Digital Media

Across grid answers: REMIXES, PHISHING, COMMUNITY, LOGIN, TEXTMESSAGE, FAUXTOGRAPHY, CLIPART, GIF, WEBPAGE, PIXELS, CLIENT, VIDEOGRAPHY, DIGITALNATIVE, NETWORK, DECIBAL, BOUNCE, JAGGIES

Down grid answers: RESOLUTION, ANIMATION, PODCAST, BANDWIDTH, SPACADATTE, JPG, DCAE, TGR, DIE, PODCAST, TWEETER, CADD, SWF, TALISMAN, GRAYSCALE, AVATAR, NONLINEAR, MASHUP, BLOG, DIGITIZING, TROLL, TWEENING, APPLET
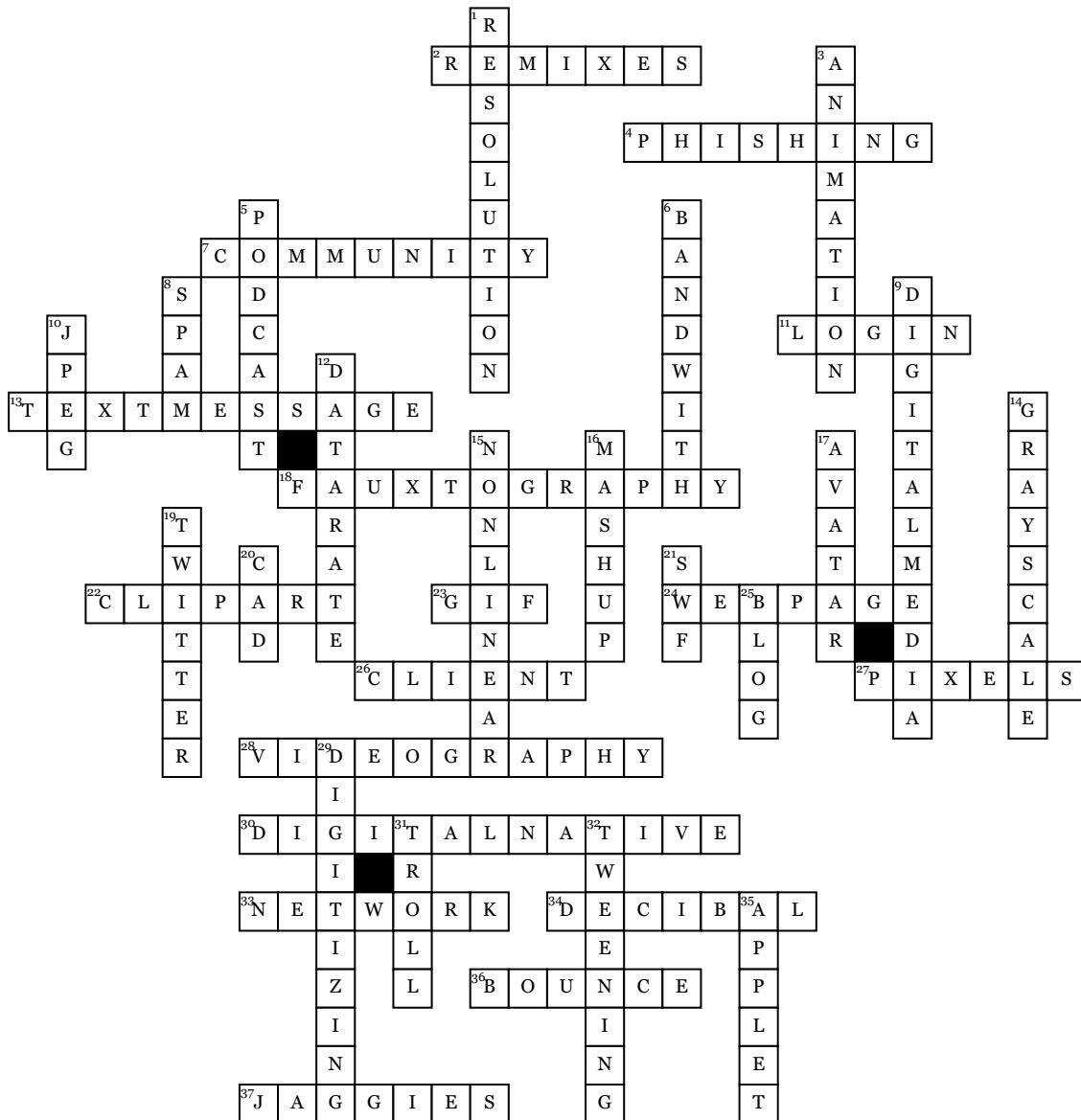
Across

2. Re-creation of songs using fresh rhythms and audio samples.

4. The illegal act of sending messages that appear to come from real sources, but really come from spammers to get people to share personal information.

7. A self-organized group of people with a common agenda, cause, or interest.

11. To type your name and password to initiate a session with a host computer.

13. Also known as SMS, this is a message that is sent from a cell phone.

18. Misleading images that are changed, modified or manipulated to trick the viewer.

22. Digital images that can be legally used electronically.

23. The prevalent graphics format for images on the World Wide Web.

24. An HTML hypertext document on the World Wide Web.

26. A computer seeking information on your behalf from a server on a network.

27. Tiny dots of white, black, or color arranged in rows that make up an image on a computer screen.

28. The process of making video films.

30. A person in whose life there have always been computers, video games and the Internet.

33. A system enabling users to exchange information over long distances connecting through a system of routers, servers, switches, and the like.

34. A measurement of loudness. The higher the rating, the louder the sound.

36. To mix two or more audio tracks into one.

37. Jagged, stair-step-like bumps that advertise an image's identity as a collection of pixels.

Down

1. The density of pixels described in pixels per inch.

3. The use of a computer to create movement on the screen.

5. A downloadable digital video or audio file that can be narrated or contain music and video.

6. The capacity of a device to process or transmit information. The more information it can handle per second, the greater its bandwidth.

8. Unwanted ads.

9. Computers, cell phones, digital video, and social networking sites that allow users to create, communicate and interact with each other.

10. A file format used for photographs on the web.

12. The speed of data transfer, normally expressed in bits or bytes per second.

14. Graphics that allow each pixel to appear as black, white, or shades of gray.

15. Video editing process in which editing occurs in any sequence.

16. A remix or blend of songs, videos, or other media into one product.

17. A two or three-dimensional icon that represents a computer user or gamer.

19. A social networking microblog where people's messages, called Tweets, can be posted to their followers.

20. The acronym for the use of computer to design products.

21. The acronym for the vector graphic format associated with Adobe Flash Player.

25. A web page usually updated by one person; most allow viewers to post comments.

29. The process of converting analog audio and video signals into a digital format.

31. Someone who posts unwanted ads on online message boards.

32. The process in which an animator creates key frames and objects and then uses software to fill in movement in-between frames.

35. A little application that gets downloaded to your computer along with a web page.