CMSI 252
MULTIMEDIA AUTHORING
Spring 2006

Assignment 0221, 0302

You've documented your project, you've gathered your assets, and now it's time to author. The first authoring mechanism is the DVD, which is what this assignment is about.

There are actually two "milestones" to this assignment, due on February 21 and March 2, respectively. For February 21, we enforce a little more planning in the process, with the idea that this will ultimately save you time for the second milestone, on March 2.

For Submission 0221

Work out a more detailed spec for the DVD implementation of your multimedia application. Now that you specifically know the features of DVD-Video technology, you are in a better position to provide more details. Your new spec should include the following:

1. *Complete menu, button, and asset organization*: Start with your "first item" and proceed to show each menu that you plan, each button in that menu, and where each button leads.

2. *Visual details*: For each menu, indicate the background you will use (repurposed or composited still? video clip? audio background?), your planned positions/sizes for the buttons in that menu, any assets for the buttons (thumbnails, mini-videos), and any additional text that you plan to include.

3. *Specific asset collections (slideshows, tracks, audio)*: What they are, what they will contain — if you can go down to precisely the files you plan to include and in what order, then all the better.

4. *Special behaviors*: If you plan to use scripts, specify what they will do; plain English is fine here, and embedding notes in your menu layout will also be helpful.

Submit this specification on February 21, but make sure to keep a copy for yourself — after all, this is your blueprint! Feel free to start working on the actual DVD even before this point, so you get a better feel for the process.

For Submission 0302

Construct the DVD version of the multimedia application that you have proposed and specified. Work from your gathered assets, adding to or repurposing them as necessary. You may use any DVD authoring software to which you have access. The computer science Keck lab has Macs with iDVD and DVD Studio Pro installed; you will need a Keck lab account to use them. Lab hours are posted on the door.

The assignment has two deliverables:

1. Your DVD application — this is either the DVD itself, if you have access to a DVD burner and media, or some alternative form, such as the DVD project source. If you're unable to burn a DVD, talk to me and we can work something out.

2. A report describing the process and results of your DVD authoring work. Approximately 2–5 pages, including but not restricted to:

   a. Any difficulties encountered during the authoring process

   b. Changes that had to be made to the original prospectus or specification to accommodate, take advantage of, or adjust to the deployment platform (DVD)

   c. What you would do differently when/if you author another DVD in the future

   d. Any other thoughts, commentary, or observations that you'd like to express concerning your DVD authoring experience