

Animations and Media

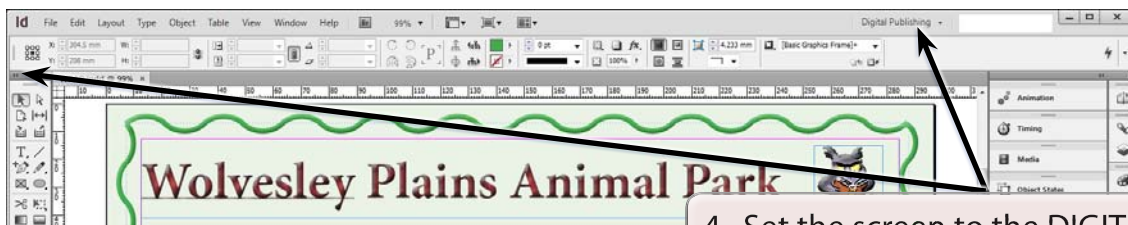
InDesign allows you to apply animation to frames and insert media such as video or sound files. These can then be exported as a Flash Player SWF file for viewing outside InDesign.

To illustrate this, a presentation page for an Animal Park will be completed to include animated headings, stacked images that can be viewed by clicking buttons and a video that can be played when needed. The completed presentation could be displayed on monitors around the Animal Park.

Loading the Prepared File

The design of the display has been prepared for you with blank frames for the images and video. It then will be exported as a SWF (ShockWave Format) file so that it can be viewed in a browser.

- 1 Load Adobe InDesign or close the current document.
- 2 Display the FILE menu and select OPEN or click on OPEN in the OPEN A RECENT ITEM section of the WELCOME SCREEN.
- 3 Access the IDcs6 SUPPORT FILES, open the CHAPTER 15 folder and load the WPAP file.



- 4 Set the screen to the DIGITAL PUBLISHING workspace and the TOOLS panel to 2 columns.

