DELTAPOINT

WebAnimator™

Macintosh

DELTAPOINT, INC. • 22 LOWER RAGSDALE • MONTEREY, CA 93940 • (408) 648-4000

Acknowledgments

Concept and Design by	Richard Blum
Programmed by	Richard Blum, Eric York, Bill Pryor, Scott Meyer, John Spracklin, Michael Smith, Brian Dent, Duff Caldewey
Quality Assurance	Oliver Fellguth, Michael Stewart
Product Manager	James White
Documentation	Kimberley Ness, James White
Cover Design	Janice St George
Sound Design	Partners in Rhyme, 520 N. Orange Drive, Los Angeles, California 90036, 213-933-9979, fax 213-937-5439, e-mail `axgrindr@wavenet.com`

DeltaPoint WebAnimator User's Guide
First Edition

Manufactured in the U.S.A.

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Welcome to DeltaPoint WebAnimator ™

The *DeltaPointWebAnimator User's Guide* is designed to help you take full advantage of WebAnimator's features and versatility. Most of the WebAnimator dialogs are explained option by option in this manual. To find information regarding a specific dialog, you can look up the command name in the index, or you can go directly to the "Menus and Commands" chapter for the application in question. The "Menus and Commands" chapter gives a brief explanation of every command and references more detailed discussions in other chapters.

Chapter summaries

Chapter 1, "Getting Started" offers an overview of WebAnimator. It describes all of the views, tools, and buttons, and how to get started.

Chapter 2, "Understanding WebAnimator" describes the basic terminology used in the WebAnimator application as well as the manual. A brief explanation of all of the different views of WebAnimator is also included along with descriptions of each tool palette and the basic commands for each view. It also discusses how to play your scenes once they have been created.

Chapter 3, "WebAnimator Tutorial" is a comprehensive tutorial which takes you through the step by step creation of a WebAnimator scene. You can create a scene which contains buttons, sound, scripting, and the creation and importing of graphics and text.

Chapter 4, "Using and Creating Scene Templates" describes how to use the pre-formatted templates included with WebAnimator, creation of Scene Templates and Template Libraries, and switching between libraries.

Chapter 5, "Creating, Editing, Animating, and Playing Scenes" describes how to create new keyframes, create, move, resize, and change the attributes and color of Draw and Text objects. Applying, creating, importing, saving, and blending colors and shadows.

Chapter 6, "Importing and Exporting Files" describes how import graphics and animated object (PICS) files, export scenes as QuickTime movies, and save scenes as WebAnimator graphics.

Chapter 7, "Using WebAnimator's Advanced Features" describes the more advanced features in WebAnimator. These features will allow you to customize your scenes with sound, animated Sprite objects, smoothing of your graphics, frame scripts which will jump you back and forth within your scene, and custom time adjustments to slow down or speed your scene.

Chapter 8, "Incorporating Scenes into Your Web Site" contains a step by step procedure on how to get your animated scenes into your Web site. You will be able to edit your HTML file to place your WebAnimator graphics anywhere in your Web site.

Appendix A, "Menus and Commands" describes each menu and command in the order in which it appears in the WebAnimator menu bar. It also provides references to other areas for a more detailed discussion of the command.

Appendix B, "WebAnimator Hints & Tips" describes some useful tips for creating scenes, using sound and animation, and compressing your scene files.

Appendix C, "Glossary" contains definitions for the terminology used within the manual and in creating your scenes using WebAnimator.

1 Getting Started

This chapter tells you how to install WebAnimator and set your initial preferences.

Before you install WebAnimator, make copies of your WebAnimator disks and store the originals in a safe place, so that you can make another backup if the first becomes damaged. It is also a good idea to write-protect your distribution disks before copying them.

If you do not know how to write-protect and copy disks, see your *Apple Macintosh User's Guide* for instructions.

Remember that WebAnimator is copyrighted and that your copy has a unique serial number. It is illegal for you to copy WebAnimator except for backup purposes.

What you need

There are a few things you need or need to know before taking advantage of all the features available to you in WebAnimator.

Hardware

To use WebAnimator, you need a Power Macintosh or other color Macintosh with a 60030 or better processor. 68040 or better processor recommended. 3MB or more available RAM. 10MB available hard disk space. System 7.1 or later.

Generally, PowerBooks® (200 series and higher), Performa®, the SE30, IIsi, IIci, IIcx, and IIfx have a 68030 processor; Centris® and Quadra®, have a 68040 processor. Refer to the specifications for your Macintosh.

Software

In order to insert your animated WebAnimator scenes into your HTML documents, an HTML or text editor is required. Most Web publishing tools contain their own HTML editors. DeltaPoint's *QuickSite*™ can be used to create your Web site and edit your HTML files to contain your animated scenes. Other Web page editing programs include Adobe's *PageMill*™, and SoftQuad™'s *HoT MetaL*™.

A Netscape Plug-in-compatible browser such as Netscape Navigator or Microsoft Internet Explorer is required for viewing WebAnimator scenes.

Knowledge

You should be familiar with basic Macintosh operations, such as working with documents, folders, windows, menus, dialogs, and the mouse. If you are not familiar with these operations, please refer to your *Apple Macintosh User's Guide*.

You should also be familiar with HTML (Hypertext Markup Language). This language is used to create Web sites for the internet. You will need to know how to edit and insert commands into your HTML file.

Installing WebAnimator

The Macintosh installer provides two options — "Easy Install" and "Custom Install."

"Easy Install," requires approximately 10 megabytes of hard disk space and is highly recommended because it ensures that you can take full advantage of all WebAnimator's options.

"Custom Install" lets you choose which groups of files you want to install. If you have limited hard disk space available, or do not plan to use certain WebAnimator options, you may want to perform a custom installation.

Note: Before installing, we strongly recommend that you disable disk security, virus protection, and screen saver programs. If you have trouble during installation, restart your computer while holding down the Shift key to disable extensions (INITs). If the trouble persists, contact DeltaPoint Technical Services.

To begin installation:

1. **Insert WebAnimator Disk 1 into your floppy disk drive.**
2. **Double-click the icon marked "WebAnimator Installer."**

   A window appears, containing detailed installation instructions and release notes.
3. **Click the "Print..." button to print the installation instructions and release notes.**

   You can also read the entire contents of the document by scrolling through it.
4. **Follow the installation instructions.**

   The installation will take several minutes. This would be a great time to fill out your registration card.

Signing on to WebAnimator

The first time you open WebAnimator, a dialog appears asking you to enter your name, company name, and for new users, your program serial number. Use the Tab key to advance to the various fields. The serial number is printed on Disk 1 of the WebAnimator installation disks.

Setting Preferences

General...
Scene...
Draw...
Compression...
Project...

There are five different areas of preferences in the WebAnimator which are displayed when "Preferences" is chosen from the Edit menu:

General Affects the operation of the WebAnimator program as a whole, not just the current scene. Is used to set start-up view, default scene size, which template library is opened, and the default font used for display of times and names in the Storyboard view.

Scene Affects only the current scene. Is used to set up the dimensions of the scene, whether or not the scene automatically plays when double-clicked from the Finder, and the default font used for display of times and names in the Storyboard view.

Draw Affects how objects are drawn in the Draw view. Is used to control whether objects are drawn from the center or from the corner. You can also hold down the ⌘-key while in the Draw view to draw any object from the center.

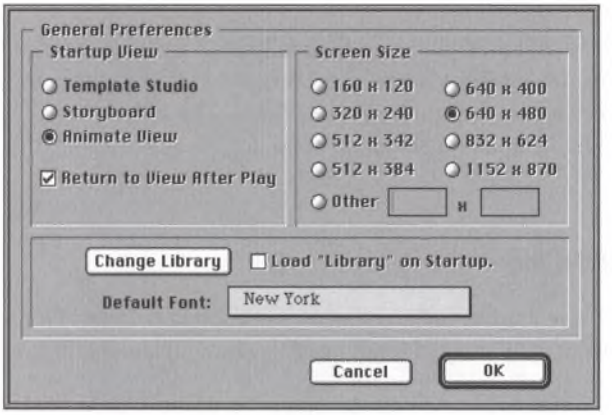
Compression Affects the size of your final file. Is used to control audio and image compression and saving of the color palette. It is recommended that you save an uncompressed version of your file and use that version of the file to make any changes in the future. Create a second compressed version to use in your Web site. Don't edit your compressed version, because the quality won't be as good as the original uncompressed version.

Project Affects projects created in the Project view. Is used to display project information such as number of scenes, combined total time and file size of the project, and control project scene transitions and auto play options.

To set General preferences:

1. **Choose "Preferences" from the Edit menu and select "General" from the cascading menu.**

   The following dialog appears:



2. **Make your selections and enter data as needed.**

   You have the following options:

   Startup View Determines whether WebAnimator enters the Template Studio, Storyboard, or Animation view upon startup. If you select "Return to View After Play," the selected view re-appears after you play your scene, regardless of where you initiated your play sequence, otherwise it returns to the Animation view after playing.

   Screen Size Determines the dimensions of the scene. This general preference can be overridden by Scene preferences. It is recommended that you find out the size of viewing area your users will have available when accessing your Web site, and then decide on a reasonable maximum scene size. This should be determined before you start creating your animated scene. Use only the size needed to contain the graphic. The average user on the internet will be able to easily view 400 x 300. Remember that many users have monitors that can display only 640 x 480 pixels.

   Change Library Controls which template library is opened upon start-up. No library is opened upon start-up unless "Load Library on Start-up," the selected.

   Default Font Determines the font used to display time and titles in the Storyboard view. This general preference can be overridden by Scene preferences.

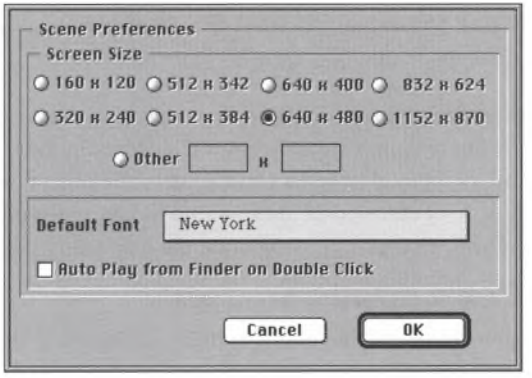
3. **Click "OK" to implement the changes.**

   If you want to exit the dialog without making any changes, click "Cancel."

To set Scene preferences:

1. **Choose "Preferences" from the Edit menu and select "Scene" from the cascading menu.**

   The following dialog appears:



2. **Make your selections and enter data as needed.**

   Scene preferences affect only the current scene. All other scenes will use the General preferences. You have the following options:

   Screen Size Determines the dimensions of the scene. It is recommended that you find out the size of viewing area your users will use when accessing your Web site and then decide on a reasonable maximum scene size. This should be determined before you start creating your animated scene. Use only the size needed to contain the graphic. The average user on the internet will be able to easily view 400 x 300.

   Default Font Determines the font used to display time and titles in the Storyboard view.

   Auto Play from Finder... Causes the scene to automatically play after its icon is double-clicked from the Macintosh Finder.

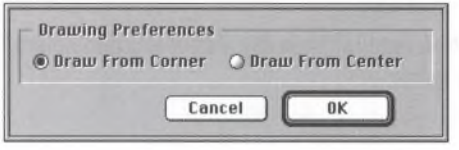
3. **Click "OK" to implement the changes.**

   If you want to exit the dialog without making any changes, click "Cancel."

To set Draw preferences:

1. **Choose "Preferences" from the Edit menu and select "Draw" from the cascading menu.**

   The following dialog appears:



2. **Make your selections and enter data as needed.**

   You have the following options:

   Drawing Preferences Determines how object are created within the Draw view. "Draw from Corner" draws the object in the same direction as you drag the cursor. "Draw from Center" centers the object on the beginning point as it is draw. You can also hold down the ⌘-key when creating an object in the Draw view to center the object on the beginning point.

3. **Click "OK" to implement the changes.**

   If you want to exit the dialog without making any changes, click "Cancel."

To set Compression preferences:

1. **Choose "Preferences" from the Edit menu and select "Compression" from the cascading menu.**

   The following dialog appears:

2. **Make your selections and enter data as needed.**

   You have the following options:

   Audio Compression Lets you specify the level of audio compression you want to use for the sounds in your scene when it is saved in compressed format. Note that the greater the level of sound compression you use, the poorer the quality of the sound playback will be.

   None Even when the scene is saved in compressed format, no sound compression will be used.

3x When scenes are saved in compressed format, this option results in sounds that are approximately one-third their original size, with some loss in sound quality.

6x When scenes are saved in compressed format, this option results in sounds that are approximately one-sixth their original size, with noticeable loss in sound quality.

Save Color Palette Saves the color palette along with the scene, when a scene is saved in compressed format. If you use the System palette to create your scenes (as recommended), you do not need to select this option.

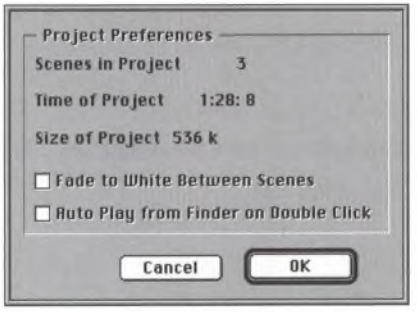
3. **Click "OK" to implement the changes.**

   If you want to exit the dialog without making any changes, click "Cancel."

To set Project preferences:

1. **Choose "Preferences" from the Edit menu and select "Project" from the cascading menu.**

   The following dialog appears:



Note: Projects are designed to be played back directly from the WebAnimator application, and will not play properly when used over the Web.

2. **Make your selections and enter data as needed.**

   You have the following options:

   Scenes in Project Displays the number of scenes in the current project. This information cannot be changed.

   Time of Project Displays the total combined time for the entire project, including all scenes. This information cannot be changed.

   Size of Project Displays the total size (on disk) of the current project. This information cannot be changed.

Fade to White... Loading scenes can sometimes take a few seconds. Set this option to fade the screen to white (instead of black) while scenes load.

Auto Play from Finder... Causes the project to automatically play after its icon is double-clicked from the Macintosh Finder.

3. **Click "OK" to implement the changes.**

   If you want to exit the dialog without making any changes, click "Cancel."

Using Workspace Grids

Grids and rulers can be displayed in the workspace of the Animation and Draw views. The use of rulers and grids can be helpful in aligning and positioning objects for animation.

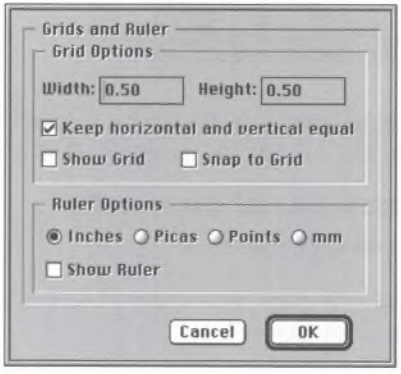
Some of the options for setting grids affect the alignment of objects using "Object Alignment..." from the Animation menu.

To learn more about	refer to
Aligning objects	"Objects anchors," on page 5-17

To display rulers and grids:

1. **Choose "Grids and Rulers..." from the Animation menu.**

   The following dialog appears:



2. **Select "Show Grid" to displays the grids in the workspace.**

3. **Select "Show Ruler" to display the horizontal and vertical rulers in the workspace.**

4. **Make other selections and enter data as needed.**

   You have the following options:

   Grid Options Determines the appearance of the grid in the Draw and Animation views. The use of the grid is helpful for aligning objects in the workspace.

   Width/Height Determines the measurement of each grid square. Enter a value in inches for the size of grid to be displayed in the workspace.

   Keep horizontal... Controls the size of the height measurement.

   Show Grid Displays the selected grid on the Workspace in the Animation and Draw views.

   Snap to Grid Controls the movement of selected objects within the Animation and Draw view to the constraints of the grid.

   Ruler Options Determines the measurement system for the workspace rulers. You can also display the ruler by selecting the "Show Ruler" option.

5. **Click "OK" to implement the changes.**

   If you want to exit the dialog without making any changes, click "Cancel."

2 Understanding WebAnimator

Before you dive into WebAnimator, it is recommended that you read this chapter to become familiar with the features of WebAnimator. This chapter provides you with an introduction to the functions, tools, and features of WebAnimator.

This chapter covers:

- Starting WebAnimator
- Understanding how scenes are created
- Understanding how keyframes are used in WebAnimator
- Understanding the six different views in WebAnimator
- Working with original images
- Playing your scenes

Introducing WebAnimator

WebAnimator is a set of tools that lets you quickly and easily create and deliver multimedia over the Internet's World Wide Web. It consists of two parts. The first is an authoring tool that lets you create and import graphics, animate objects, adjust timing, and synchronize sounds to create full-fledged multimedia "scenes." The second part is a plug-in player for Netscape Plug-in-compatible Web browsers (such as Netscape Navigator and Microsoft Internet Explorer).

What can you create with WebAnimator? Your options are virtually unlimited. Multimedia development offers exceptional flexibility, allowing you to present information in a variety of ways through graphics, sound, motion, and interaction. Following are some examples of things you might create with WebAnimator:

- An animated, interactive home page banner with buttons that branch to all the sections in your Web site.
- Interactive over-the-Web presentations.
- Spinning bullet items for lists.
- Interactive navigational buttons for your Web site.
- Training and educational materials

WebAnimator has many powerful features that allow you to create exciting multimedia scenes for your Web site.

Graphics and animation

WebAnimator lets you draw and import graphics, and makes it easy to apply animation effects like sliding objects, sweeps, growing and shrinking objects, transitions, and much more. You create animated scenes by making keyframes for each state of your scene. WebAnimator automatically generates the animation that takes your scene from one keyframe to the next.

Sound

Sound is a critical part of multimedia production. WebAnimator comes with professionally-designed music and sound effect clips to bring life to your animation. After creating animation effects, you will be pleasantly surprised at what a difference the right sound makes. WebAnimator gives you all the tools you need to import sounds and record your own voice. Then, you can synchronize and loop sounds to fit the animation you create by using simple menu commands.

Interaction

WebAnimator's interaction tools let you script your scene to create buttons that depress and behave in much the same fashion as the buttons you see in your software applications. Powerful scripting tools let you create "roll-over" effects and control repetition, looping, and more. The result is a multimedia experience that gives your users feedback to mouse action and an excellent "feel" for your scenes.

Integration with popular Web browsers

Visitors to your Web site can view your scenes with the freely-distributed plug-in player. The player works with any Netscape Plug-in-compatible browsers, including Netscape Navigator and Microsoft Internet Explorer. Users can download the small plug-in player from DeltaPoint's Web site at `http://www.deltapoint.com`, or you can freely pass the plug-in player on to your clients and users.

Small file sizes

One of the drawbacks of multimedia has traditionally been the large amounts of memory and disk space that productions require. WebAnimator avoids much of this problem in two ways. First, all objects drawn in WebAnimator are vector-based, instead of being bitmaps. Vector images are much smaller than bitmap images. Second, WebAnimator provides powerful sound and graphics compression. The judicious use of imported graphics and sounds, along with these two factors, results in very small scene files that are practical for download even by modem users.

Ease of use

Possibly the best thing about WebAnimator is that it gives you all of this functionality without requiring programming or animation expertise. Simple mouse clicks, drags, and menu commands are all it takes to create exciting multimedia scenes. In fact, if you can type text, then you can take advantage of WebAnimator's library of professionally-designed multimedia templates.

What you need to know to use WebAnimator

Using WebAnimator to create multimedia scenes requires no knowledge of programming, Web authoring, Web site publishing, or Web server technology. However, in order to place your WebAnimator scenes in Web pages, you need to know how to edit HTML files.

WebAnimator is not an HTML authoring tool or Web site publishing tool. WebAnimator simply allows you to create multimedia content which can be placed in Web pages. If you are interested in software to help you create Web pages and manage your Web site, contact DeltaPoint for information on DeltaPoint QuickSite.

For the sake of brevity, this manual focuses primarily on the creation of multimedia scenes using the WebAnimator authoring tool. With respect to publishing Web sites, this manual assumes that you are familiar with the general terminology of the Internet and the World Wide Web. It also assumes that you have the resources and knowledge you need to create HTML pages and publish them on the World Wide Web.

There are many excellent sources to gain knowledge of these subjects, most of which can be found on the Internet and at your local bookseller.

Starting WebAnimator

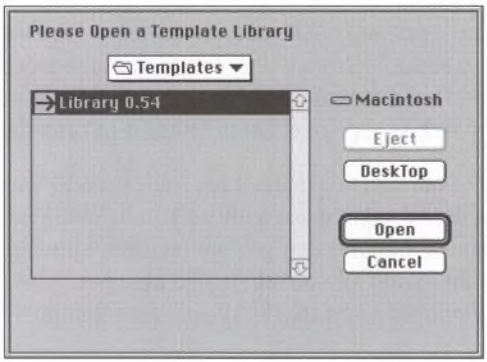
The initial view that is displayed when WebAnimator is started, depends on the startup view you selected in the General preferences dialog (choose "Preferences" from the Edit menu and select "General..." from the cascading menu).

To start WebAnimator:

1. **Locate the DeltaPoint WebAnimator™ icon in the WebAnimator folder.**

2. **Double-click the icon or select the icon and choose "Open" from the Finder File menu.**

   When starting up WebAnimator, you may be prompted to open a Template Library. If so, locate a Template Library in the "Templates" folder. There is a default library, along with several more libraries in sub-folders.



   By default, WebAnimator starts up in the *Template Studio view* as shown in Figure 2-3 on page 2-9.

Terminology

Before understanding how the WebAnimator application works, there are some terminology and concepts that you need to understand in order to use WebAnimator and the User's Guide.

There are additional sections at the end of this chapter that discuss more detailed concepts that require more understanding of WebAnimator.

Scenes and keyframes

A WebAnimator *scene* is similar to a movie, as it is composed of a sequence of *frames*. Also, as in a movie, each WebAnimator frame consists of pictures and sounds. Scenes can contain animation, graphics, sounds, and can be interactive. You can draw or import the graphics into your scenes. You can also create animated objects and import and synchronize sounds.

Each frame of a WebAnimator scene lasts 1/30 of a second. Since it is tedious to create frame after frame manually, WebAnimator automates the process: You design *keyframes* and WebAnimator generates the *animation frames* automatically.

WebAnimator's keyframe approach makes it easy to design and edit a scene. For example, you might want to have the word "Amazing" move across the screen. To do this, you would create two keyframes. In the first keyframe you would show where the movement was to start; in the second, where the movement was to end.

WebAnimator automatically generates the animation frames in between the "start" and "end" keyframes to make the movement smooth. You can create as many keyframes as you like to produce exciting interactive multimedia scenes.

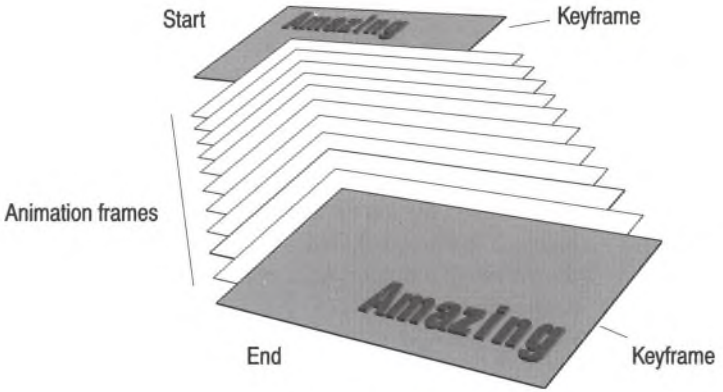


Figure 2-1. Keyframes and animation frames

With WebAnimator's keyframe approach, it is easy to change the length of an animation. You may tell WebAnimator how long you want each sequence to run. WebAnimator generates the exact number of frames needed to fill the time you have specified.

Understanding viewing planes

Each keyframe consists of three *viewing planes—foreground*, *background*, and *hidden*. These viewing planes allow you to hide objects which should be invisible in selected keyframes, and speed animation by consigning unmoving background elements to a background viewing plane. Imagine each object drawn upon a clear celluloid film. The viewing plane is the order in which the films are stacked.

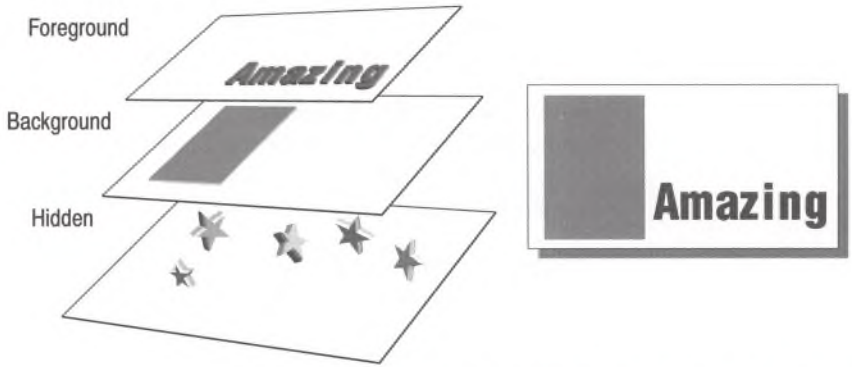


Figure 2-2. WebAnimator viewing planes

The foreground viewing plane is where movement of objects takes place. Unmoving objects which appear behind the moving objects can be placed in the background viewing plane. Objects which appear later on in your scene can be hidden on the hidden viewing plane and brought to the foreground as needed. When the scene is played, the viewer sees the foreground/background combination. Remember that objects occupy a place in the viewing plane whether or not they visibly overlap.

The viewing plane controls in the Animation and Storyboard view tool palettes allow you to display selected planes or, when used in combination with the ⌘-key, move an object from one plane to another. The default setting for this control is the foreground/background combination, which is what is displayed when the scene is played.

The "Viewing Plane" command under the Views menu can also be used to display the various viewing planes for review.

To learn more about	refer to
Using the viewing planes	"Using viewing planes," on page 5-5
Layering objects within a viewing plane	"Layering objects," on page 5-36

Features of the WebAnimator views

Each view contains a tool palette which contains tools and buttons specifically for the tasks which can be done in that view. Some of the tools and buttons are the same in each view, for example the New button. The function of the New button is different in the Draw view than in the Storyboard or Template Studio view.

WebAnimator views

Even though you can do many of the same tasks in different views, as you work in WebAnimator you will develop your own system for accomplishing tasks in the views.

Template Studio view Allows you to create scenes with the use of prerecorded and designed animated Scene Templates.

Animation view Displays one keyframes at a time in actual size. Allows you to customize the animation of your scene by moving objects within keyframes, importing graphics and animation, and resizing objects.

Storyboard view Displays all of the keyframes in the current scene in a storyboard fashion. Allows you to view your scene keyframe by keyframe to edit and adjust your scene as you go along. You can also add sound or change more than one keyframe at a time. Changes can be made to multiple keyframes by selecting them with the Shift key.

Draw view Displays one keyframes or one cel at a time in actual size. Allows you to draw shapes and add text objects in selected keyframes, create Sprite objects, and apply colors and shadows.

Cel view Displays all of the cels in the current Sprite in a storyboard fashion. Allows you to create and import separate animated objects not controlled by the scene keyframes.

Project view Allows you to combine multiple scenes into a single multimedia scene. If you are creating animated scenes for your Web site, it is recommended that you *do not* combine your scenes in the Project view.

Working in the Template Studio view

The main purpose of the Template Studio view is to create scenes by opening and using animated Scene Templates included with WebAnimator. Scene Templates can be customized by entering text, adding sound, changing backgrounds, importing graphics, animated logos, etc.

Existing WebAnimator Template Libraries can be opened using the Open Library button in the Template Studio command palette or the "Change Library..." command in the Template menu. You can create your own templates and libraries in the Animation view. These views are discussed later on in this User's Guide.

To learn more about	refer to
Creating or using scene templates	Chapter 4, "Using and Creating Scene Templates"

Template Studio view main features

The Template Studio view looks completely different from other WebAnimator views. Most of the functionality is designed specifically for using Scene Templates. Unlike other views in WebAnimator most of the menu options and buttons in this view are not present in other views.

The Template Studio can be displayed by using the "Template Studio" command from the View menu, or clicking on the Template Studio button from the WebAnimator View Bar. You are prompted to select a *Template Library* before continuing. Once a library has been opened, WebAnimator automatically opens to the Template Studio view. You can change the default view in the General preferences dialog.

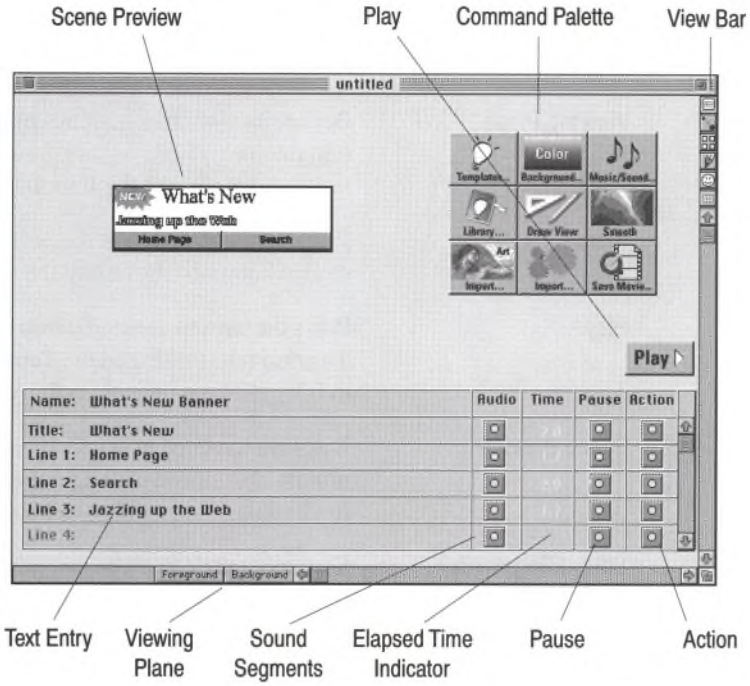


Figure 2-3. Template Studio view

Table 2-1. The Template Studio main features

Feature	Function
Action	Lets you specify a branch script message to send when the corresponding button or text is clicked. This can be used to branch to a different keyframe in the scene or a URL address (i.e., htp://www.deltapoint.com).
Command palette	Consists of icon buttons which represent various functions and commands available in the Template Studio.
Elapsed Time Indicator	Indicates the time used to display the selected line of text. This time can be changed by simply clicking in the Time column adjacent to the text.

Table 2-1. The Template Studio main features CONTINUED

Feature	Function
Viewing Plane	Determines whether graphics imported into a keyframe go into the foreground or background of a keyframe. Works in conjunction with the Import commands.
Pause	Pauses the animation at the corresponding text until the mouse button is clicked by the viewer.
Play	Plays the current scene. To stop the scene, press ⌘-period. To continue working in the Template Studio, switch back to it by clicking its icon in the View Bar.
Scene Preview	Displays the current scene. Objects that have been imported or drawn into a keyframe can be re-positioned by dragging them within this view frame.
Sound Segments	Displays a dialog so you can record a sound to accompany the corresponding line of text.
Text Entry Lines	Allows you to enter text to place in the selected template. Only the lines available for the selected template are active.
View Bar	Allows you to switch between the Template Studio, Animation, Storyboard, Draw, Cel, and Project views.

Template Studio command palette

This command palette is contained in the Template Studio view. A majority of the commands available in the Template Studio view can be accessed using the buttons in the command palette.

Figure 2-4. Template Studio command palette

Table 2-2. Template Studio command palette functions

Button	Function
	**Templates...** displays a dialog so you can choose one of the templates from the currently open *Scene Template Library*. You can load one template per scene. This function can also be performed by choosing "Select Template..." from the Template menu.
	**Background...** displays a dialog so you can change or apply color to the background. You can also apply blends to the background using this command.
	**Music/Sound...** displays a dialog so you can select a sound file which plays repeatedly for the current keyframe and all subsequent keyframes (unless a different background music selection has been made for a subsequent keyframe). This function can also be performed by choosing "Background Music..." from the Template menu.

Table 2-2. Template Studio command palette functions CONTINUED

Button	Function
	**Library...** displays a dialog so you can change the currently open *Scene Template Library*. A library consists of prerecorded and designed animation scenes. These may consist of sound, animation, and transitions. This function can also be performed by choosing "Change Library..." from the Template menu.
	**Draw View** displays the Draw view where you can draw objects and text to add to the current scene. When finished drawing, return to the Template Studio view by clicking the Template Studio button in the View Bar or selecting "Template Studio" from the View menu. This function can also be performed by choosing "Draw" from the View menu, or by pressing ⌘-D.
	**Smooth** smooths the selected keyframes based on the smooth preferences previously selected. Smoothing pre-generates animation frames and saves them in the scene file. *This function is not recommended for Web use. Smoothed scenes require substantially more memory and hard disk space than unsmoothed scenes.* This function can also be performed by choosing "Smooth" from the Template menu.
	**Save Movie...** displays a dialog so you can export the current scene as a QuickTime movie. This function can also be performed by choosing "Export QuickTime..." from the File menu.
	**Import Graphic...** displays a dialog so you can import art files into the active keyframe. This function can also be performed by choosing "Import" from the File menu and selecting "Graphics..." from the cascading menu.

Table 2-2. Template Studio command palette functions CONTINUED

Button	Function
	**Import Animation...** displays a dialog so you can import animated PICS files and WebAnimator objects into the current scene. This function can also be performed by choosing "Import" from the File menu and selecting "Animated Object (PICS)" from the cascading menu.

Working in the Storyboard view

The Storyboard view displays all the keyframes of a scene laid our consecutively in rows. You may edit keyframes and the position and size of objects in the Storyboard view. You may also change the time or speed your scene takes to play, and add sound and interactivity to your scene.

The Storyboard view lets you manage the general aspects of your scene. This includes importing and creating sound, moving objects across multiple keyframes, and scripting frames. Most of these actions can also be performed in the Animation view, but the Storyboard allows you to view and manage the relationships among multiple keyframes more easily.

You can animate objects roughly in the Storyboard. For precise movements and placement, use the Animation view.

To learn more about	refer to
Adding sound	"Working with sound in your scene," on page 7-2
Adjusting timing	"Adjusting keyframe timing," on page 7-13

Storyboard view main features

To open the Storyboard view, choose "Storyboard" from the View menu, press ⌘-Y, or click the Storyboard button from the WebAnimator View Bar. As you can see from Figure 2-5, you can display different types of information in the Storyboard view. The three different modes can be displayed using the tool pallet or the "View Info" command from the View menu.

Click Sound within the Storyboard view tool palette to display the sound mode. In this mode, any existing sound segments are displayed in the Storyboard view. It is possible to create new sound segments, record sounds, place sound files into selected segments, listen to sounds, synchronize sounds to keyframes, and stretch sound segments across multiple keyframes.

Names

Click Names to display the names mode. In this mode, any names assigned to keyframes are displayed. It is possible to change existing names or assign names to other keyframes.

Time

Click Time to display the default time mode. In this mode, the default or assigned times for each keyframe are displayed. It is possible to change existing times for individual keyframes or the total time for the entire scene.

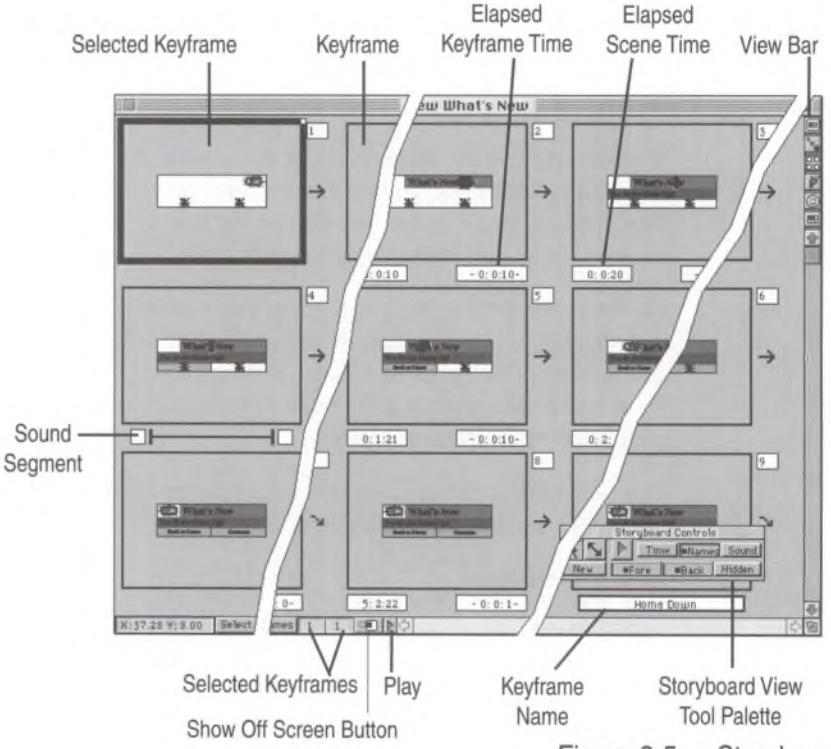


Figure 2-5. Storyboard view

Table 2-3. The Storyboard main features

Feature	Function
Elapsed Keyframe Time	Displays the time between this keyframe and the next keyframe. You may change the time for a keyframe by clicking on its time control, and entering the desired time in minutes, seconds and frames. Click the "Time" button in the tool palette to display the keyframe time. Click in the keyframe time display to change the time, or select a frame and choose "Change Time..." from the Animation menu.
Elapsed Scene Time	Displays a running total time for the entire scene at each keyframe. Elapsed scene time is automatically generated based on the total of all elapsed keyframe times. You may manually change the elapsed scene time of the scene only at the last keyframe. Individual keyframe times are then changed based on a ratio of the new total time. Click the "Time" button in the tool palette to display the scene time.
Keyframe	An increment within a scene. Each keyframe can be changed individually for animation and sound within the Storyboard view. Transition frames are automatically inserted between each keyframe to smooth the animation.
Keyframe Name	Displays the name you assign to each keyframe. Assigning names is helpful for creating scripts, templates, and managing your scene. Click the "Name" button in the tool palette to create, modify, and display keyframe names. Click beneath a keyframe to insert a name, or select a frame and choose "Change Name..." from the Animation menu.
Selected Keyframe	Indicates the keyframe is selected. Multiple keyframes can be selected by holding down on the Shift key while clicking on additional keyframes in sequence. You can select a series of keyframes by clicking the first and Shift-clicking the last.

Table 2-3. The Storyboard main features CONTINUED

Feature	Function
Show Off Screen button	Displays all keyframes centered in the window and displays elements that are outside the keyframe boundary These are objects that have been selected and moved off o the visible portion of the keyframe, facilitating the ability to make objects slide in from off screen.
Play	Plays the current scene from the selected keyframe. To stop the scene, press ⌘-period.
Sound Segment	Displays any sound segments applied to your scene in the current sound track. Sound can be synchronized to the animation, the animation can be synchronized to the sound or sound can be applied to the scene without synchronization. Click the "Sound" button in the tool palette to create, modify, and display sound segments.
Tool palette	Contains controls for creating sound tracks, adjusting the timing of the keyframes, playing the current scene, adjusting the viewing plane of objects in the current scene, creating new objects, selecting, moving, and resizing objects, and naming keyframes. (see Figure 2-6)
View Bar	Allows you to switch between the Template Studio, Animation, Storyboard, Draw, Cel, and Project views.

Storyboard view tool palette

This tool palette appears when you are in the Storyboard view. A majority of the commands available in the Storyboard view can be accessed using the buttons in the tool palette.

The Storyboard tool palette "floats" above the screen. It can be moved anywhere on the screen. This tool palette is much like the Animation view tool palette, and several of the buttons work in a similar fashion. Times, Names and Sound, however, are specific to the Storyboard view tool palette.

