2 Understanding WebAnimator

Before you dive into WebAnimator, it is recommended that you read this chapter to become familiar with the features of WebAnimator. This chapter provides you with an introduction to the functions, tools, and features of WebAnimator.

This chapter covers:

- Starting WebAnimator
- Understanding how scenes are created
- Understanding how keyframes are used in WebAnimator
- Understanding the six different views in WebAnimator
- Working with original images
- Playing your scenes

Introducing WebAnimator

WebAnimator is a set of tools that lets you quickly and easily create and deliver multimedia over the Internet's World Wide Web. It consists of two parts. The first is an authoring tool that lets you create and import graphics, animate objects, adjust timing, and synchronize sounds to create full-fledged multimedia “scenes.” The second part is a plug-in player for Netscape Plug-in-compatible Web browsers (such as Netscape Navigator and Microsoft Internet Explorer).

What can you create with WebAnimator? Your options are virtually unlimited. Multimedia development offers exceptional flexibility, allowing you to present information in a variety of ways through graphics, sound, motion, and interaction. Following are some examples of things you might create with WebAnimator:

- An animated, interactive home page banner with buttons that branch to all the sections in your Web site.
- Interactive over-the-Web presentations.
- Spinning bullet items for lists.
- Interactive navigational buttons for your Web site.
- Training and educational materials.

WebAnimator has many powerful features that allow you to create exciting multimedia scenes for your Web site.

Multimedia templates

Templates provided with WebAnimator are professionally designed multimedia animations. You can customize these pre-made animations for your own Web pages.

Templates contain all the animation, buttons, graphics, and sound effects you need to make an animated Web page. All you need to do is enter your own text, which will be substituted for the animated text in the template. You can then script the buttons in the template to branch to different Web pages when they are selected. You can add your own speech to welcome visitors to your Web page or to give them instructions, or add background music to set a mood. Other animated objects such as spinning logos can also be added to the page.

Graphics and animation

WebAnimator lets you draw and import graphics, and makes it easy to apply animation effects like sliding objects, sweeps, growing and shrinking objects, transitions, and much more. You create animated scenes by making keyframes for each state of your scene. WebAnimator automatically generates the animation that takes your scene from one keyframe to the next.

Sound

Sound is a critical part of multimedia production. WebAnimator comes with professionally-designed music and sound effect clips to bring life to your animation. After creating animation effects, you will be pleasantly surprised at what a difference the right sound makes. WebAnimator gives you all the tools you need to import sounds and record your own voice. Then, you can synchronize and loop sounds to fit the animation you create by using simple menu commands.

Interaction

WebAnimator's interaction tools let you script your scene to create buttons that depress and behave in much the same fashion as the buttons you see in your software applications. Powerful scripting tools let you create "roll-over" effects and control repetition, looping, and more. The result is a multimedia experience that gives your users feedback to mouse action and an excellent "feel" for your scenes.

Integration with popular Web browsers

Visitors to your Web site can view your scenes with the freely-distributed plug-in player. The player works with any Netscape Plug-in-compatible browsers, including Netscape Navigator and Microsoft Internet Explorer. Users can

download the small plug-in player from DeltaPoint's Web site at `http://www.deltapoint.com`. You can freely pass the plug-in player on to your clients and users.

Small file sizes

One of the drawbacks of multimedia has traditionally been the large amounts of memory and disk space that productions require. WebAnimator avoids much of this problem in two ways. First, all objects drawn in WebAnimator are vector-based, instead of being bitmaps. Vector images are much smaller than bitmap images. Second, WebAnimator provides powerful sound and graphics compression. The judicious use of imported graphics and sounds, along with these two factors, results in very small scene files that are practical for download even by modem users.

Ease of use

Possibly the best thing about WebAnimator is that it gives you all of this functionality without requiring programming or animation expertise. Simple mouse clicks, drags, and menu commands are all it takes to create exciting multimedia scenes. In fact, if you can type text, then you can take advantage of WebAnimator's library of professionally-designed multimedia templates.

What you need to know to use WebAnimator

Using WebAnimator to create multimedia scenes requires no knowledge of programming, Web authoring, Web site publishing, or Web server technology. However, in order to place your WebAnimator scenes in Web pages, you need to know how to edit HTML files.

WebAnimator is not an HTML authoring tool or Web site publishing tool. WebAnimator simply allows you to create multimedia content which can be placed in Web pages. If you are interested in software to help you create Web pages and manage your Web site, contact DeltaPoint for information on DeltaPoint QuickSite.

For the sake of brevity, this manual focuses primarily on the creation of multimedia scenes using the WebAnimator authoring tool. With respect to publishing Web sites, this manual assumes that you are familiar with the general terminology of the Internet and the World Wide Web. It also assumes that you have the resources and knowledge you need to create HTML pages and publish them on the World Wide Web.

There are many excellent sources to gain knowledge of these subjects, most of which can be found on the Internet and at your local bookseller.

You can create a Web page with DeltaPoint QuickSite or Adobe PageMill™ with a space for animation without using/editing the HTML file.

Starting WebAnimator

The initial view that is displayed when WebAnimator is started, depends on the startup view you selected in the General preferences dialog (choose “Preferences” from the Edit menu and select “General...” from the cascading menu).

To start WebAnimator (Macintosh):

1. **Locate the DeltaPoint WebAnimator™ icon in the WebAnimator folder.**
2. **Double-click the icon or select the icon and choose “Open” from the Finder File menu.**

   By default, WebAnimator starts up in the *Animation view* as shown in Figure 2-7 on page 2-22.

To start WebAnimator (Windows 95):

1. **Click on the Start menu, then point to “Programs,” then “DeltaPoint WebAnimator,” then click on “DeltaPoint WebAnimator.”**

   By default, WebAnimator starts up in the *Animation view* as shown in Figure 2-7 on page 2-22.

Terminology

In order to use WebAnimator, you need to understand a few terms and concepts concerning animations. Additional sections at the end of this chapter discuss more detailed concepts that require more understanding of WebAnimator.

Scenes and keyframes

A WebAnimator *scene* is similar to a movie, as it is composed of a sequence of *frames*. Also, as in a movie, each WebAnimator frame consists of pictures and sounds. Scenes can contain animation, graphics, sounds, and can be interactive. You can draw or import the graphics into your scenes. You can also create animated objects and import and synchronize sounds.

Each frame of a WebAnimator scene lasts 1/30 of a second. Since it is tedious to create frame after frame manually, WebAnimator automates the process: You design *keyframes* and WebAnimator generates the *animation frames* automatically.

WebAnimator's keyframe approach makes it easy to design and edit a scene. For example, you might want to have the word "Amazing" move across the screen. To do this, you would create two keyframes. In the first keyframe you would show where the movement was to start; in the second, where the movement was to end.

WebAnimator automatically generates the animation frames in between the "start" and "end" keyframes to make the movement smooth. You can create as many keyframes as you like to produce exciting interactive multimedia scenes.

