

## Solutions to Chapter 13 Checkpoint Questions

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1. In regard to the elements of a digital media presentation, what two things need to be considered?

*Answer:* Content and technique.

2. What is the visual design of a digital media production?

*Answer:* The visual design is the arrangement of the visual, artistic elements used to accomplish a goal or communicate an idea.

### Page 295

1. What does the Electronic Bill of Rights cover?

*Answer:* The Electronic User's Bill of Rights details the rights and responsibilities of both individuals and institutions regarding the treatment of digital information.

2. What does a copyright do?

*Answer:* A copyright acknowledges ownership of a work and specifies that only the owner has the right to sell or use the work or to give permission for someone else to sell or use it.

3. What does a licensing agreement allow?

*Answer:* A licensing agreement allows one party to market or produce the product or service owned by another party.

### Page 297

1. What is used to create and present all digital media presentations?

*Answer:* All digital media presentations are developed and presented using computers, such as a desktop computer, laptop computer, tablet PC, iPad, or smartphone.

2. What are the four basic components of a computer system?

*Answer:* The basic components for a computer system are the computer, a monitor, a keyboard, and any input devices such as a mouse or a touch screen.

3. List three computer input devices that may be used to help produce a digital media presentation.

*Answer:* A digital camera or digital video recorder, a digital sound recorder, and a synthesizer or music keyboard.

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1. What are the five general categories for software used in creating a digital media presentation?

*Answer:* Digital media–development software can be divided into five main types: text, audio, video, graphics, and Web site development.

2. List two emerging technologies that can be used in digital media presentations.

*Answer:* Three-dimensional (3D) graphics and virtual reality (VR) software.

3. When considering which software to select for creating a digital media presentation, what is the first thing to look at?

*Answer:* When considering which software to use for a digital media project, first look at the project as a whole.

## **Page 307**

1. What is a graphic?

*Answer:* A graphic is any visual aid—any informational graphic or illustration

2. What is the difference between a graphic and a video?

*Answer:* While graphics are stationary images, video refers to live-action movies.

3. What are three ways in which a sound may be obtained?

*Answer:* Sounds may be recorded, created with a computer or musical instrument, or obtained through online resources.

## **Page 313**

1. What are the three stages of production?

*Answer:* The three stages of production are preproduction, production, and postproduction.

2. What is the first step in planning a digital media presentation?

*Answer:* The first step in planning a digital media presentation is to figure out who your audience will be.

3. What are the eight basic principles of design?

*Answer:* The fundamental principles of design are balance, variety, harmony, emphasis, proportion, pattern, movement, and rhythm.

4. What is a standalone presentation?

*Answer:* A standalone presentation contains everything needed to view the digital media presentation. The video will include all animations, transitions, and other media, as well as incorporate all timing sequences and any recorded narrations.