

D202: Multimedia: Creating a Timed Presentation

Using OpenMind & Mediator

Flash Introduction

A Visual Tour

An Interactive Quiz

Creating a Timed Presentation

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Section 1: Using OpenMind

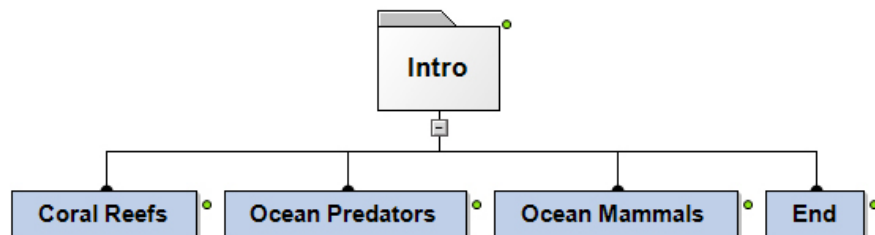
Step 1: Project Planning

Start by referring to the tutorial titled **Planning your projects in OpenMind** and follow the steps of using OpenMind to plan and **organise** your project.

For this project you are going to create a timed presentation on the Ocean. This particular project is going to have an introduction page containing a button. When clicked, this button will take the user through the project page by page. To do this, we are going to use a Timeline which starts running as soon as each main page loads. By placing actions along the Timeline, we can make it display the next page when it reaches a particular point without the user having to press anything.

The project is going to consist of five pages. **Page One** will be the **Introduction** page, there will be a page on **Coral Reefs**, another on **Ocean Predators**, one for **Ocean Mammals**, and an **End** page.

If you use the **Top Down** layout in OpenMind, your website structure should look like this:



The **Root** will be your **Introduction** page. In OpenMind, you may add a **welcome note** to the **root**. For this exercise I'm going to place some text that I have researched about the different branch topics.

- **Export** your OpenMind project as a Mediator file

Section 2: Using Mediator

Mediator is a page orientated authoring tool. It allows you to work on one page at a time, create interactivity on each individual page and then create links between the various pages of your project. You can export your projects as Flash websites or CD ROM's, HTML, or Mediator CD ROM's.

Step 1: Organising your Mediator project

Once OpenMind has completed **exporting** your project, the program asks you if you would like to open **the Mediator project**. Select **Yes**, OpenMind will launch Mediator and open your project.

OpenMind has no idea how you would like your pages designed, you will notice that it has put all the objects (text, pictures, sounds) in the top left hand corner. The first task you have is to arrange your page:

To **move** an object around the page:

- **Left-click** near the **centre** of an object and hold down the left mouse button to **drag** objects around the page

To **scale** images:

- **Left-click** and **drag** one of the corners to adjust the image to the desired size

To **edit** text:

- **Double-click** the text itself to open the **Text Editing** toolbox
- Select the text and then make changes in the toolbox

Step 2: Creating a Master Page

In this project, each page is going to have the same background. It's a good idea to create a Master Page for the background and apply it to all the other pages, so it

acts as a template page. In this way, any change you make to the Master Page will change on every page that page is applied to.

To create a Master Page:

- **Right-click** in the **Page List** in Mediator
- Select **New** from the dropdown list
- Name the page **Template**
- Click **OK**

Now to apply the Master Page to the other pages in the project:


- Select the **Intro** page in your page list
- Holding **Ctrl** on your keyboard, select the rest of the pages (but not the Template page)
- On your **Properties** panel, select **Bottom master page**
- From the pop-up window select the **Template** page
- Click **OK**

If you click the pages now, you will notice that the Master Page has been applied to all of them.

Step 3: Using the Vector Drawing tool


The Drawing tool is a very powerful tool which allows you to draw all kinds of different shapes in Mediator, using more advanced editing functions than with the Polygon tool. You can create simple shapes, such as ellipses, stars or polygons. You can also create freeform shapes and curves using the Bezier and Pencil tools.

We are going to create a simple rectangle and apply a gradient to it on the Master Page.

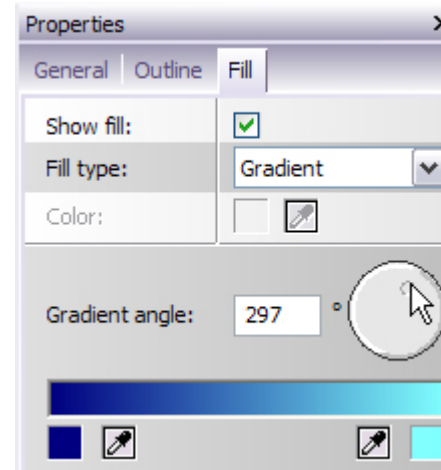
- Select the **Drawing tool** 
- Click once on the page

- Select **Create new drawing**
- Click **OK**

Mediator will ask you to name your drawing and to click Save. Mediator then minimises and the Drawing tool interface opens over your Mediator project.