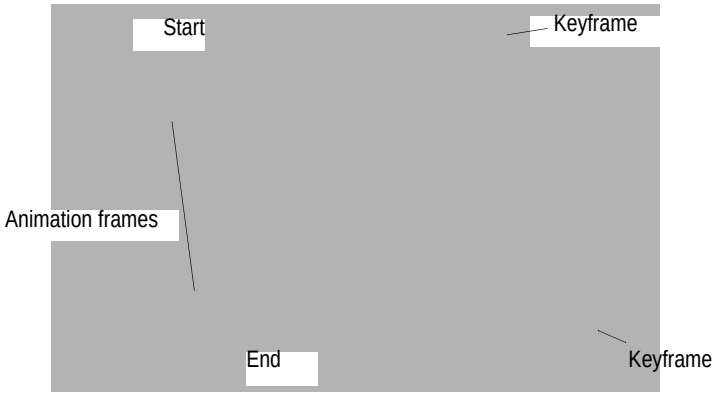


Figure 2-1. Keyframes and animation frames

With WebAnimator's keyframe approach, it is easy to change the length of time of an animation. You may tell WebAnimator how long you want each sequence to run. WebAnimator generates the exact number of frames needed to fill the time you have specified.

Understanding viewing planes

Each keyframe consists of three *viewing planes—foreground*, *background*, and *hidden*. These viewing planes allow you to hide objects which should be invisible in selected keyframes, and speed animation by consigning unmoving background elements to a background viewing plane. Imagine each object drawn upon a clear celluloid film. The viewing plane is the order in which the films are stacked.

Figure 2-2. WebAnimator viewing planes

The foreground viewing plane is where movement of objects takes place. Unmoving objects which appear behind the moving objects can be placed in the background viewing plane. Objects which appear later on in your scene can be hidden on the hidden viewing plane and brought to the foreground as needed. When the scene is played, the viewer sees the foreground/background combination. Remember that objects occupy a place in the viewing plane whether or not they visibly overlap.

The viewing plane controls in the Animation and Storyboard view tool palettes allow you to display selected planes or, when used in combination with the Cmd key on the Macintosh or the Ctrl key in Windows, move an object from one plane to another. The default setting for this control is the foreground/background combination, which is what is displayed when the scene is played.

The “Viewing Plane” command under the Views menu can also be used to display the various viewing planes for review.

To learn more about	**refer to**
Using the viewing planes	“Using viewing planes,” on page 5-6
Layering objects within a viewing plane	“Layering objects,” on page 5-38

Features of the WebAnimator views

Each view contains a tool palette which contains tools and buttons specifically for the tasks which can be done in that view. Some of the tools and buttons are the same in each view, for example the New button. The function of the New button is different in the Draw view than in the Storyboard or Template Studio view.

WebAnimator views

Even though you can do many of the same tasks in different views, as you work in WebAnimator you will develop your own system for accomplishing tasks in the views.

Template Studio view Allows you to create scenes with the use of prerecorded animated Scene Templates.

Animation view Displays one keyframe at a time in actual size. Allows you to customize the animation of your scene by moving objects within keyframes, importing graphics and animation, and resizing objects.

Storyboard view Displays all of the keyframes in the current scene in storyboard fashion. Allows you to view your scene keyframe by keyframe to edit and adjust your scene as you go along. You can also add sound or change more than one keyframe at a time. Changes can be made to multiple keyframes by selecting them with the Shift key or dragging a selection box around the keyframes.

Draw view Displays one keyframes or one cel at a time in actual size. Allows you to draw shapes and add text objects in selected keyframes, create Sprite objects, and apply colors and shadows.

Cel view Displays all of the cels of the current Sprite in a storyboard fashion. Allows you to create and import separate animated objects not controlled by the scene keyframes.

Project view Allows you to combine multiple scenes into a single multimedia scene. If you are creating animated scenes for your Web site, it is recommended that you *do not* combine your scenes in the Project view.

Working in the Template Studio view

The main purpose of the Template Studio view is to create scenes by opening and using animated Scene Templates included with WebAnimator. Scene Templates contain all the animation, buttons, graphics, and sound effects you need to make an animated Web page. The templates can then be customized by entering text, adding sound, changing backgrounds, importing graphics, animated logos, links to branch to different Web pages, etc.

Existing WebAnimator Template Libraries can be opened using the Open Library button in the Template Studio command palette or the "Change Library..." command in the Template menu. You can create your own templates and libraries in the Animation view. These views are discussed later on in this User's Guide.

Templates provided with WebAnimator are professionally designed multimedia animations. You can customize these pre-made animations for your own Web pages.

These templates have all been created in WebAnimator's Storyboard view. When you use a template, it creates a new Storyboard which you can edit. And for those who are ambitious, they can use WebAnimator's Storyboard view to create new templates for their own or others use.

To learn more about	**refer to**
Creating or using scene templates	Chapter 4, "Using and Creating Scene Templates"

Template Studio view main features

The Template Studio view looks completely different from other WebAnimator views. Most of the functionality is designed specifically for using Scene Templates. Most of the menu options and buttons in this view are not present in other WebAnimator views.

The Template Studio can be displayed by using the "Template Studio" command from the View menu, or clicking on the Template Studio button from the WebAnimator View Bar. You are prompted to select a *Template Library* before continuing. Once a library has been opened, WebAnimator automatically opens to the Template Studio view. You can change the default view in the General preferences dialog.

