

CMSI 252
MULTIMEDIA APPLICATIONS
Spring 2005

Assignment 0210

Now that you have described and specified your multimedia application (with some feedback from me), it's time to start gathering the digital assets that your multimedia application will organize and present.

Collect your digital assets and burn them onto a CD for submission. This doesn't have to be the final collection; it should, however, show me that you know how to gather and organize these assets. The most important element of your CD is its organization — the CD must have a sensible folder structure for storing your digital assets. Make sure to include the following types of assets, including placeholders when/if necessary (e.g. blank image, audio, or video files; text file listing what is missing, etc.):

- a. Raw assets: copy, images, audio, video
- b. Model assets (typically modified/refined copies of some raw assets)
- c. View assets (backgrounds, icons, styled copy, sound effects, ambient sound, etc.)
- d. Controller assets (highlighted icons, button clicks, transitional animations)

The key here is organization and planning, not aesthetics or finalized content. Use whatever skills or tools that you (or your classmates) have at your disposal, but at the end of the day the most important element of the CD is the way the assets are organized in a way that corresponds to the application that you have specified.