

CMSI 252
MULTIMEDIA AUTHORIZING
Spring 2006

Assignment 0216

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 absolute final collection, but it should comprise a decent majority of it, say around 80% — that's why you have more than two weeks to gather them.

The CD you submit should show me that you know how to gather and organize these assets. The CD must have a sensible folder structure for storing your digital assets. In addition to a structure that makes sense for your particular application (different sections, subsections, etc.), make sure to distinguish among 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)

Use whatever skills or tools you (or your classmates) have at your disposal. In the ideal case, when you start putting the assets together, you should pretty much be able to access this CD like an electronic library or shelf, dropping the elements that you need when you need them.