甚麼是聲音

Sound is a form of mechanical energy transmitted as vibration in a medium

聲音是一種在介質中作為振動傳遞的機械能

甚麼是sample的聲音

Sample is a digital recording of previously existing analog sound wave.  
樣本是先前存在的模擬聲波的數字記錄

甚麼是合成的聲音

有電腦產生的新的聲音

甚麼是sample resolution

The number of bits used to encode amplitude is known as sample resolution

甚麼是量化

Rounding a sample to the closest available value is known as quantization

將樣本舍入到最接近的可用值稱為量化

Film跟video的差別

螢幕的resolution

為何做digital video

Codec

壓縮和解壓縮的編碼方法

為何數位video資料量較大

數位視頻由一系列快速顯示的單個圖像組成。

如何控制大的資料量

甚麼是key frame,如何改善開發傳統動畫的效率

Key frame divided drawing tasks among various specialists.

甚麼是metaphor

A metaphor is a comparison of one thing to another to enhance understanding .

甚麼是故事版,Authoring process的function

A storyboard is a series of sketch of screens used to guide the development process .

Storyboard include layouts of screen elements such as media and navigation controls as well as direction to guide the work of animators, programmers and other member s of the development team.  
故事板是用於指導開發過程的一系列屏幕草圖。 故事板包括屏幕元素的佈局，如媒體和導航控件，以及指導動畫師，程序員和開發團隊其他成員的工作的方向。

How scripting languages add functionality to a multimedia project

The developer can program scripts to control animations , play video, launch external applications , and control interactivity.

開發人員可以編寫腳本來控制動畫，播放視頻，啟動外部應用程序以及控制交互性。

Icon metaphor

Icons are graphic symbols that define media as well as different forms of interactivity

Icon metaphor

圖標是定義媒體以及不同形式的交互的圖形符號

Interface的設計目標

The goal of interface design is to engage the user. In linear ,noninteractive products, such as a simple information kiosk , this may simply mean holding the user’s interest and attention.

界面設計的目標是吸引用戶。在線性，非交互式產品中，例如簡單的信息亭，這可能僅僅意味著保持用戶的興趣和注意力

開發計畫三個主要的工作

Definition design production

三個key document

Preliminary proposal , storyboard , functional specification

初步建議，故事板，功能規範

三個common task 在媒體創作

id

合理使用和大眾copy right

Why must multimedia professionals be knowledgeable about copyright law

One reason that understanding copyright is important to multimedia developers is to guard against intentional or unintentional violations of the rights of others.

理解版權對多媒體開發者很重要的一個原因是防止有意或無意侵犯他人的權利。

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