

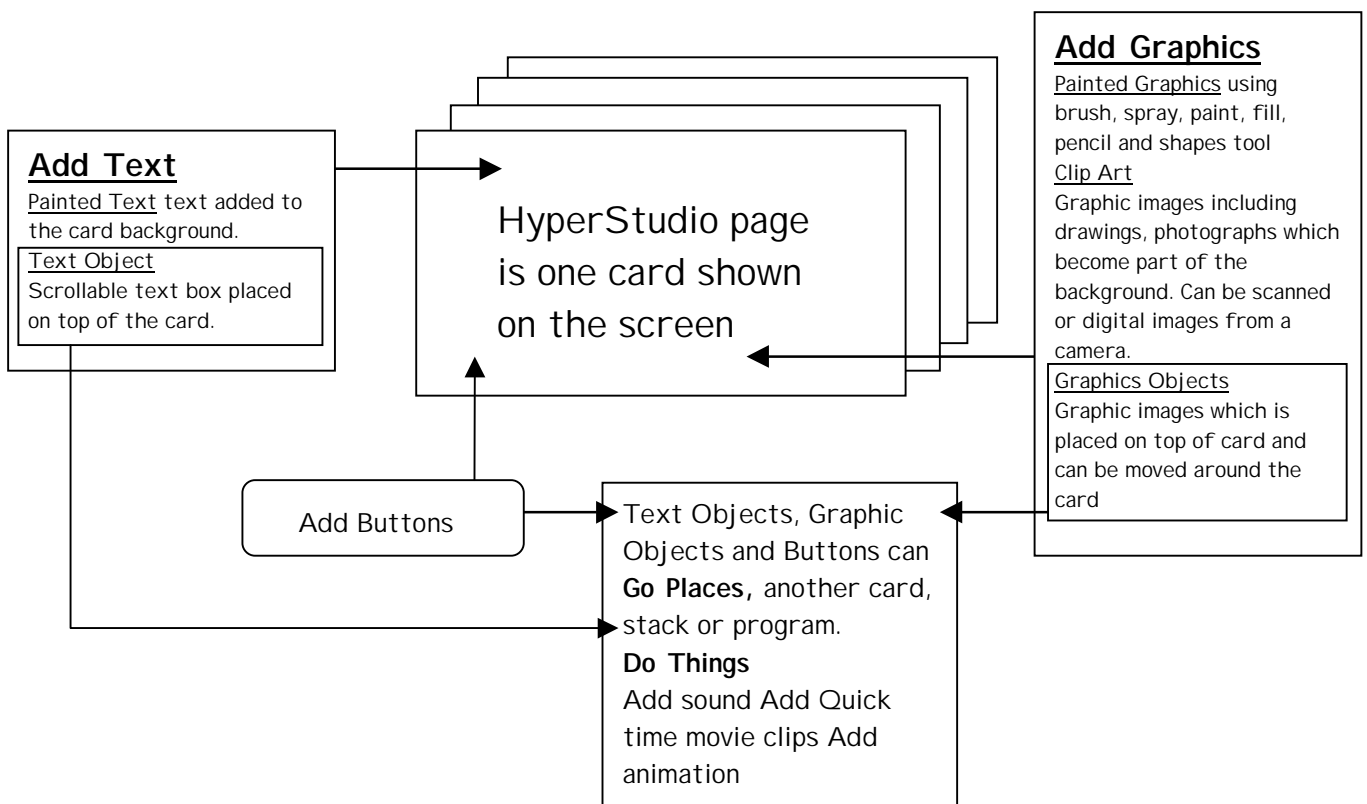
HyperStudio

What is HyperStudio

HyperStudio is an application designed specifically for children to create a multimedia presentation using graphics, text, sound, video and animation.

A HyperStudio page is called a card, one blank card is shown on screen.

