this time will lean more heavily on Flash and Web technologies.

Note how the time you spend on spiffing up your portfolio is also worthy preparation for the final, since it gives you a concrete feel for the multimedia authoring tasks that have been covered in class.

Good luck, and have fun (really)!