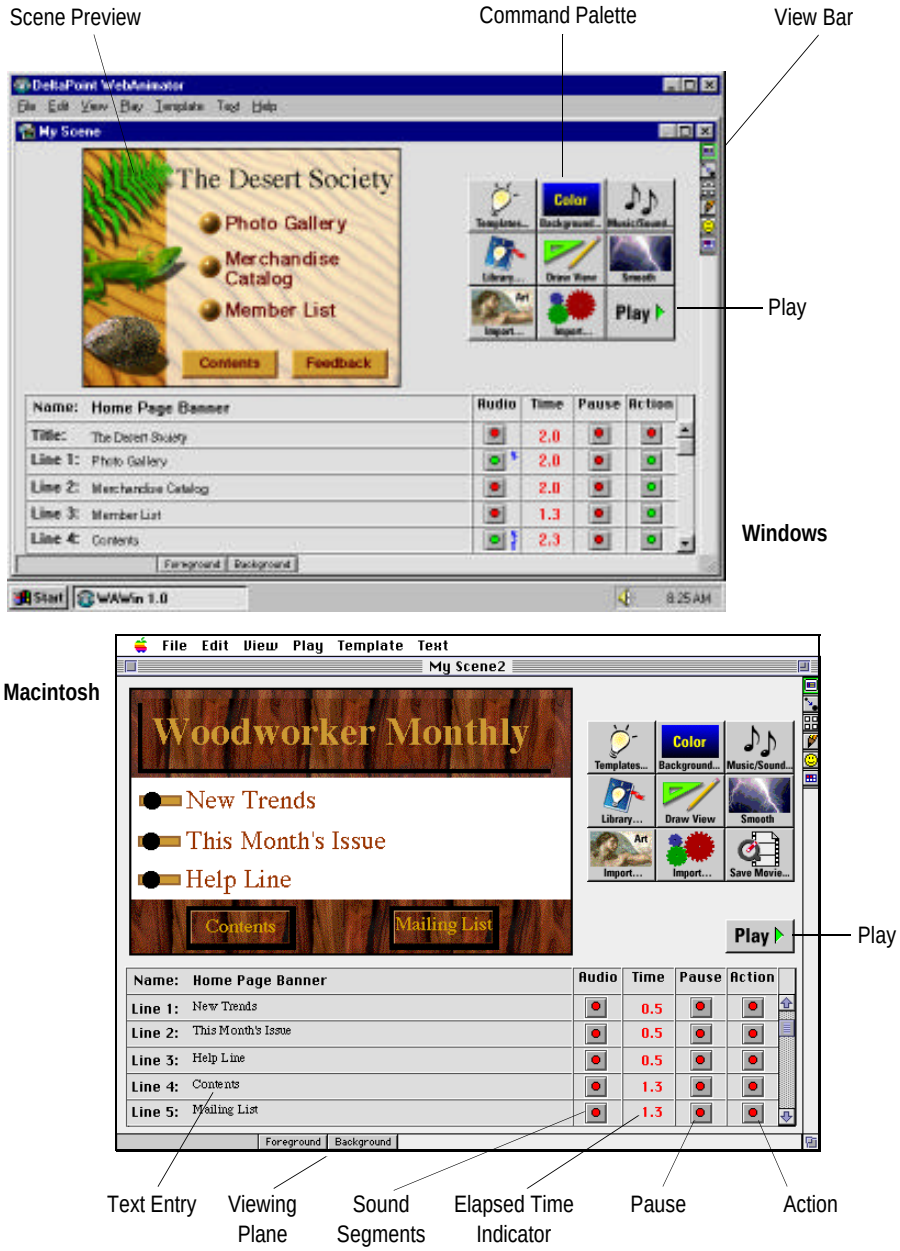


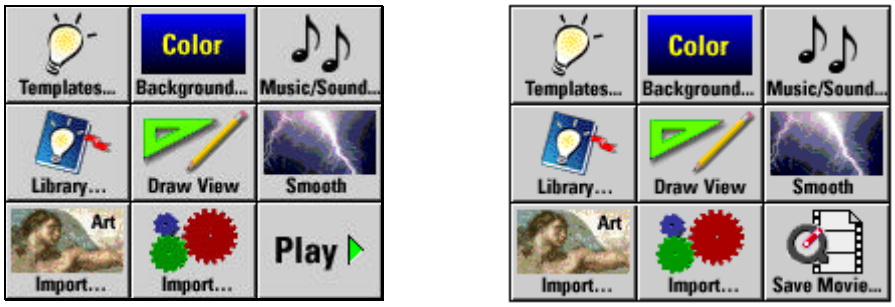
Figure 2-3. Template Studio view

Table 2-1. The Template Studio main features

Feature	Function
Action	Lets you specify a branch script message to send when the corresponding button or text is clicked. This can be used to branch to a different keyframe in the scene or a URL address (i.e., htp://www.deltapoint.com).
Command palette	Consists of icon buttons which represent various functions and commands available in the Template Studio.
Elapsed Time Indicator	Indicates the time used to display the selected line of text. This time can be changed by simply clicking in the Time column adjacent to the text.
Viewing Plane	Determines whether graphics imported into a keyframe go into the foreground or background of a keyframe. Works in conjunction with the Import commands.
Pause	Pauses the animation at the corresponding text until the mouse button is clicked by the viewer.
Play	(Macintosh only) Plays the current scene. To stop the scene, press z-period. To continue working in the Template Studio, switch back to it by clicking its icon in the View Bar.
Scene Preview	Displays the current scene. Objects that have been imported or drawn into a keyframe can be re-positioned by dragging them within this view frame.
Sound Segments	Displays a dialog so you can record a sound to accompany the corresponding line of text.
Text Entry Lines	Allows you to enter text to place in the selected template. Only the lines available for the selected template are active.
View Bar	Allows you to switch between the Template Studio, Animation, Storyboard, Draw, Cel, and Project views.

Template Studio command palette

This command palette is contained in the Template Studio view. A majority of the commands available in the Template Studio view can be accessed using the buttons in the command palette.



Windows **Macintosh**

Figure 2-4. Template Studio command palette

Table 2-2. Template Studio command palette functions

Button	Function
	**Templates...** displays a dialog so you can choose one of the templates from the currently open *Scene Template Library*. You can load one template per scene. This function can also be performed by choosing “Select Template...” from the Template menu.
	**Background...** displays a dialog so you can change or apply color to the background. You can also apply blends to the background using this command.
	**Music/Sound...** displays a dialog so you can select a sound file which plays repeatedly for this scene. This function can also be performed by choosing “Background Music...” from the Template menu.

Table 2-2. Template Studio command palette functions CONTINUED

Button	Function
	**Library...** displays a dialog so you can change the currently open *Scene Template Library*. A library consists of prerecorded and designed animation scenes. These may consist of sound, animation, and transitions. This function can also be performed by choosing “Change Library...” from the Template menu.
	**Draw View** displays the Draw view where you can draw objects and text to add to the current scene. When finished drawing, return to the Template Studio view by clicking the Template Studio button in the View Bar or selecting “Template Studio” from the View menu. This function can also be performed by choosing “Draw” from the View menu, or by pressing Cmd/Ctrl-D.
	**Smooth** smooths the selected keyframes based on the smooth preferences previously selected. Smoothing pre-generates animation frames and saves them in the scene file. *This function is not recommended for Web use. Smoothed scenes require substantially more memory and hard disk space than unsmoothed scenes.* This function can also be performed by choosing “Smooth” from the Template menu.
	**Import Graphic...** displays a dialog so you can import art files into the scene. This function can also be performed by choosing “Import” from the File menu and selecting “Graphics...” from the cascading menu.
	**Import Animation...** displays a dialog so you can import animated PICS files and WebAnimator objects into the current scene. This function can also be performed by choosing “Import” from the File menu and selecting “Animated Object (PICS)” from the cascading menu.

Table 2-2. Template Studio command palette functions CONTINUED

Button	Function
	**Save Movie...** (Macintosh only) displays a dialog so you can export the current scene as a QuickTime movie. This function can also be performed by choosing "Export QuickTime..." from the File menu.
	**Play** (Windows only) Plays the current scene. To stop the scene, press **Esc**. To continue working in the Template Studio, switch back to it by clicking its icon in the View Bar. This function can also be performed by choosing "Play" from the Play menu.

Working in the Storyboard view

The Storyboard view displays all the keyframes of a scene laid out consecutively in rows. You may edit keyframes and the position and size of objects in the Storyboard view. You may also change the time or speed your scene takes to play, and add sound and interactivity to your scene.

The Storyboard view lets you manage the general aspects of your scene. This includes importing and creating sound, moving objects across multiple keyframes, and scripting frames. Most of these actions can also be performed in the Animation view, but the Storyboard allows you to view and manage the relationships among multiple keyframes more easily.

