

## Chapter 07: Making Multimedia

### Part 1: Key-term Quiz

1. A(n) \_\_\_\_\_ is a simple, working example that demonstrates whether or not an idea is feasible.
2. A(n) \_\_\_\_\_ file requires no cross-platform conversion.
3. FAQ stands for \_\_\_\_\_.
4. A package of software applications that might include a spreadsheet, database, e-mail, web browser, and presentation applications is called a(n) \_\_\_\_\_ (two words).
5. A program that changes an image from one type of graphics file to another is a(n) \_\_\_\_\_ (two words).
6. A network of workstations located within a short distance of one another that allows direct communication and sharing of peripheral resources such as file servers, printers, scanners, and network modems is called a(n) \_\_\_\_\_.
7. The type of memory used by a computer to run several programs at the same time is called \_\_\_\_\_.
8. The type of memory that is not erased when power is shut off to it is called \_\_\_\_\_.
9. Elements and events are organized along a timeline in a(n) \_\_\_\_\_ (two words) authoring system.
10. Each graphic scene in an animation is referred to as a(n) \_\_\_\_\_.

### Part 2: Multiple-Choice Quiz

**1. As you design and build a multimedia project, your most often used tool may be your:**

- a. word processor
- b. authoring system
- c. image processor
- d. drawing program
- e. format converter

**2. Of all the multimedia elements in a project, the one that will likely have the greatest influence on the end user is the:**

- a. video footage
- b. sound effects
- c. graphical impact
- d. packaging
- e. musical background

**3. Painting software is dedicated to producing:**

- a. vector images
- b. animations
- c. 3-D images
- d. bitmap images e. video clips

**4. DVD stands for:**

- a. Dynamically-Variable Disc
- b. Distributed Video Disc
- c. Data-Vision Disc
- d. Double-Volume Disc
- e. Digital Versatile Disc

**5. When you turn off the power to this type of storage, any data stored in it is lost.**

- a. CD-ROM
- b. ROM
- c. OROM
- d. EPROM
- e. RAM

**6. A barcode reader can:**

- a. scan graphics into a computer
- b. read Universal Product Code patterns
- c. provide pressure-sensitive input
- d. recognize spoken words when trained
- e. all of the above

**7. Which of these is not a common platform for producing and delivering multimedia projects?**

- a. Macintosh OS X
- b. Windows 98
- c. Macintosh Classic
- d. Windows XP
- e. IBM VMS

**8. A scripting language is considered:**

- a. a very low level language (VLLL)
- b. an assembler language
- c. a subset of HTML
- d. a form of BASIC
- e. a very high level language (VHLL)

**9. For a project whose content consists of elements that can be viewed individually, this type of authoring system is particularly useful during development.**

- a. card- or page-based tool
- b. icon-based, event-driven tool
- c. time-based tool
- d. scripting language
- e. All are equally useful.

**10. Scripting languages operate by processing small blocks of code when certain events occur. Such a block of code is called:**

- a. a function
- b. a handler
- c. a process
- d. a script
- e. a protocol

**11. Most card-based programs have a layer that stays constant behind a layer above it that can be different on all other cards. This layer is called the:**

- a. master layer
- b. system layer
- c. prime layer
- d. background layer
- e. static layer

**12. In multimedia authoring systems, multimedia elements and events are often treated as objects that exist in a hierarchical relationship. This relationship is often called:**

- a. servant and master
- b. host and client
- c. property and modifier
- d. creator and creature
- e. parent and child

**13. Which of the following is not a stage of multimedia production?**

- a. testing
- b. planning and costing
- c. designing and producing
- d. marketing
- e. delivering

**14. Which of these is not a problem you might encounter in porting a program from a Mac to the PC (or from the PC to Mac)?**

- a. Bitmapped images are larger on a PC.
- b. Font sizes and shapes are slightly different.
- c. Special characters are not the same.
- d. Graphics with 256 colors show different colors.
- e. All are potential problems.

**15. The most precious asset you can bring to the multimedia workshop is your:**

- a. creativity
- b. programming skill
- c. musical ability

d. film and video production talent e. checking account

### **Part 3: Practice Exercises**

3.1 Diagram a network of three workstations; designate one a scanning workstation, one a graphics development workstation, and one a testing workstation. Include at least two input devices and two storage devices for each one, making logical choices (for example, backups, testing, etc.). Add a server for backup, a printer, and a connection to the Internet to your diagram.

3.2 You are a team leader who has been given six months to produce a multimedia title that will demonstrate your company's capabilities. Write a brief outline describing the timeline and the possible costs associated with the four stages of the project (you do not have to estimate actual amounts, just estimate percentage of budget).