

Part Six

Creating a Multimedia Application

CHAPTER 26

The History of Flight Picture Menu

CHAPTER 27

1920s Barnstorming

CHAPTER 28

The Flying Fortress

CHAPTER 29

The Blue Angels

CHAPTER 30

Jumbo Jets

CHAPTER 31

Completing and Presenting the Application

CHAPTER 32

Hypermedia Design Principles and Techniques

*If you can **dream** it, you can **do** it.*

—Adobe Systems Incorporated

Having learned the basic tools and techniques of multimedia, you will now use them to create an actual application. Your topic, the History of Flight, was chosen for several reasons. First, almost everyone is fascinated by aircraft and the subject of flight. Second, the history of aviation can be broken down into a few well-defined historical periods that lend themselves to the design of a simple, beginning-level application. Third, Aris Entertainment was kind enough to license materials from its *MediaClips* CD-ROMs for inclusion on the *Multilit* CD. These *MediaClips* CDs contain clip art, music, and digital videos of both jets and propeller aircraft. Finally, DuPont granted permission for us to digitize clips of historical aircraft featured in the IMAX video *To Fly!*, which was created for the IMAX theater in the Smithsonian Institution's National Air and Space Museum under a grant from Conoco, a subsidiary of DuPont.

Note: There are no end-of-chapter exercises until the very end of Part Six because of the progressive nature of the tutorial in which you build the *History of Flight* application.

The History of Flight Picture Menu

After completing this chapter, you will be able to:

- Create the opening or “home” screen for the History of Flight application
 - Save the Flight application in your *Multilit* file folder
 - Title the home screen and give it a backdrop
 - Position the text on the History of Flight home screen
 - Use ambient sound to provide a sense of realism for the home screen
- The simplest way to design a multimedia application is to have it begin with a screen that provides the user with a menu. When the user chooses an item from the menu, the application launches the object(s) linked to it. Then the application returns to the menu, and the user can make another choice. In Chapters 26 to 31, you learn how to create an application that uses a menu to teach about the history of flight.

The *Multilit* CD contains a History of Flight bitmap consisting of four buttons that represent different eras in aviation history: biplanes from the 1920s, military aircraft from World War II, jet age Blue Angels, and a contemporary Boeing 747 jumbo jet. Figure 26-1 shows the buttons bitmap. In this chapter you will use the buttons bitmap to create the History of Flight menu. In subsequent chapters you will learn how to link to the buttons to multimedia screens that describe and illustrate each era in the history of flight.

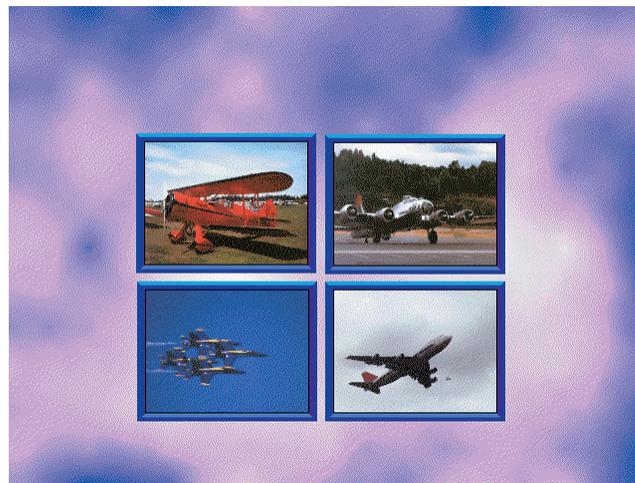


Figure 26-1 The History of Flight bitmap consists of four buttons representing different eras in the history of flight. Photos by David K. Brunn.

Copyright © 1994 Aris Multimedia Entertainment, Inc.

Creating the Home Screen

The home screen of the *History of Flight* application consists of four buttons that the user can click to go to information about different eras in the history of flight. To begin creating the home screen, follow these steps:

- ▶ If you do not have PowerPoint running at the moment, get it started.
- ▶ Pull down the File menu and choose New to make the New Presentation dialog appear.
- ▶ On the General tab, choose the option to create a blank presentation and click OK.
- ▶ When the New Slide dialog appears and asks you to choose an AutoLayout, select the Blank layout and click OK. *Note:* If the New Slide dialog does not appear, pull down the Format menu and choose Slide Layout.
- ▶ Pull down the Insert menu, choose Picture, then choose From File; the Insert Picture dialog appears.
- ▶ As illustrated in Figure 26-2, use the Insert Picture dialog to look in the *Aircraft* folder on the *Multilit* CD, and insert the picture called Buttons.
- ▶ Drag the picture's handles to make the picture fill the slide.
- ▶ Pull down the File menu and choose Save; when the Save dialog appears, use it to save the application in your *Multilit* folder under the name: **Flight**

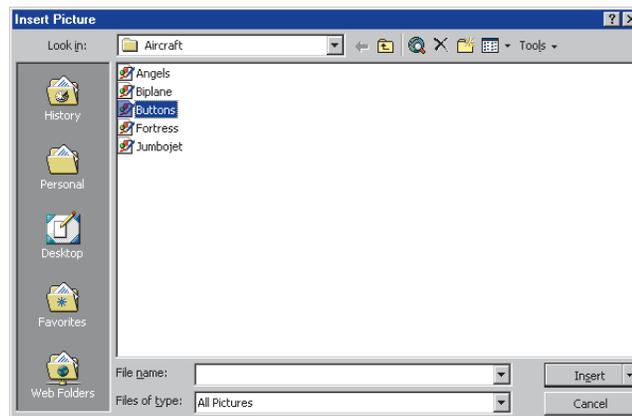


Figure 26-2 Use the controls in the Insert Picture dialog to look in the *Aircraft* folder, click Buttons to select it, then click Insert.