You can animate objects roughly in the Storyboard. For precise movements and placement, use the Animation view.

To learn more about	**refer to**
Adding sound	"Working with sound in your scene," on page 7-2
Adjusting timing	"Adjusting keyframe timing," on page 7-13

Storyboard view main features

To open the Storyboard view, choose “Storyboard” from the View menu, press Cmd/Ctrl-Y, or click the Storyboard button from the WebAnimator View Bar. As you can see from Figure 2-5, you can display different types of information in the Storyboard view. The three different modes can be displayed using the tool pallet or the “View Info” command from the View menu.

Click Sound within the Storyboard view tool palette to display the sound mode. In this mode, any existing sound segments are displayed in the Storyboard view. It is possible to create new sound segments, record sounds, place sound files into selected segments, listen to sounds, synchronize sounds to keyframes, and stretch sound segments across multiple keyframes.

Click Names to display the names mode. In this mode, any names assigned to keyframes are displayed. It is possible to change existing names or assign names to other keyframes.

Click Time to display the default time mode. In this mode, the default or assigned times for each keyframe are displayed. It is possible to change existing times for individual keyframes or the total time for the entire scene.

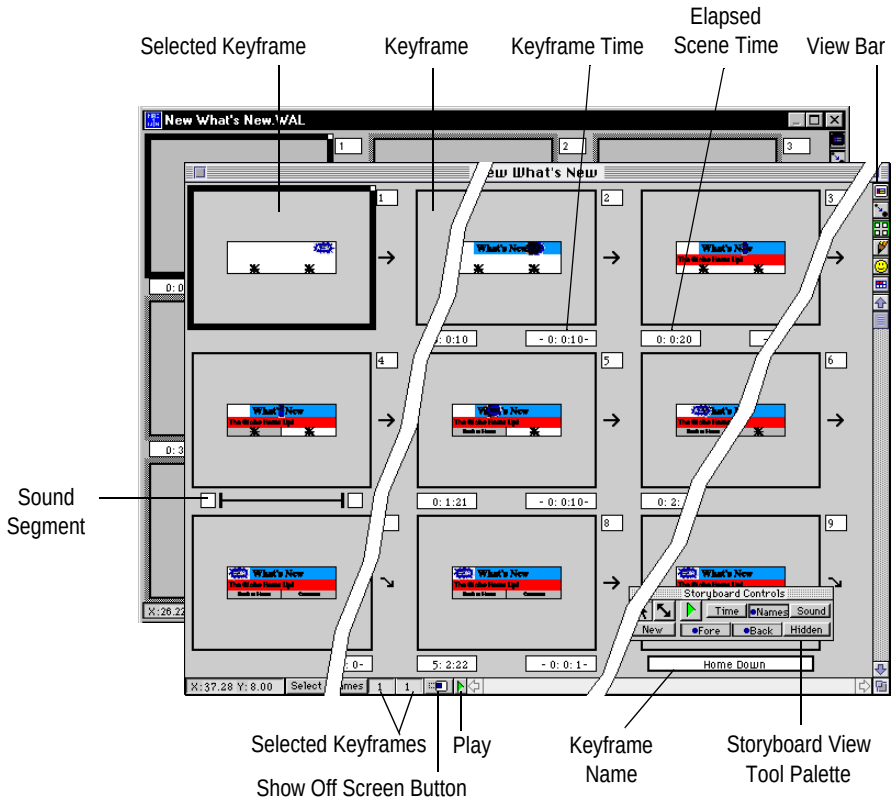


Figure 2-5. Storyboard view

Table 2-3. The Storyboard main features

Feature	Function
Elapsed Keyframe Time	Displays the time between this keyframe and the next keyframe. You may change the time for a keyframe by clicking on its time control, and entering the desired time in minutes, seconds and frames. Click the “Time” button in the tool palette to display the keyframe time. Click in the keyframe time display to change the time, or select a frame or range of keyframes and choose “Change Time...” from the Animation menu.

Table 2-3. The Storyboard main features CONTINUED

Feature	Function
Elapsed Scene Time	Displays a running total time for the entire scene at each keyframe. Elapsed scene time is automatically generated based on the total of all elapsed keyframe times. Click the “Time” button in the tool palette to display the scene time.
Keyframe	An increment within a scene. Each keyframe can be changed individually for animation, sound, time, and transition within the Storyboard view. In-between frames are automatically inserted between each keyframe to smooth the animation.
Keyframe Name	Displays the name you assign to each keyframe. Assigning names is helpful for creating scripts, templates, and managing your scene. Click the “Name” button in the tool palette to create, modify, and display keyframe names. Click beneath a keyframe to insert a name, or select a frame and choose “Change Name...” from the Animation menu. Each keyframe is automatically assigned an Untitled name.
Selected Keyframe	Indicates the selected keyframe(s). Multiple keyframes can be selected by holding down the Shift key while clicking on additional keyframes in sequence or click-drag to select multiple row and columns at a time. You can select a series of keyframes by clicking the first and Shift-clicking the last. WebAnimator automatically scrolls when you click and drag to select multiple keyframes.
Show Off Screen button	Displays all keyframes at 50 percent size centered in the window and displays elements that are outside the keyframe boundary. These are objects that have been selected and moved off the visible portion of the keyframe, facilitating the ability to make objects slide in from off screen.

Table 2-3. The Storyboard main features CONTINUED

Feature	Function
Play	Plays the current scene from the selected keyframe. To stop the scene, press Cmd-period for Macintosh or Esc for Windows.
Sound Segment	Displays any sound segments applied to your scene in the current sound track. Sound can be synchronized to the animation, the animation can be synchronized to the sound, or sound can be applied to the scene without synchronization. Click the "Sound" button in the tool palette to create, modify, and display sound segments.
Tool palette	Contains controls for creating sound tracks, adjusting the timing of the keyframes, playing the current scene, adjusting the viewing plane of objects in the current scene, creating new objects, selecting, moving, and resizing objects, and naming keyframes. (see Figure 2-6)
View Bar	Allows you to switch between the Template Studio, Animation, Storyboard, Draw, Cel, and Project views.

Storyboard view tool palette

This tool palette appears when you are in the Storyboard view. A majority of the commands available in the Storyboard view can be accessed using the buttons in the tool palette.

The Storyboard tool palette "floats" above the screen. It can be moved anywhere on the screen. This tool palette is much like the Animation view tool palette, and several of the buttons work in a similar fashion. Times, Names and Sound, however, are specific to the Storyboard view tool palette.

