

Animations and Media

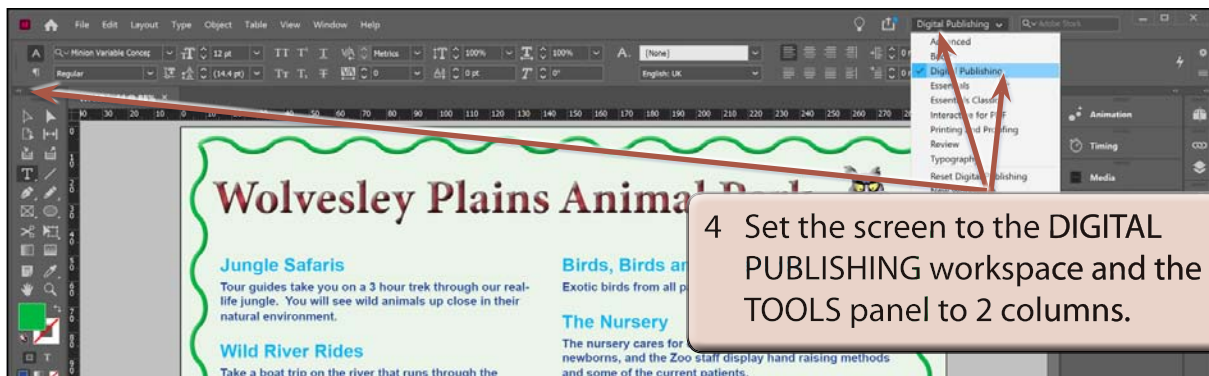
InDesign allows you to apply animations to frames and to insert media such as videos or sound files. These can then be exported as an ePub file or, in some cases, as an Interactive PDF file for viewing in Adobe Acrobat.

To illustrate these features, 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.

- 1 Load Adobe InDesign or close the current documents.
- 2 Select OPEN from the WELCOME screen or FILE menu.
- 3 Access the IDcc SUPPORT FILES, open the CHAPTER 15 folder and open the WPAP file.



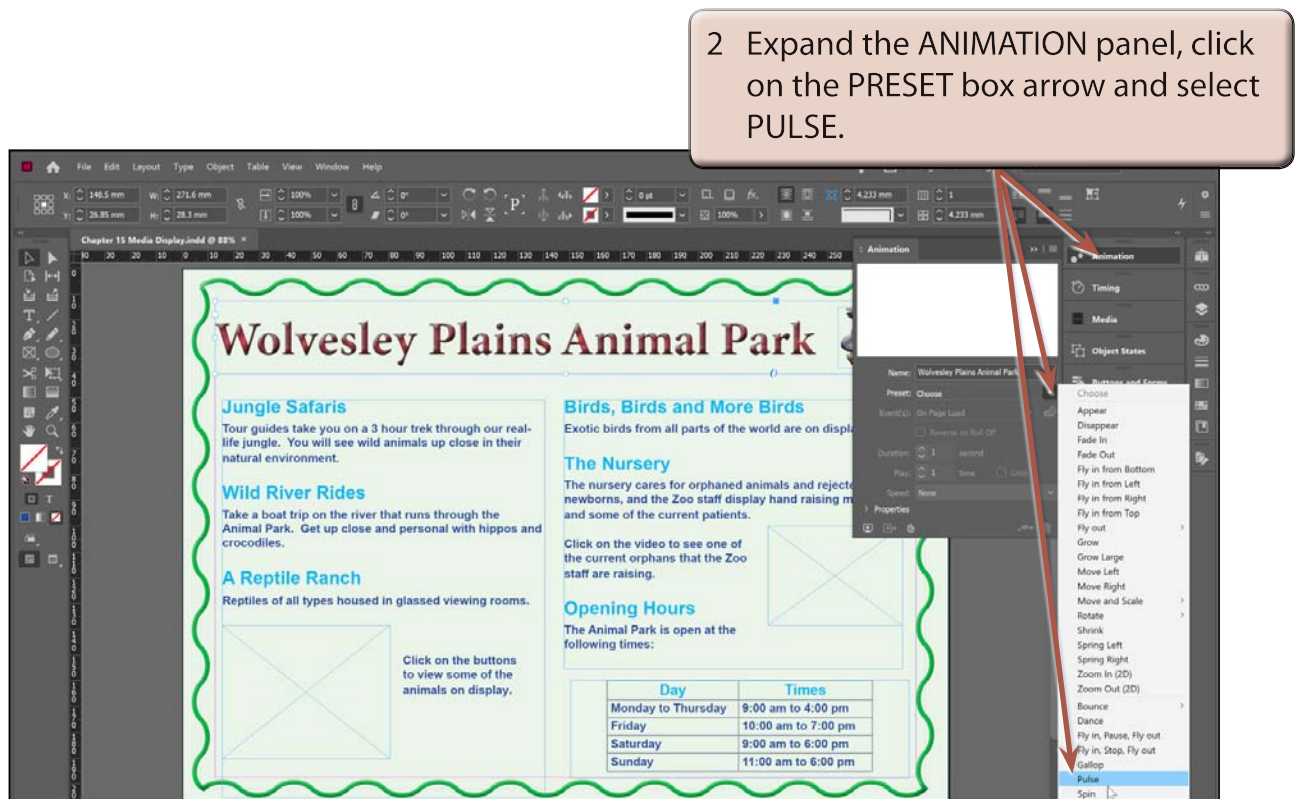
- 5 Use SAVE AS from the FILE menu to save the file in your STORAGE folder as:

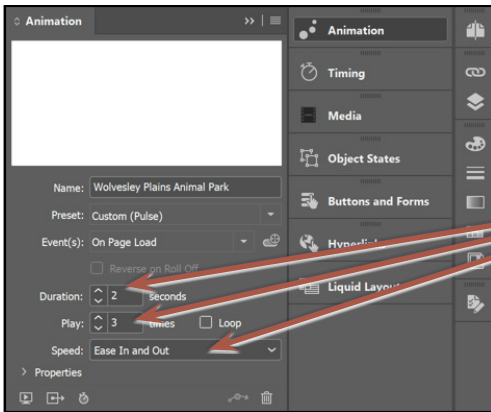
Chapter 15 Media Display

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

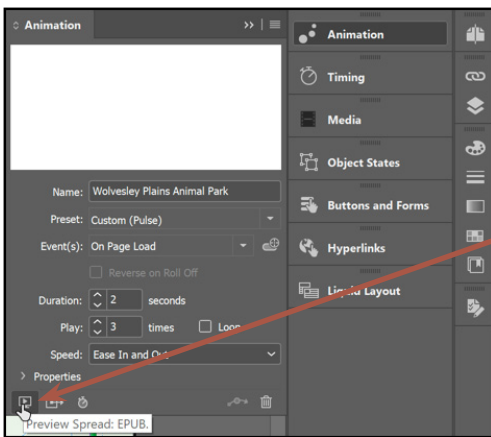




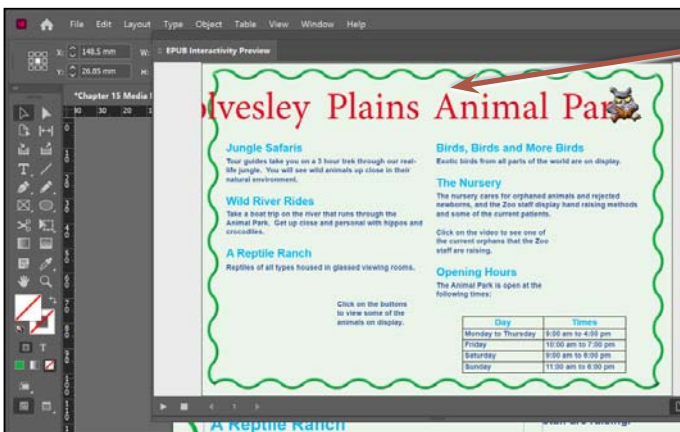
3 Set the DURATION to 2 seconds, the PLAY box to 3 so that the frame pulses 3 times and the SPEED to EASE IN AND OUT.

B Previewing the Animation

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

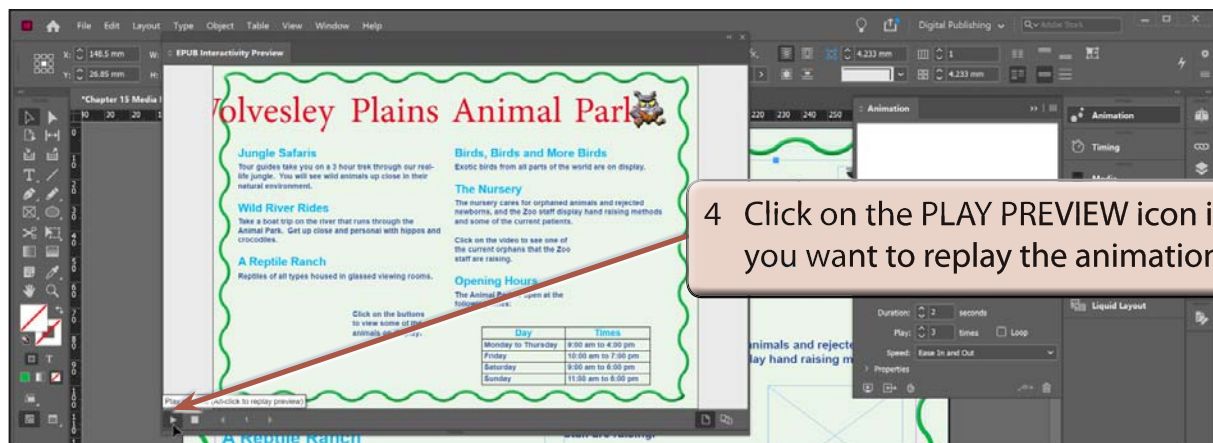


1 Click on the PREVIEW SPREAD: EPUB icon at the base of the ANIMATION panel.



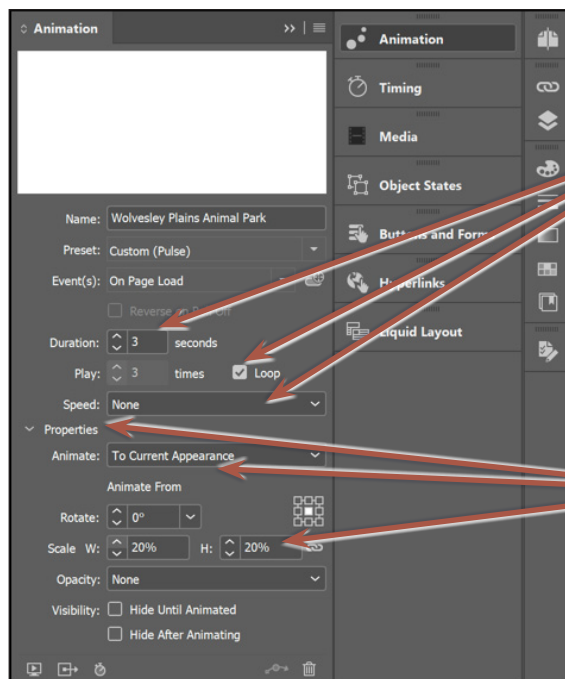
2 The PREVIEW panel is opened and the animation should play.

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.



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