
Table of Contents

1	Getting Started	
	What you need	1-1
	Hardware.....	1-1
	Software	1-2
	Knowledge	1-2
	Installing WebAnimator	1-2
	Macintosh version.....	1-2
	Windows version	1-3
	Signing on to WebAnimator	1-4
	WebAnimator file types.....	1-5
	Setting Preferences	1-5
	Using Workspace Grids	1-11
2	Understanding WebAnimator	
	Introducing WebAnimator.....	2-1
	Multimedia templates	2-2
	Graphics and animation	2-2
	Sound	2-2
	Interaction	2-2
	Integration with popular Web browsers.....	2-2
	Small file sizes.....	2-3
	Ease of use	2-3
	What you need to know to use WebAnimator	2-3
	Starting WebAnimator.....	2-4
	Terminology.....	2-4
	Scenes and keyframes.....	2-4
	Understanding viewing planes.....	2-5
	Features of the WebAnimator views	2-7
	WebAnimator views	2-7
	Working in the Template Studio view	2-8
	Template Studio view main features	2-8
	Template Studio command palette	2-11
	Working in the Storyboard view.....	2-13
	Storyboard view main features	2-14
	Storyboard view tool palette	2-17
	Working in the Animation view	2-21
	Animation view main features	2-21
	Animation view tool palette.....	2-23

	Working in the Draw view.....	2-26
	Draw view main features	2-26
	Understanding original images	2-28
	Draw view tool palette.....	2-29
	Working in the Cel view	2-30
	Working in the Project view	2-32
	Playing your scenes	2-33
	Using the Play button.....	2-34
	Using other play controls	2-34
3	WebAnimator Tutorial	
	Getting started, importing a graphics file	3-2
	Importing a WebAnimator object & adding more text	3-4
	Drawing a simple object, adding text and shadows.....	3-7
	Animating the Scene	3-9
	“Vanishing” Objects	3-9
	Sliding objects onto the scene.....	3-11
	Sliding and growing objects onto the scene.....	3-13
	Importing animated objects	3-14
	Adding and synchronizing sounds	3-16
	Scripting a scene to play continuously	3-17
	Scripting a button to send a message to your Web browser	3-19
	Adding background music	3-20
	Playing your scene in the your Web browser	3-21
	Creating an advanced interactive button.....	3-21
	Compressing your scene	3-26
	Playing your compressed scene in the Web browser.....	3-27
	Exporting an animated GIF file	3-28
4	Using and Creating Scene Templates	
	What is a Template?	4-1
	Using Scene Templates.....	4-2
	Step 1: Select a Template Library and Scene Template	4-2
	Step 2: Add text	4-4
	Step 2: Changing the Library and Scene Template	4-6
	Applying other changes in the Template Studio view	4-7
	Adding or changing sounds	4-7
	Synchronizing sounds.....	4-8
	Adding background music	4-9
	Changing the background color	4-10
	Smoothing the animation	4-12
	Changing animation timing	4-12
	Pausing the animation.....	4-12
	Scripting buttons.....	4-12
	Creating Scene Templates	4-14
	Creating a Template Library.....	4-17

Switching Template Libraries.....	4-18
5 Creating, Editing, Animating, and Playing Scenes	
Creating keyframes.....	5-1
Creating backgrounds.....	5-3
Using viewing planes.....	5-6
Creating simple and complex objects.....	5-8
Manipulating objects with the Pointer tool.....	5-9
Selecting objects and keyframes.....	5-10
Object behavior.....	5-10
Selecting.....	5-10
Moving objects.....	5-13
Resizing objects.....	5-15
Copying items.....	5-16
Deleting items.....	5-17
Pasting objects.....	5-18
Objects anchors.....	5-19
Creating and editing Draw objects.....	5-21
Creating and editing a line.....	5-22
Creating and editing a rectangle, rounded rectangle, square, circle, or oval.....	5-22
Creating a freehand object.....	5-23
Creating a polygon.....	5-24
Creating and editing Text objects.....	5-25
Creating a Text object.....	5-25
Formatting and editing text in a Text object.....	5-26
Changing the attributes of a Draw or Text object.....	5-28
Changing line widths.....	5-28
Applying colors.....	5-29
Creating blends.....	5-31
Working with custom colors.....	5-33
Creating palette blends.....	5-34
Importing and saving color palettes.....	5-35
Adding shadows to objects.....	5-37
Layering objects.....	5-38
Grouping and ungrouping objects.....	5-39
Adding and editing movement.....	5-40
Moving objects.....	5-40
Sizing objects.....	5-42
Animating objects in the Animation view.....	5-43
Animating objects in the Storyboard view.....	5-44
6 Importing and Exporting Files	
Importing objects.....	6-1
Importing Sprite objects.....	6-2
Importing graphic objects.....	6-4
Exporting QuickTime movies (Macintosh only).....	6-5
Setting QuickTime movie preferences.....	6-5

Exporting a QuickTime movie	6-7
Saving WebAnimator objects	6-8
Exporting animated GIF files	6-9
 7 Using WebAnimator's Advanced Features	
Changing keyframe names.....	7-1
Working with sound in your scene	7-2
Applying sound to keyframes	7-3
Applying sound in the Animation view	7-3
Applying sound in the Storyboard view	7-4
Creating and using master and clone sounds	7-7
Saving sound segments	7-9
Removing sound segments	7-9
Adjusting sound segments	7-10
Listening to a sound segment.....	7-10
Adjusting the sound volume	7-10
Synchronizing sound in your scene	7-11
Synchronizing your animation and sound	7-12
Fitting animation to sound	7-13
Adjusting keyframe timing	7-13
Scripting and branching keyframes	7-16
Repeating a sequence of keyframes.....	7-17
Repeating until the mouse button is clicked	7-17
Repeating a predetermined number of times	7-18
Branching to a specific keyframe	7-19
Scripting a return trip	7-21
Removing a script	7-22
Creating a scripted button	7-22
Creating Sprite objects.....	7-25
Playing and editing Sprite objects	7-27
Viewing and saving Sprite objects.....	7-28
Applying keyframe transitions.....	7-29
Smoothing your animation.....	7-30
Setting preferences.....	7-31
Smoothing keyframe animation	7-32
Removing smoothness	7-32
Creating projects	7-33
Opening scenes	7-35
Rearranging scenes	7-35
Playing a project	7-35
 8 Incorporating Scenes into a Web Site	
About the WebAnimator Plug-in.....	8-1
Preparing your scene files	8-2
Modifying your HTML files.....	8-4

Appendix A	Menus and Commands	
	File Menu	A-1
	Edit Menu	A-4
	Animation Menu	A-9
	Sound Menu	A-15
	View Menu	A-19
	Play Menu	A-22
	Draw Menu	A-24
	Template Menu	A-27
	Text Menu	A-29
	Project Menu	A-31
Appendix B	WebAnimator Hints & Tips	
	Think small!	B-1
	Use the System color palette	B-1
	Use only standard fonts	B-2
	More Hints and Tips	B-2
Appendix C	Glossary	
	Index	