Titling the Home Screen

The title of the home screen is “The History of Flight.” To title the home screen, follow these steps:

- ▶ If your version of PowerPoint has the tri-pane view, click in the outline pane to position your cursor there; otherwise, click the Outline icon to bring up the Outline view.
- ▶ In the outline, alongside the icon that represents the first slide, type:
The History of Flight

Entering the Subtitle

The subtitle of the home screen is “From Props to Jets.” To type this title onto the home screen, follow these steps:

- ▶ If your version of PowerPoint has the tri-pane view, click in the slide pane to position your cursor there; otherwise, click the Slide view icon to bring up the Slide view.
- ▶ Pull down the Insert menu and choose Text Box, or click the Text Box icon on the Drawing toolbar.
- ▶ Click the spot on the slide beneath the title where you want to type the subtitle.
- ▶ Type the text: **From Props to Jets**

Entering the Rest of the Text

To tell the user what to do, you need to type some instructions at the bottom of the home screen, right below the buttons. Follow these steps:

- ▶ Pull down the Insert menu and choose Text Box, or click the Text Box icon on the Drawing toolbar.
- ▶ Click the spot on the slide beneath the buttons where you want to type the instructions.
- ▶ Type the text: **Click an Airplane to Study an Era of Flight**

Arranging the Text

Following the text-editing procedures you learned in Chapter 20, arrange the text and make it look good on the screen. Screen design is a matter of personal taste. Figure 26-3 shows one way of arranging this screen. Here are some suggestions for how to arrange the text on your screen:

- ▶ Use the Increase and Decrease Font Size tools to adjust the size of the text.
- ▶ Drag the text boxes to move each line where you want it on the screen.

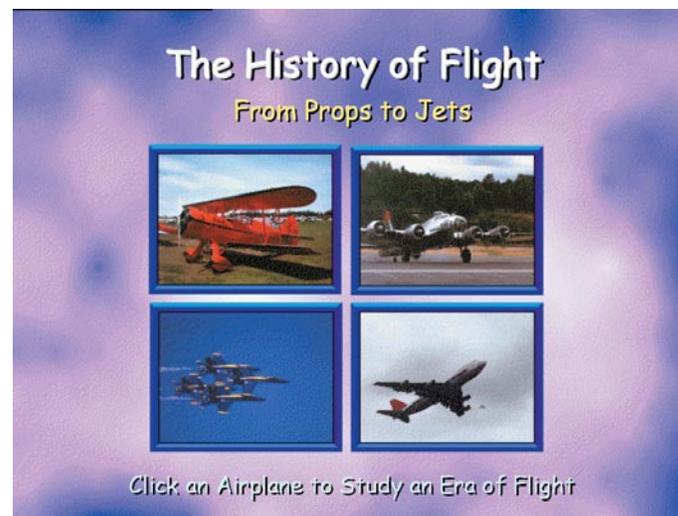


Figure 26-3 The History of Flight home screen with titles and instructions. Photos by David K. Brunn. Copyright © 1994 Aris Multimedia Entertainment, Inc.

- ▶ Use the Font Color tool to make the first line white, the second line yellow, and the bottom line white.
- ▶ Use the Shadow tool to create drop shadow.
- ▶ Use the Font tool if you want to change the font.
- ▶ Use the Align tool to center all three lines on the screen.

Creating the Ambient Sound

There is a waveform audio file in the *Ambient* folder of the *Multilit* CD that makes airport sounds. The name of the file is *Airport*. To create the ambient Airport sound for the History of Flight home screen, follow these steps:

- ▶ Pull down the Insert menu, choose Movies and Sounds, then choose Sound from File; the Insert Sound dialog appears.
- ▶ As illustrated in Figure 26-4, use the Insert Sound dialog to look in the *Ambient* folder on the *Multilit* CD, and insert the sound called *Airport*.
- ▶ If PowerPoint asks whether you want the sound to play automatically, answer Yes.
- ▶ Pull down the Edit menu and choose Sound Object, or right-click the sound icon and choose Edit Sound Object. When the Sound Options dialog appears, check the box to make the sound loop until stopped.
- ▶ Drag the sound icon to an unobtrusive place on the slide, such as the lower right corner.
- ▶ Pull down the File menu and choose Save; when the Save dialog appears, use it to save the application in your *Multilit* folder under the name: **Flight**
- ▶ Press (F5) to run the application. The ambient sound should start playing. If it does not, click the audio icon. Notice how the ambient sound creates the illusion that the user is in an airport lobby.

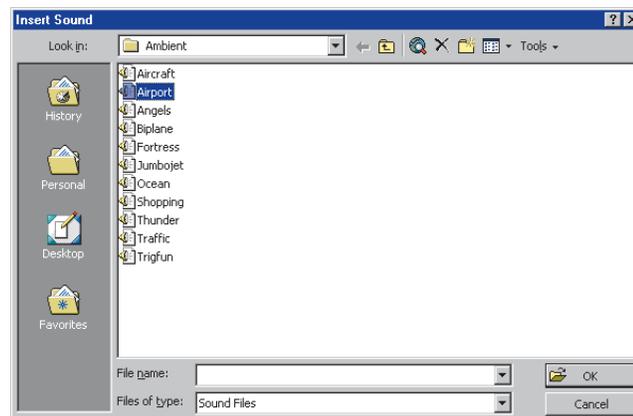


Figure 26-4 Use the controls in the Insert Sound dialog to look in the *Ambient* folder, click *Airport* to select it, then click OK.