CMSI 252

MULTIMEDIA AUTHORING
Spring 2006

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 23 midterm. The midterm is open handouts 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 concepts.

- 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.

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

- 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."

For hands-on study, kill two birds with one stone by spending some time on your DVD application. This will give you a concrete feel for the DVD authoring tasks that have been covered in class.

Good luck, and have fun (really)!