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 1-5

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 and Scene Template

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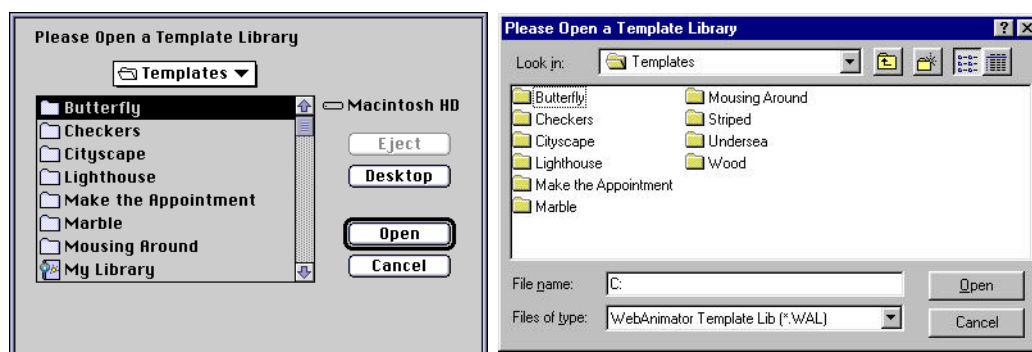
In General Preferences you can specify a default Template Library that will be opened automatically each time you launch WebAnimator.

To select a Template Library and Scene Template:

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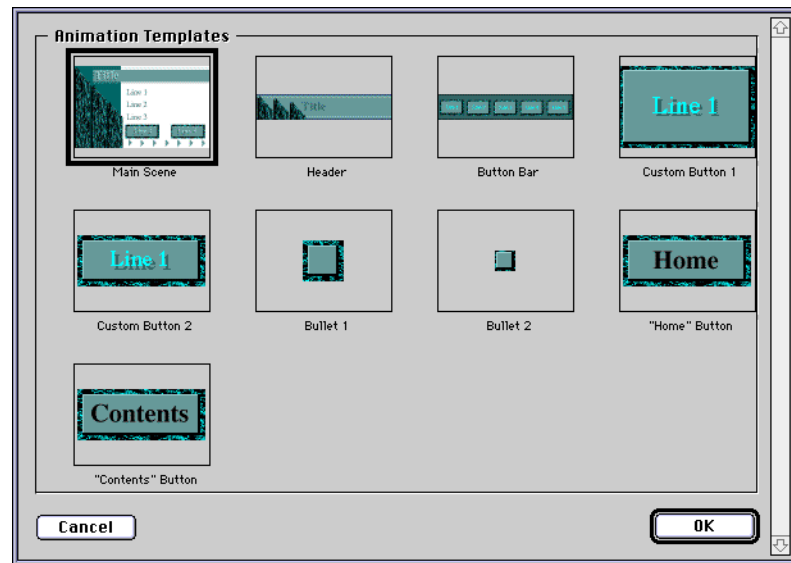
2. Locate and select the Template Library you want to open.

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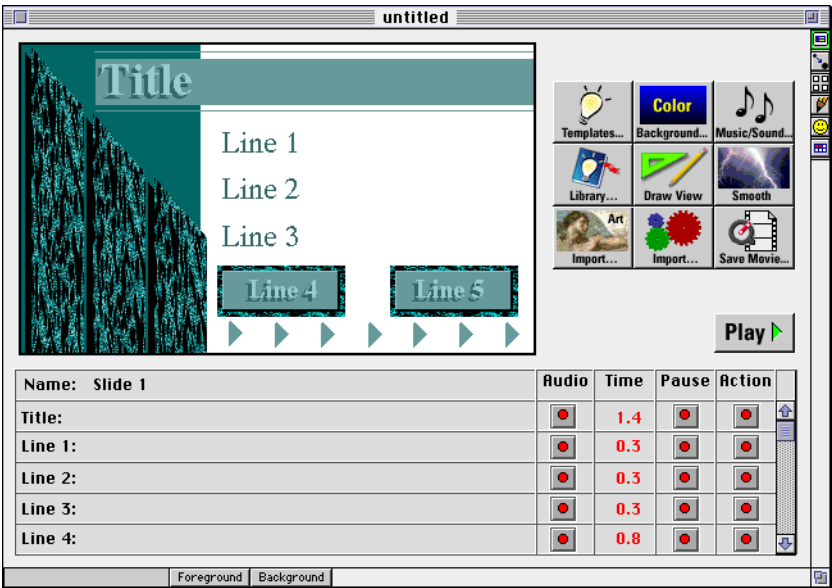
3. Click "Open."

