**Final Exam Study Guide**

**7935 Digital Media I**

**Terms and Acronyms**

**1.01 Understand the core concepts of digital media**

* Digital Media
* Multimedia
* Traditional Media
* Social Media

**2.02 Understand safety issues associated with digital media.**

* Electrical Hazards
* Trip Hazards
* Ergonomics
* Lifting Hazard
* Identity Theft
* Cyber-bullying
* Trojan Horse
* Worm

**2.03 Understand legal issues associated with digital media.**

* Copyright
* Patent
* Trademark
* Plagiarism
* Invasion of Privacy
* False light
* Misappropriation
* Defamation
* Libel
* Slander
* Satire

**3.01 Understand concepts used to create digital graphics.**

* Paint program
* Draw program
* Bitmap/raster
* Vector
* RGB
* CMYK
* Color depth
* Indexed color depth
* Full color depth
* Hue
* Saturation
* Monochromatic
* Analogous
* Complementary
* Dithering
* Opacity
* Lossless Compression
* Lossy Compression
* GIF
* JPEG
* TIFF
* RAW
* Color
* Shape
* Line
* Texture

**4.01 Understand concepts used to create digital animation.**

* Keyframes
* Tweening
* Anchor point­
* Transition
* Render
* 2D
* 3D
* Vector
* Flip or Frame Based
* Animated GIF
* SWF
* MOV
* AVI

**5.01 Understand concepts used to create digital audio.**

* Compression Wave
* Amplitude
* Wavelength
* Frequency
* Decibel
* Pitch
* Sampling Rate
* Sample Size
* Audio Resolution
* Audio Channels
* Monaural
* Stereophonic
* Surround Sound
* Cutting and splicing
* Mixer/audio board
* VU Meters
* Track level
* Master level
* Line level inputs
* Equalizer­
* Audio gain
* Streaming
* Compression
* Codec
* Transcoding
* Bandwidth
* Dynamic Microphone
* Condenser Microphone
* Piezoelectric Microphone
* Lavalier Microphone
* Omindirectional Microphone
* Shotgun Microphone
* Cardiod Microphone
* Wireless Microphone
* RCA
* XLR
* Mini
* ¼’ or Phono
* Firewire
* MP3
* WAV
* MIDI
* AIFF
* AAC
* WMA­
* Trim

**6.01 Understand concepts used to create digital video.**

* NTSC
* PAL
* SECAM
* Aspect Ratio
* Frame Rate
* SWF
* MOV
* WMV
* AVI
* MPEG
* FLV
* HDMI
* S-Video
* RGB (component)
* USB

**6.02 Apply procedures to create digital video.**

* Two point light plan­
* Three point light plan
* White Balance
* Trim

**7.01 Understand concepts used to create web-based digital media.**

* HTML
* XML
* XHTML
* JAVA Script
* PHP
* CSS
* FLASH
* Navigation System
* GUI
* WYSIWYG
* Hyperlink
* Page Layout
* Layer
* Tables
* Rollover
* Image Map
* Webform

**7.02 Apply procedures to create web-based digital media. (10%)**

* Flowchart
* Graphic optimization