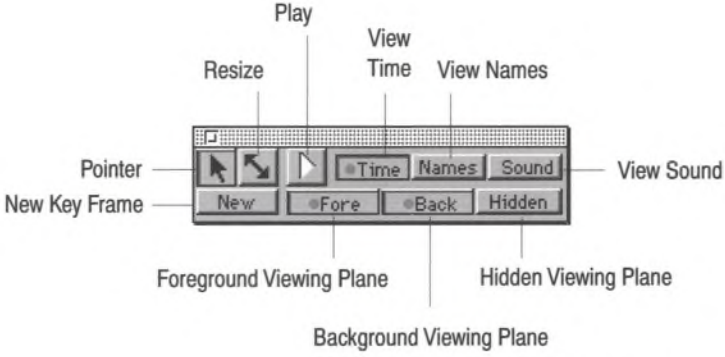


Figure 2-6. Storyboard view tool palette

Table 2-4. Storyboard view tool palette functions

Tool/Button	Function
	The **Pointer** tool allows you to select, resize, and move objects within the Storyboard view. If you select an object in one keyframe, the same object is selected when you click on a different keyframe. This is helpful if you have moved an object off screen. Other movement commands are available by choosing "Send Object" from the Animation menu.
	The **Resize** tool allows you to resize objects in the Storyboard view. If more than one keyframe is selected when you resize an object, that object is resized in all selected keyframes. Resizing affects only the selected keyframes. Other sizing commands are available by choosing "Size Object" from the Animation menu.
	The **Play** button allows you to play the current scene from the selected keyframe. To play the scene from the beginning, click on the first frame in the scene. This function can also be performed by choosing "Play" from the Play menu and selecting one of the play options from the cascading menu. To stop the scene, press ⌘-period.

Table 2-4. Storyboard view tool palette functions CONTINUED

Tool/Button	Function
Time	**Time** displays the Elapsed Scene and Elapsed Keyframe times directly below each keyframe. Both times can be edited to speed u and slow down your animated scene. This function can also be performed by choosing "Viewing Info" from the View menu and selecting "Times" from the cascading menu.
Names	**Names** displays the names of each keyframe directly below each keyframe. While in this mode, click anywhere beneath a keyframe to enter a name. Names are required for scripting. This function can also be performed by choosing "Viewing Info" from the View menu and selecting "Names" from the cascading menu.
Sound	**Sound** displays the sound segments applied to each keyframe directly below each keyframe. Sound segments can be applied to individual keyframes or across multiple keyframes. This function can also be performed by choosing "Viewing Info" from the View menu and selecting "Sound Tracks" from the cascading menu.
New	**New** is used to insert a new keyframe directly after the selected keyframe. The new keyframe is identical to the selected keyframe. This function can also be performed by choosing "New Keyframe" from the Edit menu, or pressing ⌘-K.
Fore	**Fore** displays the foreground viewing plane of the keyframe. The foreground viewing plane usually contains all of the objects which are animated. You can also click on the Back back at the same time to display both planes. This function can also be performed by choosing "Viewing Plane" from the View menu and selecting "Foreground" from the cascading menu. You can send a selected object to the foreground by pressing ⌘ while clicking on this button, choosing "Send Object" from the Animation menu and selecting "To Foreground" from the cascading menu, or pressing ⌘-F.

Table 2-4. Storyboard view tool palette functions CONTINUED

Tool/Button	Function
Back	**Back** displays the background viewing plane of the keyframe. The background viewing plane usually contains all stationary objects contained in more than one keyframe. You can also click on the Fore button at the same time to display both planes. This function can also be performed by choosing "Viewing Plane" from the View menu and selecting "Background" from the cascading menu. You can send a selected object to the background by pressing ⌘ while clicking on this button, choosing "Send Object" from the Animation menu and selecting "To Background" from the cascading menu, or pressing ⌘-G.
Hidden	**Hidden** button displays the hidden viewing plane of the keyframe. The hidden viewing plane usually contains all objects within each keyframe that are not displayed in background or foreground planes. This command is useful when you have hidden an object and need to make it visible in one or more selected keyframes. This function can also be performed by choosing "Viewing Plane" from the View menu and selecting "Hidden" from the cascading menu. You can send a selected object to the hidden plane by pressing ⌘ while clicking on this button, choosing "Send Object" from the Animation menu and selecting "To Hidden" from the cascading menu, or pressing ⌘-H.

To learn more about	refer to
Simple and Complex objects	"Creating simple and complex objects," on page 5-7

Working in the Animation view

The Animation view displays your scene keyframes in actual size and can be used to control the animation of your scene. This view contains commands, tools, and buttons for moving and sizing objects, creating color backgrounds, playing scenes, and maintaining your objects in the various viewing planes.

Animation view main features

To open the Animation view, choose "Animation" from the View menu, press ⌘-U, or click the Animation button from the WebAnimator View Bar.

If you change the size of draw and imported objects within the Animation view, the original image size of that object within the Draw view remains unchanged, and only the selected keyframe is affected. If you change the size of the object within the Draw view, that object is resized in all of the keyframes where that object appears.

To learn more about	refer to
Original images	"Understanding original images," on page 2-26

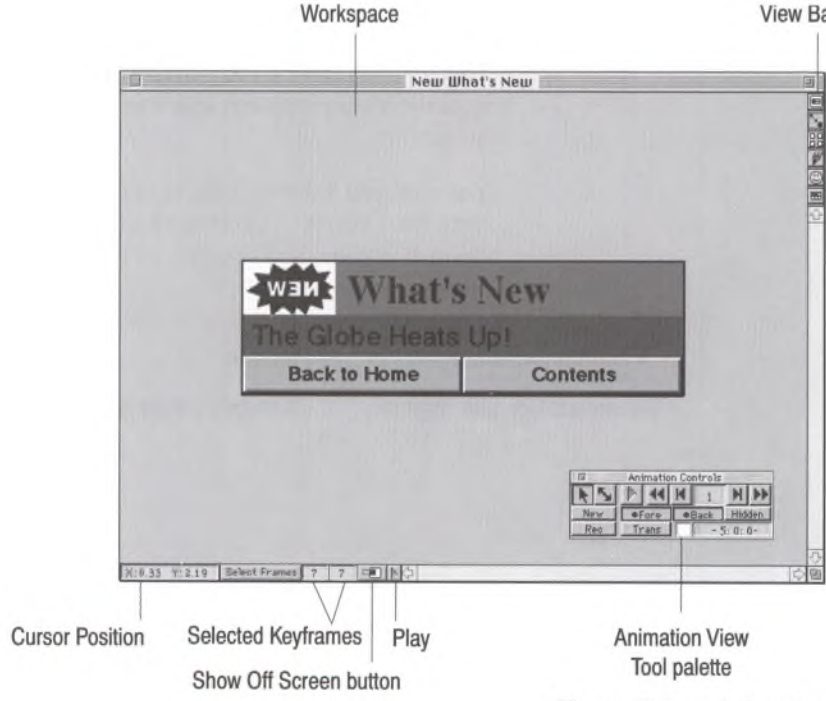


Figure 2-7. Animation view

Table 2-5. The Animation view main features

Feature	Function
Workspace	The area in which the selected keyframe can be edited using the commands and controls available in the Animation view. The size of the workspace is defined in the WebAnimator preferences (choose "Preferences" from the Edit menu).
Cursor Position	Indicates the position of the cursor in the current keyframe.
Selected Keyframe	Indicates the keyframe is selected. Multiple keyframes can be selected by holding down on the Shift key while clicking on additional keyframes.
Show Off Screen button	Displays all keyframes centered in the window and displays elements that are outside the keyframe boundary. These are objects that have been selected and moved off of the visible portion of the keyframe, facilitating the ability to make objects slide in from off screen.
Play	Plays the current scene from the selected keyframe. To stop the scene, press ⌘-period.
Tool palette	Contain controls for playing the current scene, adjusting the layering of objects in the current scene, creating new objects, selecting, moving, and resizing objects, changing the background color, and recording sound, creating a transition, and adjusting the timing for the active keyframe. (see Figure 2-8)
View Bar	Allows you to switch between the Template Studio, Animation, Storyboard, Draw, Cel, and Project views.

nimation view tool palette

The Animation view tool palette contains the tools and buttons you need to create or edit animated scenes. You may use the Animation view tool palette to move an object or change its size. WebAnimator automatically animates a foreground object if it is in a different position, or has a different size, in two adjacent keyframes. The object moves, grows or shrinks automatically during playback. Also, with the Animation view tool palette, you can play the scene, move through the keyframes, add new keyframes to the Storyboard, or display any of the three viewing plane.

The Animation view tool palette "floats" above the screen and may be moved to any location.

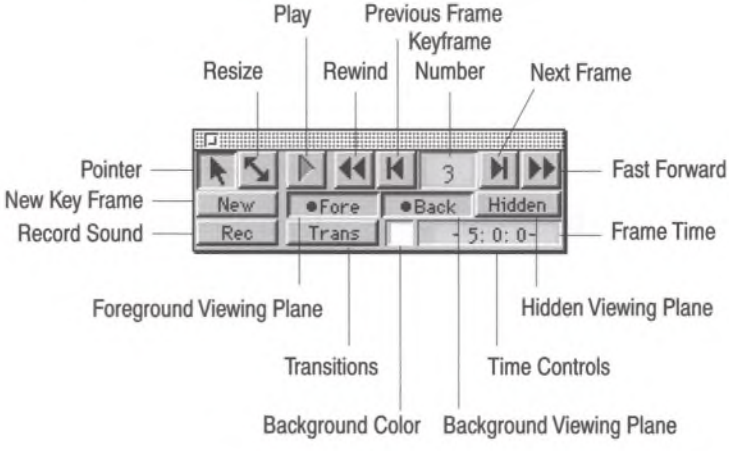


Figure 2-8. Animation view tool palett

Table 2-6. Animation view tool palette functions

Tool/Button	Function
	The **Pointer** tool operates the same as in the Storyboard view.
	The **Resize** tool operates the same as in the Storyboard view.
	The **Play** button operates the same as in the Storyboard view.
	The **Rewind** button "rewinds" the scene to the first keyframe in the current scene. This function can also be performed by choosing "Goto Beginning" from the Play menu.
	The **Previous Frame** button "rewinds" the scene to one frame earlier in the scene. This function can also be performed by choosing "Previous Keyframe" from the Play menu.
1	The **Keyframe Number** display indicates the active keyframe in the Animation view.

Table 2-6. Animation view tool palette functions CONTINUED

Tool/Button	Function
	The **Next Frame** button "fast forwards" the scene to one keyframe later in the scene. This function can also be performed by choosing "Next Keyframe" from the Play menu.
	The **Fast Forward** button "fast forwards" the scene to the last keyframe in the current scene. This function can also be performed by choosing "Goto End" from the Play menu.
New	The **New** button operates the same as in the Storyboard view.
Fore	The **Fore** button operates the same as in the Storyboard view.
Back	The **Back** button operates the same as in the Storyboard view.
Hidden	The **Hidden** button operates the same as in the Storyboard view.
Rec	The **Rec** button displays a dialog allowing you to record sound for the selected sound segment.
Trans	The **Trans** button displays a dialog so you can apply a visual *transition* to the active keyframe. Transitions are effects similar to those often seen in video segments and made by effects generators (wipes, dissolves, sweeps, etc.). This function can also be performed by choosing "Transition..." from the Animation menu, or pressing ⌘-T.
	The **Background Color** tool displays a dialog allowing you to changing the color of the background in the active keyframe. A background color may be a solid color or a blend of colors. The ten templates at the bottom of the dialog are the available background blends. This function can also be performed by choosing "Background Color..." from the Animation menu, or pressing ⌘-B.

Table 2-6. Animation view tool palette functions CONTINUED

Tool/Button	Function
- 5: 0: 0-	The **Time Control** display indicates the time between this keyframe and the next keyframe. You may change the time in the keyframe by clicking on its time control and entering the desired time in minutes, seconds, and frames. This function can also be performed by choosing "Change Time..." from the Animation menu.

Working in the Draw view

The Animation view displays your scene keyframes in actual size and can be used to create and edit draw and text objects for your scene. This view contains commands and tools for importing, creating, and placing Draw and Text objects, applying color backgrounds, and creating Sprite objects.

Objects drawn in this view appear only in the keyframes selected in the Storyboard view before switching to the Draw view. If you draw an object and it appears only in one keyframe, it is because it's automatically hidden in the rest.

Objects within the Draw view can be simple or complex. Complex objects are composed of multiple draw and text elements that move together as one object. A simple object contains only one element and moves independently of other objects. The New button in the Draw view tool pallets can be used to define simple and complex objects.

To learn more about	refer to
Creating objects	Chapter 5, "Creating, Editing, Animating, and Playing Scenes"
Simple and complex objects	"Creating simple and complex objects," on page 5-7

Draw view main features

When you are in the Draw view, all drawing work is done on the *workspace*. The objects can be arranged and layered in the workspace. All changes to the shape, color or size of object-elements made on the workspace are recorded in every keyframe of the scene, as these changes alter the original image of the objects involved.

When an object is drawn in the Draw view, it exists in all keyframes—it is simply hidden in the keyframes in which it is not displayed.

To open the Draw view, choose "Draw" from the View menu, press ⌘-D, or click the Draw button from the WebAnimator View Bar.

To learn more about	refer to
Original images	"Understanding original images," on page 2-26

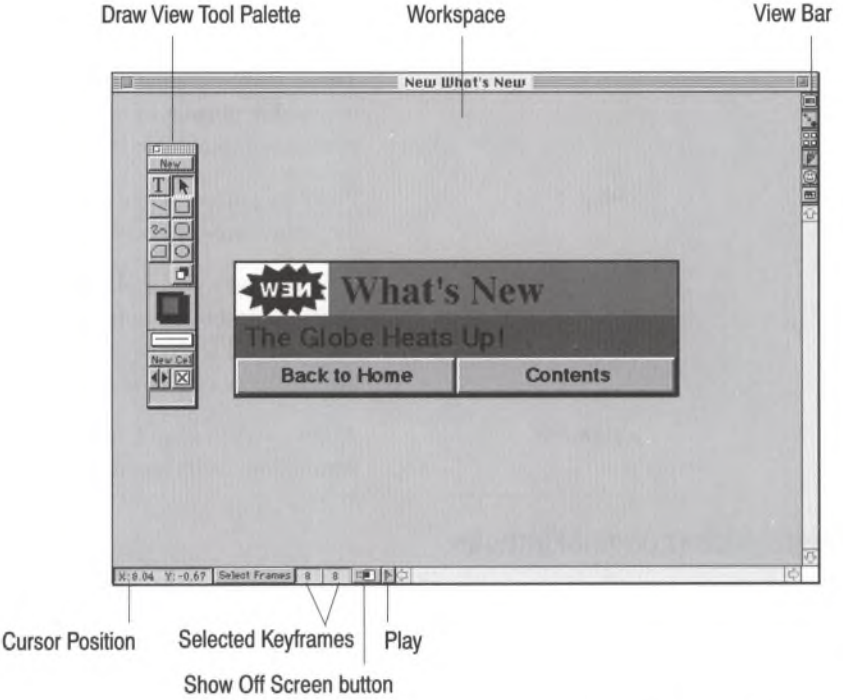


Figure 2-9. Draw view

Table 2-7. The Draw view main features

Feature	Function
Workspace	Displays the active keyframe indicated in the tool palette. This keyframe corresponds to the keyframe number in the Storyboard view.
Cursor Position	Indicates the position of the cursor in the current keyframe.

Table 2-7. The Draw view main features CONTINUED

Feature	Function
Selected Keyframe	Indicates the keyframe is selected. Multiple keyframes can be selected by holding down on the Shift key while clicking on additional keyframes.
Show Off Screen button	Displays all keyframes centered in the window and displays elements that are outside the keyframe boundary. These are objects that have been selected and moved off of the visible portion of the keyframe, facilitating the ability to make objects slide in from off screen.
Play	Plays the current scene from the selected keyframe. To stop the scene, press ⌘-period.
Tool palette	Contain controls for playing the current scene, creating new simple and complex draw and text objects, selecting, moving, and resizing objects, applying color, creating Sprite object cels, and applying shadows.
View Bar	Allows you to switch between the Template Studio, Animation, Storyboard, Draw, Cel, and Project views.

Understanding original images

When an object is imported or drawn in WebAnimator's Draw view, it has an *original image size*. When the original image is displayed in the Animation view, it is called the *playback image*. When an object is sized or moved in the Animation view, the original image size is not altered. This gives total control of the object size to the Draw view.

Size and movement changes made within the Animation view affect the object's appearance or playback image, and not its original image. No matter what changes are made to the object's playback image in the Animation view, WebAnimator remembers the object's original image size and shape in the Draw view.

Changes made in the Animation view affect only the size or position of the playback image in those keyframes which are selected. Remember that animation size changes are based upon the original image size of the object. So, if an object is edited in the Draw view, and the original image size of the object is changed, the size of the object in the Animation view is also changed proportionally.

When you display objects in the Draw view that were resized in the Animation view, the selected objects temporarily return to their original image size. Objects which are not selected retain their animated or playback image. Changes to the size of an object are best made in the Draw view to maintain quality and reduce the "jaggies" to graphics.

Draw view tool palette

The Draw view tool palette appears automatically whenever you switch to the Draw view and contains the tools and buttons you need to create or edit draw or text objects within the scene. You use the tools and buttons from the tool palette in much the same way you use traditional art tools: you have to pick them up before you start to draw. You "pick up," or select, a tool from Draw view tool palette by clicking on it before drawing in the document page.

After using a tool, the cursor reverts back to the Pointer. The Draw tool palette "floats" above the screen and may be moved to any location. You can move the tool palette around the screen by clicking anywhere in the Title bar, holding down the mouse button, and dragging to a new location.

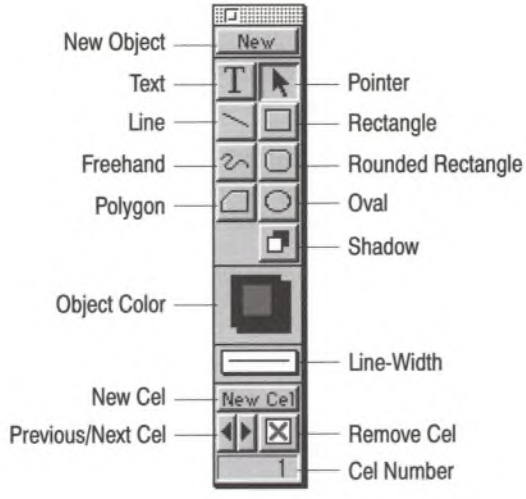


Figure 2-10. Draw view tool palette

Table 2-8. Draw view tool palette functions

Tool	Function
New	The **New Object** button ends editing of the selected object and begins editing of a new, independent object. This is how simple or complex objects are defined.
	The **Text** tool adds text to the active keyframe.
	The **Pointer** tool selects, moves, and resizes objects.
	The **Line** tool creates straight lines.
	The **Rectangle** tool creates rectangles and squares.
	The **Freehand** tool creates freeform shapes.
	The **Rounded Rectangle** tool creates rounded rectangles.
	The **Polygon** tool creates polygons of any shape.
	The **Oval** tool creates circles and ovals.
	The **Shadow** tool displays a dialog so you can apply a shadow to any selected object(s).
	The **Object Color** palette consists of three color palettes which can be used to apply color to the fills, lines, and shadows of selected objects.
	The **Line-Width** palette changes the line width of selected objects.
New Cel	The **New Cel** button creates a new Sprite cel identical to the current cel.
	The **Remove Cel** button cuts the current cel from the active Sprite object.
	The **Previous** and **Next Cel** buttons allows you to move between various cels of your Sprite object to view or edit objects.

Working in the Cel view

The Cel view is used view and adjust the timing of the frames or *cels* of *Sprite objects*. Sprites are animated objects which operate separately from keyframe animations. As scenes are composed of multiple keyframes, Sprite objects are composed of multiple cels. Unlike keyframes, WebAnimator does not generate additional frames between each cel. This means that the Sprite animation is only as smooth as you make it—the more cels the better.

Sprite objects can be created in the Draw view or imported in the Animation view. Like the adjustments that can be made to your keyframes in the Storyboard view, the Cel view has similar functions for the management of Sprite objects. Animated PICS objects can be imported as Sprite objects.

To open the Cel view, choose "Object Cels" from the View menu, or click the Cel button from the WebAnimator View Bar.

To learn more about	refer to
Creating Sprite objects	"Creating Sprite objects," on page 7-25

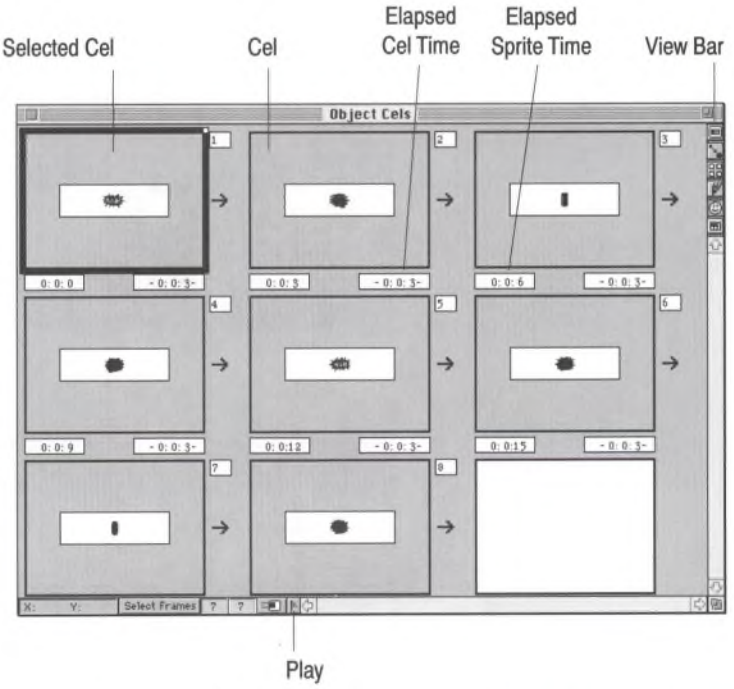


Figure 2-11. Cel view

Working in the Project view

The Project view is used to combine multiple scenes to create one continuous animated scene. Project files are not very large because they only reference and launch the original scene files as they are needed within the project sequence. SInce all Web pages must be self-contained, it is not recommended that you use the project feature of WebAnimator when creating an animated graphic to be used in your Web site.

To open the Project view, choose "Project" from the View menu, or click the Project button from the WebAnimator View Bar.

The project window appears with the current scene added to the project. Information such as the scene file name, file size, and total run time is displayed in each Scene block.

The Project menu is used to add and remove scene files to the project. To play your project, click the Play button at the bottom of the window. The project plays from the beginning of the first scene. Press ⌘-. (⌘-period) to stop the project.

To learn more about	refer to
Creating projects	"Creating projects," on page 7-33

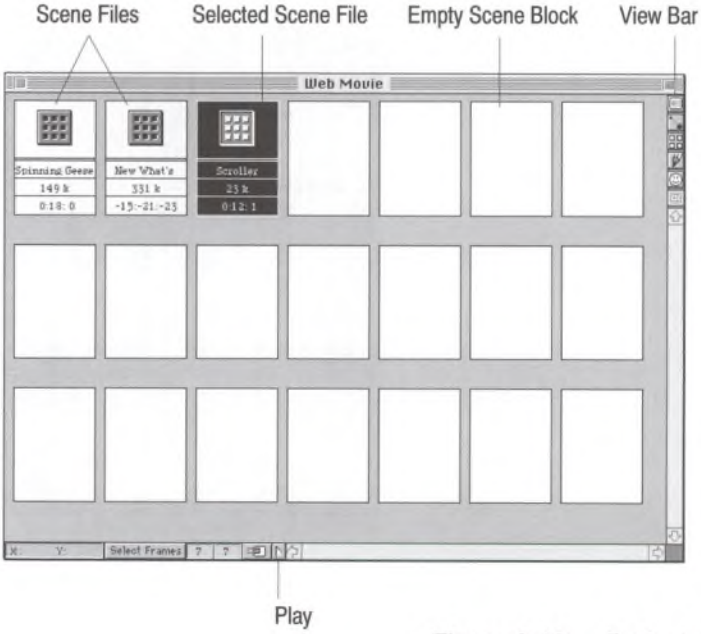


Figure 2-12. Project view

Playing your scenes

You can play the current scene from any view in WebAnimator. You can play your scene from the beginning, start from a selected keyframe, or only play selected keyframes (Storyboard view only). To stop the playing of the scene before reaching the end, type ⌘-. (⌘-period). Script objects can only be played from the Cel view.

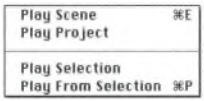
Using the Play button

There are Play buttons at the bottom of the Storyboard, Animation, Draw, Cel, and Project view windows. In the Storyboard, Animation, and Draw views, the Play button allows you to play the scene from the current keyframe. If the Play button is depressed in the first, or last keyframe of a scene, the entire scene is played. If Play is pressed from any other keyframe, the action begins from that location.

In the Cel view, the Play button at the bottom of the window plays the current Sprite object. In the Project view, it plays the current project.

The Template Studio also contains a Play button for playing scenes in the Template Studio Scene Preview.

In the Storyboard view, you select a range of keyframes and play only those keyframes. This is useful if you have a scene with a large number of keyframes and are only working on a small section of the scene.



Most of the commands in the Play menu can only be used in the Template Studio, Storyboard, and Animation views. The "Play" command in the Play menu however, can be used from any view to play the current scene, Sprite object, or project.

Using other play controls

Only the Animation and Template Studio views have additional tools for playing and advancing keyframes. These controls work to the controls on a VCR, and are located next to the Play button.

Rewind displays the first keyframe in the scene. Fast Forward displays the last keyframe in the scene. Previous and Next Frame rewind or advance the scene one keyframe at a time. The Keyframe Number in the middle of the controls shows the number of the current keyframe.

The commands from the Play menu can also be used to navigate through your scene.

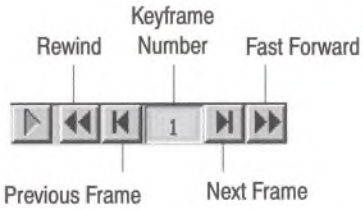


Figure 2-13. Animation view play controls

To learn more about	refer to
The Play menu	"Play Menu," on page A-22

3 WebAnimator Tutorial

This chapter contains a tutorial to help you learn basic WebAnimator operations. The tutorial takes you through the basic steps for creating an animated scene, applying sound, creating scripts and branches, importing objects, and changing the keyframe times.

It is recommended that you read Chapter 2, "Understanding WebAnimator" before you begin the tutorial; this will help you become more familiar with the terminology used in the manual and the program itself.

All of the files you need to complete this tutorial can be found in the "Tutorial" folder in the DeltaPoint WebAnimator application folder.

This chapter covers:

- Importing and making objects to create an overall layout
- Working backward in the Animation view to animate the scene
- Importing and animating an animated object
- Adding sound to certain animations
- Scripting the scene to play continuously
- Scripting a button to send a message to the Web browser
- Adding background music
- Opening the tutorial HTML page in a Web browser to see the final product
- Creating an advanced interactive button
- Saving the scene in compressed format

Getting started, importing a graphics file

To set the scene size:

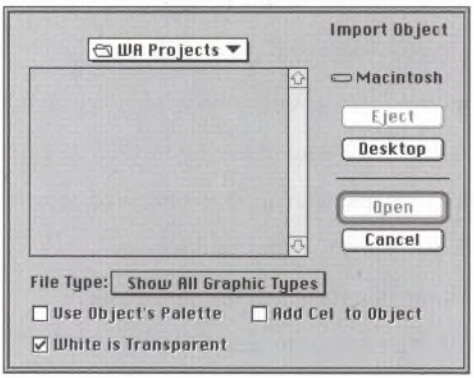
1. **Start WebAnimator.**
2. **Choose "Preferences" from the Edit menu and select "Scene..." from the cascading menu.**

   The Scene Preferences dialog appears.
3. **Enter a screen size of 400x120 and click "OK."**

To import an object:

1. **Choose "Import" from the FIle menu and select "Graphics..." from the cascading menu.**

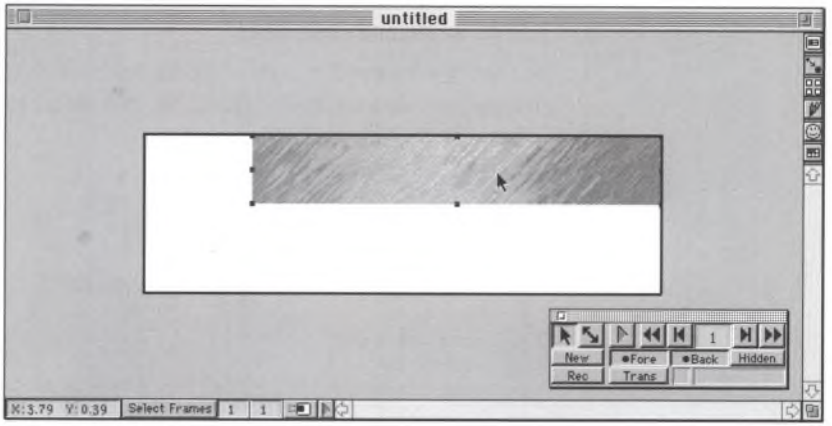
   The following dialog appears:



2. **Select "PICT-Apple QuickDraw PICT" from the "File Type" pop-up menu.**
3. **Deselect the "White is Transparent" option.**
4. **Find and double-click on "Light Blue Texture.pict" in the WebAnimator "Tutorial" folder.**

   The object is place in the Draw view workspace

5. **Using the Pointer tool, click on the PICT and move it to the upper-right corner of scene.**



6. Switch to the Draw view.

Use the View Bar buttons on the right side of the window, choose "Draw" from the View menu, or press ⌘-D to switch to the Draw view.

7. Select the Text button in the Draw view tool palette, click in the workspace, and type "What's New."

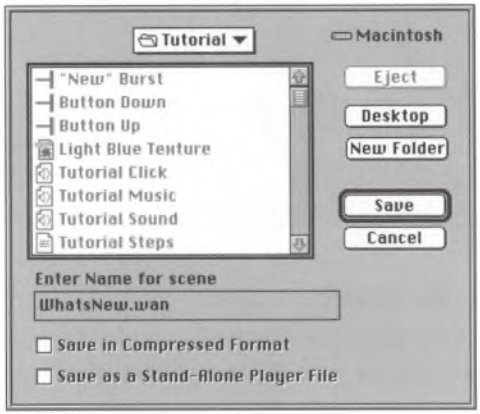
8. Click outside the Text object and drag it inside the blue texture.

9. Choose "Save" from the File menu.

The "Save As" dialog appears.

10. Enter "WhatsNew.wan" in the "Enter Name for Scene" entry box, open the Tutorial folder, and click "Save."

Be sure to save the file in the Tutorial folder with exactly this name. We have already provided a sample HTML file that refers to this file name. The file is saved with the selected name.



Importing a WebAnimator object & adding more text

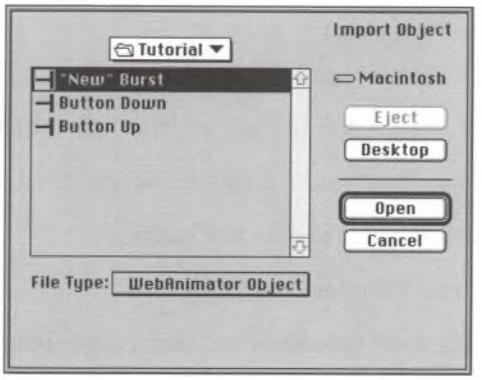
WebAnimator lets you save out any objects you have created for later use. A picture of a button has been included for this tutorial.

1. Switch to the Animation view.

Use the View Bar buttons on the right side of the window, choose "Animation" from the View menu, or press ⌘-U to switch to the Animation view.

2. Choose "Import" from File menu and select "WebAnimator Object" from the cascading menu.

The following dialog appears:



3. **Double-click on "Button Up."**

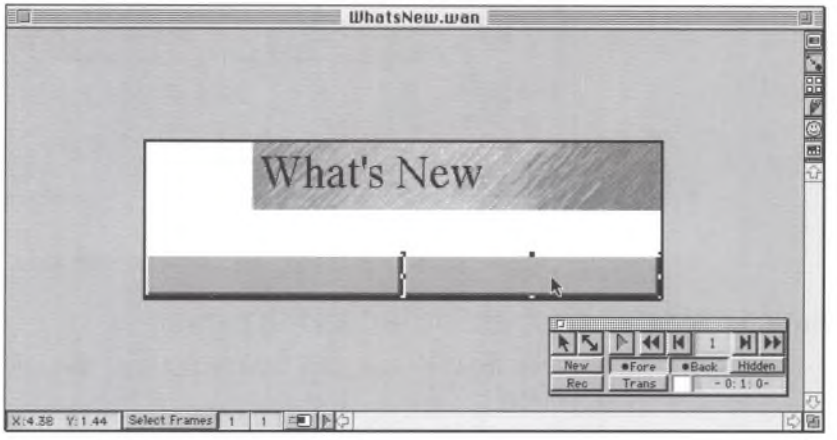
   The Button Up graphic appears on the workspace.

4. **Click and hold on the button and drag it to the lower-left corner of scene.**

5. **While the button is selected, press ⌘-C (to copy) and ⌘-V (to paste).**

   A duplicate button is created in the workspace.

6. **Click and hold on the button and drag the duplicate directly to the right of the first button.**



7. **Switch to the Draw view (⌘-D).**

8. **Click "New" in the Draw view tool palette to create a new object.**

9. **Select the Text tool from the Draw view tool palette and click in the workspace to create new Text object.**

   A large text box appears.

10. **Choose Helvetica, size 18, Bold, centered from the commands in the Draw menu.**

11. **Type "Home Page" and click outside the Text object.**

12. **Move the Text object over the first button.**

13. **Switch to the Animation view (⌘-U).**

14. **Copy and paste "Home Page" text, and move the copy over the second button.**

15. **Switch to Draw view (⌘-D).**

16. **Select the Text tool from the Draw view tool palette and change the second "Home Page" to "Search".**

17. **Choose "Save" from the File menu to save your work.**

Drawing a simple object, adding text and shadows

1. **From the Draw view, click "New" in the Draw view tool palette to create a new object.**

2. **Select the Rectangle tool from the Draw view tool palette.**

3. **Click and hold the mouse in the middle of the Object Color palette in the Draw view tool palette.**

   The Object Fill Color palette is displayed.

4. **Choose Magenta (or your favorite) as the fill color.**

5. **Click and hold the mouse on the Line-Width palette in the Draw view tool palette.**

   The Line-Width palette is displayed.

6. **Choose "None" as the line thickness.**

7. **Draw a rectangle between the buttons and the blue texture.**

   You can drag the handles once the rectangle is draw to adjust the size and position.

8. **Click "New" in the Draw view tool palette to create a new object.**

9. **Select the Text tool and click in the workspace to create a new Text object.**

10. **Change the size to 24 and alignment to Left (it should still be Helvetica and Bold) using commands from the Draw menu and type "Jazzing up the Web".**

11. **Click outside the Text object.**

12. **Select the Text object.**

13. **Click and hold the mouse in the middle of the Object Color palette in the Draw view tool palette.**

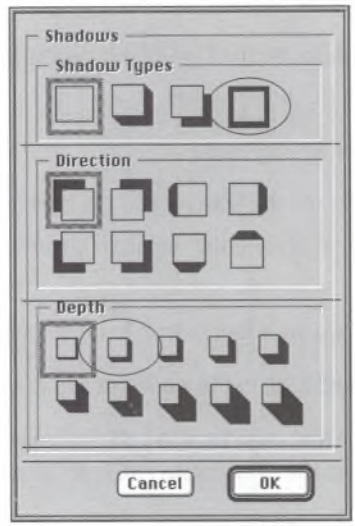
    The Object Fill Color palette is displayed.

14. **Select white from the color palette.**

    The Text object turns white.

15. **With the Text object still selected, select the Shadow tool from the Draw view tool palette.**

    The shadows dialog appears.



16. Select the far right Shadow Type icon (outline shadow) and the second Depth icon (minimal) and click "OK."

A shadow is applied to the selected text.

17. Drag the "Jazzing up the Web" Text object into the magenta rectangle.

18. Choose "Save" from the File menu to save your work.

Animating the Scene

It's often easier to lay out your entire scene as it will end up, and then animate its appearance on the screen by working backwards.

Animation in WebAnimator works based on keyframes. If you start with one keyframe, and change the appearance of the scene in the next, WebAnimator automatically generates the animation that changes the scene from the first keyframe to the next.

In this process, we'll start with the final layout and work backwards to make object move and grow onto the scene.

"Vanishing" Objects

In this section, we will make the buttons and their text and grow into the scene. To make an object grow into a scene, you create two keyframes that contain the same object. In the first keyframe, you make the object so small that it is invisible. WebAnimator then makes the object grow into its size in the second keyframe.

1. **Switch to the Animation view (⌘-U).**

2. **Be sure that nothing in the scene is selected by clicking in the gray area outside the scene.**

3. **Choose "Copy Frames" from the Edit menu.**

   This copies the frame you have been working into WebAnimator's buffer.

4. **Choose "Paste Before Frames" from the Edit menu.**

   This inserts the copied frame before the original. The original frame is now keyframe number 2.

5. **Select the "Search" Text object by clicking on it.**

6. **Choose "Size Object" from the Animation menu and select "Vanish Object" from the cascading menu.**

   You can also type command-* (on the number keypad) to quickly vanish the selected object. The text turns into a star.

7. **Click Play from the Animation tool palette to preview your first animation!**

   If you want to see the sequence of your keyframes, switch to the Storyboard view and back when you are done.

8. **Display keyframe 1 by using the Forward and Reverse controls in the Animation tool palette.**

   Keyframe numbers are displayed in the tool palette.

9. **Again, making sure nothing is selected, choose "Copy Frames" and then "Paste Before Frames" from the Edit menu.**

   This adds a new keyframe before keyframe 1.

10. **Select the right-hand button.**

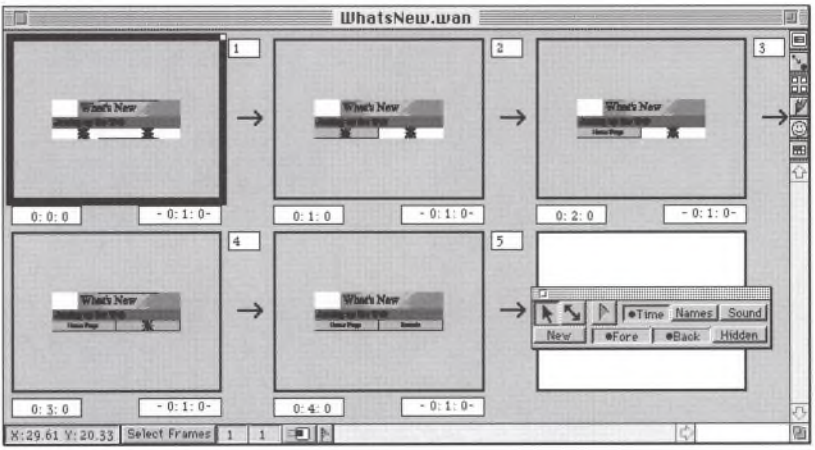
11. **Choose "Size Object" from the Animation menu and select "Vanish Object" from the cascading menu.**

    The button turns into a star.

12. **Repeat steps 2-10 for the "Home Page" text and its associated button.**

13. **Switch to the Storyboard view to get an overview of your scene.**

    Use the View Bar buttons on the right side of the window, choose "Storyboard" from the View menu, or press ⌘-Y to switch to the Storyboard view. You should have 5 keyframes at this point.



Sliding objects onto the scene

Now let's make the "Jazzing Up the Web" text shoot onto the scene.

1. **Click on keyframe 1 in the Storyboard and switch to the Animation view (⌘-U).**

2. **Make sure no objects are selected and choose "Copy Frames" and then "Paste Before Frames" from the Edit menu.**

   This adds a new keyframe before keyframe 1.

3. **Select the "Jazzing up the Web" text.**

4. **Choose "Move Object" from the Animation menu and select "Off Right" from the cascading menu.**

   This sends the text off the visible area of the scene. Notice that you can still see its selection handles at the right edge. You can still select and move the object even though it is off the screen. The Off-Screen button at the bottom of the window can be used to display all objects in the scene which are located off the workspace.

