

CMSI 252
MULTIMEDIA APPLICATIONS
Spring 2005

Midterm 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 February 22 midterm. The midterm is openhand-outs and open notes, so the focus will be on application and deep conceptual understanding.

- Know and understand all basic definitions covered so far: multimedia applications; digital assets; prospectus and specification; image, sound, and video terms; DVD authoring.
- Be aware of the distinction between the “sources” of a multimedia application and how such applications are delivered or deployed.
- Be comfortable with writing an application prospectus and specification; be aware of what information is expected from these documents.
- Understand the overall structure provided by the model-view-controller (MVC) paradigm.
- Be familiar with the technical aspects of image assets: image types, life cycles, color representation, compression, formats.
- Be familiar with the technical aspects of audio assets: types of audio, life cycles, tracks, 3D sound, compression, formats.
- Be familiar with the technical aspects of video assets: types of video, life cycles, tweening and animation, compression, quality, streaming, formats.
- Know the elements of DVD authoring: basic content within a DVD, typical workflow, common features provided by DVD authoring applications.

Good luck, and have fun (really)!