CMSI 252
MULTIMEDIA APPLICATIONS
Spring 2005

Midterm 2 Review Sheet

The following bullets summarize the material that we have covered since the first midterm, and the "skill and knowledge set" that you will need in order to do well on the second midterm this April 5th. The midterm is open handouts and open notes, so the focus will be on application and deep conceptual understanding.

- Practical, real-world knowledge of DVD authoring — at this point you now have at least one such experience: DVD-Video features and capabilities; techniques for accomplishing certain tasks, functions, or effects

- 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."

- Advanced features of DVD authoring — definitions, techniques, concepts: overlays, multiple streams, slideshows as tracks, stories, templates, scripts and registers

- What we have covered about Flash so far — conceptual model, design perspective, developer perspective: layers, frames, timeline, scenes, tweening, shapes, properties, symbols, naming conventions, classes

- General feel for ActionScript; not the details, but an idea of overall structure and how it relates to the design components in Flash

Hands-On Study Tasks

In addition to reviewing your notes and handouts, the following hands-on activities are recommended for the best possible preparation:

- Go back in front of a consumer and pro-level DVD application such as iDVD and DVD Studio Pro and review the following DVD authoring tasks hands-on (particularly at the "pro" level): creating, editing, and connecting menus; assigning assets (slideshows, stills, video, audio); setting backgrounds (still, motion); setting overlays; creating stories; creating scripts; assigning subtitles; working with multiple streams (audio, text).

- Sit in front of Macromedia Flash and try the tasks that we have covered so far: general design and illustration; layer and timeline manipulation; keyframes and tweening; creating and manipulating symbols; creating multiple scenes; frame-based scripting and button action assignment.

The Flash hands-on activity, in particular, serves multiple purposes: in addition to preparing you for part of the midterm, it will also get you ready for the Flash version of your multimedia application. In fact, feel free to use the multimedia assets that you already have while playing with Flash.

To help jog your memory with ActionScript, here is the script attached to the first frame of the Manila 2004 sample Flash application. It covers most of the concepts that we have discussed so far about

scripting in Flash — comments and basic syntax; properties; setting button behaviors; manipulating timeline playback; navigation across application elements; creating, naming, and manipulating symbols; built-in library functions/commands:

```
// Make sure that the movie doesn't jump to the next scene.
stop();
introBack_btn._visible = false;

// Connect the Christmas button to the Christmas menu.
christmas_btn.onRelease = function() {
    gotoAndStop("Christmas Menu", 1);
};

/*
 * Connect the New Year button to the New Year menu.
 * This is similar to the Christmas button.
 */
newYear_btn.onRelease = function() {
    gotoAndStop("New Year Menu", 1);
};

// Connect the intro button.
this.playIntro_btn.onRelease = function() {
    introBack_btn._visible = true;
    attachMovie("Introduction", "intro_mc", introBack_btn.getDepth() - 1);
};

introBack_btn.onRelease = function() {
    unloadMovie("intro_mc");
    introBack_btn._visible = false;
};
```

Good luck, and have fun (really)!