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

4. Select a Scene Template and click "OK."

The Template Studio view appears with the Scene Template you selected.

5. **Click Play to watch a preview of the template.**

    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.

    By watching the animated template, you can see how each line of text is animated and get a feel for the template. You can then enter your own text on the corresponding line(s).

Step 2: 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 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."
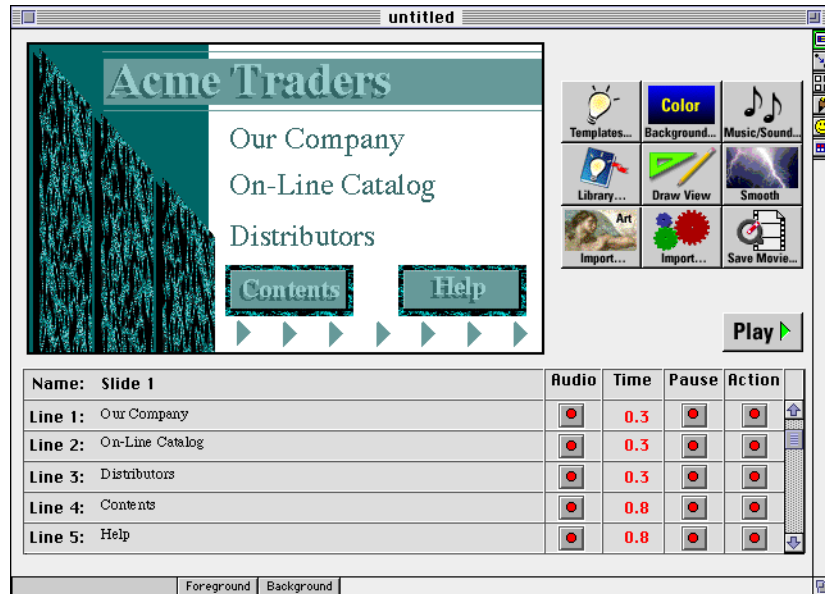
5. To take a peek at what has been created, click Play.

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.

Step 2: Changing the Library and Scene Template

To change the Template Library to be displayed, click on the Library... button from the Command palette or choose "Change Library..." from the Template menu.

To change the Scene Template:

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

The "Animation Templates" window appears, containing all of the templates in the current Library.

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.

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 Cmd/Ctrl-D.

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

Adding or changing sounds

Most Scene Templates already include sound effects. However, you can change or add sound to any line in the current scene. For example, you can have a voice introduction as a text line enters the scene. The sound plays as the text for that line enters the 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. **(Macintosh, 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.
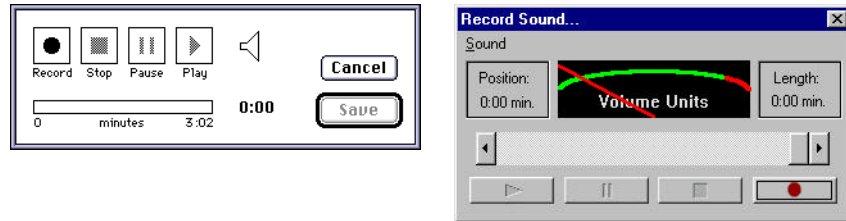
    (Recording from a microphone) Make sure the microphone is plugged in.

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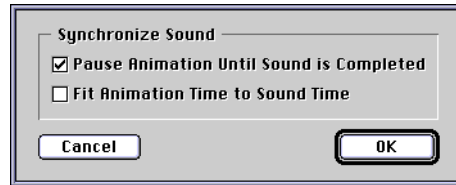
To learn more about	refer to
Synchronizing sounds	"Synchronizing sound in your scene," on page 7-11

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

    The following dialog appears:

```
┌─ Synchronize Sound ──────────────────────┐
│ ☑ Pause Animation Until Sound is Completed │
│ ☐ Fit Animation Time to Sound Time         │
│                                            │
│  [ Cancel ]              [   OK   ]        │
└────────────────────────────────────────────┘
```

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 quickly and a line with a long sound would animate slowly. An "f" appears in the area just to the right of the Audio button when this option is selected.