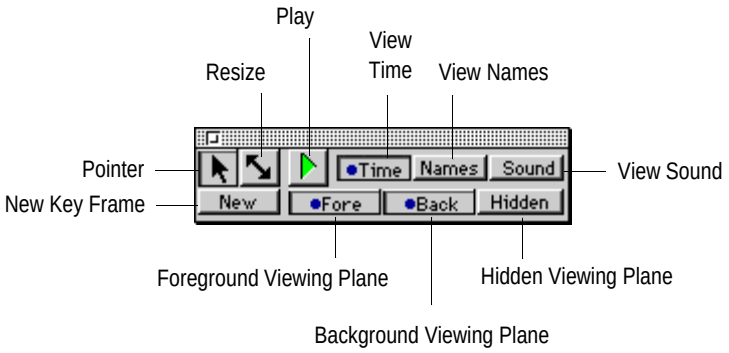


Figure 2-6. Storyboard view tool palette

Table 2-4. Storyboard view tool palette functions

Tool/Button	Function
	The **Pointer** tool allows you to select, resize, and move objects within the Storyboard view. If you select an object in one keyframe, the same object is selected when you click on a different keyframe. This is helpful if you have moved an object off screen. Other movement commands are available by choosing “Send Object” from the Animation menu.
	The **Resize** tool allows you to resize objects from the center point in the Storyboard view. If more than one keyframe is selected when you resize an object, that object is resized in all selected keyframes. Resizing affects the object only in the selected keyframes. Other sizing commands are available by choosing “Size Object” from the Animation menu or using its handles.
	The **Play** button allows you to play the current scene from the selected keyframe. To play the scene from the beginning, click on the first frame in the scene. This function can also be performed by choosing “Play” from the Play menu and selecting one of the play options from the cascading menu. To stop the scene, press Cmd-period for Macintosh and Esc for Windows.

Table 2-4. Storyboard view tool palette functions CONTINUED

Tool/Button	Function
Time	**Time** displays the Elapsed Scene and Keyframe times directly below each keyframe. Both times can be edited to speed up and slow down your animated scene. This function can also be performed by choosing “Viewing Info” from the View menu and selecting “Times” from the cascading menu.
Names	**Names** displays the names of each keyframe directly below each keyframe. While in this mode, click anywhere beneath a keyframe to enter a name. Names are required for scripting. This function can also be performed by choosing “Viewing Info” from the View menu and selecting “Names” from the cascading menu.
Sound	**Sound** displays the sound segments applied to each keyframe directly below each keyframe. Sound segments can be applied to individual keyframes or across multiple keyframes. This function can also be performed by choosing “Viewing Info” from the View menu and selecting “Sound Tracks” from the cascading menu.
New	**New** is used to insert a new keyframe directly after the selected keyframe. The new keyframe is identical to the selected keyframe. This function can also be performed by choosing “New Keyframe” from the Edit menu, or pressing Cmd/Ctrl-K. Holding down Cmd/Ctrl while selecting New creates a new keyframe with all objects and backgrounds removed.

Table 2-4. Storyboard view tool palette functions CONTINUED

Tool/Button	Function
	**Fore** displays the foreground viewing plane of the keyframe. The foreground viewing plane usually contains all of the objects which are animated. You can also click on the Back button at the same time to display both planes. This function can also be performed by choosing “Viewing Plane” from the View menu and selecting “Foreground” from the cascading menu. You can send a selected object to the foreground by pressing Cmd/Ctrl while clicking on this button, choosing “Send Object” from the Animation menu and selecting “To Foreground” from the cascading menu, or pressing Cmd/Ctrl-F.
	**Back** displays the background viewing plane of the keyframe. The background viewing plane usually contains all stationary objects contained in more than one keyframe. You can also click on the Fore button at the same time to display both planes. This function can also be performed by choosing “Viewing Plane” from the View menu and selecting “Background” from the cascading menu. You can send a selected object to the background by pressing Cmd/Ctrl while clicking on this button, choosing “Send Object” from the Animation menu and selecting “To Background” from the cascading menu, or pressing Cmd/Ctrl-G.
	**Hidden** button displays the hidden viewing plane of the keyframe. The hidden viewing plane usually contains all objects within each keyframe that are not displayed in background or foreground planes. This command is useful when you have hidden an object and need to make it visible in one or more selected keyframes. This function can also be performed by choosing “Viewing Plane” from the View menu and selecting “Hidden” from the cascading menu. You can send a selected object to the hidden plane by pressing Cmd/Ctrl while clicking on this button, choosing “Send Object” from the Animation menu and selecting “To Hidden” from the cascading menu, or pressing Cmd/Ctrl-H.

To learn more about	refer to
Simple and Complex objects	"Creating simple and complex objects," on page 5-8

Working in the Animation view

Animation view is a look into the Storyboard view one keyframe at a time. Just about all of the functions available in the Storyboard view are available in Animation view. The advantage of Animation view is that the keyframe is displayed at it's full size, so it is easier to layout objects.

You can navigate through the Storyboard using the Animation view tool palette. You can even select multiple key frames using the select frames button on the bottom of the window. Moving objects, entering transitions, recording sounds, and creating buttons and scripts all work the same as in Storyboard view.

Animation view main features

To open the Animation view, choose "Animation" from the View menu, press Cmd/Ctrl-U, or click the Animation button from the WebAnimator View Bar.

If you change the size of draw and imported objects within the Animation view, the original image size of that object within the Draw view remains unchanged, and only the selected keyframe is affected. If you change the size of the object within the Draw view, that object is resized in all of the keyframes where that object appears.

To learn more about	refer to
Original images	"Understanding original images," on page 2-28

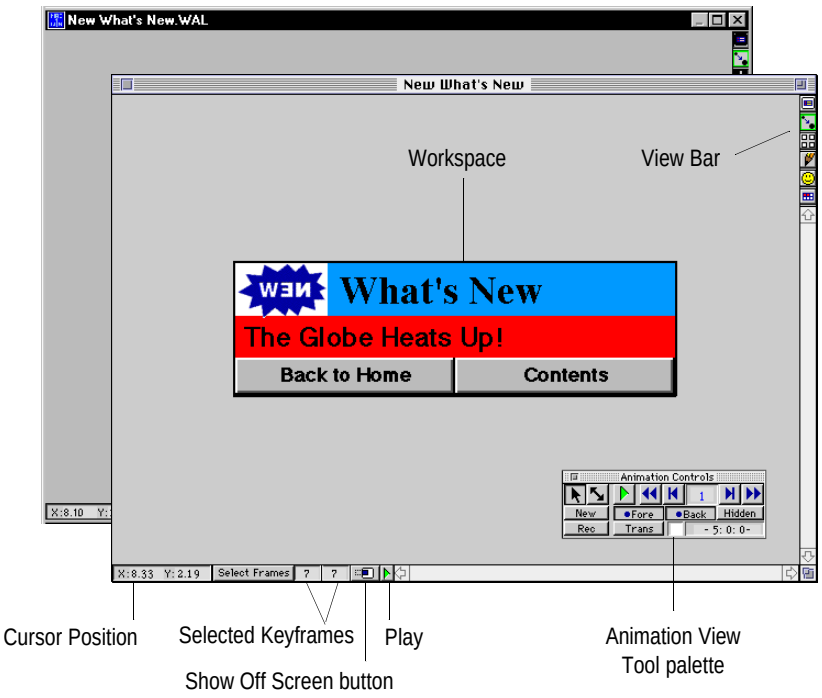


Figure 2-7. Animation view

Table 2-5. The Animation view main features

Feature	Function
Workspace	The area in which the selected keyframe can be edited using the commands and controls available in the Animation view. The size of the workspace is defined in the WebAnimator preferences (choose “Preferences” from the Edit menu).
Cursor Position	Indicates the position of the cursor in the current keyframe.
Selected Keyframes	**Select Frames** provides both an indicator of the range of keyframes currently selected and a means of selecting keyframes. The two numbers to the right of the **Select Frames Button** are the first and last keyframes of the currently selected range. If only one keyframe is selected, these numbers are identical.