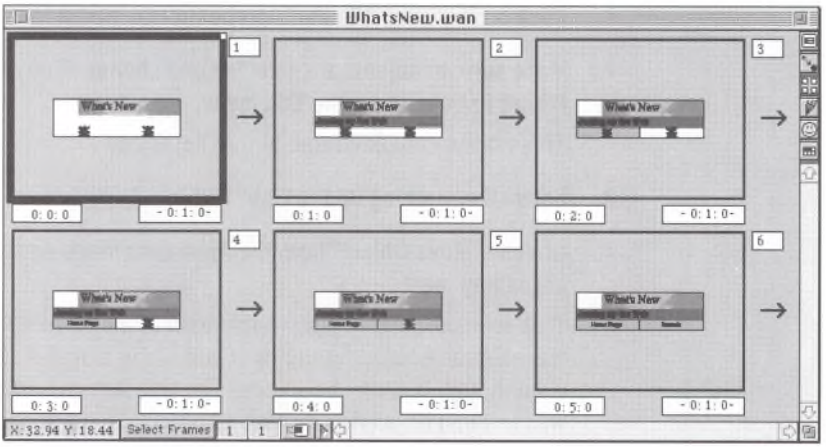
5. **Select the magenta rectangle that was behind the text.**

6. **Choose "Move Object" from the Animation menu and select "Off Left" from the cascading menu.**

   This sends the rectangle off the visible area of the scene.

7. **Click Play to see your results.**

   You should now have six keyframes in the Storyboard view.



Sliding and growing objects onto the scene

You can also create combination effects of sliding and growing.

1. **Click on keyframe 1 in the Storyboard and switch to the Animation view (⌘-U).**

2. **Make sure no objects are selected and choose "Copy Frames" and then "Paste Before Frames" from the Edit menu.**

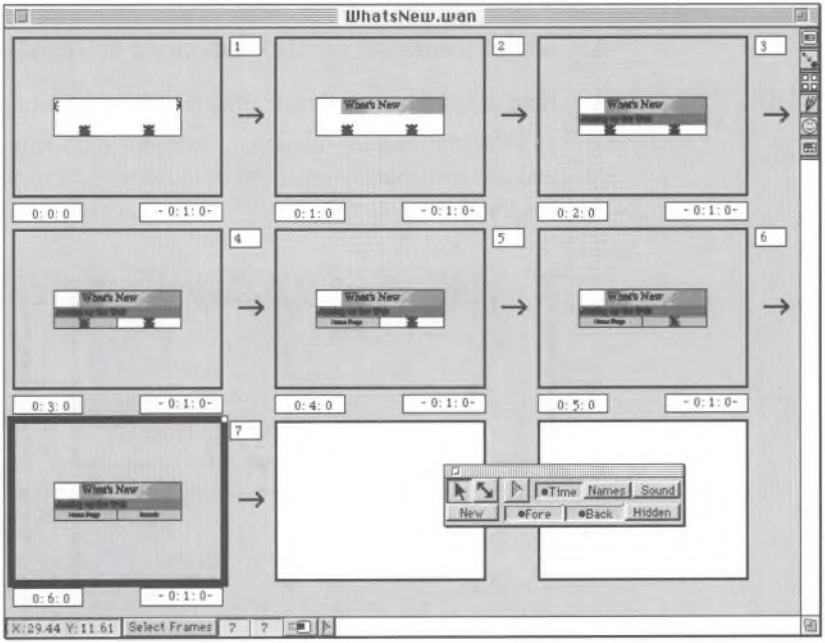
   This adds a new keyframe before keyframe 1.

3. **Select the "What's New" text, vanish it (⌘-*), and move it Off Right (⌘-6).**

4. **Select the blue texture, vanish it (⌘-*), and move it Off Left (⌘-4).**

5. **Click Play to preview your scene.**

   You now have seven keyframes in the Storyboard.



Importing animated objects

We've provided an animated Sprite object to use in the tutorial.

1. **Still in the Storyboard, choose "Select All" from the Edit menu.**

   This selects all the keyframes in the scene. WebAnimator places imported objects in the foreground of only the selected frames, allowing you to selectively place imported images (the object is placed in the hidden plane of all other keyframes). In this case, we want our animated object to appear in the foreground of all the keyframes.

2. **Choose "Import" from the File menu and select "WebAnimator Object" from the cascading menu.**

   The import dialog appears.

3. **Double-click on ""New" Burst."**

   This places the "New" burst in the center of each keyframe.

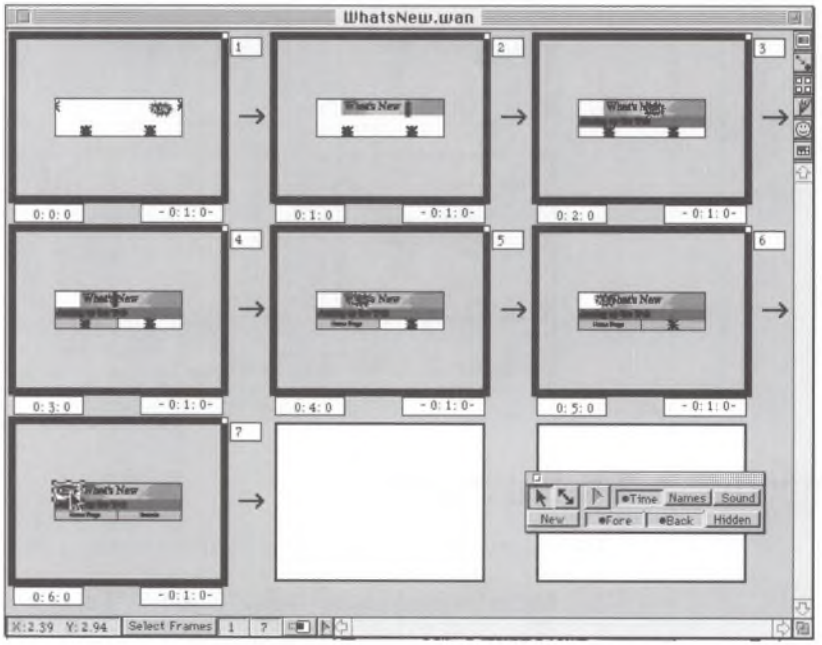
4. **With all frames still selected, click on the New burst in keyframe 1 and drag it to the upper-right corner of the scene.**

   Notice that this moves the burst to the same position in all keyframes. You can move items in the Storyboard, too!

5. **With all frames still selected, click on the New burst in the last keyframe (7).**

6. **Hold the Shift key down and drag the burst to the upper-left corner of the scene.**

   Holding the shift key constrains movement horizontally or vertically. Notice that this distributes movement of the new burst from right to left over all of the keyframes.



7. **Choose "Save" from the File menu to save your work.**

8. **Click Play to see the final effect**

\dding and synchronizing sounds

Now that you have the majority of your scene's animation complete, you can think about some sounds to accompany the animation. In this section, you will apply a sound to the motion of the buttons growing into your scene.

1. **From the Storyboard view, click "Sound" in the Storyboard tool palette.**

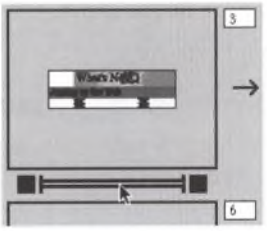
   The timing or name controls are no longer visible below the keyframes.

2. **Select keyframe 3.**

   This is the keyframe in which the growing motion for the first button takes place.

3. **Click below keyframe 3 or choose "New Sound" from the Sound menu.**

   A sound segment appears below keyframe 3. Now you need to associate a sound with that segment.



4. **With the sound segment selected, choose "Open Sound" from the Sound menu.**

   Locate and open the "Tutorial Sound" file.

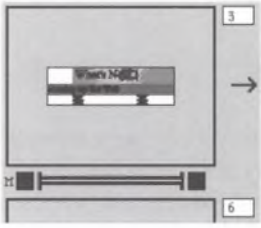
5. **Click Play to preview your scene.**

   Notice that the sound starts as the first button starts growing. You've got a good sound for the first button, and it seems only appropriate to use the same sound for the second button. Instead of re-opening the sound, which would take up more memory and cost your users more download time when viewing the

scene, we will turn the sound into a Master Sound and use a Clone of the Master Sound for the next occurrence.

6. **Back in the Storyboard, click on the sound below keyframe 3 and choose "Maste Sound" from the Sound menu.**

   An "M" appears next to the sound.



7. **Choose "Copy Sound" from the Edit menu.**

8. **Click on keyframe 5 to select it and choose "Paste Sound Clone" from the Edit menu.**

   A "C" appears next to the pasted sound clone.

9. **Click Play to preview your scene.**

   Now you can take advantage of WebAnimator's powerful sound synchronization features.

10. **Back in the Storyboard view, click on the sound below keyframe 3 and choose "Fit Animation to Sound" from the Sound menu.**

    Repeat for the sound clone in keyframe 5.

11. **Click the Time button in the Storyboard view tool palette.**

    Notice that the times for keyframes 3 and 5 have changed to fit exactly the length of the sound being played in each keyframe.

12. **Choose "Save" from the File menu to save your work.**

13. **Click Play to preview your scene. Cool, huh?**

Scripting a scene to play continuously

Congratulations, you've created a layout from scratch, animated an entire scene, and added sound! Now you can start making your scene more interactive by adding scripting and buttons. We'll start by changing your scene so it plays continuously.

1. **Still in the Storyboard view, select keyframe 7.**

2. **Click on the empty keyframe 8.**

   This makes a copy of keyframe 7. In order for keyframe timing and scripting to operate as desired, WebAnimator requires a "dummy" keyframe at the end of a sequence of keyframes. Now that you have created the dummy keyframe, you can script keyframe 7 to always branch to itself.

3. **Click on keyframe 7 to select it.**

Names

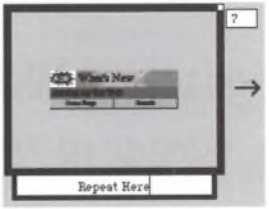
4. **Click "Names" in the Storyboard view tool palette.**

   The default keyframe names appear below each keyframe. Keyframes names are used in branching, to keep track of the sequence of your scene.

5. **Scroll down and click below keyframe 7.**

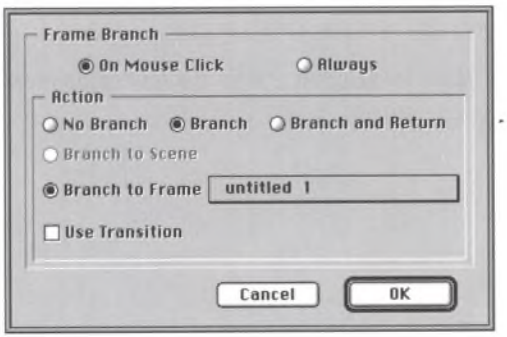
6. **Type "Repeat Here" in the name box.**

   Click outside of the name box to set the name.



7. **Select keyframe 7 again and choose "Frame Script" from the Animation menu and select "Branch..." from the cascading menu.**

   The following dialog appears:



8. **Select the "Always" and "Branch" options, and select "Repeat Here" from the "Branch to Frame" pop-up menu.**

   This tells the scene that every time it finishes playing the "Repeat Here" keyframe, it should branch to itself. This creates a continuously branching loop.

9. **Click Play to preview your scene.**

   When it starts repeating, type ⌘-period to stop playing.

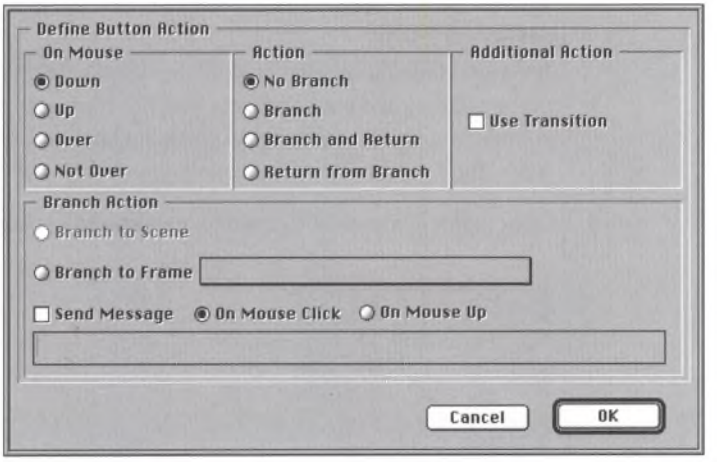
Scripting a button to send a message to your Web browser

Since you will be using this scene in a Web page, we'll assign the "Home Page" button a message to send to the Netscape Navigator browser when the button is clicked.

1. **Select keyframe 7 in the Storyboard view.**
2. **Switch to Animation view (⌘-U).**
3. **Click on the gray button behind the "Home Page" text to select it.**

   Any object can be made into a button.
4. **Choose "Make into Button..." from the Animation menu.**

   The following dialog appears:



5. **Select the "Send Message to Web Browser" option in the "Branch Action" section of the dialog.**

6. **Type http://www.deltapoint.com (or the URL to your favorite home page) in the "Send Message" text box and click "OK."**

   You have just told WebAnimator to send Netscape Navigator to the DeltaPoint home page when the "Home Page" button is clicked.

7. **Choose "Save" from the File menu to save your work.**

8. **Click Play to preview your scene.**

9. **When it starts to repeat, click the "Home Page" button.**

   WebAnimator beeps to indicate that a message will be sent to the Web browser when the scene is loaded in the browser.

Adding background music

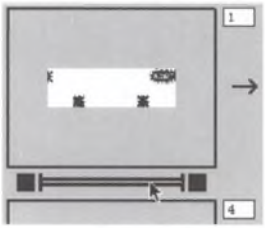
Your scene is almost ready for the Web! We'll do one more thing before trying it out in your Web browser--we'll add some background music. Music and sound effects often make all the difference in multimedia.

1. **Switch to Storyboard view (⌘-Y) and switch to Sound mode (click on the Sound button in the Storyboard view tool palette).**

2. **Choose "Sound Tracks" from the Sound menu and select "Track 4" from the cascading menu.**

   It's a good idea to use Track 4 as the sound track for background music. By putting music and sound effects in different tracks, you can play multiple sounds at the same time. By placing the background music in the 4th sound track, the sound effects in the first sound track will not interrupt the music.

3. **Click below keyframe 1 to create a new sound segment.**



4. **Choose "Open Sound" from the Sound menu and open "Tutorial Music".**

5. **Choose "Repeat Sound" from the Sound menu.**

   This will "loop" the sound so that it plays continuously without interruption.

6. **Click Play to preview your scene. Wow!**

Playing your scene in the your Web browser

Now you are ready to play the scene in your browser window. We have provided you with an HTML file that looks for the "WhatsNew.wan" file in the same directory. Be sure that the file you have saved is called "WhatsNew.wan" and is located in the WebAnimator "Tutorial" directory along with the "Tutorial.htm" file

Also make sure that you have placed the "WebAnimator Plug-In" in your Web browser's "Plug-Ins" folder.

1. **Close WebAnimator.**

2. **Launch Netscape Navigator 2.0 or later (or Microsoft Internet Explorer, or another Netscape Plug-in-compatible Web browser).**

3. **Choose "Open File..." from the File menu.**

4. **Locate and open "Tutorial.htm" in your WebAnimator "Tutorial" folder.**

5. **Watch as your scene plays.**

6. **Click the "Home Page" button. Netscape Navigator takes you to DeltaPoint's Home Page!**

At this point, there's one thing left to do--create an advanced interactive button in WebAnimator.

Creating an advanced interactive button

Through its powerful button and scripting capabilities, WebAnimator lets you create advanced interactive buttons that act just like buttons that are programmed into most software applications--but you don't need to know any programming. A few minutes of scripting, and you'll be making exciting buttons for your Web site.

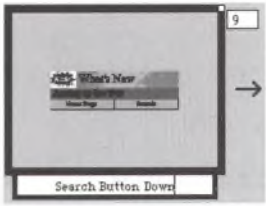
In this section, you will turn the "Search" button in your WhatsNew.wan file into an interactive button. You will create the interactive button by telling your scene to branch to a "Button Down" keyframe when the "Search" button is pressed.

1. **Open the "WhatsNew.wan" file you have been working on throughout this tutorial.**
2. **Switch to the Storyboard view (⌘-Y).**
3. **Click on keyframe 8, the "dummy" keyframe that you created earlier.**
4. **Click in empty keyframe 9 to create a duplicate of keyframe 8.**

   You will use keyframe 9 as the "Button Down" state for your "Search" button.

Names

5. **Switch to Name mode (click on the Name button in the Storyboard view tool palette) and name keyframe 9 "Search Button Down".**



6. **With keyframe 9 selected, switch to Animation view (⌘-U).**
7. **Click on the gray button behind the "Search" text item, choose "Send Object" from the Animation menu and select "To Hidden" from the cascading menu.**

   Since you do not want the "Search" button to be in the "up" state in this keyframe, you can hide it. Now, you can put a "down" state in its place.

8. **Choose "Import" from the File menu and select "WebAnimator Object" from the cascading menu.**

9. **Locate and open "Button Down".**

10. **Position the down button directly to the right of the "Home Page" button.**

    Notice that the button obscures the "Search" text item. You will fix that next.

11. **With the down button still selected, choose "Send Object" from the Animation menu and select "To Back" from the cascading menu.**

    Now your "Search" text is above the down button. The text now needs to be nudged a little to the right. When the button is clicked, this adjustment will give the illusion that it is being depressed.

12. **Select the "Search" Text object and press the down arrow key twice and the right arrow key twice to nudge the text down and to the right 2 pixels.**

    You are finished with the artistic part for keyframe 9. Now you can make a dummy frame so that it will branch and time properly.

13. **Switch to the Storyboard view (⌘-Y).**

14. **Click in keyframe 10 to create a duplicate of keyframe 9.**

15. **Select keyframe 9.**

16. **Choose "Frame Script" from the Animation menu and select "Branch..." from the cascading menu.**

    The Frame Branch dialog appears.

17. **Select the "Always" and "Branch" options, select "Search Button Down" from the "Branch to Frame" pop-up menu and click "OK."**

    This tells the scene that every time it finishes playing the "Search Button Down" keyframe, it should branch to itself. This creates a continuously branching loop.

18. **Switch to Time mode (click on the Time button in the Storyboard view tool palette) in the Storyboard view and set the time for keyframe 9 to 45 seconds.**

    This decreases the likelihood of the keyframe branching to itself while the user is holding the mouse button down. Now you can add a clicking sound for when the button is depressed.

19. **Switch the Storyboard view to Sound mode.**

20. **Choose "Sound Tracks" from the Sound menu and select "Track 1" from the cascading menu.**

21. **Click below keyframe 9 to create a new sound segment.**

22. **Choose "Open Sound..." from the File menu, and double-click on the "Tutorial Click" sound file in the dialog.**

    Now you have a clicking sound for the down state of the button. Let's script the buttons.

23. **Select keyframe 7 and switch to Animation mode (⌘-U).**

    You can also remain in the Storyboard view to do this. Sometimes it is easier to select objects when you are viewing them at full size.

24. **Select the button behind the "Search" text and choose "Make into Button..." from the Animation menu.**

    The Define Button Action dialog appears.

25. **With "Down" selected, select "Branch and Return" from the Action section, "Search Button Down" from the "Branch to Frame" pop-up menu, and click "OK."**

    This tells the scene that when the user clicks the "Search" button, it should branch to the button down state you created in keyframe 9. The "return" will come from keyframe 9, when you assign the button to go back if the user moves the mouse away without releasing.

26. Display keyframe 9 by using the Forward and Reverse controls in the Animation tool palette.

Keyframe numbers are displayed in the tool palette. Now you need to tell the scene what to do if the user moves the mouse away without releasing it, or if they do release it.

27. Select the down button behind the "Search" Text object.

28. Choose "Make Into Button..." from the Animation menu.

The Define Button Action dialog appears.

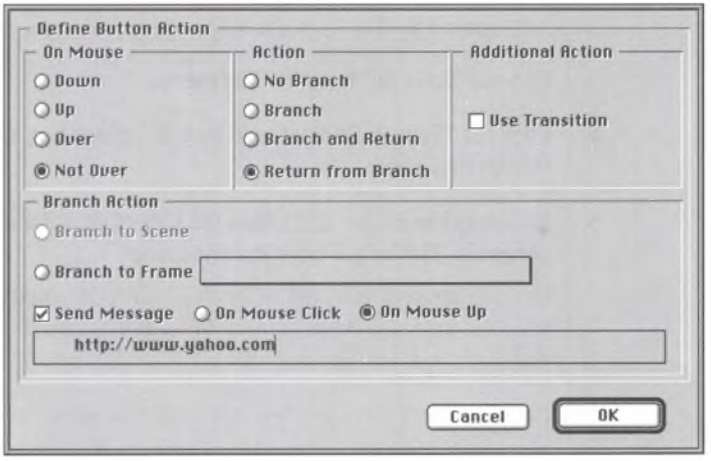
29. Select "Up" and "Return from Branch."

This instructs the scene to return to frame 7 if the mouse is released. This is primarily for testing purposes when playing the scene in WebAnimator. Later on you will assign a message that will be sent to the Web browser when the mouse is released.

30. Select "Not Over" and "Return from Branch."

This tells the scene to go back to frame 7 if the user moves the mouse away from the down button.

31. Select "On Mouse Up," "Send Message to Web Browser," and enter "http://www.yahoo.com" in the text box.



32. Click "OK" to exit the Define Button Action dialog.

33. Go to the first keyframe of your scene and click Play to try out your new button.

Press ⌘-period to halt playback.

Your scene is complete! Save it and re-open the "Tutorial.htm" file in Netscape Navigator to see your scene in action.

Compressing your scene

Your WhatsNew.wan scene size is now probably around 185K. While this is by no means a large file size for several seconds of sound and animation, WebAnimator lets you compress your scenes so that they will take as little time as possible for your Web site visitors to download.

As the final lesson in this tutorial, you will save your scene in compressed format.

1. Choose "Preferences" from the Edit menu and select "Compression" from the cascading menu.

2. Select a sound compression setting and click "OK."

3x results in sounds that are approximately 1/3 their original size. Some sound quality is lost. 6x results in sounds that are approximately 1/6 their original size. This results in a much smaller size, but also degrades the sound quality more dramatically. As a general rule, try both settings and use the scene that results in the best compromise between sound quality and file size.

When saving files in compressed format, all graphics are compressed automatically. You do not need to specify any graphics compression settings.

3. **Choose "Save As" from the File menu.**

4. **Click the "Save in Compressed Format" check box and name your file "WhatsNew.c.wan".**

5. **Switch to the Finder and check the size of your file by selecting its icon and choosing "Get Info..." from the File menu.**

   Notice that your file size is much smaller! If you used 3x sound compression, your file size should be around 66K. If you used 6x sound compression, your file size should be around 48K.

Note: Be sure to save the original, uncompressed copy of your scene. Making changes to compressed files and recompressing them will result in further degradation of sound quality.

4 Using and Creating Scene Templates

This chapter provides step by step procedures for using Scene Templates, changing template selections, creating Scene templates, and creating Template Libraries. You can use the general preferences to set which Template Library appears when you launch WebAnimator.

This chapter covers:

- Selecting a Template Library
- Selecting a Scene Template
- Adding text to a Scene Template
- Adding sound, and background colors
- Scripting buttons
- Creating Libraries
- Switching Libraries

To learn more about	refer to
Setting preferences	"Setting Preferences," on page 1-3

What is a Template?

If you're not an animation expert, don't worry—WebAnimator comes with dozens of professionally designed multimedia templates.

Templates are ready-made scenes that require you to know only two things—the information you want to give your users, and where to send them when they want more.

To use a template, all you do is load one in the Template Studio, type your own text, specify messages to send to the Web browser then text and buttons are clicked, save your scene, and put it on the Web!

The templates that come with WebAnimator should give you plenty of ideas to get started. In a matter of minutes, you can put sound and motion into your Web site. Once you've used some of the templates and picked up some of the tricks they use you'll be creating your own fantastic multimedia scenes before you know it.

Using Scene Templates

This section provides a step by step procedure for using existing WebAnimator Scene Templates from a Template Library.

To learn more about	refer to
The Template Studio view	"Working in the Template Studio view," on page 2-8

Step 1: Select a Template Library

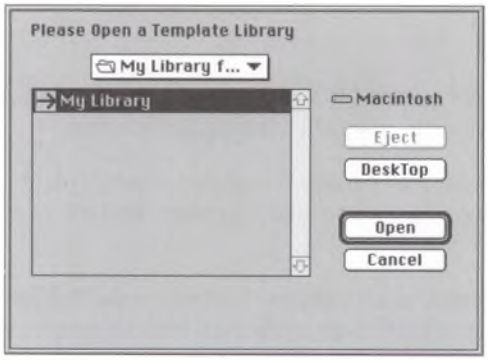
Whether you switch to the Template Studio view from another view, or if WebAnimator launches into Template Studio view, you will be asked to select a Template Library.

In General Preferences you can specify a default Template Library that will be opened automatically each time you launch WebAnimator.

To select a Template Library:

1. **Switch to the Template Studio view.**

   Use the View Bar buttons on the right side of the window to switch to the Template Studio view. The following dialog appears:

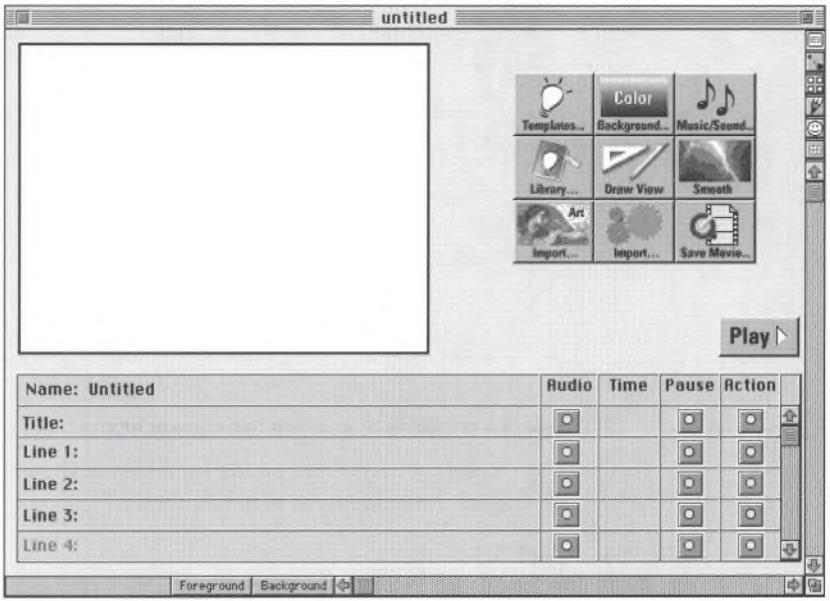


2. **Locate and select the Template Library you want to open.**

WebAnimator comes with several Template Libraries in the "Templates" folder in the WebAnimator application folder.

3. Click "Open."

The Template Studio view appears. Scene Templates can be accessed from the open library using "Select Template..." from the Template menu.



Step 2: Select a Scene Template

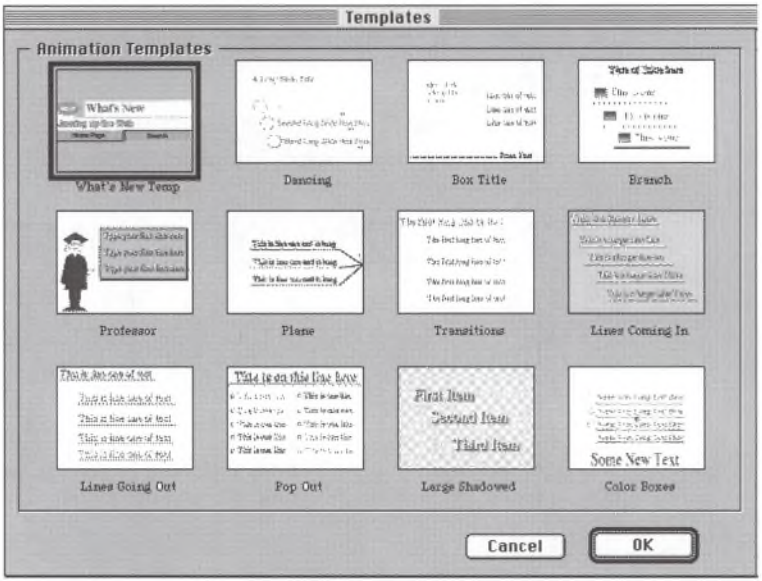
If a scene already uses a template, the new template replaces the first. Any text that had been previously entered for that scene is used in the new template.

To change the template library to be displayed, choose "Change Library..." from the Template menu.

To select a Scene Template:

1. Click on the Template button from the Command palette or choose "Select Template..." from the Template menu.

A window similar to the following appears. All Scene Templates in the current library are displayed in the window.



2. **Select a template to apply to the current scene block.**

   Use the vertical scroll bar on the right side of the window if necessary to display additional templates in the library.

3. **Click "OK."**

   The Template Studio view reappears with the selected template in the Scene Preview window.

Step 3: Add text

Depending on the template, the number of lines requiring text may vary. Text objects in the template correspond to the Title and lines of text below the Preview window.

To learn more about	refer to
Text menu options	"Text Menu," on page A-29

To add text to your template:

1. **(Optional) Select your text attributes (font, size, style and alignment) from the Text menu.**

   This step is optional. Most templates will already have good text styles applied. Once text attributes have been set, all subsequent entries will have the

same attributes. The attributes of previously entered text can be changed by clicking on the desired line then choosing one or more of the options from the Text menu.

Note: Use only standard fonts (i.e., Helvetica, Times) for your scenes. When users who do not have the fonts that you use installed on their systems, WebAnimator will substitute fonts, making results unpredictable.

2. **Click the cursor next to "Name" and enter text as needed.**

   Use this line to specify a name for the first keyframe in the scene. When a keyframe is first created, it is given the name "untitled". You can change this name to whatever you wish as long as it is not identical to the name of any other keyframe in the scene. The names of other keyframes can be changed in the Storyboard or Animation views.

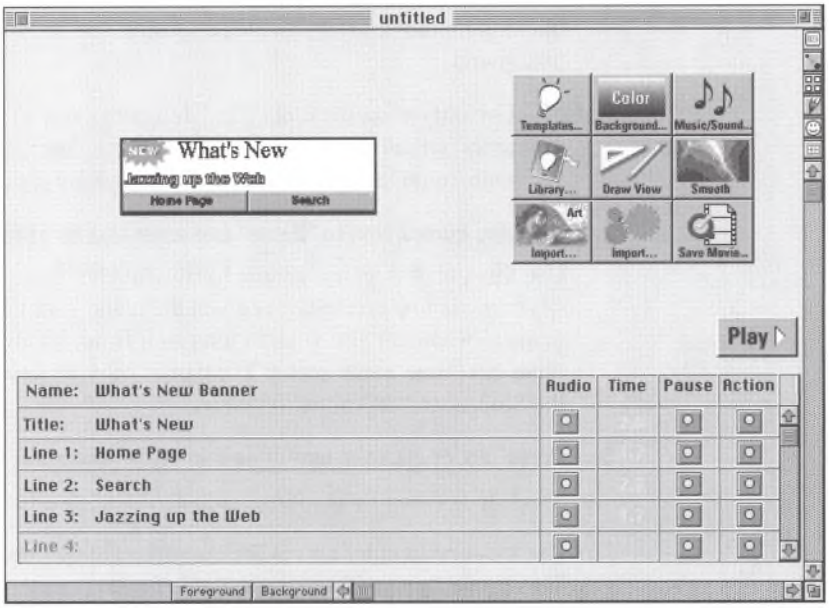
3. **Press Tab, or click the cursor next to "Title" and enter text as needed.**

   The title is typically the largest block of text in a Template.

   Use this line to enter text in the template Title section for the current scene. This line is "grayed" and unavailable for text entry if the template does not have a Title section.

4. **Press Tab, or click the cursor next to "Line #" and enter text as needed.**

   Use the Line # lines to enter text for each line of the template. If a template contains more than four text lines, use the right-hand vertical scroll bar to access the additional lines. If too much text is entered for the amount of space allocated in the template, the size of the text is reduced in the scene to fit the space. Lines that are not used in the current template are "grayed" and unavailable for text entry.



5. To take a peek at what has been created, click Play.

The scene plays. When it stops, you may be in the Animation view. To return to the Template Studio, click its icon in the View Bar.

Applying other changes in the Template Studio view

There are other optional controls which can be used to customize your scene from the Template Studio view. Of course, you can also switch to other WebAnimator views for more control of your scene by applying changes to individual keyframes.

You can also make custom changes to the objects or create new objects within the scene from the Draw view. You can switch to the Draw view by clicking on the Draw View button in the Command palette, choosing Draw from the View menu, or pressing ⌘-D.

To learn more about	refer to
Importing graphic	"Importing objects," on page 6-1
Exporting QuickTime movies	"Exporting QuickTime movies," on page 6-5

Adding or changing sounds

Most Scene Templates already include sound. However, you can change or add sound to any line in the current scene. WebAnimator allows you to record up to 4 tracks for each scene. The sounds created in this section will be automatically applied to Track 1.

To learn more about	refer to
Customizing sounds	"Working with sound in your scene," on page 7-2

To add or change sounds:

1. **(Recording from CD only) Insert your CD, launch your CD audio software, and play the track you want to record.**

   If you have an external CD or other input device, you need to select the device in the Apple "Sound" Control Panel.

2. **Click on the Audio button adjacent to the line to which you want to add or change sound.**

   The following dialog appears:

3. **Click "Record" and start talking into the microphone or record from the CD playing.**

   The slide bar at the bottom of the dialog indicates the amount of time available to record (dictated by free memory) and the decimal time available. The amount of time used in the recording appears next to the slide bar.

4. **Click "Stop" when you are finished recording.**

   You can click "Pause" to interrupt your recording.

5. **Click "Play" to listen to your sound segment.**

   Re-record if necessary.

6. **Click "Save" to apply the sound segment.**

   If you want to exit the dialog without making any changes, click "Cancel." The Audio button turns green indicating that there is a sound recorded for this line .If you wish to change the sound for this line at some point in the future, you can click its Audio button again and record another sound.

Synchronizing sounds

Sound synchronization options are available for each line of the scene. To specify these options for a particular line, click in the area just to the right of the Audio button. The synchronize options determine the relationship between the sound time and animation time for a line.

To learn more about	refer to
Synchronizing sounds	"Synchronizing sound in your scene," on page 7-11

1. **Click in the area just to the right of the Audio button.**

   The following dialog appears:

2. **Select "Pause Animation..." if you want the animation for the line to proceed at normal speed and pause, if necessary, until the sound for the line has finished playing.**

   If the length of time for the sound exceeds the time required for the animation, the scene will pause. An "s" appears in the area just to the right of the Audio button when this option is selected.

3. **Select "Fit Animation Time..." if you want the animation for the line is either speed up or slow down so that the length of time for the animation exactly matches the time for the sound for the line.**

   Both the animation and the sound for a line finish at the same time. If this option is selected, a line with a short sound would animate very quickly and a line with a long sound would animate very slowly. An "f" appears in the area just to the right of the Audio button when this option is selected.

Adding background music

When background music is added, it plays continuously over and over for the current scene. WebAnimator opens sounds in Macintosh "snd" format, AIFF, and SoundEdit. Background music is applied to Track 4 and is automatically repeated.

WebAnimator comes with several professionally-designed sound "loops" that are perfect for use as background music.

To learn more about	refer to
Background music	"Applying sound to keyframes," on page 7-3

To add background music:

1. **Click on the Background Music button in the Command palette or choose "Background Music..." from the Template menu.**

   A standard "Open" dialog appears.

2. **Double-click on a sound file in the dialog.**

   The sound is applied to the scene's Track 4.

Changing the background color

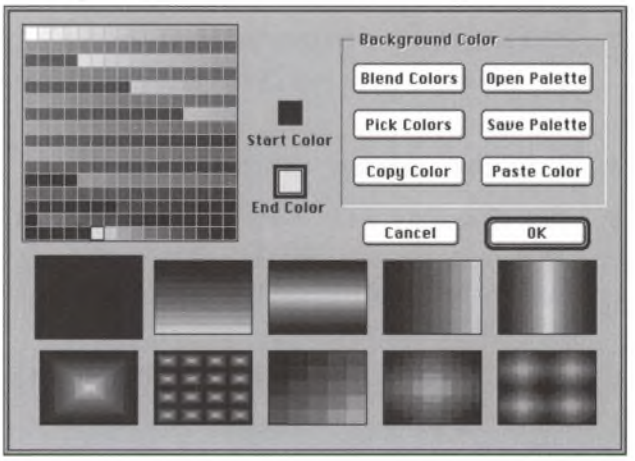
The background color of a scene can be customized. You may choose either a solid color or a blend and pattern of different colors. Any changes to background color affect the entire scene.

To learn more about	refer to
Background colors	"Creating backgrounds," on page 5-3
Creating custom colors	"Working with custom colors," on page 5-31

To change the background color:

1. **Click on the Background Color button in the Command palette or choose "Background Color..." from the Template menu.**

   The following dialog appears:



2. **Click on a color swatch in the color palette in the upper left corner of the dialog.**

   The chosen color appears in the "Start Color" swatch as well as in the sample blends at the bottom of the dialog.

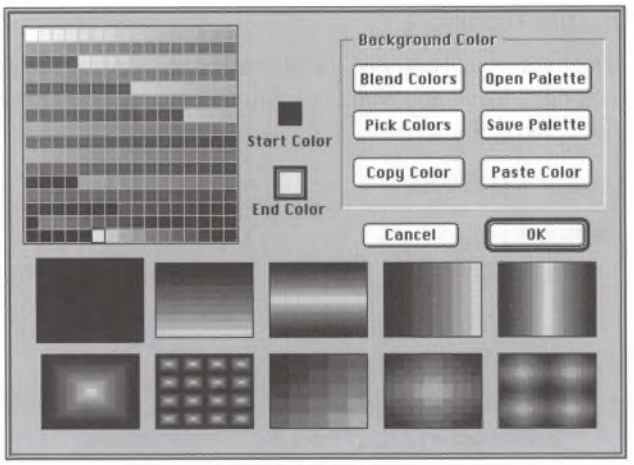
3. **Click "OK."**

   The color is applied to the scene background.

To apply a background blend:

1. **Click on the Background Color button in the Command palette or choose "Background Color..." from the Template menu.**

   The following dialog appears:



2. **Click on the "Start Color" swatch.**

3. **Click on a swatch in the color palette in the upper left corner.**

   You can also click on Pick Colors to display a color wheel to create a custom color.

4. **Click on the "End Color" swatch.**

5. **Click on a swatch in the color palette in the upper left corner.**

   All the colors in the palette between the starting color and ending color are used to create a color blend. The color blend is used in the blend samples at the bottom of the dialog.

6. **Click on one of the blend samples at the bottom of the dialog to select a blend for your background.**

7. **Click "OK."**

   The color is applied to the scene background.

Smoothing the animation

This command smooths the animation of the current scene. Smoothing reduces the jerkiness of the scene during playback if the scene contains a lot of movement or size change. Note however, that a "smoothed" scene requires much more memory than an "unsmoothed" scene.

Note: Smoothing dramatically increases the size of your scene because it stores animation frames in the scene file. *This is not recommended for scenes that will be played over the Web.* You can however, apply smoothing to only a few frames. Apply smoothing judiciously! Smoothing must also be applied with a monitor setting of 256 colors.

Once a scene has been smoothed, any changes to it causes the smoothing to disappear. Therefore, after making changes to a smoothed scene, smoothing must be reapplied.

To smooth the current scene, click on the Smooth button in the Command palette or choose "Smooth" from the Template menu. The scene is smoothed.

Changing animation timing

The Time column in the Template Studio view displays the time (in seconds) applied to the current line of text. The time determines the length of the animation for that line. These times can be changed by merely clicking on the current time and entering a new time.

To learn more about	refer to
Adjusting keyframe timing	"Adjusting keyframe timing," on page 7-13

Pausing the animation

Activating this button for a line causes the animation of the scene to stop after the line is displayed, and not resume until the mouse is clicked.

