There are 3 parts to this exam, with 40 total marks, You have 180 minutes. You must pass the final to pass the class. The exam is printed on both sides of this paper. Write all final answers in the exam booklet.

I will not clarify any questions during the exam period. If you need to make assumptions to answer the question, include them in your response.

Please clearly indicate which questions you will be answering where there is a choice. If you don't I'll just mark the first ones that I see.

Remember that I prefer quality over quantity in your answers. Point form is acceptable.

Fully complete the front sheet of the exam booklet (1 x 1 = 1).

Return this exam sheet in your exam booklet (1 x 1 = 1).

Define or describe each term in the context of multimedia (choose 10 of 15 x 2 marks each = 20).

1. blue screen
2. Unicode
3. XML
4. quantization
5. CMYK
6. MPEG
7. layer
8. MIDI
9. drop-frame timecode
10. SMIL
11. dithering
12. histogram equalization
13. field
14. JPEG
15. Quicktime

Medium answer (choose 5 of 8 x 3 marks each = 15).

1. Is a camera analogy appropriate when considering computer-generated imagery? Explain.

2. What is the difference between page-based and synchronization-based presentations?

3. What are the issues in converting from continuous to discrete (use an example to illustrate)?

4. How is dithering used in audio and in images. Why is it appropriate to use the same term?

5. Contrast computer-generated animation and digital video.

6. Discuss, in terms of the course material, the biggest technical challenge you encountered in your project.

7. What are the issues that need to be considered when reproducing colour between different devices and formats, and how might they be addressed?

8. What are issues in bringing video and audio together?

Long Answer (1 of 1 x 5 = 5)

1. Discuss some of the examples (such as video from SIGGRAPH and other sources) in the context of Manovich's views on the defining characteristics of new media. What are some of the implications for the future?