Table 2-5. The Animation view main features CONTINUED

Feature	Function
Show Off Screen button	Displays all keyframes centered in the window and displays elements that are outside the keyframe boundary. These are objects that have been selected and moved off the visible portion of the keyframe, facilitating the ability to make objects slide in from off screen.
Play	Plays the current scene from the selected keyframe. To stop the scene, press Cmd-period for Macintosh or Esc for Windows.
Tool palette	Contain controls for playing the current scene, adjusting the layering of objects in the current scene, creating new objects, selecting, moving, and resizing objects, changing the background color, and recording sound, creating a transition, and adjusting the timing for the active keyframe. (see Figure 2-8)
View Bar	Allows you to switch between the Template Studio, Animation, Storyboard, Draw, Cel, and Project views.

Animation view tool palette

The Animation view tool palette contains the tools and buttons you need to create or edit animated scenes. You may use the Animation view tool palette to move an object or change its size. WebAnimator automatically animates a foreground object if it is in a different position, or has a different size, in two adjacent keyframes. The object moves, grows or shrinks automatically during playback. Also, with the Animation view tool palette, you can play the scene, move through the keyframes, add new keyframes to the Storyboard, or display any of the three viewing plane.

The Animation view tool palette “floats” above the screen and may be moved to any location.

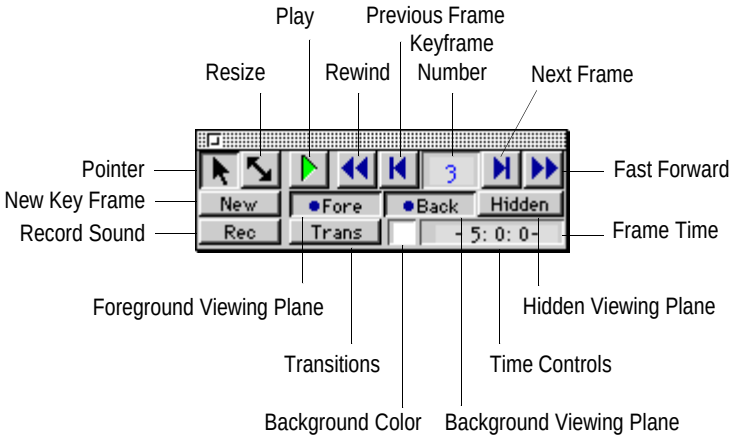


Figure 2-8. Animation view tool palette

Table 2-6. Animation view tool palette functions

Tool/Button	Function
	The **Pointer** tool operates the same as in the Storyboard view.
	The **Resize** tool operates the same as in the Storyboard view.
	The **Play** button operates the same as in the Storyboard view.
	The **Rewind** button “rewinds” the scene to the first keyframe in the current scene. This function can also be performed by choosing “Goto Beginning” from the Play menu.
	The **Previous Frame** button “rewinds” the scene to one frame earlier in the scene. This function can also be performed by choosing “Previous Keyframe” from the Play menu.
	The **Keyframe Number** display indicates the active keyframe in the Animation view.

Table 2-6. Animation view tool palette functions CONTINUED

Tool/Button	Function
	The **Next Frame** button "fast forwards" the scene to one keyframe later in the scene. This function can also be performed by choosing "Next Keyframe" from the Play menu.
	The **Fast Forward** button "fast forwards" the scene to the last keyframe in the current scene. This function can also be performed by choosing "Goto End" from the Play menu.
	The **New** button operates the same as in the Storyboard view.
	The **Fore** button operates the same as in the Storyboard view.
	The **Back** button operates the same as in the Storyboard view.
	The **Hidden** button operates the same as in the Storyboard view.
	The **Rec** button displays a dialog allowing you to record sound in the sound segment for the selected keyframe.
	The **Trans** button displays a dialog so you can apply a visual *transition* to the active keyframe. Transitions are effects similar to those often seen in video segments and made by effects generators (wipes, dissolves, sweeps, etc.). This function can also be performed by choosing "Transition..." from the Animation menu, or pressing Cmd/Ctrl-T.
	The **Background Color** tool displays a dialog allowing you to changing the color of the background in the active keyframe. A background color may be a solid color or a blend of colors. The ten templates at the bottom of the dialog are the available background blends. This function can also be performed by choosing "Background Color..." from the Animation menu, or pressing Cmd/Ctrl-B.

Table 2-6. Animation view tool palette functions CONTINUED

Tool/Button	Function
- 5: 0: 0-	The **Time Control** display indicates the time between this keyframe and the next keyframe. You may change the time in the keyframe by clicking on its time control and entering the desired time in minutes, seconds, and frames. This function can also be performed by choosing “Change Time...” from the Animation menu.

Working in the Draw view

The Animation view displays your scene keyframes in actual size and can be used to create and edit draw and text objects for your scene. This view contains commands and tools for creating and placing Draw and Text objects, applying color backgrounds, and creating Sprite objects.

Objects drawn in this view appear only in the keyframes selected in the Storyboard view before switching to the Draw view. If you draw an object and it appears only in one keyframe, it is because it’s automatically hidden in the rest.

Objects within the Draw view can be simple or complex. Complex objects are composed of multiple draw and text elements that move together as one object. A simple object contains only one element and moves independently of other objects. The New button in the Draw view tool pallets can be used to define simple and complex objects.

To learn more about	**refer to**
Creating objects	Chapter 5, “Creating, Editing, Animating, and Playing Scenes”
Simple and complex objects	“Creating simple and complex objects,” on page 5-8

Draw view main features

When you are in the Draw view, all drawing work is done on the *workspace*. The objects can be arranged and layered in the workspace. All changes to the shape, color or size of object-elements made on the workspace are recorded in every keyframe of the scene, as these changes alter the original image of the objects involved.

When an object is drawn in the Draw view, it exists in all keyframes—it is simply hidden in the keyframes in which it is not displayed.

To open the Draw view, choose “Draw” from the View menu, press Cmd/Ctrl-D, or click the Draw button from the WebAnimator View Bar.