Click on the Pause button adjacent to the line to which you want to add or change sound (button turns from red to green). Click it again to deactivate the Pause feature for the line (button turns from green back to red).

Scripting buttons

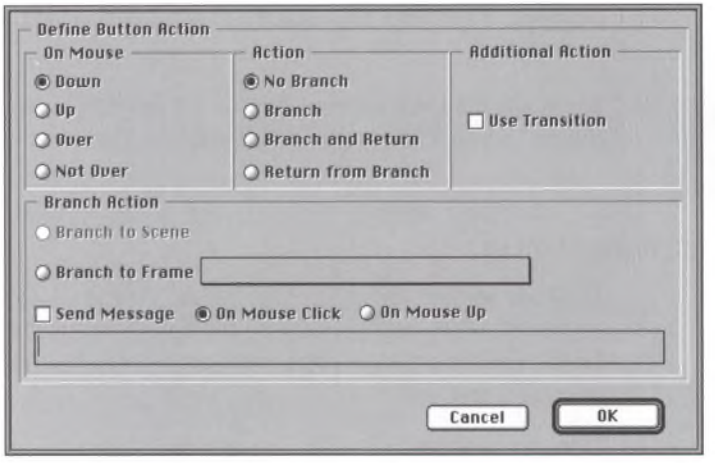
Buttons make your scene interactive—so that clicking on a particular line of text in a scene (or a button graphic next to that line in the scene) while the scene is playing branches to a keyframe or another Web location.

Most of the Templates provided in WebAnimator are intended for use on the Web. As such, in most cases, you should only specify a message to send to your Web browser when specifying text and button action.

To script a button:

1. **Click on the Action button adjacent to the line to which you want to apply interactivity.**

   The Action button is red if no branching has been specified for this line, or green if branching has been specified.The following dialog appears:



2. **In the "Send Message" text box, type a message (such as an URL) to send to the Web browser when the button or text is clicked.**

   Enter a URL in standard `http://www.`*`address`* format. Make sure you enter the complete Internet address.

   You can also use other messages, such as `mailto:`, `news:`, and others. Essentially, any text that you would type in your browser's message box to navigate the Web can be typed in the "Send Message" field.

   You can also specify other actions for the button, but, in most cases, you will only want to specify a message. Refer to "Creating a scripted button," on page 7-22 for more information on button scripting.

3. **Click "OK" to add the script.**

   If you want to exit the dialog without saving the changes, click "Cancel."

4. **Click Play to preview your scene.**

   The scene plays and returns you to the Template Studio view.

Creating Scene Templates

Templates can be created from any WebAnimator scene. Creation of templates is recommended for advanced users only. When creating templates, you must bear in mind the order of keyframes, text items, and button items. You must also be aware of object anchors and text alignment. For example if you want the text to animate and then line up left justified, the text objects should be aligned and anchored left in the frames containing the text on the screen. When it is off the screen, it should be aligned with the edge of the screen. It is also helpful to align top or bottom, so that the text moves straight during animation.

If you are including any interaction (scripted buttons) in your scene, you must plan in advance when and where the buttons will take the user.

To create a Scene Template:

1. **Create your scene with text and animation.**

   Use the information and procedures in Chapters 5 through 7 to create your scene.

2. **Switch to the Animation view.**

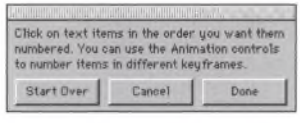
   Use the View Bar buttons on the right side of the window to switch between views. The "Make Template…" command is available only in the Animation view.

3. **Choose "Make Template..." from the Animation menu.**

   The Template Library dialog appears.

4. **Locate an existing Library in which you want to place the Scene Template.**

   You can also click on "New Library" to create a new Template Library. The following action dialog appears:



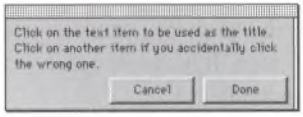
5. **Click on each Text object in the order in which you want the corresponding lines to appear in the Template Studio (Item 1 will match "Line 1" in the Template Studio's text entry area.**

   Do not select a title text item yet. That is done in the next step. Small boxes with numbers appears on the screen as you click each text item, indicating the number of text item you have selected.

   The Play controls in the Animation view are available to move back and forth through your scene to display Text objects which may not be visible in all keyframes.

6. **Click "Done" when you have finished numbering Text objects.**

   The following action dialog appears:

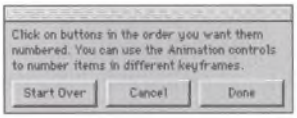


7. **Click on the Text object to be identified as the title in the Scene Template.**

   A small box appears with a "T", indicating your selection. Only one title item can be selected.

8. **Click "Done" when you have finished specifying the title item.**

   The following action dialog appears:



9. **Click on any buttons to be included in the Scene Template.**

   Small boxes with numbers appears on the screen as you click each button item, incrementing after each item is selected. This is used to identify messages or branches which can be scripted in the Template Studio view when the template is used.

Note: If you have created an interactive button, you will probably want to number the button in the keyframe in which the button is in its "down" state. In this way, you can maintain the button's interaction and still take advantage of the Template Studio's convenient method of specifying browser messages.

10. Click "Done" when have finished identifying all buttons.

The following dialog appears:

11. Select a keyframe from the pop-up menu to be used as the slide frame.

All of the keyframes in the current scene appear in the pop-up menu. The Slide keyframe is displayed in the Template Library as a thumbnail preview image and when this Scene Template is selected from the Template Library, it appears in the Template Studio Scene Preview area.

12. Click "OK."

The following dialog appears:

13. Click a name for the Scene Template.

This name is used in the Template Library. The Scene Template file is placed in the same directory as the selected Library, which then stores a reference to the Template.

To learn more about	refer to
Selecting a Scene Template	"Using Scene Templates," on page 4-2

Creating a Template Library

A template library is simply a file that holds references to the Templates you add to it. Templates are stored in separate files that are located in the same folder as their associated Library.

When you click the "Templates…" button in the Template Studio, a dialog appears. The dialog shows the set of Templates to which the current Library file refers.

To create a Template Library:

1. **Create your scene with text and animation.**

   The information and procedures in Chapters 5 through 7 can be used to create your scene.

1. **Switch to the Animation view.**

   Click on the Animation button in the View Bar on the right side of the window, choose "Animation" from the View menu, or press ⌘-U to switch to the Animation view.

2. **Choose "Make Template..." from the Animation menu.**

   The Template Library dialog appears.

3. **Click "New Library" in the dialog.**

   The following dialog appears:

4. **Enter a name for your new library and click "Save."**

5. **You can then follow the on-screen instructions for creating a Scene Template, or click "Done."**

Switching Template Libraries

WebAnimator comes with several Template Libraries, each organized into separate themes. You will want to peruse the libraries to find themes you like. Libraries contain interactive home page scenes, banners, animated bullets, buttons, and more.

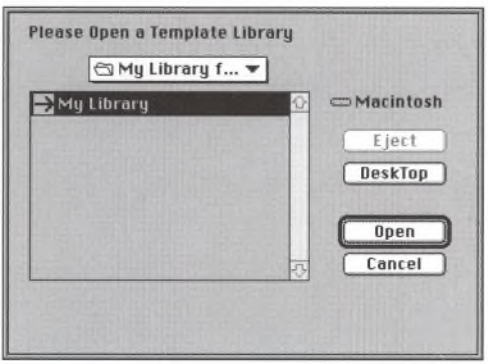
To switch Template Libraries:

1. **Switch to the Template Studio view.**

   Use the View Bar buttons on the right side of the window to switch between views.

1. **Click on the Library button in the Command palette or choose "Change Library..." from the Template menu.**

   The following dialog appears:



2. **Locate and select the Template Library you want to open.**

3. **Click "Open."**

   The Scene Templates can be accessed from the open library using "Select Template..." from the Template menu.

5 Creating, Editing, Animating, and Playing Scenes

This chapter explains how to create objects in your scene from scratch and how to enhance existing keyframes and scenes. You will learn how to edit objects within the scene and the text in Text objects as well as how to animate them.

This chapter covers:

- Adding keyframes
- Using tools from the tool palettes
- Selecting, moving, and resizing objects
- Copying and deleting objects
- Creating and editing Draw and Text objects
- Editing and formatting the text within Text objects
- Adding color, patterns, and special fills to objects
- Changing object and text color, lines, and text attributes
- Manipulating objects with commands from the Animation menu
- Layering objects in the Draw view
- Animating objects in the Animation view

Creating keyframes

Keyframes can be created in all WebAnimator views. This allows you the flexibility to add keyframes whenever you need to without switching views.

Use the New button in the Storyboard or Animation view tool palette to create a new keyframe. You can also use the "New Keyframe" command in the Edit menu or press ⌘-K in any view to create a new keyframe.

When New is pressed or the command is chosen, a duplicate of the selected or active keyframe is created and placed after that keyframe. All of the objects in the current keyframe, including their positions and sizes, are duplicated in the new

keyframe. This makes it easy to make changes and create new animation. When a new scene is started you automatically begin in keyframe one. To create a scene with action, movement, and sound, you must have more than one keyframe.

Storyboard view In the Storyboard view, if more than one keyframe is selected, the last keyframe of the sequence is duplicated after the selected keyframes. You may create new keyframes anywhere in a scene. You can create a new keyframe at the end of the scene by clicking on the unused keyframe just after the last keyframe of the scene, which adds a duplicate of the last keyframe to the end of the scene.

Animation view In the Animation view, as you click New, the keyframe number within the tool palette increases (this is the number of the current keyframe), indicating a new keyframe has been created. You may create new keyframes anywhere in a scene.

Keyframe Names A keyframe name is not copied in the new keyframe.

Scripts "Frame Script" and "Object Script" commands attached to a keyframe are replicated in the new keyframe.

Sound If the current keyframe has the end of a sound segment attached to it, or if it is the only keyframe attached to that sound segment, the sound segment is not extended. If, however, the keyframe has the beginning or the middle of an extended sound segment attached to it, the sound segment is extended to include the new keyframe.

Automatically hiding all object in new keyframes When the ⌘-key is held down while the New button is clicked, all foreground and background objects are hidden in the new keyframe. Background colors are reproduced in any case. This is useful when you want to start a new part of the scene, having different text or objects. Background colors remain the same until they are changed.

Hiding foreground objects Holding the ⌘ and Option keys while the New button is pressed hides the foreground objects but leaves all background objects of the active keyframe in the new keyframe. Background colors remain the same until they are changed.

To create a new keyframe:

1. **Draw your objects, create text, and import graphics as needed.**

   You can add new keyframes before and after any keyframe, so if you want to work backwards or forwards, its up to you. You can import a graphic to represent a finished keyframe. Objects within that graphic can be hidden and animated by using keyframes before and after that keyframe to create your scene.

2. **Click New from the Storyboard or Animation tool palette, choose "New Keyframe" from the Edit menu, or press ⌘-K.**

   A new duplicate keyframe is created.

3. **Move elements, apply commands from the Animation menu, send objects to other view planes, or add or remove objects as needed.**

   If you need to create a "pause" in your scene, where the objects in the scene remain still, try adjusting the timing instead of adding multiple duplicate keyframes.

4. **Repeat steps 2 and 3 until your scene is complete.**

   Sound can be added and the keyframe timing can be adjusted after your scene is created or as you create the keyframes.

To learn more about	refer to
Adjusting the keyframe timing	"Adjusting keyframe timing," on page 7-13

Creating backgrounds

The background is the bottom or back layer of every keyframe. It can be created or changed from the Animation or Storyboard views. Only the active or selected keyframes are affected by changes to the background color.

You may choose a solid color, apply a blend, apply colors from a different palette, or create your own color. Ten sample blends are the available to create a background blend. You can also import graphics and send them to the background.

To learn more about	refer to
Creating new keyframes with background	"Creating keyframes," on page 5-1
Selecting keyframes	"Selecting objects and keyframes," on page 5-9
Saving and creating color palettes	"Importing and saving color palettes," on page 5-33
Creating new colors	"Working with custom colors," on page 5-31

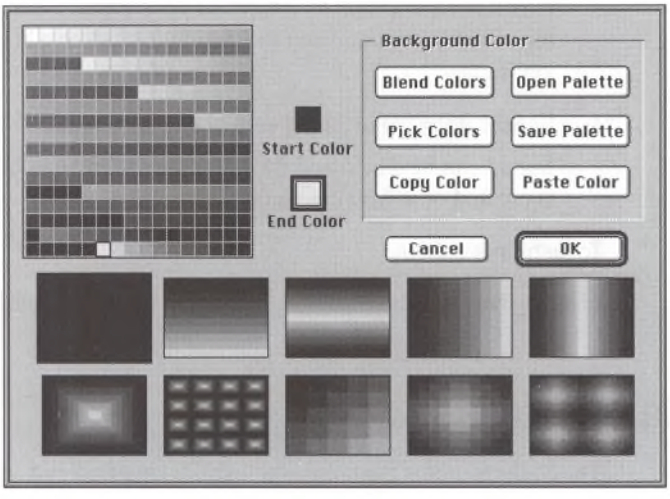
To apply a background color:

1. **Switch to the Animation or Storyboard view.**

   Use the View Bar buttons on the right side of the window to switch between views.

2. **Choose "Background Color..." from the Animation menu, click on the Background Color button in the Animation tool palette, or press ⌘-B.**

   If you are in the Storyboard view, you can select multiple keyframes. The Background Color button is located to the right of the Transition tool. The following dialog appears:



3. **Click on a color swatch in the color palet in the upper left corner of the dialog.**

   The chosen color appears in the "Start Color" swatch as well as in the sample blends at the bottom of the dialog.

4. **Click "OK."**

   The color is applied to the background of the selected/active keyframe(s).

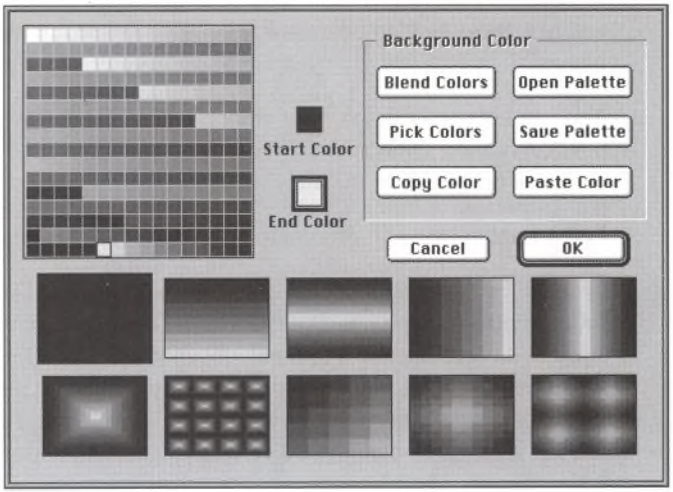
To apply a background blend:

1. **Switch to the Storyboard or Animation view.**

   Use the View Bar buttons on the right side of the window to switch between views.

2. **Choose "Background Color..." from the Animation menu, click on the Background Color tool in the Animation tool palette, or press ⌘-B.**

   If you are in the Storyboard view, you can select multiple keyframes. The Background Color tool is located to the right of the Transition tool. The following dialog appears:



3. **Click on the "Start Color" swatch.**

4. **Click on a swatch in the color palette in the upper left corner.**

   You can also click on Pick Colors to display a color wheel to create a custom color.

5. **Click on the "End Color" swatch.**

6. **Click on a swatch in the color palette in the upper left corner.**

   All the colors in the palette between the starting color and ending color are used to create a color blend. The color blend is used in the blend samples at the bottom of the dialog.

7. **Click on one of the blend samples at the bottom of the dialog to select a blend for your background.**

8. **Click "OK."**

   The color is applied to the background of the selected/active keyframe(s).

Using viewing planes

Hiding and displaying objects within keyframes can be accomplished by sending and retrieving objects to and from the various viewing planes available in WebAnimator. These three viewing planes—foreground, background, and

hidden—can also be viewed separately to keep track of which objects are displayed and to retrieve hidden objects. Background colors are not part of the viewing planes.

You can hide and display your objects within these viewing planes as you create new keyframes. Objects can also be layered within each of these viewing planes based on priority. Use the viewing planes as follows:

Foreground Place all objects to be animated on this plane.

To send the currently selected object(s) in the selected keyframe(s) to the foreground viewing plane, hold down the ⌘ key and click on the Fore button in the Animation or Storyboard tool palette, choose "Send Object" from the Animation menu and select "To Foreground" from the cascading menu, or press ⌘-F. The object is removed from the viewing plane it had occupied. The object is placed on the top layer in the foreground viewing plane, and appears to be on top of all the other objects.

Background Place any objects that appear across several keyframes and appear behind animated objects on this plane. Keeping objects which are unmoving in the background plane reduces computational time and results in a smoother scene.

To send the currently selected object(s) in the selected keyframe(s) to the background viewing plane, hold down the ⌘ key and click on the Back button in the Animation or Storyboard tool palette, choose "Send Object" from the Animation menu and select "To Background" from the cascading menu, or press ⌘-F. The object is placed on the top layer in the background viewing plane.

Hidden Store all objects to be displayed later in the foreground or background viewing plane or to hide objects already displayed on this plane. Objects cannot be edited in the Hidden viewing plane. All moving and sizing of objects must be done from the Foreground.

To send the currently selected object(s) in the selected keyframe(s) to the hidden viewing plane, hold down the ⌘ key and click on the Hidden button in the Animation or Storyboard tool palette, choose "Send Object" from the Animation menu and select "To Hidden" from the cascading menu, or press ⌘-F. The object is placed on the top layer in the hidden viewing plane.

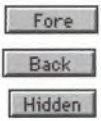
To learn more about	refer to
Viewing plane concepts	"Understanding viewing planes," on page 2-6
Layering objects in a view plane	"Layering objects," on page 5-36

To send objects to a viewing plane:

1. **Create or import an object in the Draw view.**

2. **Switch to the Storyboard or Animation view.**

   Use the View Bar buttons on the right side of the window to switch between views. Viewing planes can only be assigned in the Animation and Storyboard views.



3. **With the object selected, hold down the ⌘ key and click on a viewing plane tool in the tool palette.**

   You can also use commands from the bottom half of the "Send Object" cascading menu in the Animation menu to assign viewing planes. If the selected object appears in more than one keyframe, only the selected keyframes are affected.

To display objects in the viewing plane:

1. **Switch to the Animation or Storyboard view.**

   Use the View Bar buttons on the right side of the window to switch between views.

2. **Click on a viewing plane tool in the tool palette, or choose "Viewing Plane" from the View menu and select a viewing plane from the cascading menu.**

   The foreground and background viewing planes can be viewed at the same time. If the foreground tool is selected, click the background tool to display both views together. Click on the foreground tool again to turn of the background view.

   You must be in a viewing plane to edit objects within that plane. Objects in the Background, for instance, may be seen but not selected if you are in the Foreground.

Creating simple and complex objects

Objects created in theWebAnimator Draw view may be simple or complex. Simple objects (a circle, rectangle, polygon, etc.) have only one element, the object itself. A complex object may consist of two or more of these objects which, when played in a scene, act as one object.

Examples of simple objects:

- circle
- rectangle

- line
- text

Examples of complex objects:

- car
- face
- text with shapes

All the objects in a complex object are moved and sized together when the animation tools are used. Complex objects are the default. In this case, all the elements you draw are a part of a single complex object as they are drawn until either New is selected from the Draw view tool palette, another object is selected for editing, some other tool is used, or until you exit the Draw view.

If the "Complex Object" command in the Draw menu is deselected, each new element you draw becomes a new independent object. When complex objects are edited with the draw tools, the object's elements must be selected and edited one at a time.

To create simple objects:

1. **Switch to the Draw view.**

   Click on the Draw button in the View Bar on the right side of the window, choose "Draw" from the View menu, or press ⌘-D to switch to the Draw view.

2. **Using one of the draw tools, create an object in the Draw view workspace.**

   Once the object is created, selection handles appear around the object.

3. **Click New in the Draw tool palette.**

   The selection handles disappear from around the object and from now on that object acts independently from other objects created.

4. **Repeat steps 2 and 3 until all of your objects are created.**

To create complex objects:

1. **Switch to the Draw view.**

   Click on the Draw button in the View Bar on the right side of the window, choose "Draw" from the View menu, or press ⌘-D to switch to the Draw view.

2. **Using the draw tools, create the necessary object(s) in the Draw view workspace as needed.**

   This is helpful if you want to create an object that requires more than one element in its creation. You can also create objects which always move together during animation.

3. **Once your complex object is created, click New in the Draw tool palette.**

   All of the objects you created are "grouped" together. These objects move as one object when selected or animated in the Animation view.

4. **Repeat steps 2 and 3 to create other complex objects.**

Manipulating objects with the Pointer tool

The Pointer tool appears in every tool palette in WebAnimator. Because the Pointer tool is selected in the tool palette no matter which view you are in, it is considered the default tool; also, most other tool selections revert to the Pointer as soon as you release the mouse button.

The Pointer is used to select keyframes, objects, or object elements, to move objects' elements about with respect to each other, and to size object-elements using object handles.

To perform an action, you must first select a keyframe or a selection of keyframes, and/or an object to act upon. When an object is selected you can copy, delete, and apply various other animation and manipulation commands to the object.

To learn more about	refer to
Sizing objects	"Resizing objects," on page 5-13

Selecting objects and keyframes

There are multiple ways to select one or more objects or keyframes within WebAnimator. WebAnimator also allows you to change the behavior of objects by increasing the selection rectangle of an object.

Object behavior

The "Select By" command in the Edit menu can be used to change the behavior of objects in the Draw view for selecting.

Object Rectangle If this method is used, clicking anywhere within the selection rectangle of an object would select that object. This is most noticeable with circles, ovals, polygons, and freehand objects as well as objects with no fill.

Object Form This way of selecting objects requires one to click on the body of the object. For example, to select a Text object, you would have to click on a letter of the object, not the space in between letters. The advantage to "Object Form" is when selecting an object behind and inside another object's rectangle, especially behind objects with no fill.

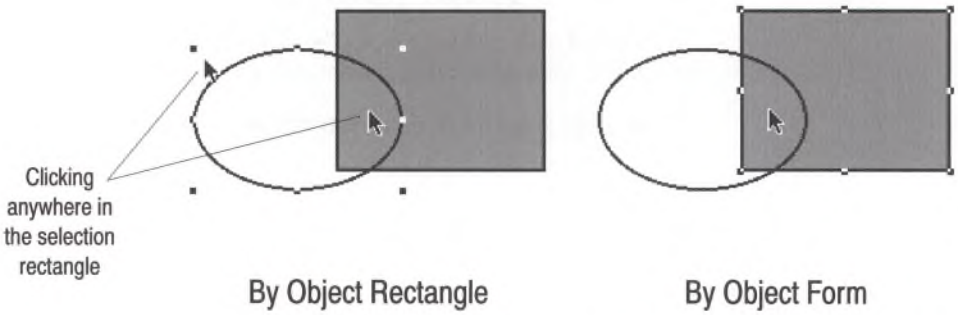


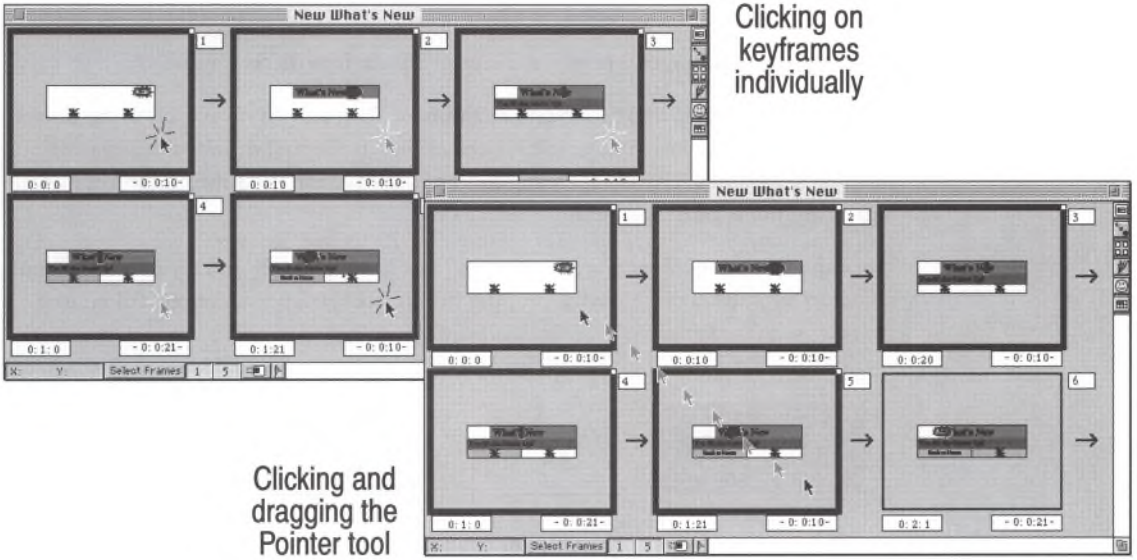
Figure 5-1. Selection behavior

Selecting

Some views allow more features and flexibility for selecting different items:

Selecting one keyframe In the Animation and Draw view, the keyframe currently displayed is the "selected" keyframe. In the Storyboard view, select a single keyframe by clicking on it. You can use "Show Selection" from the Storyboard view's Edit menu to advance large scenes to display the selected keyframe.

Selecting multiple keyframes Selecting multiple keyframes can only be done in the Storyboard view. Hold down the Shift key while selecting keyframes one at a time. Each keyframe is highlighted to indicate that it is selected. Select a series of keyframes by clicking on the first frame, hold down the Shift key, and click on the last keyframe. You can also click on an un-selected keyframe and drag the pointer to the end of the selection.



Selecting objects Selecting objects and elements can be done from anyWebAnimator view. To select an object, simply click on it, and then select the element you wish to edit. The object-element's handles are displayed, indicating it has been selected.

Selecting multiple objects In the Draw view, hold down the Shift key while selecting objects or elements one at a time. Only one object can be selected at a time in the Animation and Storyboard views. Multiple objects within the same complex object can be selected in the Draw view.

To select multiple objects at one time, use the Pointer tool to click and drag a selection rectangle around the objects you want selected. Object handles appear around each object to indicate that it is selected.

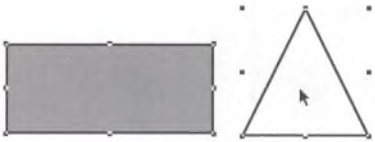
To learn more about	refer to
Simple and complex objects	"Creating simple and complex objects," on page 5-7

Selecting objects outside of the keyframe boundary Some of the "Move Object" commands from the Animation menu can be used to move objects on to, and off of, keyframes. To select elements that have been moved off the keyframe workspace, switch to the Storyboard view. Click on that object in *any* keyframe in which it can be seen. If you select the object in any keyframe, it is automatically selected in the

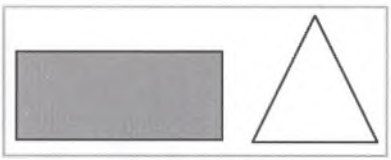
next keyframe you select. Next, select the keyframe in which you want to make your changes. Use one of the sub-commands in the "Move Object" cascading menu from the Animation menu to move the object back into the keyframe.

Selecting an object in more than one keyframe To select an object, click the object in a selected single keyframe, or click the object in the first or last of a series of selected keyframes. The object's handles are displayed in the appropriate keyframe, indicating it has been selected.

You can only select objects in the first and last keyframes. If you try to click on an object in an intermediate keyframes, the multiple keyframe selection will be lost.



Clicking on objects individually in the Draw view



Clicking and dragging the Pointer tool in the Draw view

Moving objects

Once an object is selected, you can move it. If you move or resize an object in error, you can cancel the action by choosing "Undo" from the Edit menu or pressing ⌘-Z.

Once you have specified the placement of an object in the Animation or Storyboard views, that is the default placement of the object. Moving the object in the Draw view will not effect its position in the Animation and Storyboard views. As a general rule, move objects only in the Animation and Storyboard views to avoid confusion when objects are moved in the Draw view.

You can also use the commands in the "Move Object" and "Size Object" cascading menus within the Animation menu to move and animate your objects.

To learn more about	refer to
Animating your objects	"Adding and editing movement," on page 5-38

There are several options available for moving objects in WebAnimator:

Moving an object To move an object, simply keep the button depressed on the object and drag it to its new position.

Moving an object vertically or horizontally Holding the Shift key while moving an object constrains the movement to either a vertical or horizontal movement. This is useful when you want an object to move straight across, or up or down the screen.

Moving an object in several keyframes If several keyframes are selected when the object is moved, you may move the object in either the first or the last of the selected keyframes:

Moving an object to the same position across several keyframes When the object is moved in the first selected keyframe, it is moved to that position in all of the selected keyframes.

Moving an object smoothly across several keyframes If the object is moved in the last selected keyframe, then it is moved in increments from its position in the first keyframe to its final position in each of the keyframes selected. This lets you automatically distribute the movement of an object across multiple keyframes.

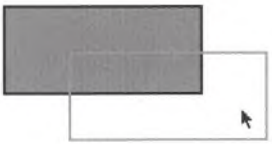
To move an object:

1. **Select the Pointer and position it over the object you want to move.**

   If you are moving a Draw object with no fill, you must click on a boundary line.

2. **Click and hold down the mouse button while you drag the object to its new location.**

   As you drag an object in the Draw view, you see only the outline of the object (which reappears when you release the mouse button). In the Animation and Storyboard views, the object moves as you drag the cursor. (got is this true?)



Resizing objects

Once an object is selected you can also resize it. If you resize an object in error, you can cancel the action by choosing "Undo" from the Edit menu or pressing ⌘-Z.

The Pointer tool and the Size tool in the Animation and Storyboard view tool palettes can be used to resize any selected object with or without the use of the handles. The Resize tool resizes objects from the center if you click in places other than the selected objects handles.

Note: Scaled objects animate more slowly than objects a their original size. To change an object's original size, edit the object in the Draw view. If the object was imported, change the size of the object in the program that originally created it.

There are several options available for resizing objects in WebAnimator:

Resizing without the handles Select the object, click on the tool and then drag to the desired size. The Size tool always sizes the object from its center. This is useful when you wish to make an object appear to zoom in or out.

Sizing proportionally By holding the Shift key and then selecting a corner handle and dragging it, the object is sized in two directions proportionally.

Sizing objects from the center By depressing the ⌘ key, and using the handles, you can make the object grow from the center; by using the Shift and ⌘-keys the object grows from the center proportionally.

Sizing an object in several keyframes You may also size the object with its handles, using the Pointer tool, in one or more keyframes. If several keyframes are selected when the object is sized, you may size the object in either the first or the last of the selected keyframes:

Making an object the same size across several keyframes When the object is sized in the first selected keyframe it is sized in all of the selected keyframes.

Making an object grow or shrink smoothly across several keyframes If the object is sized in the last selected keyframe then it is sized proportionally from its initial size in the first keyframe, to its final size, in each of the keyframes selected.

To learn more about	refer to
Making objects disappear	"Sizing objects," on page 5-40

To change the size or shape of an object:

1. **With the Pointer or Resize tool, select the object you want to resize.**

   The object handles appear.

2. **Click and drag a handle until the object is the size or shape you want.**

   When you drag a handle, the Pointer changes to a crosshair.

Note: When resizing Text objects in the Draw view, only the selection rectangle is resized. The size of the text remains unchanged. In the Animation view, the text itself is resized.

Copying items

The "Copy" command in the Edit menu changes depending on the type of item selected in WebAnimator. This command makes a copy of any selected item(s), leaving the original(s) intact. A copy is saved in a buffer similar to the Clipboard.

A number of items in WebAnimator can be copied:

Frames Refers to selected keyframes. Selected keyframe(s) can only be copied in either the Animation or Storyboard view.

Element Refers to selected drawing elements in Draw view. Copying and pasting is especially useful when you need an identical copy of the element to add to the object you are working with or another object in the scene (bars on a graph, eyes on a face, for example). The pasted element is placed slightly lower and to the right of the selected element. (With a element selected, pressing the "delete" key deletes the element without copying it to the buffer.)

Object Refers to selected objects. Selected object(s) can be copied in either the Animation or Storyboard view.

Path Refers to an object selected in a range of keyframes in which it changes position or size. This command copies the object as well as the "path" of its changes over the course of the selected keyframes. Paths can only be copied in the Storyboard view.

Sound Refers to a selected sound in the Storyboard view.

To copy one or more objects:

1. **Select the item(s) you want to copy.**
2. **Choose "Copy" from the Edit menu or press ⌘-C.**
3. **Deselect the item by clicking outside it.**

   The item(s) copied are now in a buffer, ready to be pasted back into WebAnimator. (See "Pasting objects," on page 5-17 if you need help pasting.)

Deleting items

WebAnimator allows you to delete items two ways; objects can be "cut" from a selected keyframe, or they can be "removed" from the current scene. A cut object still remains in the hidden viewing plane. An object which has been removed from the scene no longer appears anywhere in the scene.

The "Remove Object" command from the Edit menu deletes the selected object from the entire scene, not just from the selected keyframe(s) as is the case with the "Cut" command. "Remove Sound" in the Edit menu removes any sound applied to selected keyframes.

A number of items in WebAnimator can be deleted:

Frames Refers to selected keyframes. The keyframes which follow cut keyframes move up in the Storyboard to replace the ones cut.

Element Refers to selected elements in Draw view. Pressing the Delete key with an element selected, deletes the element without copying it to the buffer.

Object Refers to selected objects in either the Animation or Storyboard view. The "Cut" command only cuts the selected object from the currently selected keyframe(s), i.e., the object continues to exist in other keyframes. Use the "Remove Object" command to completely remove an object from a scene. Pressing the Delete key with an object selected has the same effect as "Cut Object" command.

Path Refers to an object selected in a range of keyframes in which it changes position or size. This command cuts the object as well as the "path" of its changes over the course of the selected keyframes. Paths can only be cut in the Storyboard view.

Sound Refers to sound in Storyboard view. This command cuts the selected sound segment from the currently selected keyframe(s) and places a copy in the buffer. Use the "Remove Sound" command to completely remove an sound from a scene without saving a copy to the buffer. Pressing the Delete key with a sound segment selected has the same effect as "Remove Sound" command.

To delete one or more items:

1. **Select the items(s) you want to delete.**
2. **Choose "Cut" from the Edit menu, press ⌘-X, or press the Delete key.**

   The "Cut" command changes depending on the type of item selected in WebAnimator. The object is deleted from the active keyframe and a copy of the object is placed in the buffer and in the hidden viewing plane. The Delete key does not save a copy, but simply sends the object to the hidden layer.

To remove an object:

1. **Select the object(s) you want to remove.**
2. **Choose "Remove Object" or "Remove Sound" from the Edit menu.**

   The selected object is removed from the current scene.

Pasting objects

The "Paste" command in the Edit menu changes depending on the type of item selected in WebAnimator. This command places the most recent cut or copied keyframe, or Draw, Text, or Imported Graphic object into the current WebAnimator scene.

The same types of WebAnimator objects/elements that can be copied can also be pasted into WebAnimator

To paste one or more objects:

1. **Use the "Copy" or "Cut" command on the item(s) you want to paste.**

   This places a copy of the keyframe or object(s) in the buffer.
2. **If necessary, display a different WebAnimator view or keyframe, or open another WebAnimator document.**
3. **Choose "Paste" from the Edit menu or press ⌘-V.**

   The pasted object(s) appear centered in the selected keyframe. Pasted keyframes replace any selected keyframe(s). You can paste the copy anywhere you like, as many times as you like.

   You can also use the "Paste Before Frames" and "Paste After Frames" commands from the Edit menu when pasting keyframes into the Storyboard view.

Objects anchors

Displays a dialog so you can specify how an object is anchored or aligned on the screen. Because of the nature of complex and simple objects, you cannot align objects in relation to each other. However, you can align objects to the grid.

The use and purpose of the "Anchor Object..." command is different in each view:

Animation view If the "Snap to Grid" option is enabled using the "Grids and Rulers..." command, then you can align objects to the grid. When an object anchor is set, that anchor is aligned with the grid. For example, if the anchor selected is

Bottom Left, then the bottom left point of an object aligns with the grid. The X and Y coordinates displayed at the bottom of the window indicates the coordinates of the anchor point of an object when it is moved.

Template Studio view When creating templates, you need to be specific about how an object is aligned. When text is entered in the Template Studio view it is automatically substituted for the text of a template. Therefore, if you want the text to animate and then line up left justified, the text objects should be aligned left in the keyframes containing the text on the screen. When it is off the screen, it should be aligned with the edge of the screen. It is also helpful to align top or bottom, so that the text moves straight during animation.

Draw/Storyboard views Substitution occurs if an object has an animation path specified in the Storyboard view and the object is then resized in the Draw view. The object is placed back on the path according to how it has been aligned.

Each object has its own anchor specification, and the object's anchor can be changed from keyframe to keyframe. For example, an object could be anchored to the left edge of the screen on one keyframe and in the next keyframe anchored to the right edge of the screen. This would guarantee the object always moved from the left edge to the right edge.

Alignment using this command is automatically overridden when commands from the "Move Object" sub-menu are used. If an object is moved off of the screen using one of the commands from the "Move Object" sub-menu, the object is automatically aligned to the edge of the screen in those frames in which it is off-screen. For example if the "Off Left" command is used to move an object off the left portion of the screen, then the alignment is set to right aligned. The right hand side of the object is always on the edge, just off of the screen. If before moving off screen left, either top or bottom alignment is also set, then that is preserved. For example if the alignment was top alignment and then the object is moved off left, then the alignment is set to top right alignment. The same logic applies to moving off top, off bottom, or off right. Moving an object to the center, automatically sets center alignment.

To learn more about	refer to
Move Object commands	"Moving objects," on page 5-38

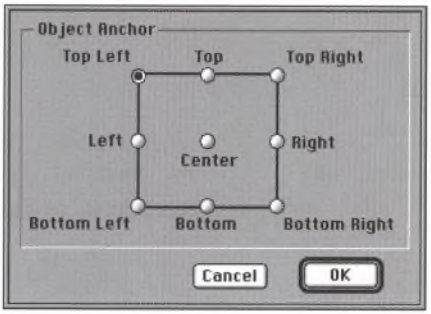
To anchor objects in WebAnimator:

1. **Select an object in the Storyboard or Animation view.**

   Alignment is only applied to selected objects.

2. **Choose "Object Anchor..." from the Animation menu.**

   The following dialog appears:



3. **Click on a selection which represents the anchor you need.**

4. **Click "OK" to implement the changes.**

   If you want to exit the dialog without making any changes, click "Cancel." You can apply other alignment characteristics to other objects within the same scene.

Creating and editing Draw objects

Objects can only be created in the Draw view. However, they can be edited for movement, size, and location in the Storyboard, Draw, and Animation views. The behavior of an object within your scene can also be affected by the view in which the object is edited:

Storyboard view If more than one keyframe is selected, all of the selected frames are changed.

Animation view Only the displayed or active keyframe is changed. Complex objects appear as one object.

Draw view Only the displayed or active frame is changed. If you are editing an original image within the active keyframe, all keyframes containing that image are changed.

The more time you spend experimenting with the tools and techniques, the better you will understand and be able to take advantage of their capabilities.

Note: Make sure you understand simple and complex objects before creating your objects. See "Creating simple and complex objects," on page 5-7.

Once you have created a Draw object, you can use commands in the Draw menu to manipulate it and to add some interesting special effects (dashed lines, special fills, and drop shadows). You can also use the Draw view tools in the tool palette to change the object's line widths and to add color or patterns to the object's line or fill.

To learn more about	refer to
Changing the line width	"Changing line widths," on page 5-26
Changing line, color, or pattern	"Applying colors," on page 5-27
Resizing objects	"Resizing objects," on page 5-13

Creating and editing a line

To create a line:

1. **Select the Line tool from the Draw view tool palette.**

   The Pointer changes to a crosshair cursor.

2. **Click and hold down the mouse button to begin your line.**

3. **Drag the mouse in the direction you want your line to follow.**

   Use the Shift key to constrain the line to 45° increments. When you release the mouse, the line appears with the standard selection box around the entire line.