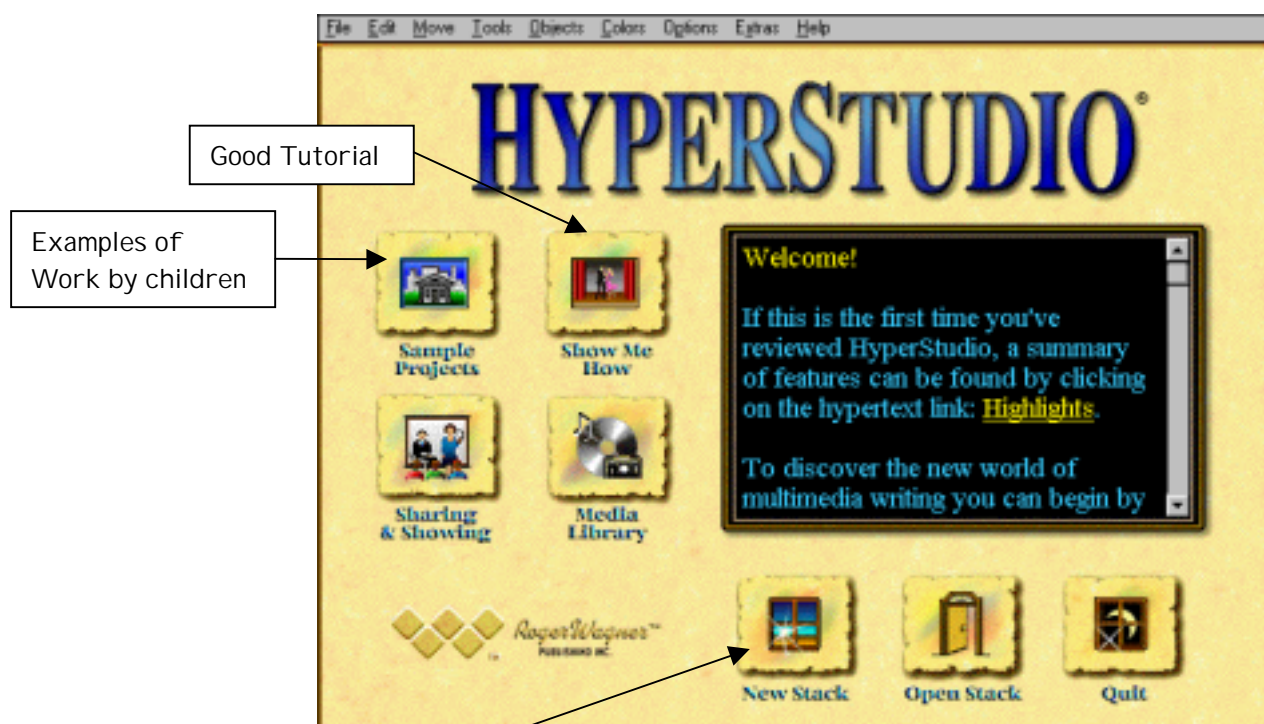
A stack is several linked cards saved as one file.



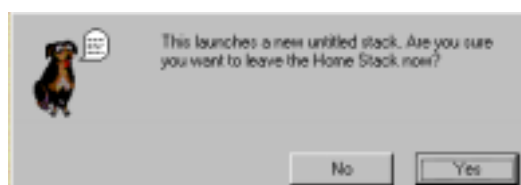
Linked cards in a stack produce a multimedia presentation.

Getting Started

Go to Start-School Software-Multimedia-Hyperstudio

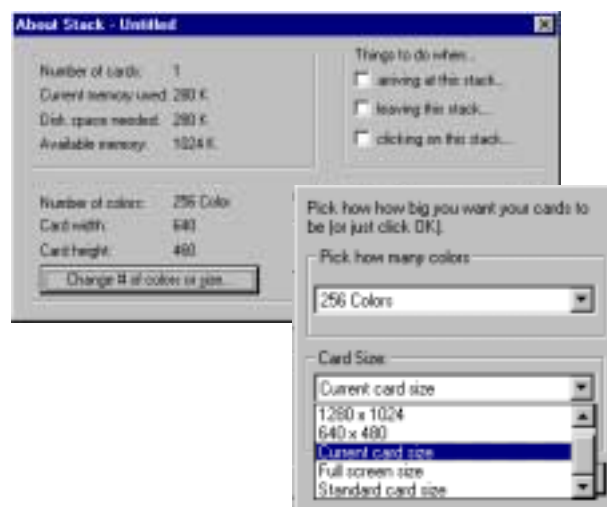


Click on **New Stack**. This dialogue box will appear. Click on Yes.



Changing the Size of the Card

If you want to change the size of your card as it appears on the screen go to Objects -About this Stack. Click on Change # of colours or size and then in the Card Size choose the size you want.



Tools

'Peel off' the Tools menu and Colours menu. Click, hold and drag the arrow to the bottom of the toolbox and then to the side of the screen, release the mouse button.