- Select the **Rectangle** tool 
- **Left-click** and drag a frame over the page
- On the Properties panel select the **Fill** tab
- Select the **Show fill** check-box
- For Fill type select **Gradient**
- Select a dark shade of blue and a light shade of blue

Now if you turn the Gradient angle wheel it will change the angle of the gradient. Turn it to around 290 – 300 degrees.




- Select **File**, then **Save**
- Select **File**, then **Return to Mediator**

Mediator re-opens with the vector drawing on the page.


Step 4: Creating the Introduction page

This page is fairly straight forward, you should have already added a Welcome note to it in OpenMind. Now you just need to add a button that the user can click to start the presentation.

To add a button to the page:

- Select the **Button** tool  from the Toolbox
- **Left-click** and **drag** a frame onto the screen
- Enter the text **Enter** on your button
- **Left-click** anywhere outside the button to **exit** edit mode

Or

- Open your **Multimedia Catalog**  and choose a button
- **Left-click** and **drag** it onto the screen
- **Double-click** the button to edit the text
- Enter the text **Enter** on your button
- **Left-click** anywhere outside the button to **exit** edit mode

Now you need to program the button so that it takes the user to the Coral_Reefs page when clicked.

- Right-click the button on the page and select **Events**
- Drag the event **Mouse Click** into the centre window
- Drag the action **Go to Page** into the centre window to the right of the **Mouse Click** event
- Select the **Coral_Reefs** page from the Page List
- Click **OK**
- Click **OK** to close the **Go to Page** dialog

Your page should look something like this:



Step 5: Using Timelines

For this exercise you are going to use the **Timeline** action. Timelines are used in all major multimedia packages, they allow you to run **multiple actions** in a **specific sequence** or after a **given period** of time.

For the Coral_Reefs page we are going to apply the programming to the page itself.

- Right-click the **Coral_Reefs** page from your Page List
- Select **Events**
- Drag the event **On Page Ready** into the centre window
- Drag the action **Timeline** into the centre window to the right of the **On Page Ready** event

The Timeline window opens. Notice that increments of time are denoted horizontally along the bottom of the Timeline window.

- **Left-click** and drag the **Go to Page** action onto the Timeline at the 12.00 seconds point
- Select **@Next**, click **OK**
- Select **Fade**
- Insert a **Duration of 2000 ms** (2 seconds in milliseconds)
- Click **OK**

You have now programmed the page so that when the page loads, Mediator will wait 12 seconds and then Fade the current page into the next page over 2 seconds.

We have added some text to the page in OpenMind. If you like you may also add:

- An illustration from your Multimedia Catalog
- An animation

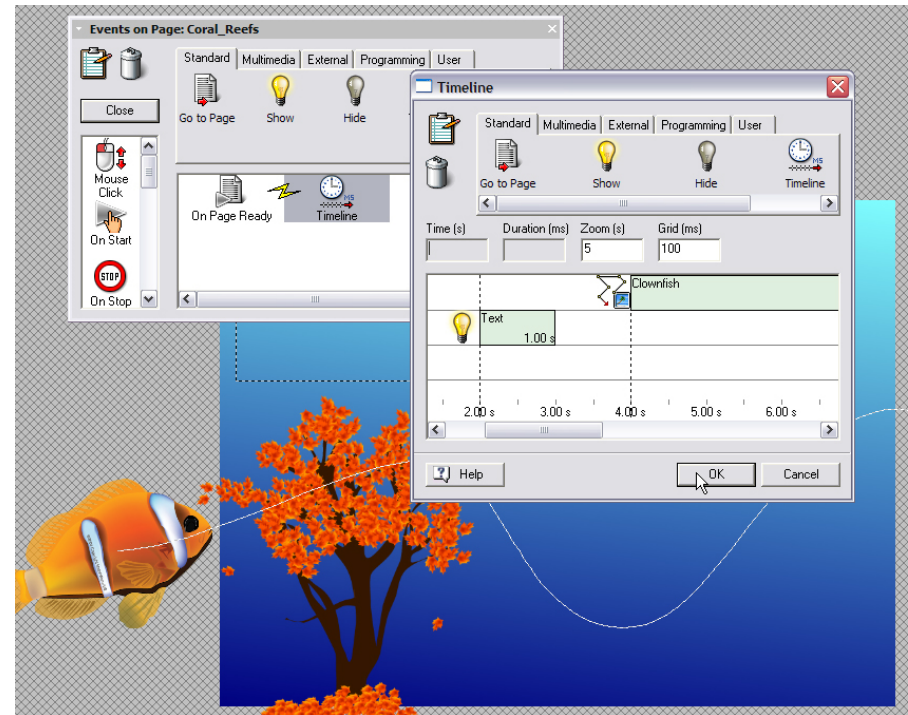
Let us hide the text and program the Timeline to display it again.