   You can change the size of the selected line. However, once the line is drawn the angle cannot be changed. The line width and color can also be changed.

Creating and editing a rectangle, rounded rectangle, square, circle, or oval

The Rectangle, Rounded Rectangle, and Oval tools work the same as standard draw tools. Use the Rectangle tool to make a square or rectangle and the Rounded Rectangle tool to make a rounded rectangle or square. Use the Oval tool to make an oval or circle.

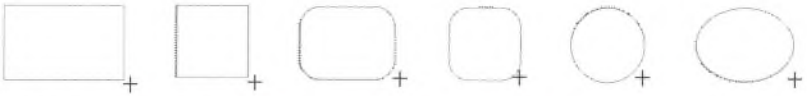
To create a rectangle, rounded rectangle, square, circle, or oval:

1. **Select the Rectangle, Rounded Rectangle, or Oval tool from the Draw view tool palette.**

   The Pointer changes to a crosshair cursor.

2. **Click and hold down the mouse button to begin the object.**

3. **Drag the mouse diagonally in any direction until the object is the size and shape you want.**



Holding down the Shift key while dragging constrains your object to a perfect square, square with rounded corners, or a circle, depending on which tool you are using. Hold down the ⌘-key to draw from the center. When both are depressed, a perfect square, square with rounded corners, or a circle is drawn centered on the point.

4. **Release the mouse.**

   The object appears with object handles around it to show it is selected.

You can move, resize, and modify a rectangle, rounded rectangle, square, circle, or oval as explained in other sections.

Creating a freehand object

The Freehand tool creates a freeform line. Like the polygon, a freehand object can be closed (the beginning and end points are joined) or open (beginning and end points are not joined). A freehand object can be transparent and consist of the line only, or it can be filled with a color or pattern like other Draw objects.

To create a Freehand Object:

1. **Select the Freehand tool from the Draw view tool palette.**

   The Pointer changes to a crosshair cursor.

2. **Click the mouse and drag to create your object.**

3. **Release the mouse button.**

   Object handles appear around the object to show it is selected.

Creating a polygon

The Polygon tool creates irregularly shaped, multi-sided objects. A polygon is made up of multiple segments that are joined together by segment endpoints. Like a freehand object, a polygon can be closed (the first and last segments are joined) or open (first and last segments are not joined).

To create a polygon:

1. **Select the Polygon tool from the Draw view tool palette.**

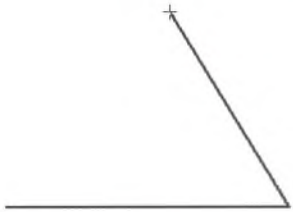
   The Pointer changes to a crosshair cursor.

2. **Click the mouse where you want the polygon to begin.**

3. **Move the mouse to where you want the first segment of the polygon to end, then click again.**

   A solid line appears. Move the mouse to adjust the length and angle of the segment. Hold down the Shift key to constrain the line to 45° increments.

4. **Move the mouse and click again to create the second segment.**



5. **Continue moving and clicking the mouse until you have created the number of segments you want in the polygon.**

   You can close the polygon by clicking the first point, but you do not have to close the polygon to finish it.

6. **Double-click on your last segment to complete your polygon.**

7. **Click on the Pointer or any other tool in the tool palette to de-select the Polygon tool when your shape is complete.**

   You can move and resize a polygon as explained in other sections.

Creating and editing Text objects

Text objects are created and edited in the Draw view. Like all objects created in the Draw view, Text objects can be simple or complex by drawing them at the same time as other objects before pressing the New button.

To learn more about	refer to
Simple and complex objects	"Creating simple and complex objects," on page 5-7

Creating a Text object

Within a Text object, WebAnimator feels as familiar as any word processor. The key to creating and working with Text objects is the Text tool from the tool palette.

Since animations will be accessed over the Web by both Macintosh and Windows users, think ahead about the typefaces you will be using. There is no guarantee that the person viewing the animation will have the same font. It is recommended that you use a standard font such as Helvetica, Times, or other standard fonts. If you want to use a font that you know the users won't have, it may be best to convert the text into a bitmap or vector graphic and then import the text into WebAnimator.

A Text object can contain up to 32,000 characters. When selected with the Text tool, this text can be edited and formatted with commands from the Edit, Draw, and Text menus.

The Text object itself has the same attributes as a Draw object: object handles that are visible when the object is selected; and object boundary lines.

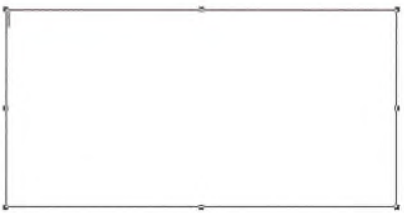
When selected with the Pointer tool, a Text object can be moved, sized, cut, copied, and deleted like any other object in WebAnimator. You can also use the palettes in the tool palette and most of the commands in the Draw and Text menu to enhance and manipulate your Text objects.

To learn more about	refer toTo learn more aboutrefer to
Manipulating Text objects	"Manipulating objects with the Pointer tool," on page 5-9
Changing object attributes	"Changing the attributes of a Draw or Text object," on page 5-25

To enter text in the Draw view:

1. **Select the Text tool from the Draw view tool palette and click in the Draw view workspace.**

   A text box is created and an I-beam cursor appears in the text box.



2. **Type your text.**

   You can enter up to 32,000 characters per Text object.

   As you type, the insertion point moves to the right and automatically jumps down to the beginning of the next line after it reaches the right boundary of the Text object. When you reach the bottom boundary, the text block expands vertically to accommodate your text.

3. **When you are done entering text, click outside the Text object to de-select it.**

   The object handles disappear, leaving only the text.

4. **If you want to resize the Text object, use the Pointer tool to re-select it and drag one of the object handles until you have the size and shape you want.**

   Resizing the Text object in the Draw view has no effect on the size of the type within, although the text rewraps to fit the new size and shape. In the Animation view the text object is treated like any other object, when resized, the size of the text is affected.

Formatting and editing text in a Text object

Each character within a Text object can be a different font, size, style, and/or color. When you set alignment, however, it affects all the text within the object.

You can only set text attributes for one Text object at a time with commands from the Draw menu. Colors and shadows can be applied to one or more selected Text objects. Formatting and editing must be done in the Draw view.

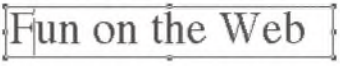
To edit text in a Text object:

1. **Select the Text object you want to change.**

   The object handles appear.

2. **Select the Text tool from the Draw view tool palette.**

   The Text object boundaries appear and you can see the insertion point blinking.



3. **Perform the following actions as needed:**
   - Select text.
   - Use the Delete key to erase mistakes.
   - Type in new text.

- Use the commands in the Edit menu as you would in any word processor.

To change text attributes in a Text object:

1. **Select the text you want to format.**

   You can select text by clicking and dragging, double-clicking on a particular word, or choosing "Select All" (⌘-A) from the Edit menu.

✓Plain
Bold
Italic
Underline
Outline
Shadow
Condensed
Extended

2. **Choose "Font," "Size," "Style," and "Alignment" from the Draw menu as needed and make your selections from the cascading menus.**

   With the exception of the "Alignment" command, which affects all the text in a Text object regardless of what is selected, these commands apply to selected text only.

   "Font," "Size," and "Style," work exactly as they would in any word processor.

3. **When you are finished formatting your text, click outside the Text object to deselect it.**

To learn more about	refer to
Commands in the Draw menu	"Draw Menu," on page A-24
Aligning text for animation	"Objects anchors," on page 5-17

Changing the attributes of a Draw or Text object

The Object Color and Line-Width palettes in the Draw view's tool palette make it easy to change the color and line attributes of any Draw or Text object. You can change the following attributes with the appropriate palettes:

- object and shadow fill colors
- object line colors
- line width of an object's boundary lines
- create blends
- mix colors
- apply custom colors

Note: Although the attributes of Imported Graphic objects cannot be changed in WebAnimator, you can sometimes get around this by drawing an outline of the object in WebAnimator. This creates a Draw object that you can modify in any of the ways described in this section and then layer with the original graphic to create the desired effect.

To learn more about	refer to
Adding special blends to objects	"Creating blends," on page 5-29
Creating a shadow	"Adding shadows to objects," on page 5-34

Changing line widths

WebAnimator line widths are set in points. (One point is 1/72 of an inch.) The line width and color of each line can be changed individually or as a group. Any changes to the line width of an object made anywhere in the scene affects the object/element's borders in *all* keyframes.

You can use the Line-Width palette in the tool palette to change the line widths of the following:

- lines
- any Draw object's boundary lines

To edit the line width of one or more objects:

1. **Select the object(s) you want to change.**

2. **Click on the Line-Width palette icon in the tool palette to display the line width selections.**

   You see a choice of line widths including None and 1 through 7 points represented graphically. The default line width, or the last line width selected, is indicated with a small square bullet.

3. **Drag the Pointer across the options and release the mouse to make your selection.**

   The selected line(s) change accordingly.

Applying colors

The overlapping icons in the Object Color palette control the color of any Draw or Text object, line, or shadow. The Object Color Fill square (upper left) is for setting object color; the Line Color (outline) is for setting the line color; the Shadow Color square (lower right) is for setting shadow color.

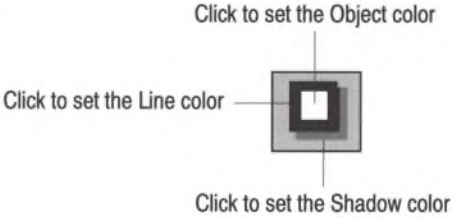


Figure 5-2. Object Color palette

The object color can be thought of as the object itself, such as text or a circle; the line color is the color of any line or outline of any object; the shadow color is the color of any shadow applied to the object. If your object does not have a shadow, the shadow color does not appear.

Initially, the default object color is purple, and the default shadow color is black. When you select an element that is set to a different object or shadow color, that color appears in the appropriate palette of the tool palette.

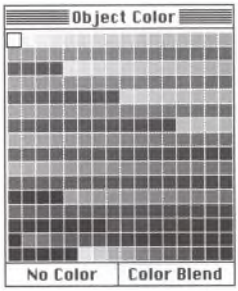
To learn more about	refer to
Creating custom colors	"Working with custom colors," on page 5-31

To change the color of an object:

1. **Select the object(s) you want to change in the Draw view.**

2. **Click in the Object Fill Color area of the Object Color palette in the tool palette and hold down the mouse button.**

   The palette pops up to display the available color choices. This color palette is the Macintosh system color palette. Do not change the colors in this palette unless you know that the users viewing your animations can support more than 256 color video.



The color palette includes 256 different colors, including black and white. Custom colors can be created using the "Color Blend" option at the bottom of the color palette.

Note: Be aware that any subsequent changes to the palette grid may affect the colors of object-elements, shadows, or backgrounds previously chosen if the color occupying that location in the grid is changed. For example, if you choose to color an object-element green, and then later eliminate green from the palette and replace green with purple, the object-element would then be colored purple.

3. **Drag the Pointer across the colors and release the mouse to make your selection.**

   Select a color, no color, or choose Color Blend. The object-element, but not its border, is colored with the selection.

   Remember, you may also color text the same way. The object-element remains the same color throughout the scene. Color changes to an object-element, as with drawing size changes, made anywhere in a scene affects the object-element in all keyframes. If no color is chosen for the object-element then it is transparent, that is, only its outline is visible.

To change the color of a line:

1. **Select the object(s) you want to change in the Draw view.**

2. **Click in the Line Color area of the Object Color palette in the tool palette and hold down the mouse button.**

   The standard color palette pops up to display the available color choices.

3. **Drag the Pointer across the colors and release the mouse to make your selection.**

   The line color of the selected object(s) change. The object/element's border remains the same color throughout the scene.

To change the shadow color of an object or line:

1. **Apply a shadow to any selected object or line.**

   Refer to "Adding shadows to objects," on page 5-34 to apply a shadow. If a shadow is not applied to an object, you will not notice any differences when the color is changed.

2. **Select the object(s) you want to change in the Draw view.**

3. **Click in the Shadow Color area of the Object Color palette in the tool palette and hold down the mouse button.**

   The palette pops up to display the available color choices.

4. **Drag the Pointer across the colors and release the mouse to make your selection.**

   The color appears as the shadows of the selected object(s).

Creating blends

An object-element's color may be solid, or a blend of colors. The ten templates at the bottom of the Color Blend dialog allow you to select ready made color blend patterns for your object-elements. A blend is created by choosing a beginning color and an ending color. The blend is made up of all the colors available between the beginning and ending color.

Color blends can be applied to any Draw or Text object or their shadows. When applying blends to shadows, the deeper the shadow, the more steps used in the blend.

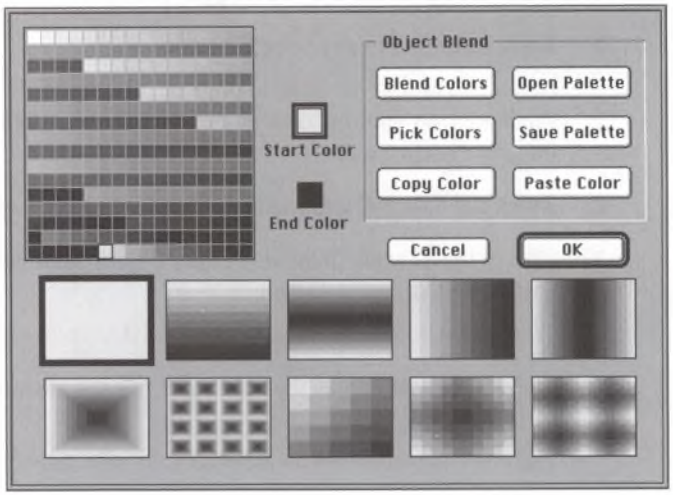
To create a blend:

1. **Display the Color Blend dialog.**

   From the Animation or Storyboard view, choose "Background Color..." from the Animation menu, or click on the Background Color tool in the Animation tool palette. The Background Color tool is located to the right of the Transition tool.

   From the Draw view, click on the Color palette in the tool palette and select "Color Blend" from the color palette.

   The following dialog appears:



2. **Click on the "Start Color" swatch.**

3. **Click on a swatch in the color palette in the upper left corner.**

   You can also click on Pick Colors to display a color wheel to create a custom color.

4. **Click on the "End Color" swatch.**

5. **Click on a swatch in the color palette in the upper left corner.**

   All the colors in the palette between the starting color and ending color are used to create a color blend. The color blend is used in the blend template at the bottom of the dialog.

6. **Click on one of the blend templates at the bottom of the dialog to select a blend for your background.**

   The top left template is a solid color, the next blends the starting and ending colors from top to bottom, others blend the colors in different ways. Select the desired template by clicking.

7. **Click "OK" to create your new background.**

To learn more about	refer to
Blending colors	"Creating blends," on page 5-29
Saving and creating color palettes	"Importing and saving color palettes," on page 5-33

Working with custom colors

WebAnimator includes numerous color palettes which can be loaded, edited, and saved as necessary. Any Custom Color palettes created can be saved, named, and opened from other WebAnimator documents. Only one Color palette can be opened at one time.

Do not change colors in the WebAnimator palette unless you know that the users viewing your animations can support more than 256 color video. Do not place two or more scenes with different color palettes in the same home page. The results will be unpredictable.

Note: Be aware that any subsequent changes to the Color palette grid may affect the colors of object-elements, shadows, or backgrounds previously chosen if the color occupying that location in the grid is changed. For example, if you choose to color an object-element green, and then later eliminate green from the palette and replace green with purple, the object-element would then be colored purple.

To learn more about	refer to
Importing color palettes	"Importing and saving color palettes," on page 5-33

To create or edit a custom color:

1. **Display the Color Blend dialog.**

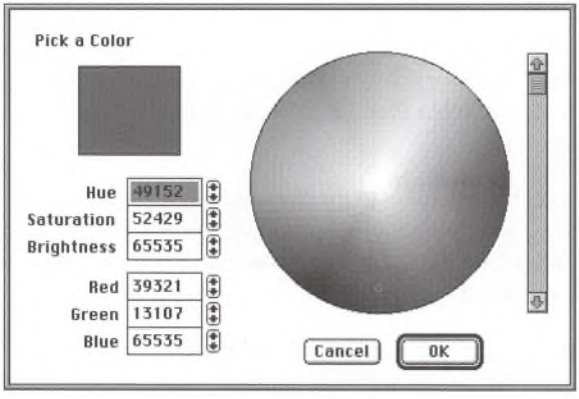
   From the Animation or Storyboard view, choose "Background Color..." from the Animation menu, or click on the Background Color tool in the Animation tool palette. The Background Color tool is located to the right of the Transition tool.

   From the Draw view, click on the Object Color palette in the tool palette and select "Color Blend" from the color palette.

   It is not necessary to select any objects before creating a custom color. The color palette dialog appears.

2. **Click "Pick Colors."**

   The following dialog appears:



3. **Click on the color wheel with the bulls-eye cursor to select a color.**

   The new color is displayed in the sample swatch in the upper left corner of the dialog, with the existing color (if one is selected) displayed in the lower half of the swatch. Scroll through the colors or enter your color specifications in the text boxes to the left.

4. **Click "OK" to save your color and return to the Color Blend dialog.**

   If you want to exit the dialog without creating a color, click "Cancel."

5. **Click "OK" to exit the Color Blend dialog.**

Creating palette blends

Palette blends allow you to create new colors by blending the two colors together within the color palette grid. This can be used to create a smooth gradient between the starting and ending colors and display various shades using the two selected colors. All the colors in the grid between the two selected colors are replaced by the resulting blend. The more colors in the blend, the smoother the blend appears to the eye.

To create a palette blend:

1. **Display the Color Blend dialog.**

   From the Animation or Storyboard view, choose "Background Color..." from the Animation menu, or click on the Background Color tool in the Animation tool palette. The Background Color tool is located to the right of the Transition tool.

   From the Draw view, click on the Object Color palette in the tool palette and select "Color Blend" from the color palette.

It is not necessary to select any objects before creating a custom color. The color palette dialog appears.

2. **Click on the "Start Color" swatch.**

3. **Click on a swatch in the color palette in the upper left corner.**

   You can also click on Pick Colors to display a color wheel to create a custom color.

4. **Click on the "End Color" swatch.**

5. **Click on a swatch in the color palette in the upper left corner.**

   All the colors in the palette between the starting color and ending color are used to create a color blend.

6. **Click "Blend Colors."**

   You may use the "Copy Color" and "Paste Color" options to move the two colors several rows or more away from each other to create a very smooth blend. You can reverse the blend (from red, blended to yellow to yellow blended to red) by switching the colors from right to left and left to right in the selection boxes.

7. **Choose your color as needed.**

   The new color palette is also available from the Draw and Animation views.

8. **Click "OK" to exit the dialog.**

Importing and saving color palettes

Color palettes can be saved from, and loaded into, any WebAnimator document.

To import a color palette:

1. **Display the Color Blend dialog.**

   From the Animation or Storyboard view, choose "Background Color..." from the Animation menu, or click on the Background Color tool in the Animation tool palette. The Background Color tool is located to the right of the Transition tool.

   From the Draw view, click on the Object Color palette in the tool palette and select "Color Blend" from the color palette.

   It is not necessary to select any objects before creating a custom color. The color palette dialog appears.

2. **Click "Open palette."**

   A standard "Open" dialog appears. Only Custom Color palettes appear in the dialog.

3. **Select a Custom Color palette from the dialog and click "Open."**

   The palette appears in the Custom Color dialog. You can edit any color as necessary.

4. **Click "OK."**

   You can display and use any of the custom colors in any WebAnimator color palette.

To save a color palette:

1. **Display the Color Blend dialog.**

   From the Animation or Storyboard view, choose "Background Color..." from the Animation menu, or click on the Background Color tool in the Animation tool palette. The Background Color tool is located to the right of the Transition tool.

   From the Draw view, click on the Object Color palette in the tool palette and select "Color Blend" from the color palette.

   It is not necessary to select any objects before creating a custom color. The color palette dialog appears.

2. **Click "Save palette."**

   A standard "Save" dialog appears.

3. **Enter a name for the palette in the "Save As" text box and click "Save."**

   You can also change the location of where the file is to be saved. The palette is saved to the selected location.

Adding shadows to objects

The Shadow tool in the Draw view tool palette places a drop shadow behind any Draw or Text object in the Draw view. In a Text object, the shadow applies to the text.

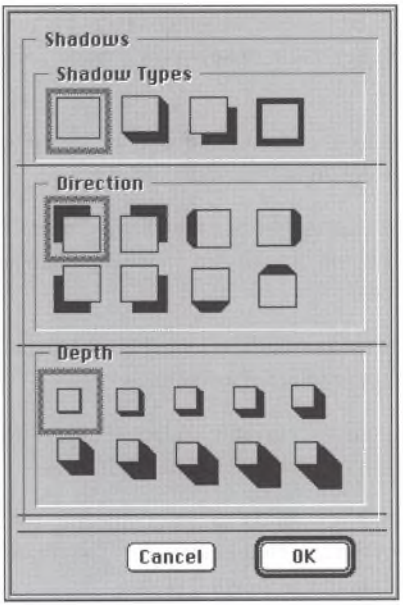
To learn more about	refer to
Applying colors	"Applying colors," on page 5-27
Applying blends	"Creating blends," on page 5-29

To place a drop shadow behind an object:

1. **Select the object(s) you want to change.**

2. **Click on the Shadow tool in the Draw view tool palette.**

   The following dialog appears with defaults set as shown below.



3. **Click on an icon in the "Shadow Type" section of the dialog which represents the type of shadow for your object.**

   You can choose from no shadow (default), connected shadow, drop shadow, and outline.

4. **Click on an icon in the "Direction" section of the dialog which represents the side of the object on which you want the shadow to appear.**

5. **Click on an icon in the "Depth" section of the dialog which represents how deep or how far away from the object you want the shadow to appear.**

6. **Click "OK" to apply the shadow to selected objects.**

   If you want to exit the dialog without applying a shadow, click "Cancel."

Layering objects

Layering allows you to place one or more selected objects on top of or underneath other objects. The layering commands function within the active view plane (i.e., if you are in the foreground view plane, the objects would be layered within that view plane).

Each keyframe has its own, separate set of layers for the three viewing planes, and this may change from keyframe to keyframe. "Send" commands only affect objects in the keyframes selected.

Draw view You can use the "Send to Front" or "Send to Back" commands in the Draw menu to move any object up or down layers.

Up	⌘I
Down	⌘J
To Front	
To Back	
To Foreground	⌘F
To Background	⌘G
To Hidden	⌘H

Animation view You can use the use the "Send Object" cascading menu within the Animation view to layer objects within a viewing plane and to send selected objects to other viewing planes.

Up ⌘-I Sends the currently selected object ahead one layer in the current viewing plane, in the selected keyframes.

Down ⌘-J Sends the currently selected object behind one layer in the current viewing plane, in the selected keyframes.

To Front Sends the currently selected object to the FIRST layer in the current viewing plane, in the selected keyframes. The object appears to be in front of all the other objects in the viewing plane.

To Back Sends the currently selected object to the LAST layer in the current viewing plane, in the selected keyframes. The object appears to be behind all the other objects in the viewing plane.

Note: WebAnimator remembers layers in the same order that you created or placed each object. If it appears that an object is not moving, apply the command again; you might have drawn an object in another part of your document that is inserting a layer between the objects you are trying to move.

To learn more about	refer to
View planes	"Using viewing planes," on page 5-5

Grouping and ungrouping objects

Grouping allows you to treat several individual elements as one object. This is useful if you want to move several objects and maintain their relative spacing. Grouping can only be done within the Draw view.

Note: Only elements within a complex object can be grouped together, simple objects cannot be grouped.

To learn more about	refer to
Simple and complex objects	"Creating simple and complex objects," on page 5-7

To group objects:

1. **Select the object(s) you want to group in the Draw view.**

   Object handles appear around each selected object.

2. **Choose "Group" from the Draw menu.**

   The objects are now marked by one set of object handles, showing that they are being treated as one object.

To ungroup objects:

1. **Select the object you want to ungroup in the Draw view.**

2. **Choose "Ungroup" from the Draw menu.**

   Object handles appear around each object, showing that the objects are returned to their individual state.

Adding and editing movement

The main commands for adding and controlling animation in your keyframes are located in the Animation menu. The "Move Object," and "Size Object," within this menu can add instant movement and energy to any Web site. Some of these command are alternatives for moving objects using the pointer tool, they provide more precise control over object movement.

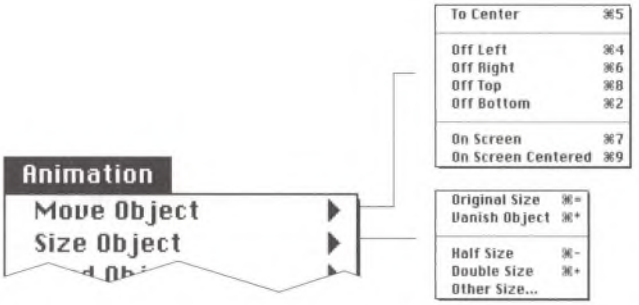


Figure 5-3. Animation commands

Moving objects

This feature is an alternative to using the Pointer tool in the Animation tool palette to move your object. It may be used, for example, when you want text (or any other object) to "ticker-tape" from off-screen left, to center, to off-screen right.

You can move any selected object(s) to the exact center of the screen, or off-screen and back on-screen, by choosing one of the sub-commands from the Animation menu's "Move Object" command. These commands are available in the Storyboard and Animation views.

Some of these commands are helpful for bringing off-screen objects onto the screen which cannot be reached using the Pointer tool. To select elements that have been moved off the keyframe workspace, switch to the Storyboard view. Click on that object in *any* keyframe. If you select the object in any keyframe, it is basically selected in *all* keyframes. Next, select the keyframe in which you want to make your changes. You can then use the "To Center," "On Screen," and "On Screen Centered" commands to bring the object on-screen for positioning.

You can also view and select objects that are off screen by choosing "Show Off Screen" from the View menu, pressing ⌘-M, or clicking on the Show Off Screen button at the bottom of the window.

To learn more about	refer to
Selecting off screen objects	"Selecting objects and keyframes," on page 5-9
Anchoring objects	"Objects anchors," on page 5-17

When using these commands in the Animation view, only the active or displayed keyframe is affected. If you used these commands from the Storyboard view, all selected frames are affected.

To Center **⌘-5** Moves the currently selected object to the center of the screen, in the selected keyframes. The object is placed so that its anchor is aligned with the scene's center.

Off Left **⌘-4** Moves the currently selected object completely off the left side of the screen, retaining its vertical position, in the selected keyframes. The right edge of the object is placed one pixel away from the left edge of the screen.

Off Right **⌘-6** Moves the currently selected object completely off the right side of the screen, retaining its vertical position, in the selected keyframes. The left edge of the object is placed one pixel away from the right edge of the screen.

Off Top **⌘-8** Moves the currently selected object completely off the top side of the screen, retaining its horizontal position, in the selected keyframes. The bottom edge of the object is placed one pixel away from the top edge of the screen.

Off Bottom **⌘-2** Moves the currently selected object completely off the bottom side of the screen, retaining its horizontal position, in the selected keyframes. The top edge of the object is placed one pixel away from the bottom edge of the screen.

On Screen **⌘-7** Moves the currently selected object to the on-screen edge, in the selected keyframes. This command is useful when you need to relocate an object you have moved completely off-screen.

On Screen Centered **⌘-9** Moves the currently selected object back on-screen, and centers the object, either vertically or horizontally. This command keeps the object's off-screen vertical or horizontal coordinate, but centers it on-screen in the opposite coordinate. For example, if the object had been moved off-screen left, "On Screen Center" puts it back on-screen, and centered horizontally, while retaining its vertical position.

Sizing objects

This feature is an alternative to the Size tool on the Animation tool palette or using the object's handles to change its size. You can shrink an object by one half, double its size, shrink the object to a vanishing point, or return the object to it's original drawing size while keeping the object's proportions constant, by choosing one of the sub-commands from the Animation menu's "Move Object" command. These commands are available from with the Storyboard and Animation views.

When using these commands in the Animation view, only the active or displayed keyframe is affected. If you used these commands from the Storyboard view, all selected frames are affected.

Note: Remember, objects animate more smoothly at their original size because WebAnimator does not have to keep track of scaling information while the object is in motion.

Original Size ⌘-= Returns the currently selected object to its original, drawing size, in the selected keyframes. When an object is drawn in WebAnimator, or an object is imported, it has an original image size. All subsequent size changes to the object throughout the scene, using the animation tools and commands, alter the appearance, or playback image size, of the object in the keyframes selected. No matter what changes are made to the object's playback image size with the animation tools, WebAnimator remembers the object's original image size.

If, however, the object is changed in the Draw view, the original image size of the object may be changed. (It may be useful to do this if you want to create an object without any jagged edges. Objects should be drawn at their maximum size.) This would affect all animation size changes throughout the scene. The original size function allows you to maintain a *frame of reference* for an object throughout a scene. You may return the object to its original size in any keyframe.

※ **Vanish Object ⌘-*** Reduces the image of the currently selected object to a vanishing point, making it invisible, in the selected keyframes. Use this command to make an object appear to grow from or shrink to a point. This turns the object into a star that can still be selected and moved. The star is not visible during playback.

Half Size ⌘-- (dash) Reduces the image of the currently selected object by one half of its current image size, in the selected keyframes.

Double Size ⌘-+ (plus sign) Enlarges the image of the currently selected object by two over its current image size, in the selected keyframes.

To learn more about	refer to
Original images	"Understanding original images," on page 2-26

Animating objects in the Animation view

You can apply the commands just discussed, to your objects in the Animation view. Although the Storyboard view allows you to view more than one keyframe at a time, you may find it easier to do your initial animation in the Animation view and use the Storyboard view for editing that requires less precision.

To add movement to an object in the Animation view:

1. **Draw or import your objects to be animated in the Draw view.**

   Use the View Bar buttons on the right side of the window to switch to the Draw view.

2. **Switch to the Animation view.**

   Use the View Bar buttons on the right side of the window to switch to the Animation view.

3. **Display the keyframe where you want to start your animation.**

   You can use the Forward and Reverse buttons in the Animation view tool palette to switch keyframes.

4. **Click New in the Animation tool palette.**

   A new frame identical to the previous frame is created.

5. **Select the object(s) you want to animate.**

   Selection handles appear around the object(s). If the object to be animated is not visible in the keyframe you want to change, select the object in a different keyframe. Once the object is selected, switching to another keyframe automatically selects the same object in that keyframe.

6. **Using the Pointer tool, or the "Move Object," "Size Object," or "Send Object" commands within the Animation menu, move the object as needed.**

   Remember, WebAnimator automatically creates the motion between keyframes at 30 frames per second.

7. **Repeat steps 4-6 until all of the objects are animated as needed.**

8. **Press the Play button in the Animation view tool palette to review your creation.**

   You can return to any frame to edit the objects in the same way.

Animating objects in the Storyboard view

The advantage for animating in the Storyboard view is that you can select multiple frames to which you can apply animation. One of the disadvantages is that the keyframes are smaller and it is harder to be precise with positioning of objects. As you use WebAnimator you will develop your own favorite views for accomplishing different tasks.

To add movement to an object in the Storyboard view:

1. **Draw or import your objects to be animated in the Draw view.**

   Use the View Bar buttons on the right side of the window to switch to the Draw view.

2. **Switch to the Storyboard view.**

   Use the View Bar buttons on the right side of the window to switch to the Animation view.

3. **Select the object you want to animate.**

   Selection handles appear around the object(s). If the object to be animated is not visible in the keyframe you want to change, select the object in a different keyframe. Once the object is selected, switching to another keyframe automatically selects the same object in that keyframe.

4. **Select the keyframe(s) you want to animate.**

   Remember, animation commands can be applied to multiple selected keyframes.

5. **Using the Pointer tool, or the "Move Object," "Size Object," or "Send Object" commands within the Animation menu, move the object as needed.**

   Remember, there are 30 frames in-between the last keyframe you had displayed and this new keyframe you just created.

6. **Repeat steps 3-5 until all of the objects are animated as needed.**

7. **Press the Play button in the Animation view tool palette to review your creation.**

   You can return to any frame to edit the objects in the same way.

6 Importing and Exporting Files

Many types of file formats can be imported into WebAnimator, including the most common file types, WebAnimator objects, and animated PICS objects. WebAnimator scenes can also be exported as QuickTime movies.You will learn how to import and export graphics, scenes, and Sprite objects.

This chapter covers:

- Importing Sprite objects
- Importing graphic objects
- Setting QuickTime movie preferences
- Exporting a WebAnimator scene as a QuickTime movie

Importing objects

Objects can be imported from the Template Studio, Animation, and Storyboard views. You can import bitmap PICT objects from almost any kind of paint program, WebAnimator objects (animated or static), and PICS animations.

All imported graphics should be created using the 256-color system palette, unless you know your final scene will be played back in thousands or more color. Beware of importing large bitmap files. This can dramatically increase the size of your final scene and, therefore, the time it takes the user to download your Web site.

The imported object appears on top of everything else in the keyframe. That is, the object overlaps any text, animation, etc. in the keyframe. If you wish to import the object into the background of the keyframe, you must change the viewing plane in the view before you import the object. If an animated object is imported into the background, it loses its animation capabilities and its position within the keyframe cannot be changed.

WebAnimator can import graphics of the following types:

```
Animated Object (PICS)
WebAnimator Object

BMP - MS Windows Bitmap
DIB - MS Windows Bitmap
EPS - Adobe PostScript (bitmap only)
GIF - Compuserve Graphics Image
JPEG - JPEG Image
PCD - Kodak Photo CD
PCX - PC Paintbrush
PDF - Portable Document Format
PICT - Apple QuickDraw PICT
PNG - Portable Network Graphics
TGA - Truevision Image
TIFF - Tagged Image File Format

Show All Graphic Types
```

To learn more about	refer to
Changing the viewing plane	"Using viewing planes," on page 5-5

Importing Sprite objects

Previously-created animated objects (or non-animated) can be imported into the current scene. An animated object consists of several different images which are displayed one after the other, giving the illusion of movement. Non-animated objects can also be imported as graphics. WebAnimator objects can consist of one (static) or more (animated) cels.

To import a Sprite object:

1. **Depending on the view you are in, select or display the keyframe in which you want the Sprite object to be placed.**

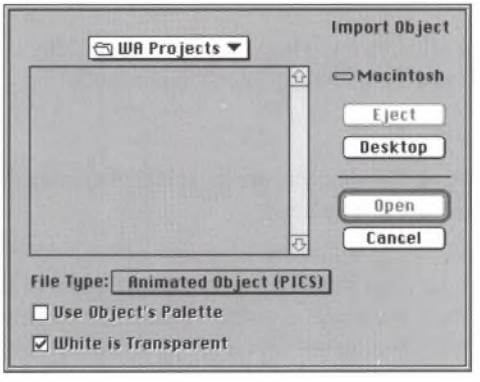
   Each Sprite object is self-contained. You can switch to the Cel view to display the individual cels.

2. **Display the desired viewing plane on which you want the graphic to be placed.**

   In the Animation and Storyboard views, you can use the Fore, Back, and Hidden buttons in the tool palette to switch between viewing planes. In the Template Studio view, you can click on the Foreground or Background buttons at the bottom of the window.

3. **Choose "Import" from the File menu and select "Animated Object (PICS)" from the cascading menu or press the Import Animation button from within the Template Studio view's Command palette.**

   The following dialog appears:



4. **Select a file name to import from the list box.**

   Only PICS file types are displayed in the list box. You can navigate through other folders as needed.

5. **(Optional, *not* recommended) Select "Use Object's Palette" to import the Sprite object's color palette as well.**

   If this option is selected, WebAnimator switches to the color palette used when the imported object was created. If this option is not selected, WebAnimator continues using its current color palette. If WebAnimator's color palette is different from the Sprite object's palette the object's coloring may be different from the coloring it had when created. This is why we recommend always creating graphics using the system palette.

6. **(Optional) Select "White is Transparent" to convert all white areas of the imported object to transparent.**

   If this option is not selected, all white areas appear as white.

7. **Click "Open" to import the selected file.**

   To exit the dialog without importing a file, click "Cancel." The graphic appears in the current view. You can drag the PICS graphic to any location in the keyframe.

To learn more about	refer to
Creating sprite objects	"Creating Sprite objects," on page 7-25

Importing graphic objects

WebAnimator allows you to import many types of files and place them in any selected keyframe(s), including WebAnimator objects.

To import a graphic object:

1. **Depending on the view you are in, select or display the keyframe in which you want the object to be placed.**

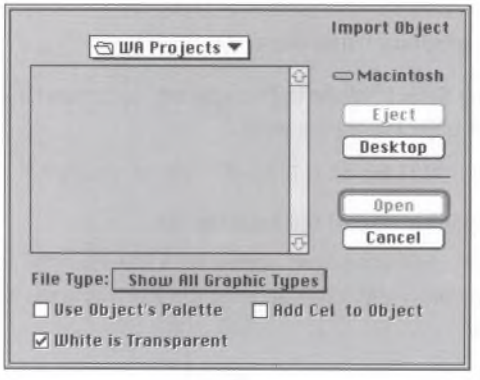
   You can also select multiple keyframes from within the Storyboard view. If you want the graphic to appear in all keyframes of the scene, click the All Slides button at the bottom of the Template Studio window, or choose "Select All" from the Edit menu if you are in the Storyboard view.

2. **Display the desired viewing plane on which you want the graphic to be placed.**

   In the Animation and Storyboard views, you can use the Fore, Back, and Hidden buttons in the tool palette to switch between viewing planes. In the Template Studio view, you can click on the Foreground or Background buttons at the bottom of the window.

3. **Choose "Import" from the File menu and select "Graphics..." from the cascading menu or press the Import Graphic button from within the Template Studio view's Command palette.**

   The following dialog appears:



4. **Select the type of file to display in the list box from the "File Types" pop-up menu.**

   "Show All Graphic Types" displays all file types available for import into WebAnimator.

5. **Select a file name to import from the list box.**

   Only PICT file types are displayed in the list box. You can navigate through other folders as needed.

6. **(Optional, *not* recommended) Select "Use Object's Palette" to import the object's color palette as well.**

   If this option is selected, WebAnimator switches to the color palette used when the imported object was created. If this option is not selected, WebAnimator continues using its current color palette. If WebAnimator's color palette is different from the Sprite object's palette the object's coloring may be different from the coloring it had when created. This is why we recommend always creating graphics using the system palette.

7. **(Optional) Select "Add Cel to Object" to add an animation cel to the selected object.**

   This option is not available if you do not have any objects selected before choosing "Import" from the File menu. This option allows you to create a Sprite object by importing each animation cel from a separate graphics file. For instance, you might have eight frames of a walking man, with each frame saved as a separate TIF file. WebAnimator lets you create a sprite out of these separate TIF files by using the "Add Cel to Object" option.

8. **(Optional) Select "White is Transparent" to convert all white areas of the imported object to transparent.**

   If this option is not selected, all white areas appear as white.

9. **Click "Open" to import the selected file.**

   To exit the dialog without importing a file, click "Cancel." The graphic appears in the current view. You can drag the PICT graphic to any location in the keyframe.

Exporting QuickTime movies

Once you have created your scene, you can export it as a QuickTime movie. This can be useful for creating stand-alone scenes, but any interaction you have built into your scene will be lost in the movie.

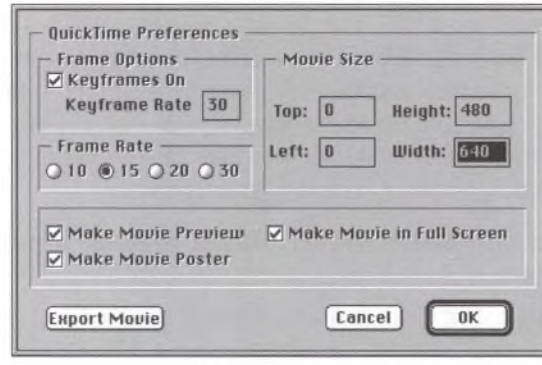
Setting QuickTime movie preferences

Before you output or save a scene out to a QuickTime movie, you need to set preferences for creating the file. These preferences include the dimensions of the movie, speed, number of keyframes used, as well as other options.