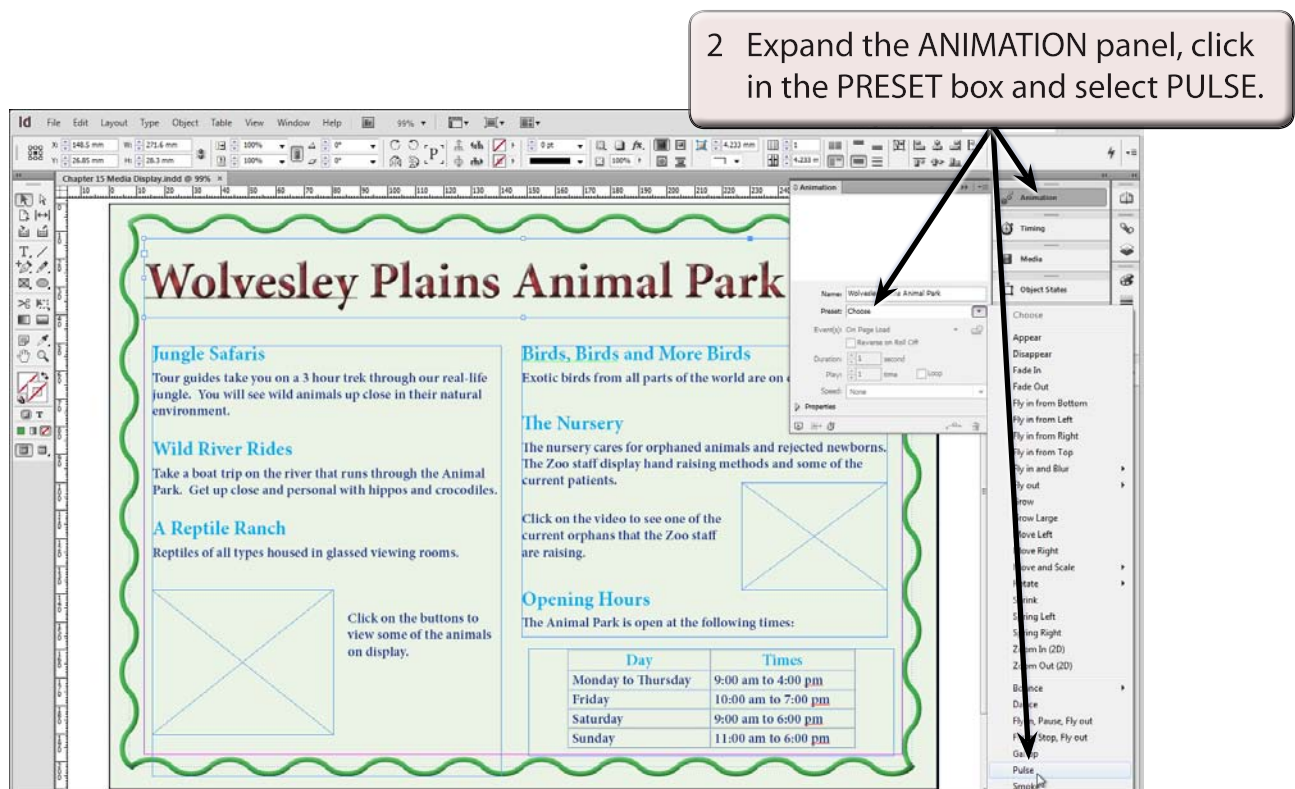
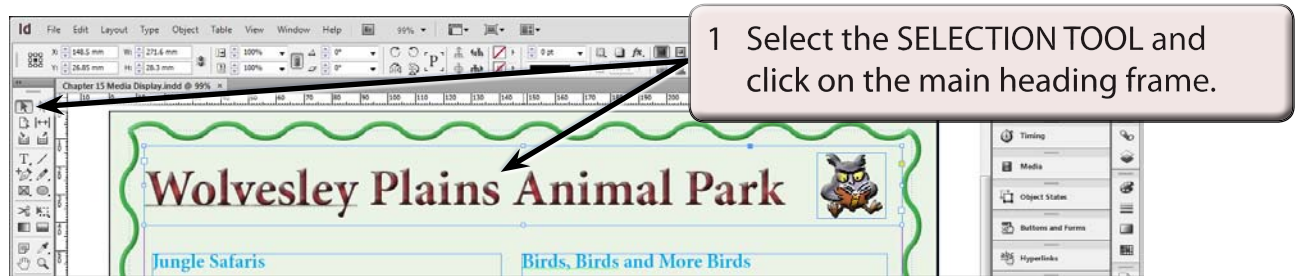
- 5 Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:

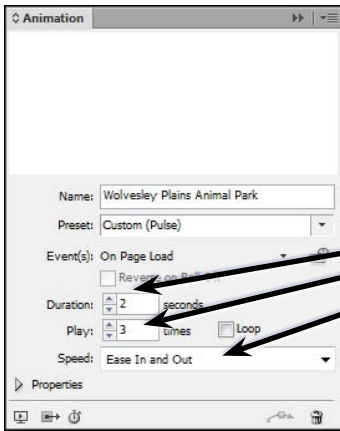
Chapter 15 Media Display

Creating Animations

Let's set the main heading to pulse and the Owl image at the top right of the page to dance.

