



CTS-D Prep

Test-Taking Strategies

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Math Strategies

The Exam Calculator
Ohm's Law

Part One

The Audiovisual Design and Integration Process

ANSI/INFOCOMM 2M-2010 Standard
AV Design Phases
The Program Phase
The Design Phase
The Construction Phase

Coordinating with Allied Trades

Coordinating with Stakeholders
Tracking the Project
Acknowledging Industry Standards

Structural Mechanical Considerations

Codes and Access Issues
Mounting
Designing the Rack

Electrical Principles, Considerations, and Infrastructure

Interference and Noise Defense
Codes, Regulations, and Practical Applications

Elements of Acoustics

Production
Propagation
Interaction
Reception



CTS-D Practice Exam 1

Design Infrastructure Review

CTS-D Practice Exam 2

Design Infrastructure Review: Debrief

Part Two

Display Environment

Measuring Light

System Black

Contrast Ratio

Predicting Projector Brightness

Activity: Calculating PISCR

Task Light Levels

Camera Lens Selection

Human Perception of Sound

The Decibel

Additional 10Log and 20Log Exercises

Sound Pressure Level

Loudspeakers

Loudspeakers Coverage Patterns

Impedance

Transformers

Specify a Power Amplifier (EPR)

Microphones

Microphone Mixing and Routing

PAG-NAG

Audio System Quality

PAG NAG

PAG-NAG Summary

CTS-D Practice Exam 2

Design Environment Review

CTS-D Practice Exam 1

Design Environment Review: Debrief



Part Three

Display Image Size

- Defining Display Image Size Terms
- Using Analytical and Basic Decision Making
- Using the Web App to Calculate Display Image Size
- Implementing Element Height and Text Size
- Calculating Analytical and Basic Decision Making
- Conforming to DISCAS

Digital Signals

- Analog vs. Digital Signals
- Digital Signals

Digital Video

- Designing for EDID

Audio

- Setting up the System: Gain and DSP

Networking

- Networked Device Inventory
- Networking Components
- The OSI Model
- Network Connections
- Ethernet
- Internet Protocol (IP)
- Address Assignment
- Transport Protocol
- AV Data Link Protocols

Streaming

- Streaming and the Network Environment
- Unicast and Multicast

CTS-D Practice Exam 3

- Design Applied Review
- CTS-D Practice Exam 3**
- Design Applied Review: Debrief