To set QuickTime movie preferences:

1. **Choose "QuickTime" from the View menu and select "Movie Preferences..." from the cascading menu or press the Save Movie button from the Command palette.**

   The following dialog appears:



2. **Make your selections and enter data as needed.**

   You have the following options:

   Frame Options Controls and improves the playback quality of your QuickTime movie. If a QuickTime player cannot play frames fast enough then frames are skipped. In animated movies this causes portions of the animation to remain on the screen and look blemished. When a keyframe is played, it draws a proper looking frame. These options improve the playback quality.

   The "Keyframe Rate" option indicates how often a keyframe is embedded in the QuickTime movie. The default value of 30 indicates that a keyframe is included once in every 30 frames. This should be adequate. However, using keyframes in a movie causes the movie file size to be larger. The more frequent the keyframes (the lower the number value for "Keyframe Rate"), the larger the file.

   Movie Size Determines the top and left offsets and size of the movie.

   Frame Rate Determines how many frames per second are contained in the QuickTime movie. The higher the frame rate the smoother the animation. (WebAnimator "Smoothed Animation" command plays at 30 frames per second). However, the higher the frame rate the larger the movie file.

   Make Movie Preview Includes an image in the movie file which displays an image from the movie whenever a WebAnimator QuickTime movie is selected in a standard "Open" dialog. Selection of the keyframe to be used for the

preview is accomplished by selecting the keyframe in Storyboard view, then selecting "Preview Frames" from the QuickTime cascading menu. Having a preview image does not make the movie file larger.

Make Movie in Full Screen When WebAnimator creates a QuickTime movie, it uses only the viewable area in the current window, by default. Turn on this option to instruct WebAnimator to use the entire screen to make the movie, thereby eliminated any cropping.

Make Movie Poster Includes an image in the movie file which represents the movie in an application. Selection of the keyframe to be used for the poster is accomplished by selecting the keyframe in Storyboard view, then selecting "Poster Frames" from the QuickTime cascading menu. Having a posters image does not make the movie file larger.

3. **Click "OK."**

   Your preferences are saved and you are returned to the previous scene. Clicking "Export Movie" automatically displays the export dialog. To exit the dialog without making changes, click "Cancel."

Exporting a QuickTime movie

Exported QuickTime movies may be played in other applications which support QuickTime. The movie is time accurate. Sound synchronization, including synch to sound is preserved. Branching and scripting however, are not preserved.

When exporting a QuickTime movie, please note that only an area of 512 by 384 is made into a movie. It is recommended that you use less than a full screen when making a QuickTime movie. If your scene is larger than this, the sides, top and bottom of your WebAnimator scene are trimmed.

QuickTime movie preferences must be set before exporting your scene as a QuickTime movie.

To export scene as QuickTime movie:

1. **(Optional) Depending on the view you are in, select or display a keyframe to be used as a preview frame.**

   A preview frame is used to represent the movie in an "Open" dialog. Preview frames do not take up any more memory.

2. **(Optional) Choose "QuickTime" from the View menu and select "Preview Frame" from the cascading menu.**

3. **(Optional) Depending on the view you are in, select or display a keyframe to be used as a poster frame.**

   A poster frame is used to represent the movie when it is imported into an application. Poster frames do not take up any more memory.

4. **(Optional) Choose "QuickTime" from the View menu and select "Poster Frame" from the cascading menu.**

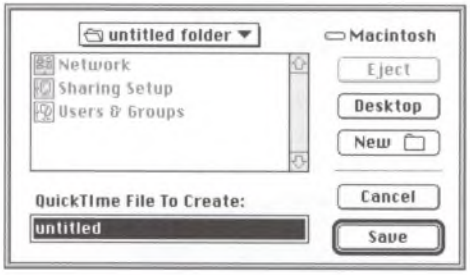
5. **Depending on the view you are in, select or display the first keyframe in the scene to be exported.**

   A QuickTime movie file of the scene is created beginning at the current keyframe and proceeding to the end of the scene. So if you want the whole scene made into a movie, make sure the first keyframe in the scene is selected before exporting your scene.

   You can also select a portion of the current scene from within the Storyboard view and create a QuickTime movie of only selected keyframes.

6. **Choose "QuickTime" from the View menu and select "Export Movie..." from the cascading menu.**

   The following dialog appears:



7. **Specify the name and location for the movie file to be created and click "Save."**

   The scene plays in slow motion while the movie file is created. To exit the dialog without saving the file, click "Cancel."

Saving WebAnimator objects

WebAnimator objects can consist of one (static) or more (animated) cels.

To save a WebAnimator object:

1. **Create your Sprite object in the Draw view.**

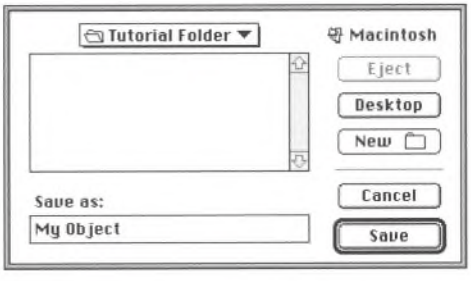
   Use the View Bar buttons on the right side of the window to switch to the Draw view. The Sprite object can be a single cel or multiple cels.

2. **Select the object and switch to the Cel view.**

   Use the View Bar buttons on the right side of the window to switch to the Cel view.

3. **Choose "Save Object As" from the File menu.**

   The following dialog appears:



4. **Enter a name for the Sprite object and click "Save."**

   Once saved, the object can be imported into other WebAnimator files for reuse.

7 Using WebAnimator's Advanced Features

This chapter describes features that you can use to enhance and customize your scenes. All of these features are optional and allow you more flexibility and control over WebAnimator scenes. They also give you powerful tools to make your scenes more exciting and fully interactive.

This chapter covers:

- Naming keyframes
- Adding sound segments and sound tracks
- Customizing the timing of scenes and keyframes
- Looping keyframes or branching to other areas of your scene
- Creating buttons to jump to other areas of your scene and send messages to your Internet WWW browser.
- Creating and using animated Sprite objects
- Applying transitions between keyframes and jumps
- Smoothing animated sequences
- Creating projects by combining multiple scenes

Changing keyframe names

Names are automatically given to each keyframe in your scene. Keyframe names are used to create jumps or scripts to other keyframes or if you want to create a scripted button within a keyframe.

WebAnimator allows you to create your starboard's modularly (that is, in discrete units which may be joined in a variety of ways). These modules are made accessible through Names. For example; You want to create a part of your scene which lists the various areas of your Web site and you want that section to be able to be accessed from anywhere in your scene. You would reference the name of the first keyframe of that section and place an "end of performance" frame script after the last keyframe. You could then specify the module as a destination with "Frame Script" commands from the Animation menu.

The Names button within the Storyboard view tool palette displays the keyframe names below each keyframe (if any) and allows you to change name of any selected keyframe. You can also use the "Change Name..." command from the Animation menu to change the name of the displayed keyframe in the Animation view.

To learn more about	refer to
Frame Scripts	"Scripting and branching," on page 7-16

To name a keyframe:

1. **Switch to the Storyboard view.**

   Use the View Bar buttons on the right side of the window to switch between views.

2. **Click Names in the Storyboard view tool palette, or choose "Viewing Info" from the View menu and select "Names" from the cascading menu.**

   The information beneath the keyframes disappears and default keyframe names appear below the keyframes.

3. **Click beneath the keyframe you want to rename, and enter a new name.**

   Names can be up to 30 characters in length, spaces are valid.

Working with sound in your scene

Working with sound in WebAnimator is just as simple as working with the animation of the scene. WebAnimator provides you with easy to use sound segments. You may easily create multimedia graphic scenes with digitized sound, record your scene's sounds directly from a microphone, from a CD currently playing on your computer, or use sounds which have been recorded by other programs in your scenes. Let's take a quick look at the possibilities.

Sound segments contain the sound for keyframes and scenes. Each scene can use up to four *sound tracks*. This allows you to play multiple sounds at the same time by placing them in the same sound segment on different sound tracks.

Segments begin and end on keyframes. A segment can begin and end within one keyframe, extend across several keyframes, or even extend across all keyframes. During playback, sounds begin playing when the keyframe containing the beginning of the sound segment is reached. Normally sounds play until completed, until the scene ends, or until another sound segment is reached. Through synchronization, sounds can be made to play along with animation. For example,

you might set up an animated scene in which the animated scene remains on screen until the corresponding voice-over is completed. When the voice sound segment is completed, playback proceeds with the next animated keyframe.

Each view has different sound features and limitations when working with sound:

Template Studio view Sound can be applied to each line of text (track 1) and to the background (track 4).

Animation view Only sound for the displayed keyframe can be recorded. You can switch to the Storyboard view to perform other sound functions.

Storyboard view Where most of your sound features and commands are available. You must be in the sound mode in order to work with sound. Click on the Sound button in the Storyboard view tool palette to change modes. You can create master sounds and sound segments, stretch sound segments, synchronize sound, etc.

Sounds can be applied in the Animation, Template, and Storyboard views, however, the Storyboard view allows you more control over displaying sound tracks and editing the segments.

To learn more about	refer to
Applying sound to templates	"Adding or changing sounds," on page 4-7

Applying sound to keyframes

Sound can be applied to individual keyframes or to a series of keyframes. The procedures for adding sound in the Animation view are different than those used to add sound in the Storyboard view.

To learn more about	refer to
Applying sound in the Template view	"Adding or changing sounds," on page 4-7

Applying sound in the Animation view

You can only add sound to the currently displayed keyframe from the Animation view. The Rec button in the tool palette can be used to add a sound segment and record in the current keyframe. You must switch to the Storyboard view to perform other sound functions available in WebAnimator.

To record a sound from the Animation view:

1. **Switch to the Animation view.**

   Use the View Bar buttons on the right side of the window to switch to the Animation view.

2. **Display the keyframe to which you want to apply sound.**

   You can use the Forward and Reverse buttons in the Animation view tool palette to switch keyframes.

3. **(Recording from CD only) Insert your CD, launch your CD audio software, and play the track you want to record.**

   If you have an external CD or other input device, you need to select the device in the Apple "Sound" Control Panel.

4. **Click Rec in the Animation tool palette.**

   The following dialog appears:

5. **Click "Record" and start talking into the microphone or record from the CD playing.**

   The slide bar at the bottom of the dialog indicates the amount of time available to record (dictated by free memory) and the decimal time available. The amount of time used in the recording appears next to the slide bar.

6. **Click "Stop" when you are finished recording.**

   You can click "Pause" to interrupt your recording.

7. **Click "Play" to listen to your sound segment.**

   Re-record if necessary.

8. **Click "Save" to apply the sound segment.**

   If you want to exit the dialog without making any changes, click "Cancel." The sound segment can be modified, viewed, listened to, deleted, or stretched across multiple keyframes in the Storyboard view.

Applying sound in the Storyboard view

Sound can only be applied in the sound mode. Click Sound within the Storyboard view tool palette to place the Storyboard view in the sound mode. In this mode, any existing sound segments are displayed in the Storyboard view, and it is possible to create new sound segments, record sounds, place sound files into selected segments, listen to sounds, synchronize sounds, and stretch sound segments across multiple keyframes.

To place a sound segment, simply click underneath the keyframe where you want the sound. If you want to lay a sound under several keyframes, first place a sound segment under the first or the last keyframe of your selection, then drag one of the sound's end boxes to the other keyframe. Sound segments must be placed in the Storyboard and selected before recording or pasting a sound to the selected keyframes. After the segment has been placed, click it to select, then either press ⌘-R to record or use the Sound menu.

To create a sound segment:

1. **Switch to the Storyboard view.**

   Use the View Bar buttons on the right side of the window to switch between views.

2. **Click Sound in the Storyboard view tool palette or choose "Viewing Info" from the View menu and select "Sound Track" from the cascading menu.**

   The Time controls disappear, and the sound mode appears. If the scene contains existing sound segments, they are displayed beneath the keyframes.

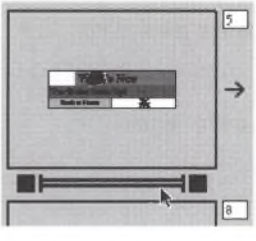
3. **Choose "Sound Tracks" from the Sound menu, and select the sound track to which you want to apply sound.**

   You can have up to four sound tracks in your scene. Sound tracks allow you to apply background sound, voice, sound representing movement, and other sound as separate tracks. This allows you to play up to four sounds at the same time.

4. **Click beneath a keyframe to which you want to add sound.**

   You can also select a keyframe and choose "New Sound" from the Sound menu to add a sound segment to the selected keyframe.

   A sound segment appears beneath the selected keyframe. Squares indicate where the segment begins and ends. No sound is currently in this sound segment. If you have a microphone, a CD, or other input device attached to your Mac, you can record directly to your scene as previously described. Otherwise, you can move a previously recorded sound to the segment.



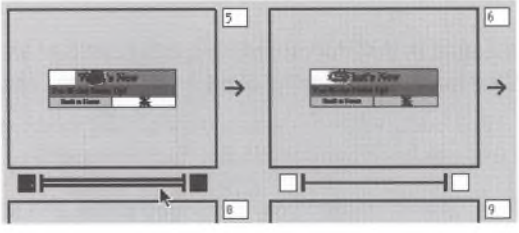
To record a sound:

1. **(Recording from CD only) Insert your CD, launch your CD audio software, and play the track you want to record.**

   If you have an external CD or other input device, you need to select the device in the Apple "Sound" Control Panel.

2. **From the Storyboard view's sound mode, click on the sound segment to which you want to apply sound.**

   You can also switch between sound tracks using "Sound Tracks" from the Sound menu. Black squares appear at each end of a selected sound segment.



3. **Choose "Record Sound..." from the Sound menu, or press ⌘-R.**

   The following dialog appears:

4. **Click "Record" and start talking into the microphone or record from the CD playing.**

   The slide bar at the bottom of the dialog indicates the amount of time available to record (dictated by free memory) and the decimal time available. The amount of time used in the recording appears next to the slide bar.

5. **Click "Stop" when you are finished recording.**

   You can click "Pause" to interrupt your recording.

6. **Click "Play" to listen to your sound segment.**

   Re-record if necessary.

7. **Click "Save" to save the sound in the selected segment.**

   If you want to exit the dialog without making any changes, click "Cancel." The sound segment can now be modified, viewed, listened to, deleted, or stretched across multiple keyframes.

8. **Click the Play button in the tool palette to review your scene.**

To place a sound file:

1. **From the Storyboard view's sound mode, click on the sound segment to which you want to apply sound.**

   You can also switch between sound tracks using "Sound Tracks" from the Sound menu. Black squares appear at each end of a selected sound segment.

2. **Choose "Open Sound..." from the Sound menu.**

   The standard "Open" dialog appears.

3. **Double-click on a sound file.**

   WebAnimator can open snd, audio interchange file format (aiff), or Macromedia SoundEdit files.

4. **Click the Play button in the tool palette to review your scene.**

Creating and using master and clone sounds

Once you create or open a sound segment, you can use that sound as a *master sound*. A good candidate for defining a sound segment as a master sound is if the sound appears more than one time in the same scene. Storing more than one copy of a sound increases file size and download time. Using clones of master sounds allows you to use the same sound in many different places without increasing the file size or memory requirements of your scenes.

When a master sound is copied, it can be pasted as a *clone sound* (using the "Paste Sound Clone" command in the Edit menu). The clone sound acts like a regular sound, having its own amplitude and synchronization, but it is identical to the master sound and uses no extra memory. Changing the master's sound by re-recording, or opening a sound changes all of its clones.

Master and clone sounds can only be created and applied from the Storyboard view. You can have multiple master sound segments within the same scene.

If a master sound is deleted, all clones are deleted. You cannot paste a clone over a master sound. If a master or clone sound is copied, it can be pasted either as a regular, independent sound or pasted as clone sound.

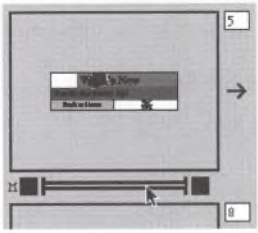
To create a master sound:

1. **From the Storyboard view's sound mode, click on the sound segment which you want to use as a master sound.**

   You can also switch between sound tracks using "Sound Tracks" from the Sound menu. Black squares appear at each end of a selected sound segment.

2. **Choose "Master Sound" from the Sound menu.**

   The selected sound becomes a master sound. An "M" appears to the left side of the sound segment, indicating that it is a master sound.



To create a clone sound:

1. **From the Storyboard view's sound mode, select a master sound segment.**

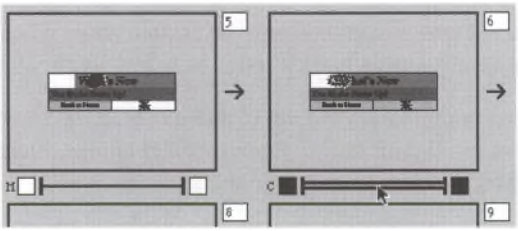
   Master sound segments are identified with an "M" to me left side of the sound segment. A selected sound segment has black squares at each end of the segment.

2. **Choose "Copy Sound" from the Edit menu or press ⌘-C.**

3. **Select the keyframe you want to contain the sound clone.**

4. **Choose "Paste Sound Clone" from the Edit menu.**

   A "C" appears next to the pasted sound segment, indicating that it is a clone sound. You can also paste the copied sound as a regular, independent sound by choosing "Paste Sound" from the Edit menu.



Saving sound segments

Any sound segment from any track within the current scene can be saved out in a SoundEdit file format. Sound segments can only be saved from the Storyboard view.

To create a clone sound:

1. **From the Storyboard view's sound mode, select a sound segment.**

   You can also switch between sound tracks using "Sound Tracks" from the Sound menu. A selected sound segment has black squares at each end of the segment.

2. **Choose "Save Sound As" from the Sound menu.**

   A standard "Save As" dialog appears.

3. **Enter the name of the file to be saved.**

   You can also change the location of where the file is to be saved or create a new folder.

4. **Press "Save" to save the sound to the selected location.**

   If you want to exit the dialog without saving the file, click "Cancel."

Removing sound segments

You can delete sound segments in the Storyboard view simply by selecting a sound segment and pressing the Delete key or choosing "Remove Sound" command from the Edit menu. You can also use "Cut Sound" from the Edit menu if you want to place the sound in a different location.

If a master sound is deleted, all clones are deleted.

Adjusting sound segments

Once sound segments are applied to a keyframe, you can stretch them across multiple keyframes. These longer sound segments are perfect for animation synchronization.

Note: This does not change the length of the played sound. It allows you to synchronize the sound with the animation occurring over one or more keyframes.

To learn more about	refer to
Synchronizing sound	"Synchronizing sound in your scene," on page 7-11

To stretch a sound segment:

1. **From the Storyboard view's sound mode, select a sound segment.**

   You can also switch between sound tracks using "Sound Tracks" from the Sound menu. A selected sound segment has black squares at each end of the segment.

2. **Click on one end of the sound segment and drag it left and right within the same row, or up and down to stretch the segment to other rows of keyframes.**

   The segment can stretch the length of the entire scene or one keyframe. Now you are ready to synchronize the sound with the animation in the keyframes over which the sound stretches.

Listening to a sound segment

You can listen to any selected sound segment within any sound track in the Storyboard view.

To listen to a sound segment:

1. **From the Storyboard view's sound mode, select a sound segment.**

   You can also switch between sound tracks using "Sound Tracks" from the Sound menu. A selected sound segment has black squares at each end of the segment.

2. **Choose "Listen to Sound" from the Sound menu or press ⌘-L.**

   The selected sound segment and track plays until it is finished.

Adjusting the sound volume

Sound volume can be different for every sound segment in every track. This is useful if you want your background music to play softly during keyframes which contain voice tracks, then raise the volume of the background track when the voice concludes. Volume applies to the entire sound segment, so if the segment stretches across multiple keyframes, the sound maintains the same volume throughout the entire length of the segment.

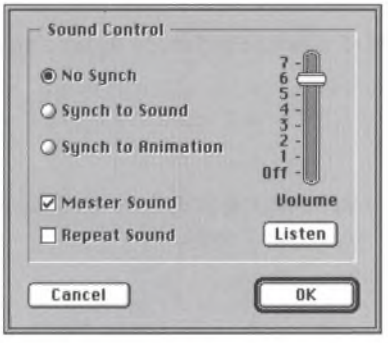
To adjust the sound volume:

1. **From the Storyboard view's sound mode, select a sound segment.**

   You can also switch between sound tracks using "Sound Tracks" from the Sound menu. A selected sound segment has black squares at each end of the segment.

2. **Choose "Sound Options..." from the Sound menu.**

   The following dialog appears:



3. **Adjust the slide control on the right side to adjust the volume.**

   Click "Listen" to preview the volume. As you can see, there are other controls in this dialog that allows you to apply other commands from a single dialog. These work identical to the commands in the Sound menu.

4. **Click "OK" to apply the changes.**

   If you want to exit the dialog without making any changes, click "Cancel."

Synchronizing sound in your scene

WebAnimator offers several options for synchronizing sound and animation together. The "Synchronize" or "Fit Animation to Sound" commands from the Sound menu can be used to synchronize sound in your scene. You can time the sound or the action of your scene against the other. The default setting in WebAnimator is no synchronization. There may be times when you may want to set the action to the sound, or the sound to the action. For example, you might show a scene depicting sales for the year and wish it to remain until its attached voice explanation is finished. On the other hand, you might have a music sound track for an action which halts the moment the action is finished. These effects may be achieved through synchronization.

Synchronizing your animation and sound

The "Synchronize" command consists of three options for synchronizing your animation and sound. "No Synch" which removes any previous synchronization to the selected segment, "Synch to Sound" synchronizes the sound to the animation, and "Synch to Animation" synchronizes the animation to the sound.

To synchronize animation and sound:

1. **From the Storyboard view's sound mode, select a sound segment.**

   You can also switch between sound tracks using "Sound Tracks" from the Sound menu. A selected sound segment has black squares at each end of the segment.

2. **Choose "Synchronize" from the Sound menu and select a synchronization command from the cascading menu.**

   You have the following options:

No Synch Default setting. No synchronization between the sound and the action occurs, so both play independently. With this setting, the sound continues to play until it is finished or until another sound segment is encountered.

Synch to Sound The action continues at its normal speed as long as the sound continues. If the sound takes longer to play than the action, the action pauses on the last frame until the sound has finished, before proceeding to the next keyframe. If the sound takes less time to play than the action, the action jumps to the next keyframe whenever the sound is finished. An "S" is displayed at each end of the sound segment within the Storyboard view sound mode.

Synch to Animation The sound continues at its normal speed as long as the action continues. If the action takes longer to play than the sound, the sound plays normally and then stops while the action finishes, before proceeding to the next keyframe. If the action takes less time to play than the sound, the sound is cut off when the keyframe is finished. An "A" is displayed at each end of the sound segment within the Storyboard view sound mode.

3. **Click Play in the Storyboard view tool palette to view your changes.**

Fitting animation to sound

The most powerful of WebAnimator's sound handling features is "Fit Animation to Sound." The "Fit Animation to Sound" changes the time the action takes to playback so it fits exactly to the time the sound takes to play. Unlike the "Synchronize" command, it will not cut off the animation if the scene is too long. If the sound takes longer to play than the action, the time settings in the keyframe's time controls are modified to fit it exactly to the sound, slowing down the action. If the sound takes less time to play than the action, the time is reduced to fit it exactly to the sound, speeding up the action.

Note that using "Fit Animation to Sound" changes the time control for the affected keyframe(s). In order to undo this change, you must manually reset the time control(s) of the affected keyframe(s) to their original values.

To fit animation to sound:

1. **From the Storyboard view's sound mode, select a sound segment.**

   You can also switch between sound tracks using "Sound Tracks" from the Sound menu. A selected sound segment has black squares at each end of the segment.

2. **Choose "Fit Animation to Sound" from the Sound menu.**

3. **Click Play in the Storyboard view tool palette.**

   The sound and animation are in perfect synch. Notice that the speed of animation has been changed to fit the length of time of the sound segment. The time has been changed for that keyframe. To see this, you need to look at the times allotted for each keyframe in the Storyboard view time mode.

   If you have stretched the sound over several keyframes, the entire sequence of keyframes will fit to the sound.

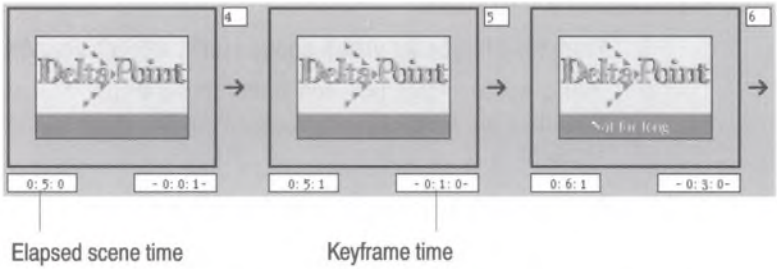
Adjusting keyframe timing

WebAnimator allows you to change the playback time of a single keyframe or a selected number of keyframes. The time specified for a keyframe is the time it takes to reach the state of the following keyframe. In other words, by changing the time, the speed of the animation is altered.

You may change the time a scene, or part of a scene, takes to play in several ways. You can change it so the first keyframe takes twice as long to play as the other frames. But you may change the time it takes to play the whole scene just as easily.

Timing may be changed in the Storyboard or Animation views for a single keyframe, multiple keyframes, or the entire scene using "Change Time..." from the Animation menu.

To change the timing in the Storyboard view, you must be in the time mode. To switch to the time mode and display the keyframe and scene time controls, click on Time in the Storyboard view tool palette, or choose "Viewing Info" from the Views menu and select "Times" from the cascading menu. The control in each lower left corner indicates the accumulative time of the scene up to that keyframe. This is given in minutes, seconds, and frames (30 frames to a second, a default of one second per keyframe). The control in each lower right corner indicates the timing of each keyframe (and its associated in-between frames).



In addition to the "Change Time... command, you can change the time for individual keyframes within the Storyboard view by editing the time directly below the keyframe.

In the Animation view you can also change the timing using the Time Controls in the Animation view tool palette. If there is more than one keyframe selected in the Storyboard view before switching to the Animation view, all timing changes made using the "Change Time..." command affect all selected keyframes. If you change the time using the Animation view tool palette, only the first keyframe in the selected group of keyframes is affected, no matter what keyframe is displayed.

The "Fit Animation to Sound" command changes the timing of the keyframe to fit a sound segment to the animated sequence, overriding any existing timing.

To change the keyframe times:

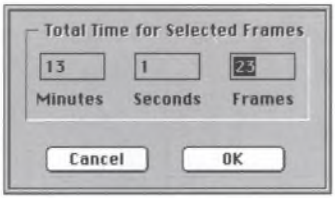
1. **From the Storyboard view's time mode, select a keyframe or the elapsed keyframe time control.**

   From the Animation view, display the keyframe to which you want to change the keyframe timing.

   You can also select multiple keyframes in the Storyboard view, then switch to the Animation view or stay in the Storyboard view to change the times. To select all keyframes in the current scene, choose "Select All" from the Edit menu, this changes the elapsed time or the entire scene. To select multiple keyframes and display the dialog displayed in step 2, click on the elapsed keyframe time control (on the right bottom side of the keyframe) and drag your cursor to the keyframe time control of the last keyframe to which you want to apply changes.

2. **Choose "Change Time..." from the Animation menu.**

   The following dialog appears:

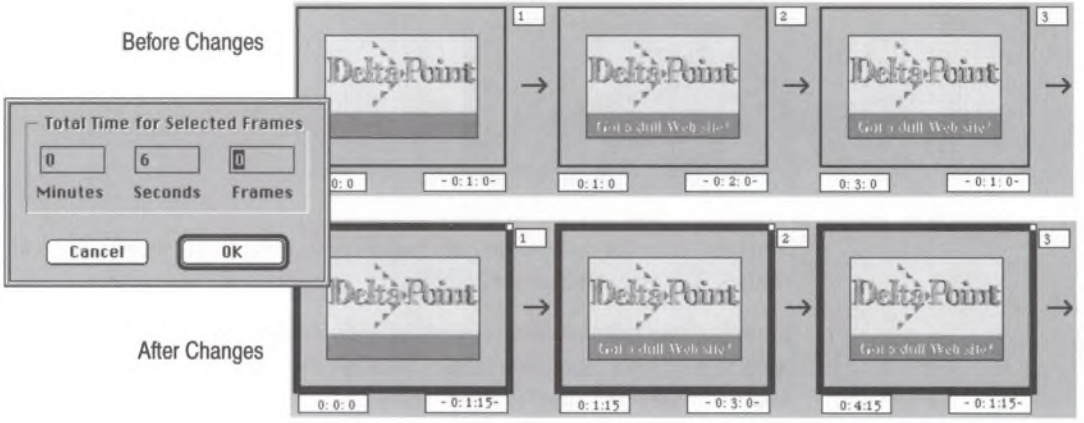


The total time for the selected keyframes is displayed, in minutes, seconds and frames. You may change the total time of the selected frames here.

3. **Enter the new time for minutes and seconds for the selected keyframe(s). If you want to add more animation frames between the selected keyframes, enter the number of frames in the "Frames" entry box.**

   The total time entered for the keyframes is distributed proportionally between the selected keyframes. For example, if three new keyframes are selected when the command is invoked, the Change Time dialog indicates that these three keyframes take three seconds to playback (the default time per keyframe is one second, or, thirty animation frames). By changing the playback time to six seconds, the keyframes now play at two seconds apiece (or sixty animation frames).

   However, if the second of the three keyframes is initially set at two seconds while the first and third are set at one second each, the dialog indicates that the scene takes four seconds to play. Then, if the time is changed to six seconds for the three keyframes, this new time is distributed proportionally. The first and third frames take one and a half seconds, and forty five animation frames each, to play (one second (1) equals 30 frames, and the half second is 15 animation frames), and the second keyframe plays in three seconds (or 90 animation frames). Of course, if all the keyframes of a scene are selected then you can change the time it takes for the entire scene to play to the exact time you need.



4. **Click "OK" to change the keyframe(s) time.**

   If you want to exit the dialog without saving the changes, click "Cancel."

5. **Click Play in the tool palette to view your changes.**

To learn more about	refer to
Synchronizing sound	"Synchronizing sound in your scene," on page 7-11

Scripting and branching

Scripting and branching allows you to control the flow of the action during playback. Usually, keyframes are played in the order in which they appear in the Storyboard view, but the playback order may be changed using "Frame Script" from the Animation menu.

Scripting allows you to loop on a selection of keyframes, repeat a single keyframe, or branch or "jump" to different areas of you scene. You can to choose between several scripting options for the selected keyframes. Loops can be set up so that certain keyframes repeat a number of times or repeat until the user clicks the mouse. Branches can also be scripted so that when the viewer clicks the mouse or the scene branches on the completion of the sequence. The keyframe script you choose applies to all selected keyframes.

Note: Keyframes to be used in a branch must be given names. This allows you to identify particular keyframes to which the scene jumps.

Script icons appear after each keyframe in the Storyboard view. These icons indicate the type of scripting used in the scene. The default frame script is the right pointing arrow, or the continue icon. When the playback order is changed through Frame Script, other icons are inserted which represent loops, branches to other keyframes, and end of performance markers:

→ **Continue** Continues onto the next frame in the sequence. This is the default sequence for all WebAnimator scenes.

↗ **Always branch** When the scripted keyframe is played, it automatically branches to the selected keyframe and then continues playing from that keyframe.

↘ **Always branch and return** When the scripted keyframe is played, it automatically branches to the selected keyframe and then returns to play the next keyframe following the scripted keyframe.

↗→ **Branch on mouse click and return** When the scripted keyframe is played it pauses, the user must then click the mouse to branch to the selected keyframe. The scene then returns to play the next keyframe following the scripted keyframe.

↘→ **Branch on mouse click** When the scripted keyframe is played it pauses, the user must then click the mouse to branch to the selected keyframe. The scene continues playing from that keyframe.

↵ **Loop** Repeats a single keyframe or series of keyframes until the mouse button is clicked.

⊣ **End of Performance (Return from Branch)** Identifies the last keyframe in the branch sequence. Once this keyframe is reached the scene is branched back to the keyframe following the initial scripted keyframe.

Repeating a sequence of keyframes

You can create scripts which repeat a series of keyframes. One type of script repeats the sequence until the viewer clicks the mouse button, and the other is a script with a set number of times the sequence repeats before moving on to the next keyframe.

Repeating until the mouse button is clicked

This type of script can be used to repeat the animation and sound track of the selected frames until the mouse button is clicked. Use this selection to encourage the viewer to respond to the current keyframes. For example, you might use this command to allow the viewer to take his or her time absorbing the information you

have presented. When the viewer is ready to move on to the next sequence, a mouse click does the job. After a click, action continues with the keyframe that follows the loop.

To repeat keyframes until the mouse is clicked:

1. **Select the keyframes which contain the action you want to repeat.**

   You can hold down the Shift key to select multiple keyframes. Make sure you include the keyframe in which the action ends. In order for the sound track to repeat, the beginning and end of the sound track must be found in the keyframes selected for repetition.

2. **Choose "Frame Script" from the Animation menu and select "Repeat Until Mouse Button" from the cascading menu.**

   The repeat arrow appears next to the last keyframe in the sequence.

3. **Click Play in the tool palette to view your changes.**

Repeating a predetermined number of times

Scripts can also be used to specify the number of times you want the action in the selected keyframes to repeat during playback. The action and sound track of the selected frames continues to repeat the number of times you have specified. After the repetition, action continues with the next keyframe.

To repeat keyframes until the mouse is clicked:

1. **Select the keyframes which contain the action you want to repeat.**

   You can hold down the Shift key to select multiple keyframes. Make sure you include the keyframe in which the action ends. In order for the sound track to repeat, the beginning and end of the sound track must be found in the keyframes selected for repetition.

2. **Choose "Frame Script" from the Animation menu and select "Repeat # of Times" from the cascading menu.**

   The following dialog appears:

3. **Enter the number of times you want the selected sequence of keyframes to repeat.**

   You can repeat the selected sequence as many times as needed.

4. **Click "OK" to add the script.**

   If you want to exit the dialog without saving the changes, click "Cancel." The repeat arrow appears next to the last keyframe in the sequence.

5. **Click Play in the tool palette to view your changes.**

Branching to a specific keyframe

Branching allows you to "jump" to specified keyframes anywhere in your scene. Once the selected keyframes branch to another keyframe, you can continue on to the end of the scene, or return to the keyframe from which the branch was initiated. Returning to the original keyframe can be done by placing a "Return from Branch" script at the end of the jump sequence.

WebAnimator allows you to create your starboard's modularly (that is, in discrete units which may be joined in a variety of ways). These modules are made accessible through named keyframes. For example: You want to create a part of your scene which lists the various areas of your Web site and you want that section to be able to be accessed from anywhere in your scene. You would name the first keyframe of that section and place a "Return from Branch" frame script after the last keyframe. You could then specify the module as a destination with "Frame Script" commands from the Animation menu.

To learn more about	refer to
Naming keyframes	"Changing keyframe names," on page 7-1
Ending a branch	"Scripting a return trip," on page 7-21

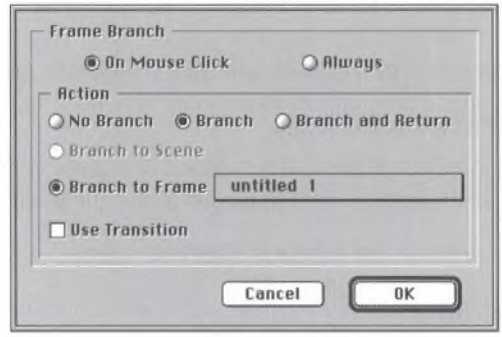
To branch to other keyframes:

1. **Select the keyframe from which you want to jump.**

   You can hold down the Shift key to select multiple keyframes. Make sure you include the keyframe in which the action ends. In order for the sound track to repeat, the beginning and end of the sound track must be found in the keyframes selected for repetition.

2. **Choose "Frame Script" from the Animation menu and select "Branch" from the cascading menu.**

   The following dialog appears:



3. **Select a Frame Branch option.**

   You have the following options:

   On Mouse Click or **Always** Determines whether this branch always occurs, or only occurs if the viewer clicks the mouse button while viewing this keyframe(s). When the viewer needs an option to jump to an alternate keyframe instead of the next keyframe in the Storyboard sequence (perhaps, for example, you might allow them to choose to go to the end of the scene, where you might keep your menu of items), select "On Mouse Click." "Always" can be used if no choice is required and the action must go to the specified frame.

4. **Select a branch action option.**

   You have the following options:

   No Branch Use this option to remove a previously created script, in the selected keyframes.

   Branch When the sequence of frames reaches the selected frame, the action branches to the keyframe that is named, and proceeds from that point. When this option is selected, keyframes are listed in the "Branch to Frame" drop-down list box. Use "Branch" when you don't want the action to return to the keyframe where the selection took place after the selected keyframe sequence is played.

   Branch and Return When the sequence of frames reaches the selected frame, the action branches to a defined keyframe and proceeds until a "Return from Branch" script (set using "Frame Script" from the Animation menu) is encountered. The action then returns to the source keyframe—the keyframe from which the Branch and Return command was initiated. When this option is selected, keyframes are listed in the "Branch to Frame" drop-down list box.

5. **To branch to a keyframe, select a named keyframe from the "Branch to Frame" drop-down list box.**

   This option is only available if "Branch" or "Branch and Return" have been selected. If you select this option, you must also select a named keyframe from the drop-down list box. This list box contains all of the named keyframes in the current scene. This is used to identify the next action sequence the branching creates.

6. **(Optional) Click in the "Use Transition" check box to apply a transition to the branch sequence.**

   This option is only available if "Branch and Return" has been selected. Since you are branching to a different part of your scene, you may wish to soften the jump by applying a transition to the branch. This provides a great way to transition between two keyframes which are very contrasting in color and subject. When you select this option, the Transitions dialog is displayed and you may select a transition effect. Refer to "Applying keyframe transitions," on page 7-29 for additional information.

7. **Click "OK" to add the script.**

   If you want to exit the dialog without saving the changes, click "Cancel." One of the branch arrows appears next to the last keyframe in the sequence.

8. **Click Play in the tool palette to view your changes.**

Scripting a return trip

Once the scripting branches out to other keyframes, you can loop back to the original script sequence once the branch sequence is complete. This is done by identifying the last frame in the branch sequence as the "end of performance" keyframe. This frame script returns the scene back to the keyframe from which a "Branch and Return" script had previously originated.

To script a return from a branch:

1. **Select the last keyframe in the branch sequence.**

   Make sure you include the keyframe in which the jump action ends.

2. **Choose "Frame Script" from the Animation menu and select "Return from Branch" from the cascading menu.**

   The end of performance arrow appears next to the last keyframe in the sequence.

3. **Click Play in the tool palette to view your changes.**

   When your scene reaches the frame you scripted to return from the branch, the action will go back to the keyframe from which the Branch and Return command was issued.

Removing a script

The "Continue" Frame Script command from the Animation menu is the default script applied to all new keyframes. The action continues in the sequence shown in the Storyboard view. This selection can also be used to remove keyframe scripts previously inserted in selected keyframes.

To remove a script:

1. **Select the keyframe which contains the scripting.**

   If the script extends across multiple keyframes, select all keyframes from which you want to remove the scripting.

2. **Choose "Frame Script" from the Animation menu and select "Continue" from the cascading menu.**

   → The script is removed from the selected keyframe and the continue arrow appears next to the keyframe.

Creating a scripted button

Button scripting allows you to program a button or other object to initiate a script or branch to other areas of your scene or to another URL location. Buttons can be any WebAnimator object and can only be defined in the Storyboard and Animation views. Buttons can be created in the Draw view or imported in the Animation or Draw views.