To learn more about	refer to
Original images	“Understanding original images,” on page 2-28

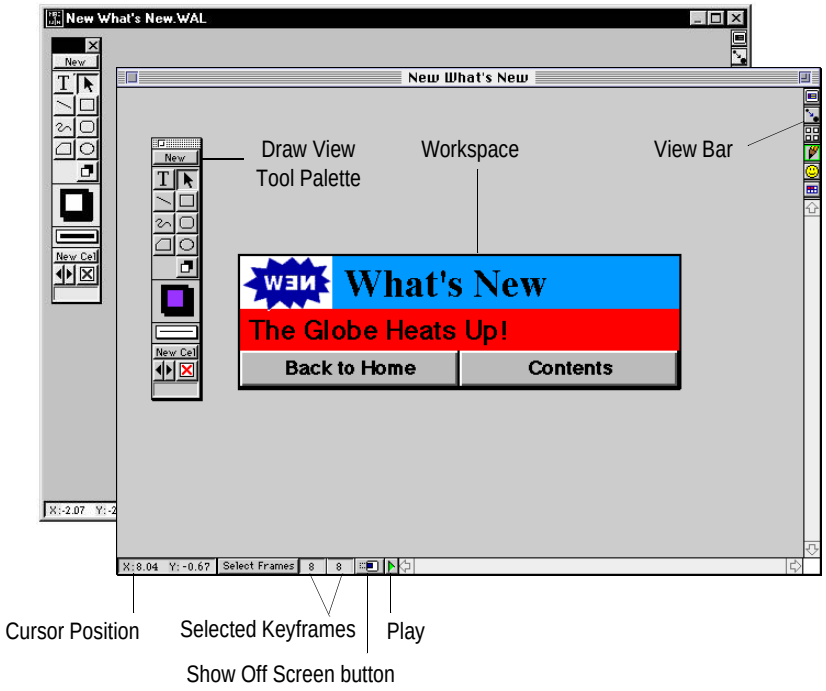


Figure 2-9. Draw view

Table 2-7. The Draw view main features

Feature	Function
Workspace	Displays the active keyframe indicated in the tool palette. This keyframe corresponds to the keyframe number in the Storyboard view.
Cursor Position	Indicates the position of the cursor in the current keyframe.
Selected Keyframes	Indicates the keyframe is selected.

Table 2-7. The Draw view main features CONTINUED

Feature	Function
Show Off Screen button	Displays all keyframes centered in the window and displays elements that are outside the keyframe boundary. These are objects that have been selected and moved off the visible portion of the keyframe, facilitating the ability to make objects slide in from off screen.
Play	Plays the current scene from the selected keyframe. To stop the scene, press Cmd-period for Macintosh or Esc for Windows.
Tool palette	Contain controls for creating new simple and complex draw and text objects, selecting, moving, and resizing objects, applying color, creating Sprite object cels, and applying shadows.
View Bar	Allows you to switch between the Template Studio, Animation, Storyboard, Draw, Cel, and Project views.

Understanding original images

When an object is imported or drawn in WebAnimator's Draw view, it has an *original image size*. When the 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.

Size and movement changes made within the Animation view affect the object's appearance or playback image, and not its original image. No matter what changes are made to the object's playback image in the Animation view, WebAnimator remembers the object's original image size and shape in the Draw view.

Changes made in the Animation view affect only the size or position of the playback image in those keyframes which are selected. Remember that animation size changes are based upon the original image size of the object. So, if an object is edited in the Draw view, and the original image size of the object is changed, the size of the object in the Animation view is also changed proportionally.

When you display objects in the Draw view that were resized in the Animation view, the selected objects temporarily return to their original image size. Objects which are not selected retain their animated or playback image. Changes to the size of an object are best made in the Draw view to maintain quality and reduce the "jaggies" to graphics.

Draw view tool palette

The Draw view tool palette appears automatically whenever you switch to the Draw view and contains the tools and buttons you need to create or edit draw or text objects within the scene. You use the tools and buttons from the tool palette in much the same way you use traditional artist tools: you have to pick them up before you start to draw. You "pick up," or select, a tool from Draw view tool palette by clicking on it before drawing in the document page.

After using a tool, the cursor reverts back to the Pointer. The Draw tool palette "floats" above the screen and may be moved to any location. You can move the tool palette around the screen by clicking anywhere in the Title bar, holding down the mouse button, and dragging to a new location.

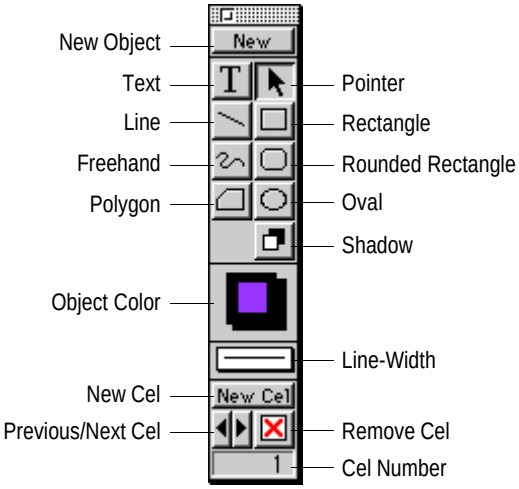


Figure 2-10. Draw view tool palette

Table 2-8. Draw view tool palette functions

Tool	Function
New	The **New Object** button ends editing of the selected object and begins editing of a new, independent object. This is how simple or complex objects are defined.
T	The **Text** tool adds text to the active keyframe.
	The **Pointer** tool selects, moves, and resizes objects.

Table 2-8. Draw view tool palette functions CONTINUED

Tool	Function
	The **Line** tool creates straight lines.
	The **Rectangle** tool creates rectangles and squares.
	The **Freehand** tool creates freeform shapes.
	The **Rounded Rectangle** tool creates rounded rectangles.
	The **Polygon** tool creates polygons of any shape.
	The **Oval** tool creates circles and ovals.
	The **Shadow** tool displays a dialog so you can apply a shadow to any selected object(s).
	The **Object Color** palette consists of three color palettes which can be used to apply color to the fills, lines, and shadows of selected objects.
	The **Line-Width** palette changes the line width of selected objects.
	The **New Cel** button creates a new Sprite cel identical to the current cel.
	The **Remove Cel** button cuts the current cel from the active Sprite object.
	The **Previous** and **Next Cel** buttons allows you to move between various cels of your Sprite object to view or edit objects.

Working in the Cel view

The Cel view is used to view and adjust the timing of the cels of an object. Cels are another way to create animations. In the Storyboard and Animation views, an object is animated by moving across the screen or changing its size. In cel animation, an object's images change in a cyclic manner. A bird flapping its wings, a logo spinning, or a button flashing are examples of objects animated with cel animation.

Each object in WebAnimator is comprised of one or more cels. A cel is an image, either drawn in WebAnimator or imported from another program. Most objects have only one cel, so their image remains constant. However, if an object has more

than one cel, then the object's images change in a cyclic fashion, one cel or image after another. After the last cel is displayed, the cycle starts with the first cel and the cycle repeats. Because the images are displayed quickly on the screen, there is an illusion of motion, or animation.

In this view you can see each cel of an object and the order in which the cels are displayed. The time allotted for each cel is displayed underneath the cel's frames. The default is 1 frame or 1/30 of a second. This time can be adjusted for each cel.

If an object has multiple cels, it can also be animated in the Storyboard or Animation views just like any other object. For example, a spinning logo can also move across the screen and grow in size as it spins.

Sprite objects can be created in the Draw view or imported in the Animation view. Like the adjustments that can be made to your keyframes in the Storyboard view, the Cel view has similar functions for the management of Sprite objects. Animated PICS objects can be imported as Sprite objects.