- Right-click the text
- De-select the **Show Object** field

The text is now hidden. Open the Timeline by double-clicking it in the Events Dialog box.

- **Left-click** and drag the **Show** action into the second track at the 2.00 seconds point
- Select the Text, click **OK**
- Select **Expand Up**
- Insert a **Duration of 1000 ms** (1 second in milliseconds)
- Click **OK**

If you added an animation to your page, you can also set the Timeline to start it by adding the Animate action to the Timeline.

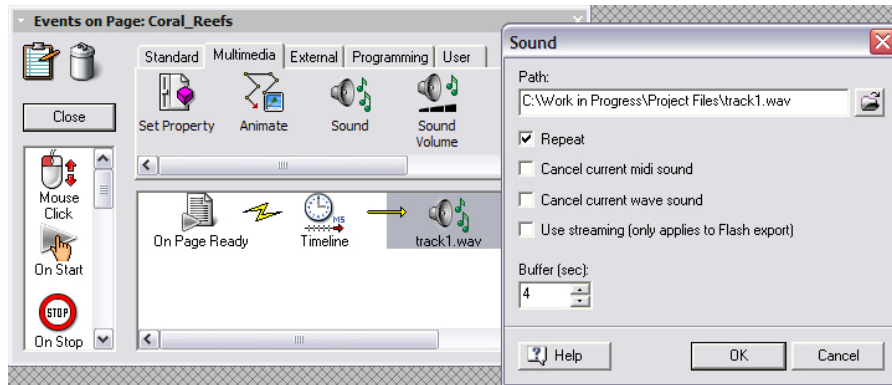


Step 6: Adding sound to your project

We are going to add some sound to the Coral_Reefs page. Try to find a piece of music that can “loop”. Loop means that once the music reaches the end, it can start from the beginning again without the user hearing a break or interruption in the beat or tune.

- Right-click the **Coral_Reefs** page from your Page List
- Select **Events**
- Drag the action **Sound** into the centre window to the right of the **Timeline** action
- The **Sound** dialog box opens, select the music file you would like to use
- Select **Repeat** and click **OK**

Now when the **Coral_Reefs** page loads, the **Timeline** will run and at the same time the **Sound** will start playing.



Step 7: Stopping the sound

We are going to program the sound to stop playing once the user gets to the last page.

- Right-click the **End** page from your Page List
- Select **Events**
- Drag the event **On Page Ready** into the centre window
- Drag the action **Timeline** into the centre window to the right of the **On Page Ready** event
- Drag the action **Sound** into the centre window to the right of the **Timeline** action

The **Sound** dialog box opens.

- Select **Cancel current wave sound** and click **OK**

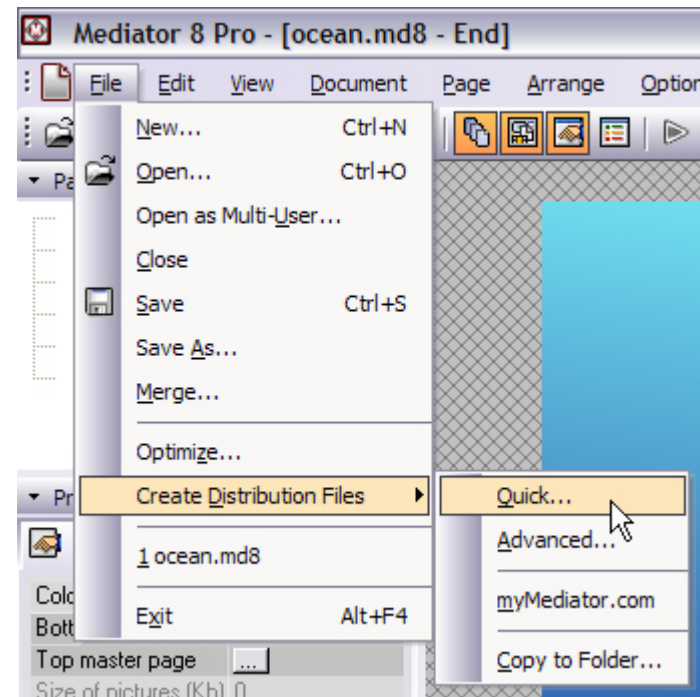
Make sure you add a Timeline to each of the Ocean_Predators and Ocean_Mammals pages. Feel free to add Animate, Show, or Hide actions to them too.

Section 3: Exporting your work

Step 1: Creating distribution files

Once you have saved your work:

- Select the **File** menu
- Click **Create Distribution Files**
- Select **Quick**



From the **Quick Distribution** dialog box:

- Select **Flash (web site)**
- Click **OK**

- Select **No** when you are asked whether to optimise your pictures
- Select **Preview** to view your project in a browser