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 2-4.

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 allows 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 5-8.

elements   A single complex object is composed of multiple objects or elements. See page 5-8.

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 5-42.

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 1-2.

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 2-4.

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 5-38.

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 2-28.

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 2-28.

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 2-4.

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 5-8.

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 4-16.

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 4-17.

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 2-5.

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).