Adding background music

You can add background music to a scene by opening a sound file. WebAnimator Macintosh opens sounds in Macintosh "snd" format, AIFF, and SoundEdit. WebAnimator Windows can open sounds in Windows WAV and AIFF formats. 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 starting at keyframe 1.

Changing the background color

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

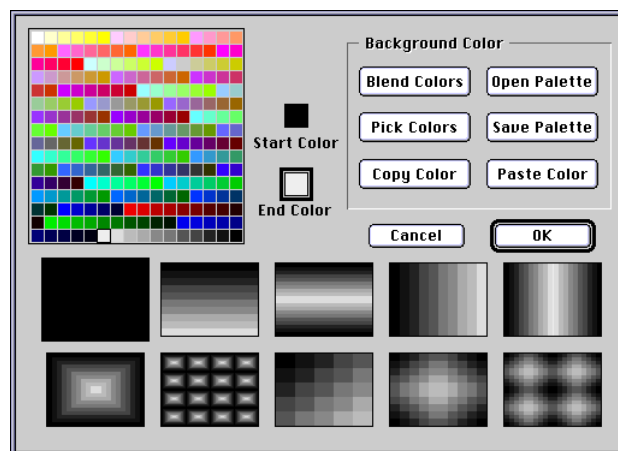| To learn more about	refer to
Background colors	"Creating backgrounds," on page 5-3
Creating custom colors	"Working with custom colors," on page 5-33

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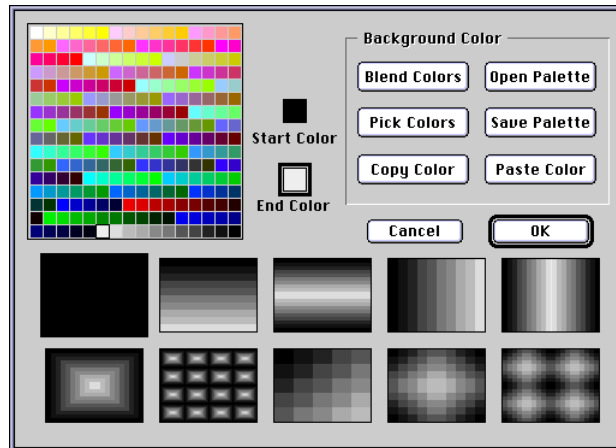
2. **Click on the "Start Color" swatch.**

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!

Once a scene has been smoothed, any change 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—how slow or fast the animation plays. 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 a pause (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.
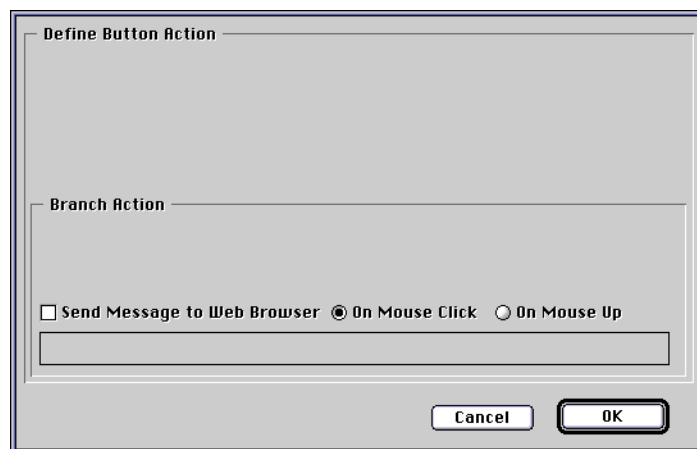
Most of the Templates provided in WebAnimator are intended for use on the Web. As such, in most cases, you should only specify a message to send to your Web browser when specifying text and button action.

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 read if no branching has been specified for this line, or green if branching has been specified. The following dialog appears:

   ```
   ┌─ Define Button Action ────────────────────────────────────┐
   │                                                            │
   │                                                            │
   │                                                            │
   │  ┌─ Branch Action ────────────────────────────────────┐   │
   │  │                                                     │   │
   │  │  ☐ Send Message to Web Browser  ⦿ On Mouse Click  ○ On Mouse Up │
   │  │  ┌───────────────────────────────────────────────┐ │   │
   │  │  └───────────────────────────────────────────────┘ │   │
   │  └─────────────────────────────────────────────────────┘   │
   │                                                            │
   │                              [ Cancel ]  [   OK   ]        │
   └────────────────────────────────────────────────────────────┘
   ```