To open the Cel view, choose "Object Cels" from the View menu, or click the Cel button from the WebAnimator View Bar.

To learn more about	**refer to**
Creating Sprite objects	"Creating Sprite objects," on page 7-25

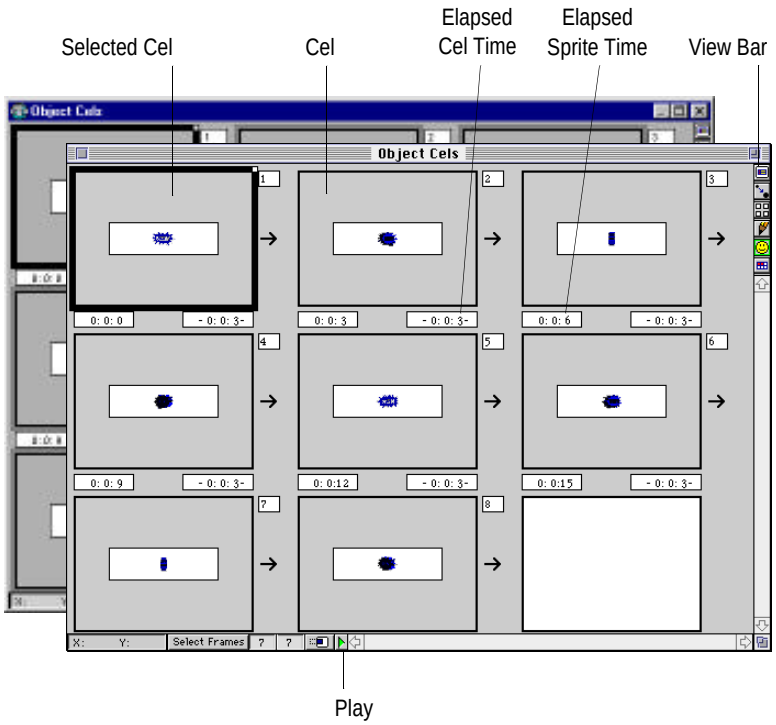


Figure 2-11. Cel view

Working in the Project view

The Project view is used to combine multiple scenes to create one continuous production. Project files are not very large because they only reference and launch the original scene files as they are needed within the project sequence. Since all Web pages must be self-contained, it is not recommended that you use the project feature of WebAnimator when creating an animated graphic to be used in your Web site. You can however have multiple pages each with its own scene.

To open the Project view, choose “Project” from the View menu, or click the Project button from the WebAnimator View Bar.

The project window appears with the current scene added to the project. Information such as the scene file name, file size, and total run time is displayed in each Scene block.

The Project menu is used to add and remove scene files to the project. To play your project, click the Play button at the bottom of the window. The project plays from the beginning of the first scene. Press Cmd-. (Cmd-period) for Macintosh or Esc for Windows, to stop the project.

To learn more about	**refer to**
Creating projects	"Creating projects," on page 7-33

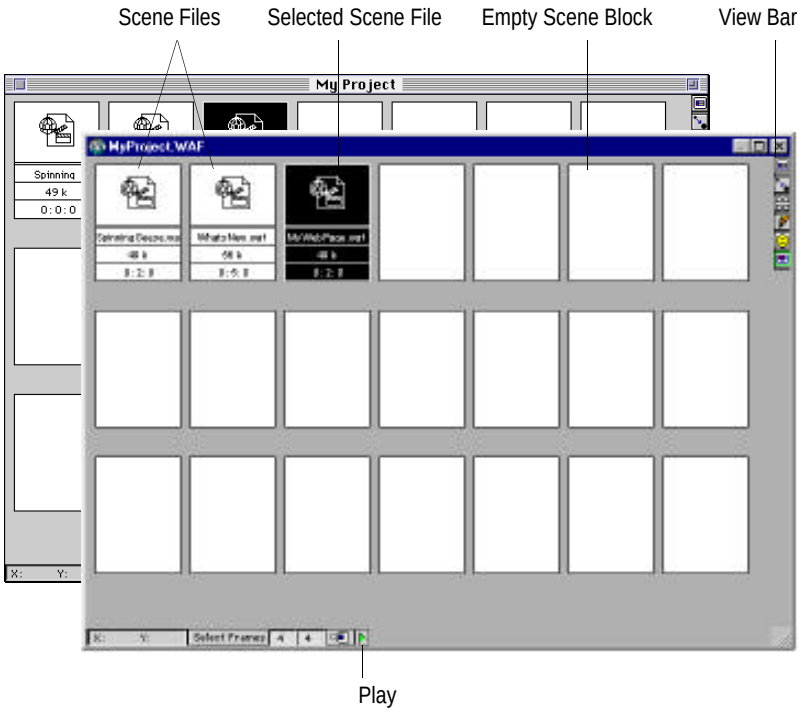


Figure 2-12. Project view

Playing your scenes

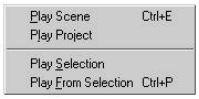
You can play the current scene from any view in WebAnimator. You can play your scene from the beginning, start from a selected keyframe, or only play selected keyframes (Storyboard view only). To stop the playing of the scene before reaching the end, type Cmd-. (Cmd-period) for Macintosh or Esc for Windows. Script objects can only be played from the Cel view.

Using the Play button

There are Play buttons at the bottom of the Storyboard, Animation, Draw, Cel, and Project view windows. In the Storyboard, Animation, and Draw views, the Play button allows you to play the scene from the beginning. There are also Play buttons in the Animate and Storyboard view tool palettes. The Play button plays from the selected keyframe.

The Template Studio also contains a Play button for playing scenes in the created Template Studio Scene Preview.

In the Storyboard or Animation view, you select a range of keyframes and play only those keyframes. This is useful if you have a scene with a large number of keyframes and are only working on a small section of the scene.

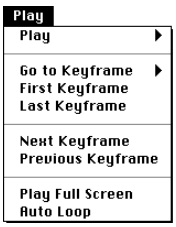


Most of the commands in the Play menu can only be used in the Template Studio, Storyboard, and Animation views. The “Play” command in the Play menu however, can be used from any view to play the current scene, Sprite object, or project.

Using other play controls

The Animation and Storyboard views have additional tools for playing and advancing keyframes. These controls work similar to the controls on a VCR and are located next to the Play button.

Rewind displays the first keyframe in the scene. Fast Forward displays the last keyframe in the scene. Previous and Next Frame rewind or advance the scene one keyframe at a time. The Keyframe Number in the middle of the controls shows the number of the current keyframe.



The commands from the Play menu can also be used to navigate through your scene.

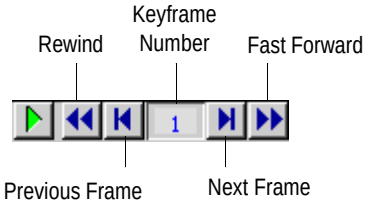


Figure 2-13. Animation view play controls

To learn more about	refer to
The Play menu	“Play Menu,” on page A-22