Buttons are one of WebAnimator's most powerful interactivity tools. Using buttons, you can send messages to the Web browser to go to other Web pages, send e-mail, and more. You can easily create buttons that depress and make clicking sounds when clicked. You can also create buttons that branch to different keyframes on mouse over actions, creating what are commonly referred to as "roll-overs." This provides you with much more interactivity than a simple image would.

Scripting allows you to create an interactive scene in which the viewer may choose which part of the scene to view by clicking the mouse on an object or "button." Any graphic, text, or animated object can be made into a button with this command. Clicking the button during playback causes a branch to a different part of the scene.

The scene can be scripted so that after branching and playing a sequence of keyframes, the scene returns to the keyframe where the button was pressed. Or it can be scripted not to return, but to continue playing until the end of the scene.

Buttons can be scripted anywhere in the scene. Your scene can be scripted so that the viewer may make a selection which branches the scene, and then is again given a selection of choices to make.

A single object in a scene may have many button scripts throughout the scene and may branch to different keyframes.

To create a button:

1. **Name the keyframe to which the button will branch.**

   For information on naming keyframes, refer to "Changing keyframe names," on page 7-1.

2. **Create or import an object to be used as the button.**

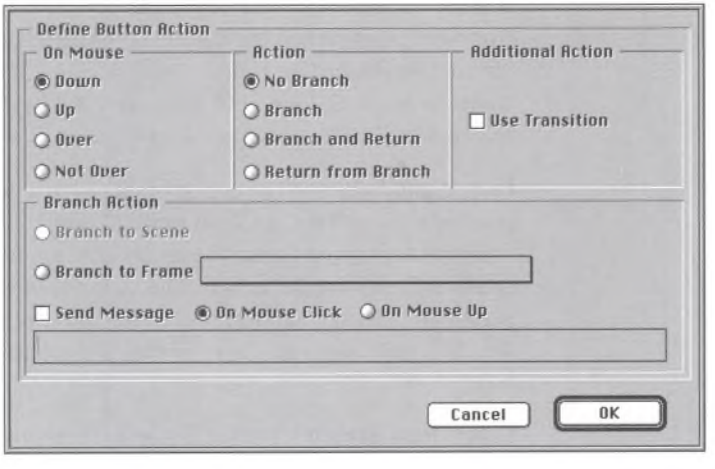
   Depending on the type of affect you want from your button, you may need more than one graphic. For example, if you want to create a roll-over, you need to create the keyframe to be used as the roll over action.

3. **Select an object in the Storyboard or Animation views.**

   Object handles appear around the selected object.

4. **Choose "Make Into Button..." from the Animation menu.**

   The following dialog appears:



5. **Select a mouse action and the type of branch action for each mouse action.**

This allows you to select a different branching action for each mouse action. For example, if you want to change the color of the button when the cursor sweeps across the button, you can select "Over" for the mouse action and "Branch and Return" for the branch action. In this option, you would need to create a separate keyframe with a highlighted button, and create a "Return from Branch" for that keyframe.

You have the following options for mouse and branching actions.

On Mouse Lets you specify actions to take based on different states of the mouse. You can specify actions for each of these mouse states in this dialog.

Down Lets you specify action to take when the mouse button is pressed.

Up Lets you specify action to take when the mouse button is released.

Over Lets you specify action to take when the cursor sweeps over the top of the button.

Not Over Lets you specify action to take when the cursor is not over the button.

Action Determines the type of branching to occur when the selected mouse action is executed.

No Branch No branching occurs. This option can be used to remove a previously created script in the selected keyframes.

Branch The action branches to the keyframe that is named and proceeds from that point. When this option is selected, keyframes are listed in the "Branch to Frame" drop-down list box. Use "Branch" when you don't want the action to loop back to the original keyframe sequence once the selected keyframe sequence has completed.

Branch and Return The action branches to a defined keyframe and proceeds until a "Return from Branch" script (set using "Frame Script" from the Animation menu) is encountered or until another button sends the "Return from Branch" action. The action then returns to the keyframe where the "Branch and Return" command was issued. When this option is selected, keyframes are listed in the "Branch to Frame" drop-down list box.

Return from Branch Causes action to return to the keyframe from which a "Branch and Return" had previously originated.

6. **(Optional) Select additional actions.**

   You have the following options:

   Use Transition This option is only available if "Branch and Return" has been selected. Since you are branching to a different part of your scene, you may wish to soften the jump by applying a transition to the branch. This provides a great way to transition between two keyframes which are very contrasting in color and subject. When you select this option, the Transitions dialog is displayed and you may select a transition effect. Refer to "Applying keyframe transitions," on page 7-29 for additional information.

7. **To branch to a keyframe, select a named keyframe from the "Branch to Frame" drop-down list box.**

   This option is only available if "Branch" or "Branch and Return" have been selected. If you select this option, you must also select a named keyframe from the drop-down list box. This list box contains all of the named keyframes in the current scene. This is used to identify the next action sequence the branching creates.

8. **(Optional) Enter a URL address to branch the script to a different Internet address.**

   Enter the text in the standard `http://www.`*`address`* format. Make sure you enter the complete Internet address.

9. **Click "OK" to add the script.**

   If you want to exit the dialog without saving the changes, click "Cancel."

10. **Click Play in the tool palette to view your changes.**

Creating Sprite objects

A *Sprite object* is another type of object which can be created in the WebAnimator Draw view. A Sprite object allows repetitive animation of an object within the scene, totally autonomous from the keyframe action. These objects are managed separately from other objects in the keyframes and therefore can be manipulated on their own.

Sprite objects are composed of *cels* instead of keyframes. Unlike the frames that are automatically created between each keyframe, you must create every cel of a Sprite object. Therefore, the more cels you use to create your Sprite object, the smoother the animation appears. Cels are created in the Draw view using the New Cel button in the tool palette.

Objects, both simple and complex, can be used to create Sprites. Sprites can also be imported in to your scene from 3D text programs such as Macromedia Director, Specular LogoMotion, Pixar Typestry, and others. Animated PICS images are perfect for Sprite objects.

Note: Be careful when creating and importing PICS animations. Since each frame contains a bitmap image, the size of the animation can become very large. Make sure that the PICS animation is as small and contains as few frames as possible.

An example of a Sprite object is a horse that trots across the screen. Here the combined cels of the trotting horse make up the Sprite object. Each of the object's cels are played one after another, regardless of movement and size changes. Other examples might be: a logo that flashes on and off with flashing lights in colors or patterns; buttons that spin or glow, or cartoons that walk across the scene. Such effects, and many more, can be achieved with Sprite objects.

Sprites are made up of cels. Each cel is a static frame that you create. WebAnimator plays each cel in sequence to make a sprite object. The result is similar to a cartoonist's flip-book, in which each cel is drawn on a page of paper, and when the book of pages is flipped through, the animation appears.

Sprites only appear in the keyframes where they are placed and when they displayed in the Foreground viewing plane.

You can also save Sprite objects for re-use by choosing "Save Object As..." from the Cel view Edit menu. This creates a WebAnimator object.

To learn more about	refer to
Naming keyframes	"Changing keyframe names," on page 7-1
Simple and complex objects	"Creating simple and complex objects," on page 5-7

To draw a Sprite object:

1. **Switch to the Draw view.**

   Use the View Bar buttons on the right side of the window to switch between views.

2. **Click "New" in the Draw tools to create a new object.**

3. **Create the first cel or frame of your Sprite object in the Draw view.**

   You can use the options described in Chapter 5, "Creating, Editing, Animating, and Playing Scenes" to create objects.

4. **Click New Cel in the Draw view tool palette.**

   All of the elements which were present in the first cel are duplicated in the second.

5. **Make any alterations, additions or deletions to your object's elements and then click New Cel button again to begin editing a new cel.**

   All of the elements which were present in the second cel are duplicated in the third. The New Cel button inserts a cel identical to the current cel after the current cel.

   If you make a mistake, you can delete individual objects in each cel, just as you would when drawing regular objects.

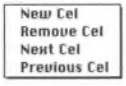
   If you decide to remove a cel, you can choose "Remove Cel" from the "Cel" command in the Draw menu.

6. **Continue with this process until your sprite is complete.**

   You may cycle through these cels with the buttons described below. You may look at all the cels at once, and adjust the cels' times within the Cel view.

Playing and editing Sprite objects

Sprite objects are played when you play your scene.



The "Cel" command in the Draw menu displays a cascading menu so you can create and remove cels as well as step through cels within the current Sprite object.

Remove Cel Deletes the current cel of the selected Sprite object. You can also use the Remove Cel button from the Draw view tool palette to cut a cel.

Next Cel Moves to the next cel of the selected Sprite object for viewing or editing. You can also use the Next Cel button from the Draw view tool palette to switch between cels. The number of the cel currently being edited is displayed at the bottom of the Draw view tool palette.

Previous Cel Move to the previous cels of your Sprite object for viewing or editing. You can also use the Previous Cel button from the Draw view tool palette to switch between cels. The number of the cel currently being edited is displayed at the bottom of the Draw view tool palette.

To learn more about	refer to
Playing scenes	"Playing your scenes," on page 2-31

Viewing and saving Sprite objects

You can view every cel in your Sprite object in Storyboard fashion by selecting the Sprite object in a keyframe, then switching to the Cel view. Use the View Bar buttons on the right side of the window to switch to the Cel view.

The timing for Sprite object can be changed in the same way a keyframe can. By changing the timing, you can make all or portions of the Sprite appear to move more quickly or slowly.

You can also save the Sprite object as a WebAnimator object by selecting "Save Object As..." from the Edit menu. In fact, any object can be saved as a WebAnimator object, whether it contains multiple cels or not. In this way, you can create re-usable WebAnimator components.

To change a Sprite object's timing:

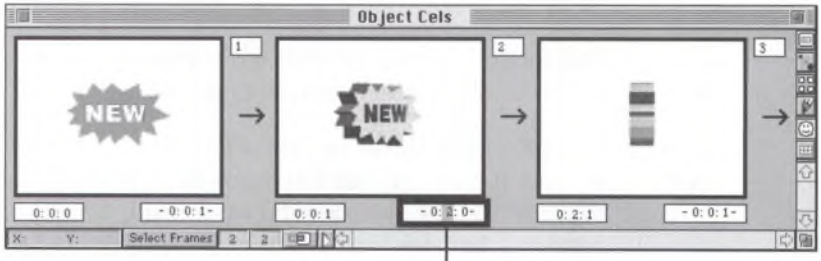
1. **Switch to the Cel view.**

   Use the View Bar buttons on the right side of the window to switch between views.

2. **Click on the timing controls below the cel whose timing you would like to adjust.**

   You can select and change the minute, second, and frame timing for each cel.

3. **Specify the new time for the cel and click away from the timing controls.**



Changing a cel's time from one second to two

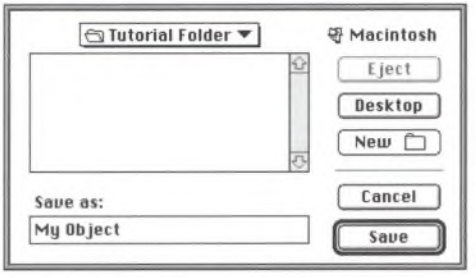
Notice that the elapsed time for the Sprite object reflects your change.

4. **Return to the Animation or Storyboard view and play your scene to see the results.**

To save a Sprite object for re-use:

1. **From the Cel view, choose "Save Object As..." from the Edit menu.**

   The following dialog appears:



2. **Specify a name and location for the saved object and click "Save."**

   Your object can now be imported into other scenes by choosing "WebAnimator Object…" from the "Import" command under the File menu.

Applying keyframe transitions

Transitions are effects similar to those often seen in video presentations and made by effects generators (wipes, dissolves, sweeps). In a transition, the objects and background of the current keyframe are changed into the objects and background of the next keyframe through the chosen effect.

No animation movement or animation size changes occur when a transition is chosen. The speed of a transition effect is determined by the keyframe's time control (For example, to make a dissolve last four seconds, enter 0:4:0 in the time control of the keyframe before the transition icon). The icon representing the selected transition effect is inserted in the space between the selected keyframes and the keyframes following them.

Transitions can also be applied to branching scripts and scripted buttons.

To learn more about	refer to
Adjusting the keyframe timing	"Adjusting keyframe timing," on page 7-13
Using transitions with scripts	"Branching to a specific keyframe," on page 7-19
Using transitions with buttons	"Creating a scripted button," on page 7-22

To apply a transition:

1. **Select the keyframe to which you want to apply the transition.**

   The transition will occur between this keyframe and the next.

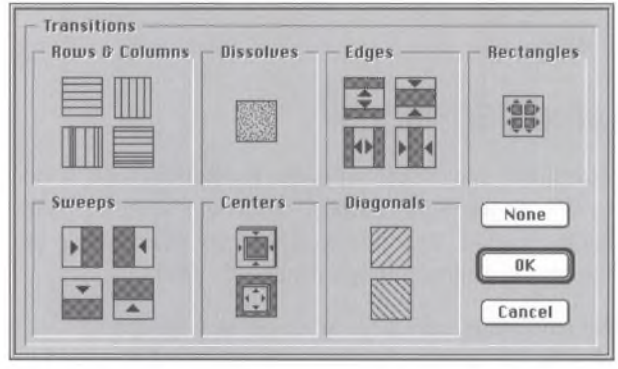
If you are in the Storyboard view, click on the desired keyframe. If you are in the Animation view, use the play controls in the tool palette to advance to the desired keyframe.

2. **Switch to the Animation view if you are not already there.**

   Use the Animation view button in the View Bar on the right side of the window, choose "Animation" from the View menu, or press ⌘-U to switch to the Animation view.

3. **Click Trans in the Animation view tool palette, choose "Transitions..." from the Animation menu, or press ⌘-T.**

   The following dialog appears:



4. **Click on the type of transition to be used on the selected keyframe.**

   To remove existing transitions, click "None."

5. **Click "OK" to apply the transition.**

   If you want to exit the dialog without making any changes, click "Cancel."

Smoothing your animation

Smoothing allows you to eliminate the choppiness from your animated sequences in your scene. You can set up preferences for smoothing and apply those preferences to selected keyframes. Remember, if you want to edit your scene, you must remove any smoothing.

Note: Smoothing dramatically increases the size of your scene because it stores animation frames in the scene file. This is not recommended for scenes that will be played over the Web. You can however, apply smoothing to only a few frames. Apply smoothing judiciously!

Note: Smoothing can only be applied if your monitor is set for 256 color display mode.

Setting preferences

Preferences for how animation is smoothed can be made for the selected frames, or for a subsequent smoothing when "Smooth Frames" is selected.

To set your smoothing preferences:

1. **Choose "Smooth Animation" from the Animation menu and select "Smooth Preferences..." from the cascading menu.**

   The following dialog appears:

2. **Make your selections as needed.**

   You have the following options:

   Regular Smoothing Bitmaps Determines the type of smoothing applied when "Smooth Frames" is selected. This option is the fastest and least memory-intensive selection for smoothing by redrawing the objects as bitmaps. However, it is not as smooth as using "Fine Smoothing No-Jaggies."

   Fine Smoothing No-Jaggies Determines the type of smoothing applied when "Smooth Frames" is selected. This option is a slower process in which the objects are redrawn as vectored objects. This is advantageous when objects are changing size. On play-back the animation is smoother with straight lines and clean font movements.

3. **(Optional) If keyframes are selected, you can click "Smooth Selected Frames" to apply the smoothing preferences to those keyframes.**

4. **Click "OK" to set smoothing preferences.**

   If you want to exit the dialog without making any changes, click "Cancel."

Smoothing keyframe animation

WebAnimator allows you to smooth the playback of any selected keyframes. WebAnimator can play back 30 frames of animation per second. However, in its default, un-smoothed mode, WebAnimator divides its time between computing and displaying frame images. If keyframes are complex, the computing time takes longer, so fewer frames per second can be displayed, and the action may look choppy.

When a selection of keyframes is smoothed, WebAnimator "precomputes" the 30 frames per second that are displayed during playback, compresses the information, and stores it in memory. Even though it is compressed, smoothing uses a lot of computer memory (RAM), so don't smooth where it is not needed.

Don't smooth transition effects (as they play just the same), or any other scenes which are not choppy.

The amount a memory required to smooth a scene depends upon the area of the screen size which changes. In other words, if you have a large square, 4 inches by 4 inches moving across the screen, it takes as much memory to accelerate as it would for four 1 by 1 inch squares to move across the screen.

To smooth keyframe animation:

1. **Select the keyframes you want to smooth.**

   Remember, smoothing takes a lot of memory, so don't smooth where it is not needed.

2. **Choose "Smooth Animation" from the Animation menu and select "Smooth Frames" from the cascading menu.**

   The selected keyframes are smoothed based on the smooth preferences previously selected.

Removing smoothness

Making changes to objects in smoothed keyframes, such as size or position changes, removes the smoothing. It is suggested that you remove any smoothing before editing keyframes. The keyframes can then be re-smoothed after the changes have been made using the "Smooth Frames" command.

Removing smoothing from one part of a smoothed scene removes it from the entire previous selection. For example: If you have smoothed keyframes 1 through 5 and you want to change keyframe 3 you must remove the smoothing from keyframe 3 in order to change it. If keyframe 3 is selected and you remove its smoothing, the smoothing is removed from all the previously selected keyframes, 1 through 5.

To remove smoothness:

1. **Select the keyframe(s) from which you want to remove smoothing.**

   You only need to select one keyframe, because removing smoothing from one part of a smoothed scene removes it from the entire previous selection.

2. **Choose "Smooth Animation" from the Animation menu and select "Remove Smoothness" from the cascading menu.**

   The selected keyframes are smoothed based on the smooth preferences previously selected.

Creating projects

The Project view in WebAnimator allows you to string multiple scenes together so that they play one right after another.

Note: Projects only function properly when played directly from the WebAnimator application. They will not function properly when played over the Web. You can however, create a QuickTime movie of your project, and place the movie in your Web site. Of course when you create a QuickTime movie, branching and scripting within the movie is no longer effective.

All of the WebAnimator files that you want to link together do not need to be in the same folder. However, if you move them, links to those files will be lost. Compressed or uncompressed scene files can be added to a project.

To learn more about	refer to
Creating QuickTime movies	"Exporting QuickTime movies," on page 6-5

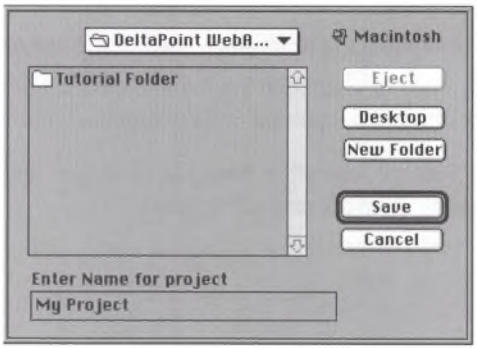
To create a project:

1. **Switch to the Project view.**

   Use the View Bar buttons on the right side of the window to switch between views.You can also choose "Project" from the View menu. The Project view appears.

2. **Choose "New" from the File menu.**

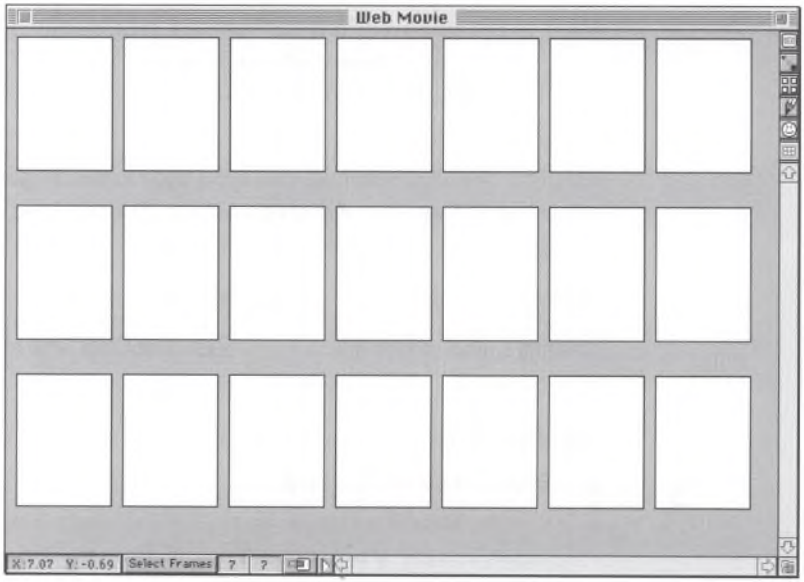
   The following dialog appears:



3. **Enter a name for your project.**

4. **Click "Save" to create a new empty project file.**

   Click "Cancel" to exit the dialog without creating a new file. The Project view appears with empty scene blocks.



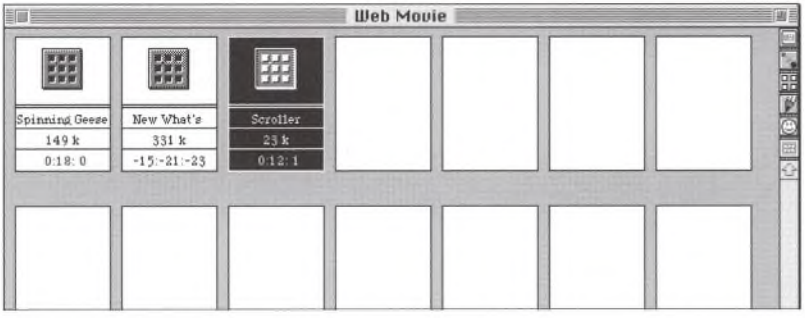
5. **Choose "Add Scene..." from the Project menu.**

   A standard "Open" dialog appears.

6. **Select a file and click "Open."**

   Scene information appears in the first scene block in the Project file. The name of the scene, file size, and total run time of the scene appears.

7. **Repeats steps 7 and 8 until all the scenes are added to the project as needed.**



8. **When you are finished, choose "Save" from the FIle menu or press ⌘-S.**

8 Incorporating Scenes into Your Web Site

This chapter tells you how to reference your WebAnimator scenes from your Web site's HTML files.

WebAnimator allows you to create animated scenes to add to your existing Web site. In order to include WebAnimator scenes in your Web site, you must prepare your scenes and make some changes to your HTML files.

About the WebAnimator Plug-in

WebAnimator Plug-in

The WebAnimator Plug-in allows you and your users to play WebAnimator scenes from inside Netscape plug-in-compatible browsers such as Netscape Navigator and Microsoft Internet Explorer (See Figure 8-1).

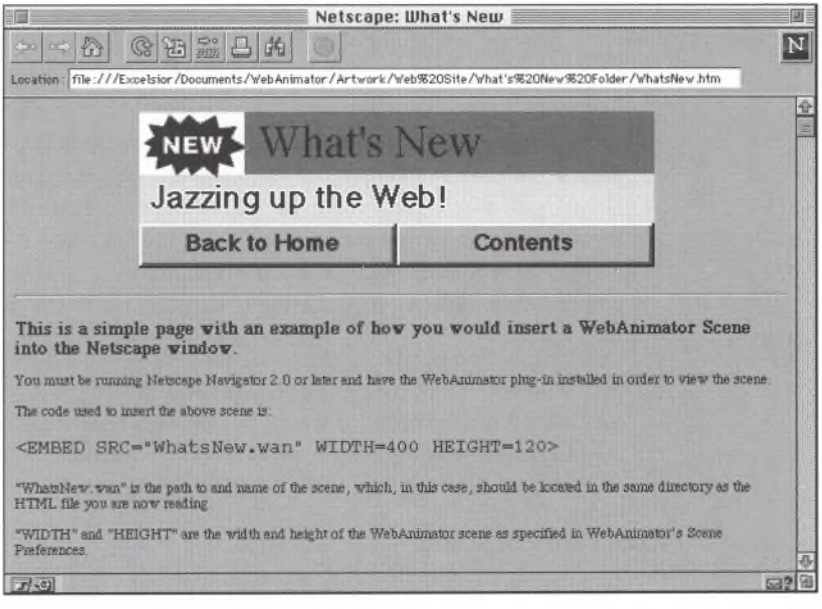


Figure 8-1. A WebAnimator scene in the Netscape Window

The WebAnimator Plug-in can be freely distributed. That is, if you need your users to have access to WebAnimator scenes, you can provide them with the plug-in, free of charge. It may be more convenient for you to direct your users to the DeltaPoint web site at `http://www.deltapoint.com`, where they can download it (also free of charge).

For Netscape Navigator and most Netscape Plug-in-compatible browsers, installing the WebAnimator Plug-in is a simple matter of placing the WebAnimator Plug-in file in the browser's "Plug-ins" folder.

When the WebAnimator Plug-in is properly installed, when a browser encounters special HTML code (described later in this chapter) that references a ".wan" file, the browser asks the Web server on which the file is located to send the file so the browser can view it. The entire scene file is downloaded, decompressed, and played inside the browser window.

You and your users can then click on the interactive features of the scene to branch to other Web pages, interact with presentations, and more.

Preparing your scene files

WebAnimator is designed to make your scenes as small as possible for use over the Internet's World Wide Web. It does so by using compression technology.

Before making your scenes available on the web, you should compress them. Compressing your scene should be the last thing you do, once you have prepared your scene. Always keep a copy of your original, uncompressed scene. You should always edit the original scene instead of the compressed version. This is because the sound compression the WebAnimator uses is "lossy." That is, when the sound is compressed, it loses some of its original quality. If you continue opening and re-compressing a sound, its quality will degrade further each time you compress it.

In addition, you need to make sure that your scene's dimensions (as set in Scene preferences) will fit inside the browser window in most people's monitors. The guaranteed largest monitor size is 640 X 480. That means the biggest size you should typically make a scene is about 600 x 400 pixels. You should plan all of your scenes from the very beginning to fit on most people's screens

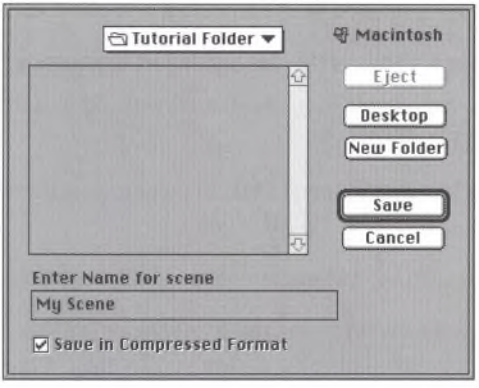
To compress a scene:

1. **Create a scene and save it in uncompressed format.**

   This ensures that you have an original copy, should you decide to make changes to your scene later.

2. Open the uncompressed scene and choose "Save As..." from the File menu.

The "Save As" dialog appears:



3. Turn on the "Save in Compressed Format" option.

4. Specify a name with a ".wan" extension, and location for your compressed scene, and click "Save."

To make it easier to integrate the scene into your HTML page, place it in the same directory in which your HTML page is located.

The ".wan" file extension is necessary so the Web browser knows which Plug-in player to use when it encounters the reference to your WebAnimator scene file.

When you click "Save", your scene will be saved in compressed format, saving your users important download time when accessing your scenes. The sound compression used will depend on the compression preferences you have specified.

Your file is now ready to be referenced in an HTML file.

To learn more about	refer to
Setting scene and compression preferences	"Setting Preferences," on page 1-3

Modifying your HTML files

To add scenes to your HTML file:

1. **Create your animated scene and save it in compressed format.**

2. **Open your Web site HTML file and insert commands for the WebAnimator files.**

   You can use SimpleText, another text editor, or a dedicated HTML editor to modify your HTML files.

   Find the location in the HTML file where you want to insert the graphic. Type the following line of HTML code:

   ```
   <EMBED SRC="filename.wan" WIDTH=XXXX HEIGHT=YYYY>
   ```

   If you would like to center the scene, place it inside a table and center the table, as shown below. This also allows you to place a raised border around your scene when it appears in the browser.

   ```
   <CENTER>
   <P><A name="Top"></A><TABLE BORDER=5><TR><TH>
   <EMBED SRC="filename.wan" WIDTH=XXXX HEIGHT=YYYY>
   </TH></TR>
   </TABLE></P>
   </CENTER>
   ```

   XXXX is the width of the graphic and **YYYY** is the height. These dimensions can be found in the Scene preferences for the WebAnimator scene file. Choose "Preferences" from the File menu and select "Scene..." from the cascading menu. Replace **filename.wan** with the name of your WebAnimator *.wan scene file. If the file is *not* in the same folder as the HTML file, you can use the following formats to list the location as well as the filename.

   parallel directory:
   <EMBED SRC="../**folder/filename.wan**" WIDTH=**400** HEIGHT=**120**>

   subdirectory:
   <EMBED SRC="**/folder/filename.wan**" WIDTH=**400** HEIGHT=**120**>

   Replace **folder** with the name of the directory in which the WebAnimator scene file is located. Separate folder names with a forward slash (/) if the file is contained within several folders.

Note: You can reference as many WebAnimator scenes in an HTML file as you like, but be aware that each scene you play requires additional memory and processor time. If your users have relatively little memory and

relatively slow hardware, they may not be able to properly load and play all the scenes. In general, use common sense when placing multiple scenes in one HTML page.

3. **Save changes to your HTML file.**

4. **Place the HTML file and the WebAnimator scene file in their proper locations on your Web server.**

   You may wish to test your scene file locally before publishing it on the web.

5. **Launch Netscape Plug-in-compatible browser (such as Netscape Navigator or Microsoft Internet Explorer).**

   Make sure that the WebAnimator Plug-in is properly installed in your browser's "Plug-ins" folder.

6. **Open the HTML file.**

   Your scene is downloaded. When it is finished downloading, it plays inside your browser window. Congratulations!

To learn more about	refer to
Creating scenes	Chapters 5 through 7
Creating interactive buttons	"Creating an advanced interactive button," on page 3-21 and "Creating a scripted button," on page 7-22
Creating HTML Files	DeltaPoint QuickSite; your local bookseller

Appendix A Menus and Commands

This chapter describes each WebAnimator menu and command in the order in which it appears in the menu bar. The menu bar at the top of the page and commands contained within each cascading menu change to reflect the options available for specific actions and views.

Some menu items only appear in certain views or after certain commands and elements have been selected.

File Menu

Use the File menu to manage WebAnimator files for scenes and objects. Here you may create, open, close and save scene files and sprites, import and export objects, and work with Sprite objects. You may also get information about your scenes, and quit WebAnimator. The File menu is available from within all views. Certain commands within the File menu vary when you are in the Cel view.

File		
New	⌘N	Creates a new scene file
Open...	⌘O	Displays a dialog so you can open any WebAnimator scene
Close	⌘W	Closes the active scene and a new untitled scene is created
Save	⌘S	Saves the active scene file
Save As...		Displays a dialog so you can rename the active scene or save it to another location
Get Scene Info...		Displays a dialog so you can display available RAM
Import	▶	Displays a cascading menu so you can import images, sprites, and movies
Export QuickTime™...		Displays a dialog so you can export WebAnimator scenes as QuickTime movie
Quit	⌘Q	Exit WebAnimator

New ⌘-N

Closes the current file and opens a new blank scene, sprite or project file. The name of this command changes to reflect the active view.

To learn more about	refer to
Sprites	"Creating Sprite objects," on page 7-25

Open... ⌘-O

Displays the standard dialog for opening a scene, sprite, or project file. You can open a previously saved files. You can search folders and select a WebAnimator scene, sprite, or project file from the active folder. The name of this command changes to reflect the active view.

Close ⌘-W

Displays a dialog so you can close the current scene, sprite, or project file. If no changes have been made the file is closed and a new file is opened. If there have been changes in the file since it was last saved, or if it has never been saved, a dialog appears asking you if you want to save the file. The name of this command changes to reflect the active view.

Save ⌘-S

Saves the current scene, sprite, or project file. If the file is unnamed, "Save Scene" displays the "Save As" dialog. The name of this command changes to reflect the active view.

In the Cel view, you could use this feature to saving a sprite (a button or a chart, for example) for reuse in another scene. In the Project view, a new project must be saved before it can be played.

Note: As with all work you do on your computer, it is a good idea to save your work frequently. Use this command to save your work.

Save As...

Displays the standard "Save As" dialog so you can name and save the current scene, sprite, or project file, rename the current file, or save it to another location. The name of this command changes to reflect the active view. This command is not available if no changes have been made. Be sure the correct folder and drive are selected.

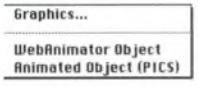
This command can also be used to save scenes as stand-alone Player files. A stand-alone Player file is saved as an application file which can play without the presence

of either WebAnimator or the Player. The stand-alone option is selected with the "Save as a Stand Alone Player File" option.

Get Scene Info...

Displays the scene information window, indicating how much memory (RAM) you have available to your scene.

Import



Displays a cascading menu so you can import static graphics or PICS animated objects created by other programs and convert them into WebAnimator objects.

The imported object appears only in the currently selected keyframes. Imported graphics and PICS objects cannot be modified. The following formats are available for import.

Graphics... Allows you to open most standard graphic file formats to include in your scene

WebAnimator Object Allows you to open WebAnimator Sprite object.

Animated Object (PICS) Allows you to open an animated Sprite object in a standard picture format used by many animation programs.

To learn more about	refer to
This command	"Importing objects," on page 6-1

Export QuickTime...

Displays a dialog so you can export the current scene or selected keyframes as a QuickTime movie. QuickTime movies created in WebAnimator can be imported into any application which supports QuickTime movies. You can use the "QuickTime Options" command in the Animation menu to set movie preferences prior to exporting your scene.

To learn more about	refer to
This command	"Exporting QuickTime movies," on page 6-5
Setting QuickTime options	"Setting QuickTime movie preferences," on page 6-5

Quit ⌘-Q

Closes the current scene, exits WebAnimator, and returns you to the Finder or to another application if one is open. If you have made changes to the current scene and have not saved it, a dialog appears asking if you want to save the changes.

Edit Menu

Use the Edit menu to access commands for editing your current scene. You can cut, copy, paste, and delete different components, such as objects, sounds, and keyframes from the current scene, or setting preferences.

The Edit menu choices reflect the part of the scene currently selected and is available from within all views. Below are variations of the Edit menu commands you will encounter when working in different views under different circumstances.

Edit		
Undo Move	⌘Z	Undoes the last operation
Cut Object	⌘X	Removes selected item(s) and places it in a buffer
Copy Object	⌘C	Places a copy of the selected item(s) in the buffer
Paste Object	⌘V	Pastes the contents of the buffer into the active scene/keyframe
Paste Before Frames		Pastes a copied master sound into the selected keyframe(s)
Paste After Frames		Pastes the copied keyframe(s) after the selected keyframe(s)
New Keyframe	⌘K	Inserts a copy of the selected keyframe after the current keyframe
Remove Object		Deletes the selected object from the scene
Remove Sound		Deletes the selected sound segment or segment under a selected keyframe
Select All	⌘A	Selects all keyframes or sound segments in the current scene
Select By	▶	Displays a cascading menu so you can control how objects are selected
Show Selection		Displays the selected keyframe
Preferences	▶	Displays a dialog so you can change program defaults

Undo ⌘-Z

Undoes the last operation performed. Additional text is added to the Undo menu item identifying exactly what command to be undone. You may undo movement, sizing, sending of objects, keyframe editing, background colors, times changes, etc. After execution of an "Undo" command, this menu item turns into "Redo" so you can undo the "Undo" command.

Note: You cannot undo the "Remove Object" or "Remove Sound" commands.

Cut

⌘-X

Deletes the currently selected object(s) and copies them into a buffer (area of computer memory similar to Macintosh's Clipboard). The item can then be pasted elsewhere in WebAnimator. The copy is held in the buffer until you cut or copy something else.

Additional text is added to the "Cut" command depending on the active view and what is selected:

Frames Cuts the selected keyframe(s).

Element Cuts selected drawing element(s) in the Draw view.

Object Cuts selected object(s) in the Animation or Storyboard view.

Path Cuts the path of a selected object across multiple keyframes.

Sound Cuts selected sound(s) in the Storyboard view.

To learn more about	refer to
This command	"Deleting items," on page 5-16

Copy

⌘-C

Saves a copy of the currently selected object-element(s) into the buffer. Once the object is copied, it can be pasted into the same keyframe, keyframes in different views, or other WebAnimator scenes.

Additional text is added to the "Copy" command depending on the active view and what is selected:

Frames Copies the selected keyframe(s).

Element Copies selected drawing element(s) in the Draw view.

Object Copies selected object(s) in the Animation or Storyboard view.

Path Copies the path of a selected object across multiple keyframes.

Sound Copies selected sound(s) in the Storyboard view.

To learn more about	refer to
This command	"Copying items," on page 5-15

Paste ⌘-V

Pastes anything previously copied to the buffer into the active view.

Additional text is added to the "Paste" command depending on the active view and what is selected:

Frames Pastes any copied keyframe(s) after the selected keyframe.

Element Pastes any copied drawing element(s) in the Draw view.

Object Pastes any copied object(s) in the Animation or Storyboard view.

Path Pastes any copied path of an object across multiple keyframes.

Sound Pastes any copied sound(s) in the Storyboard view.

To learn more about	refer to
This command	"Pasting objects," on page 5-17

Paste Sound Clone

Storyboard view only. Pastes a copied master sound into the selected keyframe(s), resulting in the creation of a clone sound. Any changes to the master sound affect the clone sound as well. The pasted clone sound segment appears with a "C" on the left side of the sound segment.

Note: Clone sounds do not take up additional computer memory.

To learn more about	refer to
This command	"Creating and using master and clone sounds," on page 7-7

Paste Before Frames

This command only appears if a keyframe has been copied. Pastes the copied keyframes currently in the buffer, *before* the selected keyframe. The selected keyframe follows the pasted keyframes.

Paste After Frames

Pastes the copied keyframe(s) currently in the buffer, *after* the selected keyframe. The selected keyframe precedes the pasted keyframes.

New Keyframe ⌘-K

Inserts a copy of the current keyframe after the current keyframe. You can also add keyframes by clicking on the New button from within the Animation and Storyboard view tool palettes.

What items, such as objects, background, and sound, are copied into the new keyframe depend on what is contained in the selected keyframe.

To learn more about	refer to
Adding keyframes	"Creating keyframes," on page 5-1

Remove Object

Deletes the selected object(s) from the entire scene, not just from the selected keyframe(s) as is the case with the "Cut Object" command.

Note: This command cannot be undone.

To learn more about	refer to
This command	"Deleting items," on page 5-16

Remove Sound

Deletes the selected sound segment without placing a copy of the sound in the WebAnimator buffer. If all keyframes, or all sound icons are selected, then all sounds are deleted. Pressing the Delete key with a sound selected, has the same effect as using the "Remove Sound" command.

Note: This command cannot be undone.

To learn more about	refer to
This command	"Removing sound segments," on page 7-9

Select All ⌘-A

Storyboard view Selects all the keyframes in the scene. If a sound is selected at the time this command is executed, it selects all the sounds in the scene.

Draw view Selects all elements belonging to a selected complex object. Nothing occurs if a simple object is selected.

Select By

✓Object Rectangle
Object Form

Displays a cascading menu so you can change the behavior of objects in the Draw view for selecting. You can choose from "Object Rectangle" which allows you to click anywhere within the selection rectangle of an object to select that object. "Object Form" is the standard default where you have to click on the object itself to select it.

To learn more about	refer to
This command	"Selecting objects and keyframes," on page 5-9

Show Selection

Storyboard view only. Advances the current scene to the currently selected keyframe(s). This is useful when you have previously selected several keyframes within a large scene. If the scenes are not currently visible, this command allows you to quickly scroll back to the selected frames.

Preferences

General...
Scene...
Draw...
Compression...
Project...

Displays a cascading menu so you can change WebAnimator defaults in several categories: General, Scene, Draw, Compression, and Project. Defaults apply to all WebAnimator documents. Options include defaults for:

- start up view
- screen size
- font
- sound compression
- current project information and characteristics

To learn more about	refer to
This command	"Setting Preferences," on page 1-3

Animation Menu

Use the Animation menu to provide precise control over many animation functions. Instead of using the pointer or Resize tools from the Animation and Storyboard views, the options in this menu can be used to size and move objects in the keyframe, change the timing of a keyframe, a selection of keyframes, or the entire scene, apply visual transitions between keyframes, apply background colors and blends, scripting of objects or keyframes, and smoothing your animation.