Browse and Object Selector Tool
Button Edit, Graphic Edit, and Text Edit

Selection tools (click and drag to select part of the background for editing)

Paintbrush (double click for size & shape), **Spray**, & **Fill**

Eraser, **Line** (double click for thickness), **Pencil** (double click for zoom in)

Shape drawing tools (double click for filled in shape)

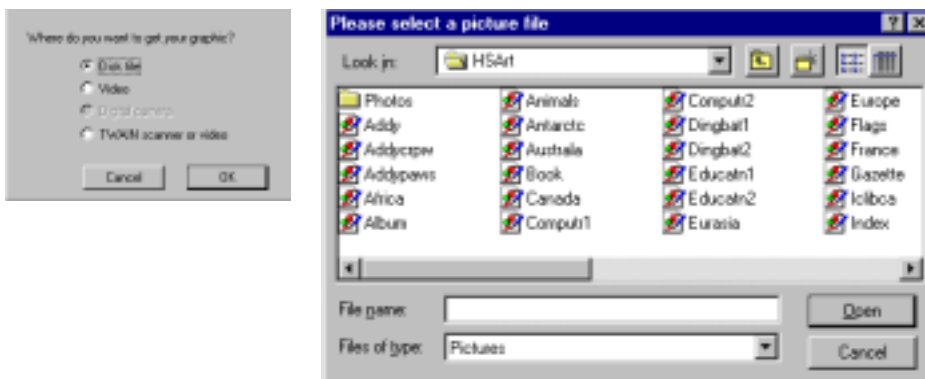
Text (as part of the background), **Magnification**, **Eye Dropper**



When you start using HyperStudio, help boxes appear to explain what you are trying to do. As you become more familiar with the program, you can select **Preferences** in the **Edit** menu and tick the box next to **I'm an experienced HyperStudio user**. This gives you access to more options and buttons etc.

Graphics

To add graphics to the background of the card use the painting tools or **Add Clip Art** from the **File** menu. Graphics can be brought in directly from a digital camera, video or scanner if this equipment is set up. Graphics are available in the Clip Art directories in HyperStudio or any graphic file with a standard graphic extension bmp, tif, pcx, bif or jpeg.



In Hyper Studio, Clip Art sections of the file can be selected using the rectangle or lasso tool.

Once you have selected your graphic, click OK. Initially you can move your graphic with the white cross, but once you have clicked outside it becomes part of the background and cannot be moved, only erased.

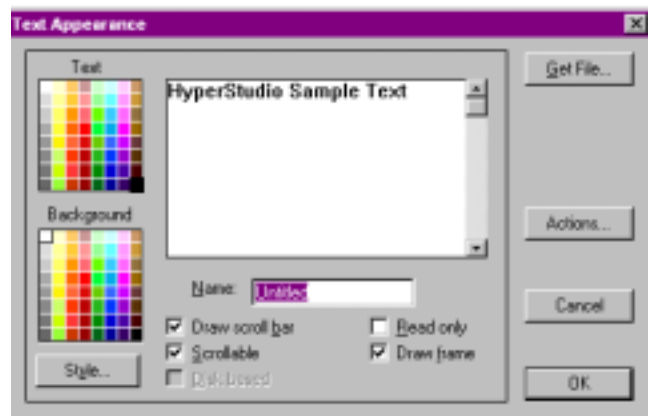


Adding a **Graphic Object** to the card puts the graphics as a second layer over the background which can still be moved. Select **Add a Graphic Object** from the **Options** menu. As with Clip Art graphics can be loaded from various sources. If using disk file, load the file to be used and using one of the selector tools choose the section of the graphic file to add. Clicking on OK will place the graphic object in the centre of the card. Drag to position and resize. Clicking outside the the flashing dots will activate the graphic Appearance box which allows the graphic object to be named and a frame to be drawn.

Text

Text can be added to the background using the text [T] tool in the **Tools** menu. Double-click on [T] to select the font, style, sizes and colours you want. Once you have taken your cursor out, this text cannot be changed.

The other way to add text is by using a **Text Object** in the **Objects** menu. This creates a moveable text box whose contents can be changed.