A Animating the Main Heading

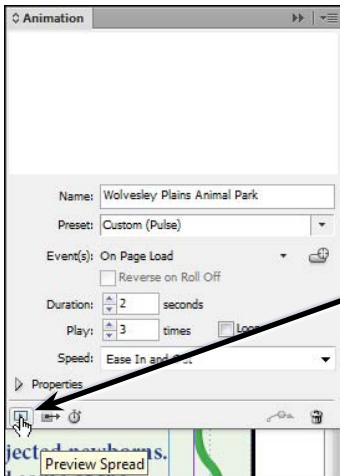




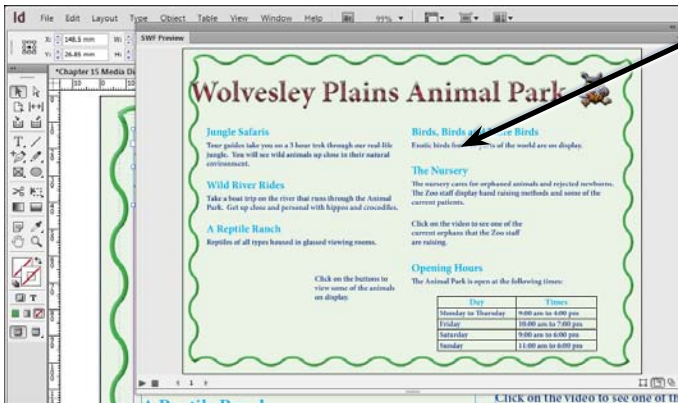
3 Set the DURATION to 2 seconds, the PLAY box to 3 so that the frame pulses 3 times and the SPEED to EASE IN AND OUT.

B Previewing the Animation

You can preview an animation from within inDesign using either the PREVIEW SPREAD button at the bottom left of the ANIMATION panel or by displaying the WINDOW menu, highlighting INTERACTIVE and selecting SWF PREVIEW.

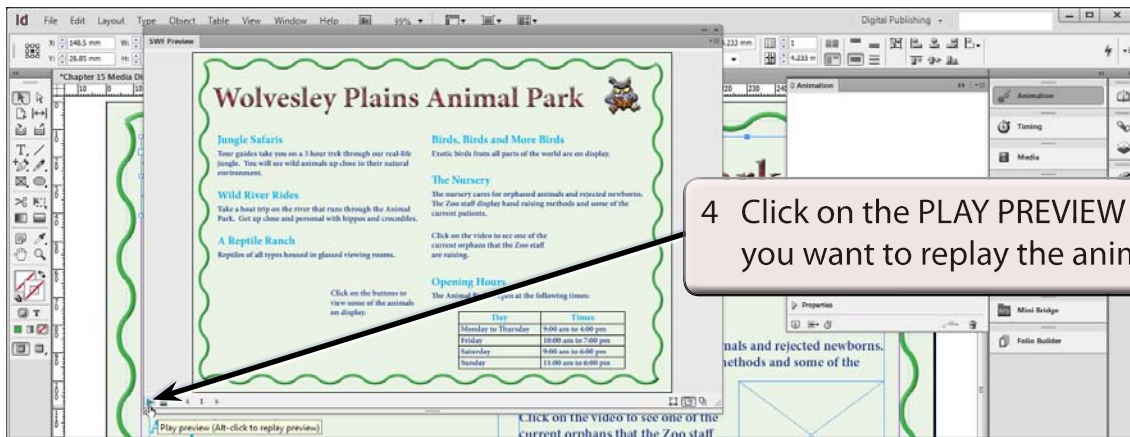


1 Click on the PREVIEW SPREAD icon at the base of the ANIMATIONS panel.



2 The PREVIEW panel is opened and the animation should play.

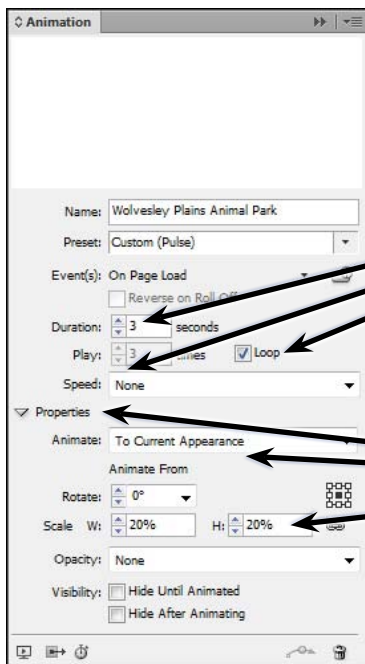
3 You can increase the size of the PREVIEW frame by dragging its bottom left corner.



C Adjusting the Animation

The animation can easily be adjusted if you are not happy with it.

- 1 Expand the ANIMATION panel.



- 2 Set the DURATION to 3 seconds, turn on LOOP next to PLAY and set the SPEED to NONE.

- 3 Click on the PROPERTIES arrow if the PROPERTIES are not displayed then set the ANIMATE box to TO CURRENT APPEARANCE and the SCALE BOXES to 20%.

NOTE: These changes will cause the heading to start at 20% of its size, grow to its actual size then loop continuously.