Most of the commands in the Animation menu are only available in the Animation and Storyboard views. The "Grids and Rulers..." and "Make Template" commands are also available from within the Draw view.

Animation

Move Object ▶		Displays a cascading menu so you can move objects using commands
Size Object ▶		Displays a cascading menu so you can size objects using commands
Send Object ▶		Displays a cascading menu so you can send objects between layers and viewing planes
Change Name...		Displays a dialog so you can change the name of the selected keyframe
Change Time...		Displays a dialog so you can change the total time for selected keyframes
Transitions...	⌘T	Displays a dialog so you can apply keyframe transitions
Background Color...	⌘B	Displays a dialog so you can change the background for selected keyframes
Make Into Button...		Displays a dialog so you can convert any selected object to a button
Frame Script ▶		Displays a cascading menu so you can customize the flow of your scene
Smooth Animation ▶		Displays a cascading menu so you can smooth the keyframe playback
Object Anchor...		Displays a dialog so you can align selected objects
Grids and Rulers...		Displays a dialog so you can display grids and rulers in the workspace
QuickTime Options ▶		Displays a cascading menu so you can set QuickTIme options for exporting movies
Make Template...		Displays an action dialog to take you through the steps for creating a Scene Template

Move Object

To Center	⌘5
Off Left	⌘4
Off Right	⌘6
Off Top	⌘8
Off Bottom	⌘2
On Screen	⌘7
On Screen Centered	⌘9

Displays a cascading menu so you can move the currently selected object to the exact center of the screen, off-screen, or back on-screen by choosing one of the "Move Object" commands. It is an alternative to using the Pointer tool in the Animation or Storyboard tool palette to move your object. It may be used, for example, when you want text (or any other object) to "ticker-tape" from off-screen left, to center, to off-screen right.

To learn more about	refer to
This command	"Moving objects," on page 5-38

Size Object

Original Size	⌘=
Vanish Object	⌘*
Half Size	⌘-
Double Size	⌘+
Other Size...	

Displays a cascading menu so you can choose an exact size for the selected object by choosing one of the sub-menu items. These commands are used as an alternative to the Size tool on the Animation tool palette or using the object's handles to change its size. They are also used to shrink the object by one half, to double its size, to shrink the object to a vanishing point, or to return the object to its original drawing size while keeping the object's proportions constant.

To learn more about	refer to
This command	"Sizing objects," on page 5-40

Send Object

Up	⌘I
Down	⌘J
To Front	
To Back	
To Foreground	⌘F
To Background	⌘G
To Hidden	⌘H

Displays a cascading menu so you can send the currently selected object to a particular view plane or change the layer in a viewing plane.

When you want to use one of the send tools, you must follow the correct procedure to achieve the desired results. First, be sure you are in the correct viewing plane. Objects in the Background, for instance, may be seen but not selected if you are in the Foreground. Next, select the number of frames you wish the command to affect. Then, select the object. Last, choose a command a command from the "Send Object" cascading menu.

To learn more about	refer to
This command	"Layering objects," on page 5-36
Viewing planes	"Using viewing planes," on page 5-5

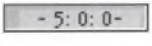
Change Name...

Displays a dialog so you can change the name of the selected keyframe. Keyframes are automatically given names as they are created however, you can use this command to change the name of existing keyframes. Names can be up to 30 characters in length, and spaces are valid. Use the Names button from the Storyboard tool palette to display the names mode.

To learn more about	refer to
This command	"Changing keyframe names," on page 7-1

Change Time...

Displays a dialog so you can display the total time for the selected keyframes (in minutes, seconds. and frames) and change the playback time for those keyframes. The time is the speed at which an action sequence plays. When the time is changed, the speed of the animation is altered.



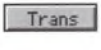
You can also change the time of a single keyframe from the Animation view. Click in the Time Controls display in the tool palette and enter the new time.

In the Storyboard view, you can click on the Time button from within the tool palette and change the time below each keyframe.

To learn more about	refer to
This command	"Adjusting keyframe timing," on page 7-13

Transitions... ⌘-T

Displays a dialog so you can add a transition (or change existing transitions) to selected keyframes. Transitions are effects similar, or identical, to those often seen in video segments and made by effects generators (wipes, dissolves, sweeps). This command can also be executed by clicking the Trans button in the Animation view tool palette.



To learn more about	refer to
This command	"Applying keyframe transitions," on page 7-29

Background Color... ⌘-B

Displays a dialog so can change the Background color for the selected keyframes. You can select a background color, select a new palette, create new colors for the palette, copy, paste and blend colors and choose from one of ten color blend templates for your background.

This command can also be executed by clicking the Background button in the Animation view tool palette.

To learn more about	refer to
This command	"Creating backgrounds," on page 5-3

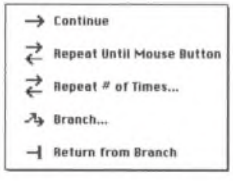
Make Into Button...

Displays a dialog so you can make any selected graphic, text, or animated object into a button. This type of scripting allows you to create an interactive sprite in which the viewer may choose which part of the current scene to view by clicking the mouse on an object or "button." Clicking the button during playback causes a branch to a different part of the scene, return to the keyframe where the button was pressed, or continue playing until the end of the scene. Buttons can be scripted anywhere in the scene.

Keyframes used in scripting must first be assigned a name to identify the branching location.

To learn more about	refer to
This command	"Creating a scripted button," on page 7-22
Naming a keyframe	"Changing keyframe names," on page 7-1

Frame Script



Displays a cascading menu so you can control the flow of the action during playback and create an interactive scene and modular Storyboard. By default, keyframes are played in the order in which they appear in the Storyboard. This command allows you to alter the playback order by creating branches to other keyframes in the scene. You may choose between several scripting options for the selected keyframes.

Keyframes used in a script are identified by icons to the right of the keyframe in the Storyboard view. The keyframe script you choose applies to all selected keyframes.

Keyframes used in scripting must first be assigned a name to identify the branching location.

To learn more about	refer to
This command	"Scripting and branching," on page 7-16
Naming a keyframe	"Changing keyframe names," on page 7-1

Smooth Animation

Smooth Frames
Remove Smoothness
Smooth Preferences...

Displays a cascading menu so you can smooth the playback of selected keyframes, set preferences for smoothing your animation, or remove the smooth effect.

WebAnimator can play back 30 frames of animation per second. However, in its default unsmoothed mode, WebAnimator divides its time between computing and displaying frame images. If keyframes are complex, the computing time takes longer. In this case, fewer frames can be displayed per second, resulting in a "choppy" animation. When a selection of keyframes is smoothed, WebAnimator "precomputes" the 30 frames per second that are displayed during playback, compresses the information, and stores it in memory.

Note: *Smoothing is not recommended for use in scenes intended for display over the Web.* Even when a scene is compressed, smoothing uses a lot of computer memory (RAM), so don't smooth where it's not needed. To use this command, your monitor must be set for 256 color mode.

Don't smooth transition effects (as they play just the same), or any other scenes which are not choppy. Making changes to Objects in smoothed keyframes, such as size or position changes, removes the smoothing. Removing smoothing from one part of a smoothed scene removes it from the entire previous selection.

To learn more about	refer to
This command	"Smoothing your animation," on page 7-30

Object Anchor...

Displays a dialog so you can specify how an object is aligned or anchored on the screen. Because of the nature of complex and simple objects, you cannot align object in relation to each other however, you can align or anchor objects to the grid.

This command is available from within all WebAnimator views. The use and purpose of this command is different from within each view.

Each object has its own alignment specification, and the object's alignment can be changed from keyframe to keyframe. Alignment using this command is automatically overridden when commands from the "Move Object" sub-menu are used.

To learn more about	refer to
This command	"Objects anchors," on page 5-17
Moving objects using commands	"Moving objects," on page 5-38

Grids and Rulers...

Displays a dialog so you can enable or disable the display of a grid or ruler in the Draw and Animation views. The "Grid Dimensions" section of the dialog has standard settings for setting the size of the grid, turning "Snap to Grid" on or off, and showing or not showing the grid.

The "Ruler Units" section of the dialog provides units of measurement selection, and whether or not to show the ruler. If the ruler is visible, hash marks appear in the ruler when drawing or moving objects in the Draw or Animation views.

To learn more about	refer to
This command	"Using Workspace Grids," on page 1-8

QuickTime Options

Poster Frame
Preview Frames
Preferences...

Displays a cascading menu so you can set select poster and preview frames for your QuickTime movie as well as set preferences for turning any WebAnimator scene into a QuickTime movie. A poster frame is used to represent the QuickTime movie when imported into a file. A preview frame represents the QuickTime movie when the file is selected from within any standard "Open" dialog.

To learn more about	refer to
This command	"Setting QuickTime movie preferences," on page 6-5

Make Template...

Initiates a series of steps which walks you through the creation of a Scene Template. Scene Templates can convert any finished WebAnimator scene into a reusable template. These templates are placed into a Template Library where they can be saved and stored.

To learn more about	refer to
Creating Templates	Chapter 4, "Using and Creating Scene Templates"

Sound Menu

Use the Sound menu to handle sound tracks with easy-to-use sound segments in the Storyboard view, open previously saved sounds, record new sounds, listen to sounds, and synchronize the sound to the action or vice versa.

Please note that several Edit menu commands (and ⌘ key shortcuts) are altered to suit working with selected sound segments. You may undo a sound edit (⌘-Z), cut a sound (⌘-X), copy a sound (⌘-C), paste a sound (⌘-V) and delete a sound from the Edit menu.

A majority of commands in this menu are only available when a sound segment is selected in the Storyboard view. To display the sound controls in the Storyboard view, click Sound from within the Storyboard view tool palette.

To learn more about	refer to
Using and recording sound	"Working with sound in your scene," on page 7-2

Sound

New Sound		Adds an empty sound segment to the selected keyframe
Open Sound...		Displays a dialog so you can open a sound file
Save Sound As...		Displays a dialog so you can save a selected sound segment
Record Sound...	⌘R	Displays a dialog so you can record sound for the selected sound segment
Listen to Sound	⌘L	Plays the currently selected sound segment
Synchronize ▶		Displays a cascading menu so you can synchronize sound to your scene
Fit Animation to Sound		Changes the keyframe timing to match an action
Master Sound		Converts the selected sound into a master sound segment
Sound Options...		Displays a dialog so you can set sound options
Repeat Sound		Continuously repeats the selected sound
Sound Tracks ▶		Displays a cascading menu so you can select a sound track
✓Sound On		Turns the sound for the current scene on or off

New Sound

Adds an empty sound segment to the selected keyframes. You may also click the mouse under a keyframe to lay in a sound track segment. Drag the end of a segment with the mouse to stretch the segment over a number of keyframes.

To learn more about	refer to
This command	"Applying sound to keyframes," on page 7-3

Open Sound...

Displays a dialog so you can open a previously saved sound. A sound segment must be selected for this command to be available.

Save Sound As...

Displays a dialog so you can name and save the current sound, rename the current sound, or save it to another location. A sound segment must be selected for this command to be available. Be sure the correct folder and drive are selected.

Record Sound... ⌘-R

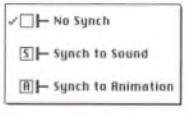
Displays a dialog so you can record a sound. A sound segment must be selected for this command to be available. Six buttons allow you to record, stop, pause, play, cancel and save sounds. A slide bar also indicates the amount of time available to record (dictated by free memory). Click the record button to record using your microphone or a CD already playing on your computer. Use stop and pause as needed. Check the recording after Stop has been pressed and save it to the selected segment with Save.

To learn more about	refer to
This command	"Applying sound to keyframes," on page 7-3

Listen to Sound ⌘-L

Plays the sound occupied by the currently selected sound segment.

Synchronize



Displays a cascading menu so you can synchronize the sound to the animation or the animation to the sound. The default setting in WebAnimator is no synchronization, but there may be times when it is necessary to set the action to the sound, or the sound to the action.

If you synchronize the action to the sound, the action continues at its normal speed as long as the sound continues. The length of the sound determines the timing of the action. When this option is selected for a segment, an "S" is displayed at each end of the sound segment when viewed in the Storyboard view.

If you synchronize the sound to the action, the sound continues at its normal speed as long as the action continues. The timing of the action determines the length of time used. When this option is selected for a segment, an "A" is displayed at each end of the sound segment when viewed in the Storyboard.

To learn more about	refer to
This command	"Synchronizing sound in your scene," on page 7-11

Fit Animation to Sound

This command changes the time the action takes to playback so it fits exactly to the time the sound takes to play. Unlike the "Synchronize" command, it does not cut off the animation it the scene is too long. If the sound takes longer to play than the action, then the time settings in the keyframe's time controls are modified to fit it exactly to the sound, so the action appears to move slower and smoother. If the sound takes less time to play than the action, then the time is reduced to fit it exactly to the sound, so the action appears to move more quickly.

Note that using "Fit Animation to Sound" changes the time control for the affected frame(s). In order to undo this change, you would have to manually reset the time control(s) of the affected frame(s) to their original values.

To learn more about	refer to
This command	"Fitting animation to sound," on page 7-12

Master Sound

Changes any selected sound segment into a master sound. When a master sound is copied, it can be pasted as a clone (using the "Paste Sound Clone" command in the Edit menu) anywhere in your scene. The pasted sound is an exact duplicate of the copied master sound, but it uses no extra memory or disk space. The clone sound acts like a regular sound, having its own amplitude and synchronization. Changing the Master Sound by re-recording, or opening a sound changes all of its clones.

master sound segments appear in the Storyboard view with an "M" displayed on the left side of the sound segment.

To learn more about	refer to
This command	"Creating and using master and clone sounds," on page 7-7

Sound Options...

Displays a dialog so you can set various options for the currently selected sound segment. Volume, synchronization, whether this is a master sound, and whether this sound is to be repeated, can all be set for a selected sound segment using this command.

Repeat Sound

When this option is selected (check-mark appears next to this menu item), the selected sound repeats itself over and over until the scene ends.

Sound Tracks

Displays a cascading menu so you can select which of four possible sound tracks you wish to work with. Only the sound segments for the currently selected sound track appear in the Storyboard.

When a scene is played, the sounds of all 4 tracks play back simultaneously. This allows you to play multiple sounds at once. It also lets you avoid stopping one sound in a track to play the next.

Sound On

Turns the sound on or off while you are creating and editing a scene. A check mark next to the command indicates that the sound is on.

/iew Menu

Use the View menu to switch between WebAnimator views, import and export QuickTime movies, change the type of information displayed in the Storyboard view, switch between viewing planes, or display the selected keyframe to view all off-screen objects.

This menu is available from within all views.

View		
Template Studio		Displays the Template Studio view
✓Animation	⌘U	Displays the Animation view
Draw	⌘D	Displays the Draw view
Object Cels		Displays the Cel view
Storyboard	⌘Y	Displays the Storyboard view
Project		Displays the Project view
Viewing Info	▶	Displays a cascading menu so you can display information in the Storyboard view
Viewing Plane	▶	Displays a cascading menu so you can switch between the three viewing planes
Show Off Screen	⌘M	Shows all objects in the selected keyframe which are located off the workspace

'emplate Studio

Switches you to the Template Studio view where you can create a scene using pre-formatted templates. The Template Studio view looks very different than other views in WebAnimator.

You can also click the Template Studio view button in the View Bar on the right side of the window to display the Template Studio view.

\nimation ⌘-U

Switches you to the Animation view where you can add animation and movement to objects. The Animation tool palette appears.

You can also click the Animation view button in the View Bar on the right side of the window to display the Animation view.

Draw ⌘-D

Switches you to the Draw view where you can add Draw and Text objects and import objects. The Draw view tool palette appears. If an object is selected then it is ready for editing, otherwise a new object may be started.

You can also click the Draw view button in the View Bar on the right side of the window to display the Draw view. In the Template Studio view, you can also click on the Draw View button.

Object Cels

Switches you to the Cel view where you can create and import Sprite objects. The cels of the selected sprite are displayed. If no sprite is selected before entering the Cel view, an empty cel-board is displayed.

You can also click the Cel view button in the View Bar on the right side of the window to display the Cel view.

Storyboard ⌘-Y

Switches you to the Storyboard view where you can display little thumbnail off all keyframes in the current scene. The Storyboard tool palette, and the portion of the Storyboard in which the selected keyframes are located, is displayed.

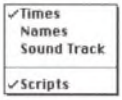
You can also click the Storyboard view button in the View Bar on the right side of the window to display the Storyboard view.

Project

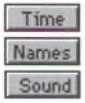
Switches you to the Project view, where you can create a project consisting of many independent WebAnimator scenes. If a project is loaded and the current scene is in the project, then the scene is highlighted when entering this view.

You can also click the Project view button in the View Bar on the right side of the window to display the Project view.

Viewing Info



Storyboard view only. Displays a cascading menu so you can select the type of information to be displayed in the Storyboard view. The information to be shown underneath the keyframes can be one of three types shown in the cascading menu; "Times," "Names," or "Sound Track." A check-mark appears to the left of the currently selected display type. Switching between these three display types can also be done using the Storyboard view tool palette. Display of scripting symbols to the right of each keyframe in Storyboard view can be enabled or disabled by selecting "Scripts" in the pop-up.



Viewing Plane

✓Foreground & Background
Foreground
Background
Hidden

Displays a cascading menu so you can switch between the three viewing planes. The viewing planes allow you to create three dimensional effects, hide objects which should be invisible in selected keyframes, and speed animation by consigning unmoving background elements to a background plane. Imagine each object drawn upon a clear celluloid film. A viewing plane is the current layer of three different layers of films. These layers are called the Foreground, Background and Hidden viewing planes.

The foreground can be used to contain all animated objects. The background can be used to place unmoving objects which are behind the moving objects. The hidden viewing plane can be used to store object not be shown in particular keyframes. When the scene is played, the viewer sees the foreground/background combination. Remember that objects occupy a place in the viewing plane whether or not they visibly overlap.

You can also use the viewing plane tools in the Storyboard and Animation view tool palettes to switch between viewing planes.

To learn more about	refer to
Viewing planes	"Understanding viewing planes," on page 2-6
Using the viewing planes	"Using viewing planes," on page 5-5

Show Off Screen ⌘-M

Animation and Storyboard views only. Draws the frame at half size in the center of the screen, and shows all off-screen objects in the border surrounding the frame. All functions are possible in this view. Objects which are off-screen can be viewed, selected, and moved on screen or to some other position off-screen. An additional advantage to being able to view what is off-screen and bring it back on screen, is to place off-screen objects at various distances from the screen border. This allows objects to move on screen at different speeds. In full-screen view, the furthest an object can be moved is just beyond the screen border.

After selecting this command, the menu item changes to "Hide Off Screen" for returning to full-screen viewing. This command is also available as a button at the bottom of the screen in the Animation and Storyboard views.

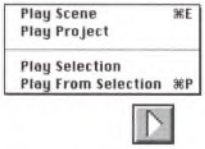
Play Menu

Use the Play menu to play a scene, project, selected keyframe, play from the selected keyframe, go to a specific named frame, go to the beginning or end of the scene, go to the next or previous keyframe, or set the scene to automatically loop on itself.

A majority of commands in this menu are only available from the Storyboard and Animation views. To display the Storyboard view, choose "Storyboard" from the View menu, or click on the Storyboard button from within the window View Bar.

Play	
Play ▶	Displays a cascading menu so you can play the current scene
Go to Keyframe ▶	Displays a cascading menu so you can select a keyframe to display
First Keyframe	Displays the first keyframe in the current scene
Last Keyframe	Displays the last keyframe in the current scene
Next Keyframe	Displays the next keyframe in the current scene
Previous Keyframe	Displays the previous keyframe i n the current scene
Play Full Screen	Displays the current scene at full screen when played
Auto Loop	Displays the current scene continuously until the mouse is clicked

Play



Displays a cascading menu so you can play the current scene, project, play selected keyframes, or play the scene from the selected keyframe.

You can also click on the Play tool from within the Animation or Storyboard views to play the current scene from the selected keyframe.

Go to Keyframe

Displays a cascading menu so you can skip to any keyframes in the current scene. The names of all keyframes appear in the cascading menu.

First Keyframe

Displays the first keyframe in the current scene. It is an alternative to the Rewind tool in the Animation view tool palette.

Last Keyframe

Displays the last keyframe in the current scene. It is an alternative to the Fast Forward tool in the Animation view tool palette.

Next Keyframe

Advances the scene one keyframe. It is an alternative to the Next Frame tool in the Animation view tool palette.

Previous Keyframe

Rewinds the scene one keyframe. It is an alternative to the Rewind tool in the Animation view tool palette.

Play Full Screen

When selected (check marked), this command displays the current scene in the middle of the screen when it is played. Any portion of the screen which is not used is blocked out.

Auto Loop

Makes the scene loop automatically (play over and over again) until the mouse button is clicked. Press ⌘-period to stop the scene.

Draw Menu

Use the Draw menu to apply characteristics to text objects, manipulate Text and Draw objects within the Draw view and creating and manipulating Sprite object cels.

This menu is only available from with the Draw view.To display the Draw view, choose "Draw" from the View menu, or click on the Draw button from within the window View Bar.

Draw	
Font ▶	Displays a cascading menu so you can choose a typeface
Size ▶	Displays a cascading menu so you can choose a type size
Style ▶	Displays a cascading menu so you can choose a type style
Alignment ▶	Displays a cascading menu so you can choose a text alignment
Send to Front	Sends the selected object to the front layer in the selected viewing plane
Send to Back	Sends the selected object to the back layer in the selected viewing plane
Group	Groups the selected complex objects to each other
Ungroup	Ungroups the selected object
✓Complex Object	Allows you to draw a single complex object without
Cels ▶	Displays a cascading menu so you can add and remove Sprite object cels

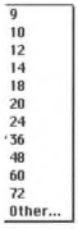
Font

Displays a cascading menu so you can select the character font for a selected Text object. All the fonts in your system are available to choose from, including foreign language fonts.

This command is only available after the Text tool in the Draw view tool palette has been selected and a Text object has been created or selected.

To learn more about	refer to
Formatting Text objects	"Formatting and editing text in a Text object," on page 5-24

Size



Displays a cascading menu so you can select the point size for text. Various pre-set point sizes are available to choose from or you can set some other size by selecting the "Other..." option at the bottom of the cascading menu.

This command is only available after the Text tool in the Draw view tool palette has been selected and a Text object has been created or selected.

Style

Displays a cascading menu so you can select a style or combination of styles for text (Plain, Bold, Italic, Underline, Outline, Shadow, Condensed or Extended).

This command is only available after the Text tool in the Draw view tool palette has been selected and a Text object has been created or selected.

Alignment

Displays a cascading menu so you can select the justification for text (Left, Centered, or Right). This command is not affect by other alignment commands used elsewhere in WebAnimator.

This command is only available after the Text tool in the Draw view tool palette has been selected and a Text object has been created or selected.

Send to Front

Sends the selected object-element to the top layer of all the object's elements within the displayed viewing plane. As you draw various elements of a complex object they are layered, one on top of another, just as objects are layered in the viewing planes, with the last object drawn on the top of the layer.

Send To Back

Sends the selected object-element to the bottom layer of all the object's elements within the displayed viewing plane. As you draw various elements of a complex object they are layered, one on top of another, just as objects are layered in the viewing planes, with the last object drawn on the top of the layer.

Group

Groups several elements together in order to manipulate them as if they were one object. For example, you might wish to change the original size or attribute (color, line thickness) of an object and wish to size all the elements of the object together. Two or more objects must be selected for this command to be available. Groups of

objects may be nested to facilitate drawing and editing. You can only group elements belonging to the same complex object.

To learn more about	refer to
Grouping objects	"Grouping and ungrouping objects," on page 5-37

Ungroup

Ungroups object-elements that have been grouped. This can be used to separated grouped complex objects in order to manipulate them separately. This command is only available if a previously grouped object has been selected.

Complex Object

Toggles the drawing mode between complex objects (check-mark next to this menu item) and simple objects (no check-mark). In complex object mode (the default), as you are drawing, you continue to work on one object. Each element drawn becomes a single complex object. In complex object mode you have to click the New tool from within the Draw view tool palette to begin creating a new object. In simple object mode, each element you draw is considered a separate object.

To learn more about	refer to
This command	"Creating simple and complex objects," on page 5-7

Cels

New Cel
Remove Cel
Next Cel
Previous Cel

Displays a cascading menu so you can create and remove cels as well as step through cels within the current Sprite object. Sprites consists of multiple frames or cels which is used to create repetitive animation of objects within a scene. The cycling of the cels of these multi-cel Sprite objects continues no matter what animation movement and size changes are occurring to the object as a whole as part of the scene.

New

To use this command, after drawing your object elements for the first cel of the Sprite object, choose "Cels" from the Draw menu and select "New Cel" from the cascading menu. You can also click on the New button from within the Draw view tool palette. All of the elements which were present in the first cel are present in the second.

To learn more about	refer to
This command	"Creating Sprite objects," on page 7-25

Template Menu

Use the Template menu to select Scene Templates, switch Template Libraries, apply background color and music, or smooth the entire scene.

This menu is only available from within the Template Studio view. To display the Template Studio view, choose "Template Studio" from the View menu, or click on the Template Studio button from within the window View Bar.

To learn more about	refer to
Working in the Template Studio view	Chapter 4, "Using and Creating Scene Templates"

Template	
Select Template...	Displays a dialog so you can select a template from the current library
Change Library...	Displays a dialog so you can change the current Template Library
Background Color...	Displays a dialog so you can apply a color to the scene background
Background Music...	Displays a dialog so you can apply a sound to track 4 of the entire scene.
Smooth	Smooths the animation of the entire scene

Select Template...

Displays a dialog so you can select a Scene Template from the current Template Library. Once the template is displayed in the Template Studio, you can place your own text, sound, and colors into change the template into your own customized scene.

To learn more about	refer to
This command	"Step 1: Select a Template Library," on page 4-2

Change Library...

Displays a dialog so you can open a different Template Library from the one currently selected. This affects the Scene Template choices available through the "Select Template" command.

To learn more about	refer to
This command	"Switching Template Libraries," on page 4-17

Background Color...

Displays a dialog so you can apply a color or blend to the background of the entire scene.

To learn more about	refer to
This command	"Changing the background color," on page 4-9

Background Music...

Displays a dialog so you can apply continuous music to the scene. Background music is recorded on Track 4. Sound can also be applied to individual lines in the Template Studio view.

To learn more about	refer to
This command	"Adding background music," on page 4-8
Applying sound to lines	"Adding or changing sounds," on page 4-7

Smooth

Smooth the playback of the entire scene. WebAnimator can play back 30 frames of animation per second. However, in its default unsmoothed mode, WebAnimator divides its time between computing and displaying frame images. If keyframes are complex, the computing time takes longer. In this case, fewer frames can be displayed per second, resulting in a "choppy" animation. When a selection of keyframes is smoothed, WebAnimator "precomputes" the 30 frames per second that are displayed during playback, compresses the information, and stores it in memory.

Note: *Smoothing is not recommended for use in scenes intended for display over the Web.* Even when a scene is compressed, smoothing uses a lot of computer memory (RAM), so don't smooth where it's not needed. To use this command, your monitor must be set for 256 color mode.

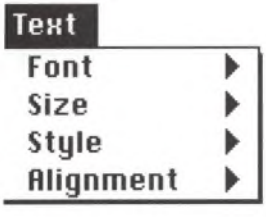
To learn more about	refer to
This command	"Smoothing the animation," on page 4-11

Text Menu

Use the Text menu to specify the text attributes of the text in a keyframe, set text attributes before entering text. The attributes of previously entered text can be changed by clicking on the desired line (it is highlighted) in the text-entry area of the Template Studio view, then choosing one or more commands from this menu. Text subsequently typed has those attributes previously selected.

This menu is only available from within the Template Studio view. To display the Template Studio view, choose "Template Studio" from the View menu, or click on the Template Studio button from within the window View Bar.

To learn more about	refer to
Adding text to your scene	"Creating a Text object," on page 5-23



Displays a cascading menu so you can choose a typeface

Displays a cascading menu so you can choose a type size

Displays a cascading menu so you can choose a type style

Displays a cascading menu so you can choose a text alignment

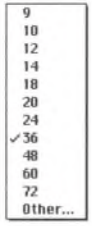
Font

Displays a cascading menu so you can select the character font for a selected Text object. All the fonts in your system are available to choose from, including foreign language fonts.

This command is only available after the Text tool in the Draw view tool palette has been selected and a Text object has been created or selected.

To learn more about	refer to
Formatting Text objects	"Formatting and editing text in a Text object," on page 5-24

Size



Displays a cascading menu so you can select the point size for text. Various pre-set point sizes are available to choose from or you can set some other size by selecting the "Other..." option at the bottom of the cascading menu.

This command is only available after the Text tool in the Draw view tool palette has been selected and a Text object has been created or selected.

Style

Displays a cascading menu so you can select a style or combination of styles for text (Plain, Bold, Italic, Underline, Outline, Shadow, Condensed or Extended).

This command is only available after the Text tool in the Draw view tool palette has been selected and a Text object has been created or selected.

Alignment

Displays a cascading menu so you can select the justification for text (Left, Centered, or Right). This command is not affect by other alignment commands used elsewhere in WebAnimator.

This command is only available after the Text tool in the Draw view tool palette has been selected and a Text object has been created or selected.

Project Menu

Use the Project menu to add and remove scenes from the project file. A WebAnimator Project, is a collection of scenes which are played sequentially. Individual scenes may use scripting, Quicktime movies, and all the other WebAnimator tools. You may use this feature to create modular scenes, or to extend the power of your computer by the ability to show very large scenes which, if lumped together, would overburden your computer's memory. This feature also allows you to put scenes which use different palettes back to back.

This menu is only available from within the Project view. To display the Project view, choose "Project" from the View menu, or click on the Project button from within the window View Bar.

Project	
Add Scene...	Displays a dialog so you can add saved scenes to the open project file
Remove Scene	Removes the selected scene from the current project file

Add Scene...

Displays a dialog so you can add a scene to the current project. If no other scene has been added, this scene is the first shown in your project. If this is not the first scene, then the scene is added to the end of the project.

The first scene in a project must be opened in WebAnimator in order for the project to play.

Remove Scene

This command removes the currently selected scene from the project.

Appendix B WebAnimator Hints & Tips

This appendix provides you with hints and tips for creating your WebAnimator scenes. These tips will help you reduce file and download time and provide valuable information for using colors and fonts.

Think small!

Most users access the Internet with modems operating at 28,000 bps or slower. While WebAnimator's compression ability and vector-based graphics make it easier to reduce the size of an uncompressed scene, you must exercise good judgment when importing graphics and sounds. The use of Master Sounds is highly recommended if there is duplication of sounds within your scene.

Remember that most users are acutely aware of the time it takes to download anything over the Web. WebAnimator scenes must be fully downloaded before they begin playing, so every byte you shave from your scenes' file sizes will save your users download time.

Graphics Import as few graphics as possible. Using WebAnimator's drawing tools to create graphics wherever possible will save you much memory and download time. Make sure that the graphics you do import are as small as possible.

Sounds Use 8-bit, 11 kHz sounds, if a sound file is too big. While the quality of the sound may suffer to some degree, this will also save precious memory and download time.

Use the System color palette

In order to conserve memory and disk space, WebAnimator stores all bitmap images (images created in paint programs like Adobe™ Photoshop™, ColorIt, and Fractal Design Painter®) in 8-bit (256 color) format.

WebAnimator's default color palette is the Macintosh System palette. The system palette provides a good overall set of colors that will be appropriate for most uses.

If you create images in more than 256 colors, WebAnimator will reduce the colors in these images and apply the system color palette. In most cases, you will obtain better results by creating your images in 16-bit (thousands of colors) or 32-bit (millions of colors) modes, and then converting them to the system palette in your paint program. Then, you can save your image from your paint program knowing exactly how it will look when imported into WebAnimator.

You can create and import images that use different color palettes, but this can cause standard display color changes (i.e., window borders change color, icons change color, etc.) when the scene is played back on a system that has only 256 colors. Remember that many computers are only able to display 256 colors at a time, and you cannot load two images with different color palettes at the same time without at least one of them losing some color integrity.

Use only standard fonts

One of WebAnimator's advantages is its ability to render fonts as it draws items. This reduces file size dramatically because it avoids storing text in bitmap form.

However, in order to achieve predictable results, this also requires that the user viewing the scene have installed all of the fonts with which the scene was originally created.

WebAnimator automatically substitutes fonts when it cannot find the original font on the user's system. It makes an attempt to substitute a similar font, but if a non-standard font is used when the scene is created, this results in less-predictable layout when the scene is played on a machine where the font is not present.

For this reason, always use standard fonts like Helvetica and Times for your scenes.

If you want to use different fonts or use anti-aliased text, you can create your text in a paint program and import it into your scenes. Remember, however, that importing bitmaps results in larger scene sizes.

More Hints and Tips...

Check the DeltaPoint Web site at `http://www.deltapoint.com` for more WebAnimator hints and tips, as they become available.

Appendix C Glossary

animation frame Also referred to as frames. The frames that WebAnimator automatically generates between keyframes. Each animation frame is 1/30 of a second. See page 2-5.

branch A "jump" to another area of your scene. By default, keyframes are played in the order in which they appear in the Storyboard view. A branch allow you to play the scene out of order. See page 7-16.

browser Software used to navigate the World Wide Web and view HTML documents. See page 2-2.

cel An individual frame within a Sprite object. See page 7-25.

clone sound A copy of a master sound. Clone sounds can be placed in the same scene as the master sound without adding additional memory. See page 7-7.

complex objects Objects consisting of multiple objects or elements. Complex objects are created in the Draw view and are defined with the use of the New tool in the Draw view tool palette. See page 5-7.

elements A single complex object is composed of multiple objects or elements. See page 5-7.

frame See *animation frame.*

frame of reference Refers to the original size of an object within the Draw view. The Draw view maintains the original object in the size in which it was created. If the object size is changed within another view, the object remains the original size in the Draw view. This allows for optimal display quality for the object. See page 5-40.

frame script Commands used to loop, repeat, or branch selected keyframes to other parts of the same scene. See page 7-16.

FTP (file transfer protocol) An Internet protocol for posting and downloading files across the network. You may need to FTP your HTML and WebAnimator scene files to your Web server. Consult your Internet Service Provider for more information.

home page In a Web site, the first document displayed on a Web site. In a hierarchy of HTML documents, the home page is the top-most page.

HTML (HyperText Markup Language) Set of codes used to design, lay out, format, and program documents that appear on the World Wide Web. HTML is an evolving coding standard. See page 8-4.

HTML editor A software program used to modify HTML files, including design, layout, and formatting. See page 1-1.

HTML file A text file containing embedded HTML codes. HTML files usually have an .htm or .html extension.

HTTP (HyperText Transport Protocol) Communications standard used to connect to the World Wide Web.

Internet World-wide network of computers that can talk with each other using a group of communications standards, including HTTP.

Intranet A collection of Web sites within the same company or organization. These Web sites are often organized in a hierarchical structure, and may include pages or entire sites that are available to internal personnel only.

ISP (Internet service provider) A company that provides access to the Internet for a fee.

keyframe A "snapshot" of your scene. Multiple keyframes make up a scene. WebAnimator automatically generates all animation between keyframes. The default keyframe time is one second. Keyframes must be added and created to create a scene. See page 2-5.

keyframe time The time interval between keyframes. This includes all of the animation frames between keyframes. This time can be edited and customized for each keyframe in your scene. See page 7-13.

layers This refers to the stacking of graphics within a particular viewing plane. See page 5-36.

master sound A sound identified in the scene which acts as an original sound segment. Clone sounds of the master sound can be created and placed in other areas of the same scene without requiring any additional memory. See page 7-7.

Netscape Navigator Popular graphical Web browser.

object Anything that can be imported or drawn in a WebAnimator keyframe. Objects include Draw, Text, Import, and Sprite objects.

original image An object imported or drawn in WebAnimator's Draw view. If this image is sized or moved in the Animation view, the original image size is not altered. Size and movement changes made within the Animation view affect the object's appearance or playback image, and not its original image. See page 2-26.

playback image When an original image is displayed in the Animation view, it is called the *playback image*. When an object is sized or moved in the Animation view, the original image size is not altered. This gives total control of the object size to the Draw view. See page 2-26.

poster frame A keyframe in WebAnimator which is used to represent a QuickTime movie in an application. The identified keyframe is converted to an image and attached to a QuickTime movie when the WebAnimator scene is exported. A keyframe must be identified as the poster frame in WebAnimator before a scene is saved as a QuickTime movie. Poster frames for QuickTime movies are defined with the "QuickTime" command from the View menu. See page 6-7.

preview frame A keyframe in WebAnimator which is used as a preview image in any standard "Open" dialog. The identified keyframe is converted to an image and attached to a QuickTime movie when the WebAnimator scene is exported. A keyframe must be identified as the preview frame in WebAnimator before a scene is saved as a QuickTime movie. See page 6-7.

project A file containing references to multiple scenes. These scenes will play in sequence one right after another when the project is played. See page 7-33.

protocol A communications standard that defines the language of a conversation between a user and an Internet resource. Common Internet protocols and access methods include

http://	hypertext transport protocol
file://	local disk drive
ftp://	file transport protocol
gopher://	gopher
mailto:	electronic mail

scene or **scene file** A WebAnimator file. These multimedia files are composed of multiple keyframes. Only one scene can be opened in WebAnimator at a time. See page 2-5.

Scene Template A pre-formatted WebAnimator scene file consisting of color, text, sound and animation, which can be used to create an instant animated scene. WebAnimator comes with dozens of professionally-designed templates. Each template is an individual file. Sets of templates are referred to by Template Library files. See page 4-2.

scene time The time it takes for the entire scene to play from start to finish. The scene time can be changed, modifying the rest of the keyframe times in proportion to the total scene time. See page 7-13.

script branch A frame script which branches to another keyframe in the same scene. In this type of frame script, a keyframe must be named and referenced, to complete the script branch. See page 7-16.

simple objects A single element object. Simple objects are created by clicking New from within the Draw view tool pallet after every object is created. See page 5-7.

slide frame A keyframe in WebAnimator which is used as the Scene Preview image for the selected template. Each time the template is selected, that keyframe appears in the Scene Preview area. See page 4-15.

sound segment Contains a sound for your scene. Sound segments can be for a single keyframe or stretched across multiple keyframes. Sound segments can be created in the Storyboard, Animation, and Template Studio views, however, they can only be viewed from within the Storyboard view. See page 7-3.

sound track One of four tracks in the Storyboard in which sounds can be placed. All four sound tracks are played in parallel.This allows you to record or apply background, voice, and other sounds to separate tracks within the same sound scene. See page 7-3.

Sprite object A multi-cel animation sequence separate from the keyframe scene. Sprite objects can be created in the Draw view or can be animated PICS files. Unlike keyframes, you must create every cel of a Sprite object. See page 7-25.

template See *Scene Template*.

Template Library A library of pre-formatted WebAnimator Scene Templates. Library files refer to Scene Templates that are located in the same directory. See page 4-16.

transition An effect similar to those often seen in video presentations and made by effects generators (wipes, dissolves, sweeps). In a transition, the objects and background of the current keyframe are changed into the objects and background of the next keyframe through the chosen effect. See page 7-29.

URL (Uniform Resource Locator) Naming method used to identify files on the Internet. Includes the server type, host name of the computer on which the file is stored, and the file path. See page 7-22.

viewing planes Different layers upon which WebAnimator objects are placed depending on their purpose within the scene. These viewing planes—*foreground*, *background*, and *hidden*—allow you to create three dimensional effects, hide objects which should be invisible in selected keyframes, and speed animation by consigning unmoving background elements to a background viewing plane. See page 2-6.

Web page An HTML document published on the World Wide Web.

Web server A computer that contains one or more Web sites and provides HTML documents for viewing.

Web site A collection of HTML documents stored on a Web server.

World Wide Web An Internet service that lets you view multimedia text, graphics, sound, and video. You can read hypertext (HTML) documents stored on a Web server by connecting to it via the Hypertext Transport Protocol (HTTP).

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End User Program License Agreement

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