Creating Buttons

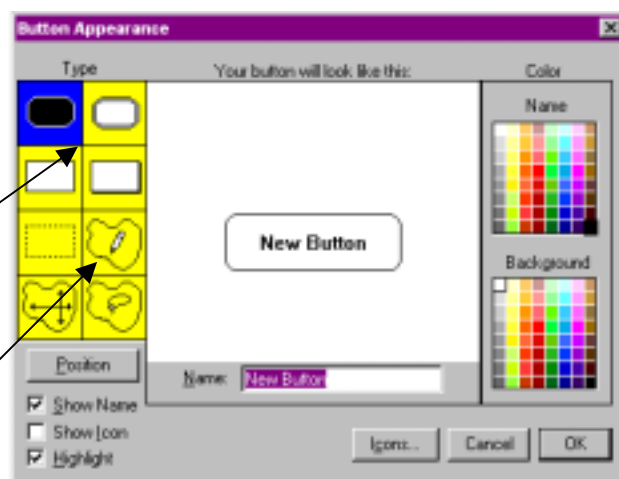
A button is needed to take you to another card or activate a sound, a movie clip or animation.

Remember: If you are creating a link to another card you need to have created that card first.

Adding a button from the **Objects** menu gives the Button Appearance box which allows you to choose the type of button needed.

The top 4 icons create differently shaped visible buttons.

The bottom four icons create invisible buttons which allow things to happen if that part of the screen is clicked.



You can change the text, its colour and the background colour and have a symbol on the button using this dialogue box. When you are happy with your button, click OK. You can now move the button to wherever you want it on the page.

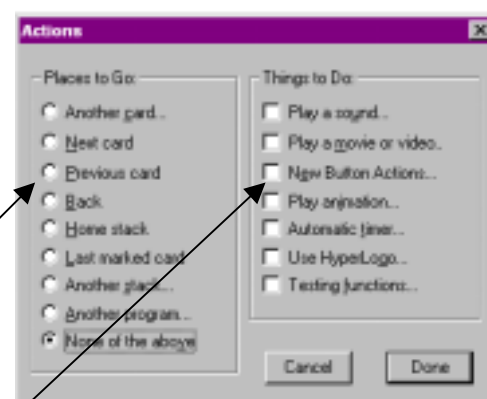
Actions

Once you have created your button and clicked outside of it this will activate the Actions menu, where actions can be attached to the button.

Clicking on any of the Places to Go buttons which select a card as the destination will activate a window showing the transitions – visual effects shown when moving from one card to another.

The **Things to Do** list will attach actions to your button.

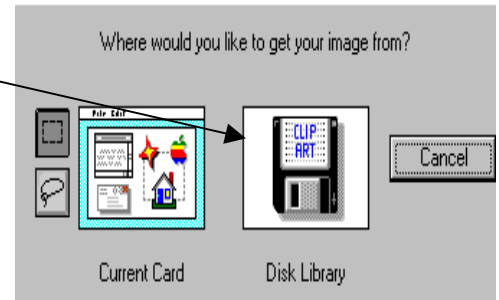
Play a sound – enables you to make a recording or select a .wav sound file.



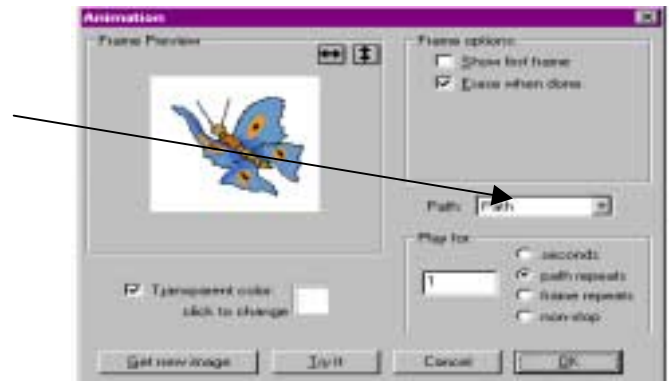
Play a movie - prompts you to select a movie film stored on disk as a .mov or avi file which you can try before adding to the card.

Creating Animations

Play animation - asks you to select an image to animate either from an existing file or from part of the card. The existing file option allows you to select several animated .gif files. These are frame animations e.g. a butterfly fluttering its wings. They can be made to move across the screen by creating a path. Do this by clicking the mouse, holding on to the image and dragging the it around the screen.



When you release the mouse button, this dialogue box will appear. This allows you to edit the path you have made.



If you want to animate a part of your card, choose **Play animation** as before but this time click on the lasso icon then select Current Card. Now draw around the part of the card you want to animate. You can now create a path as above.