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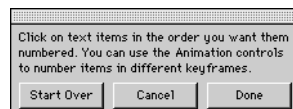
2. **Switch to the Animation view.**

   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:

   > Click on text items in the order you want them numbered. You can use the Animation controls to number items in different keyframes.
   >
   > [Start Over]   [Cancel]   [Done]

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 items 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.**
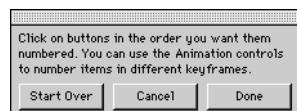
    The following action dialog appears:
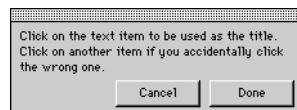
7. **Click on the Text object to be identified as the title in the Scene Template.**

    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.**
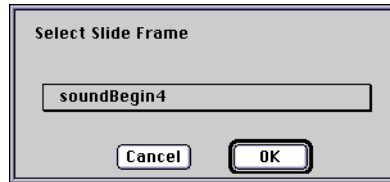
    The following action dialog appears:

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

    Small boxes with numbers appear 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.

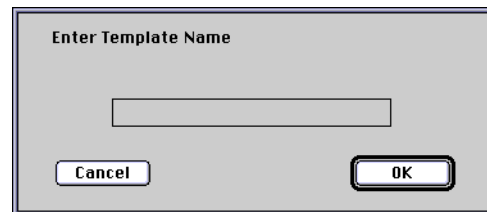**10. Click "Done" when have finished identifying all buttons.**

The following dialog appears:

```
┌──────────────────────────────────────┐
│  Select Slide Frame                   │
│                                       │
│  ┌────────────────────────────────┐   │
│  │ soundBegin4                  ▼ │   │
│  └────────────────────────────────┘   │
│                                       │
│        ┌────────┐   ┌──────────┐      │
│        │ Cancel │   │    OK    │      │
│        └────────┘   └──────────┘      │
└──────────────────────────────────────┘
```

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:

```
┌──────────────────────────────────────────┐
│  Enter Template Name                      │
│                                           │
│      ┌──────────────────────────┐         │
│      │                          │         │
│      └──────────────────────────┘         │
│                                           │
│  ┌────────┐          ┌──────────┐         │
│  │ Cancel │          │    OK    │         │
│  └────────┘          └──────────┘         │
└──────────────────────────────────────────┘
```

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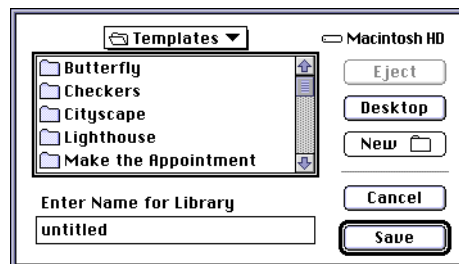
1. **Switch to the Animation view.**

    Click on the Animation button in the View Bar on the right side of the window, choose "Animation" from the View menu, or press Cmd/Ctrl-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.
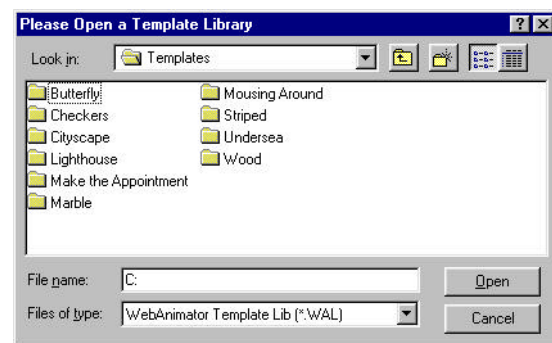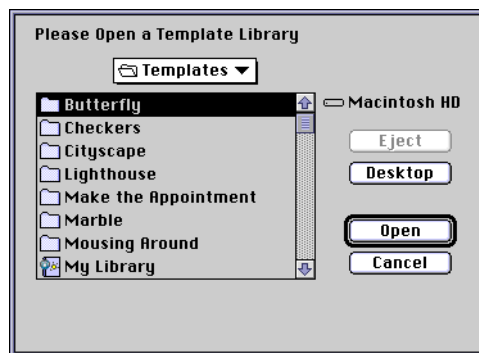
To switch Template Libraries:

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

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

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

   The following dialog appears:

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

4. **Click "Open."**

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