



## Creating a Captivate Movie - Part 3

By:

In this, the concluding installment from the Captivate Visual QuickStart, we deal with adding some "jazz" to your Captivate movie. I will show you how to add audio to a movie, change the pointers used by the mouse and how change mouse movement. I will also show you how to add a playback controller to a Captivate movie and create your own custom controller. Captivate can be used to create slide shows and I'll show you how to do that as well as explain the importance of a movie containing no content.

### Adding Background Audio to Your Movie

You can create background audio for your movie. When you add a background audio track, the sound will play while the slides of your movie are shown. Background audio can be music, sound effects, or virtually any kind of sound you can import or record. Just keep in mind that Captivate can read only .WAV and MP3 files. You'll have to convert AIFF, WMA, and other audio formats to one of these two prior to placing them into your Captivate movie.

You can also use background audio together with individual slide audio for a truly professional effect. This is accomplished by lowering the volume of a background audio track when a slide with audio assigned plays. For example, you can import a music file and have it play while the movie plays. When the movie reaches a slide where there is a voice over narration, the background music track's volume will be lowered while the narration plays.

Audio, if used properly, makes the viewer's experience with your work a positive one. The problem with audio, though, is the inevitable tradeoff a developer must make between quality and size. The better the sound quality, the higher the file size, and vice versa.

Captivate can help you with this tradeoff, because it enables you to control the way a sound is recorded based upon your input and output needs.

There are two methods of recording background audio in Captivate:

- Record a voiceover narration using a microphone.
- Create the audio using another recording, which connects directly to your computer. When recording, the sound will be captured as a WAV file that is subsequently converted to an MP3 file.

Captivate also contains a handy little feature that enables you to write the voiceover narration script used for each slide. This section covers only how to capture a voiceover narration.

## To Import Background Audio Into a Captivate Movie:

1. Open a Captivate movie and select **Movie>Preferences**.
2. When the Movie Preferences dialog box opens, select the Background Audio tab.
3. Click the Import button. The Import Audio dialog box opens.



**Image 1:** Background Audio can be imported into the movie

**Tip:** Captivate ships with a number of prerecorded background sound loops and files in the MP3 format. You can find them in your **Program Files/Macromedia/Captivate/Gallery/Sound** folder.

4. Select the file and click Open. The Import Audio dialog box closes, and are returned to the Background Audio dialog box.
5. To preview your sound file, click the Play button.
6. In the Fade In and Fade Out areas of the dialog box, which become active when a file is imported, use the arrows or input fade in and fade out values.



**Image 2:** When audio is imported you can perform some basics actions

**Tip:** The Fade values apply when the movie starts and when the movie finishes. They are not related to the duration of a slide.

7. Select "Lower background audio volume on slides with additional audio" to reduce automatically the background audio volume on slides that have individual audio files—such as voiceover narration— assigned.
8. Select "Loop audio" to have the background audio file play over and over again.
9. Select "Stop at end of movie" to have the background audio stop when the movie ends.
10. When you are finished, click OK to close the dialog box and add the background audio to your movie.

## To Record a Background Audio File

1. Connect your microphone to your computer and open a Captivate movie.

**Tip:** Be sure that the microphone is active in your computer's Recording Control options.

2. Open the Background Audio preferences and click the "Record new" button to open the Record Audio dialog box.
3. Click the Options button. The Audio Options dialog box opens.
4. Select Microphone as your input source.



**Image 3:** Choose your recording source in the Audio Options dialog box

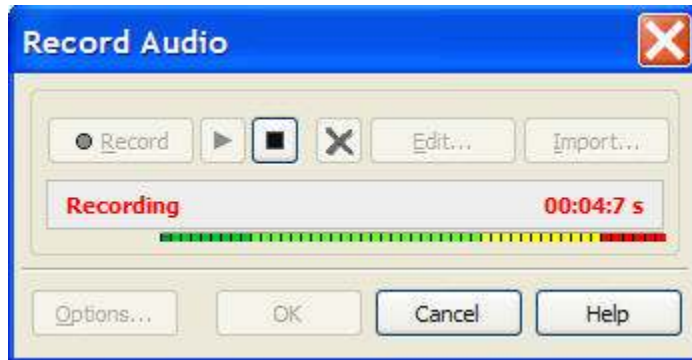
5. Click the "Calibrate input" button in the Audio Options. The "Calibrate microphone" dialog box opens
6. Speak into the microphone. The Recording Level meter on the right side of the dialog box changes color, and you will be informed whether the input level is acceptable. Click OK to return to the Audio Options dialog box.



**Image 4:** The microphone recording level is checked in this dialog box

**Tip:** The "Calibrate microphone" dialog box is inaccurately named. It doesn't calibrate a microphone, it detects a microphone and the resulting audio levels. If your recording level is too high, reduce the volume control in the Microphone section of your computer's Recording Control options. You won't be able to do it in Captivate.

7. Select your audio quality from the Audio Quality pop-down menu and click OK to return to the Record Audio dialog box.
8. Click the Record button and speak into the microphone. A VU meter appears in the Record Audio dialog box.



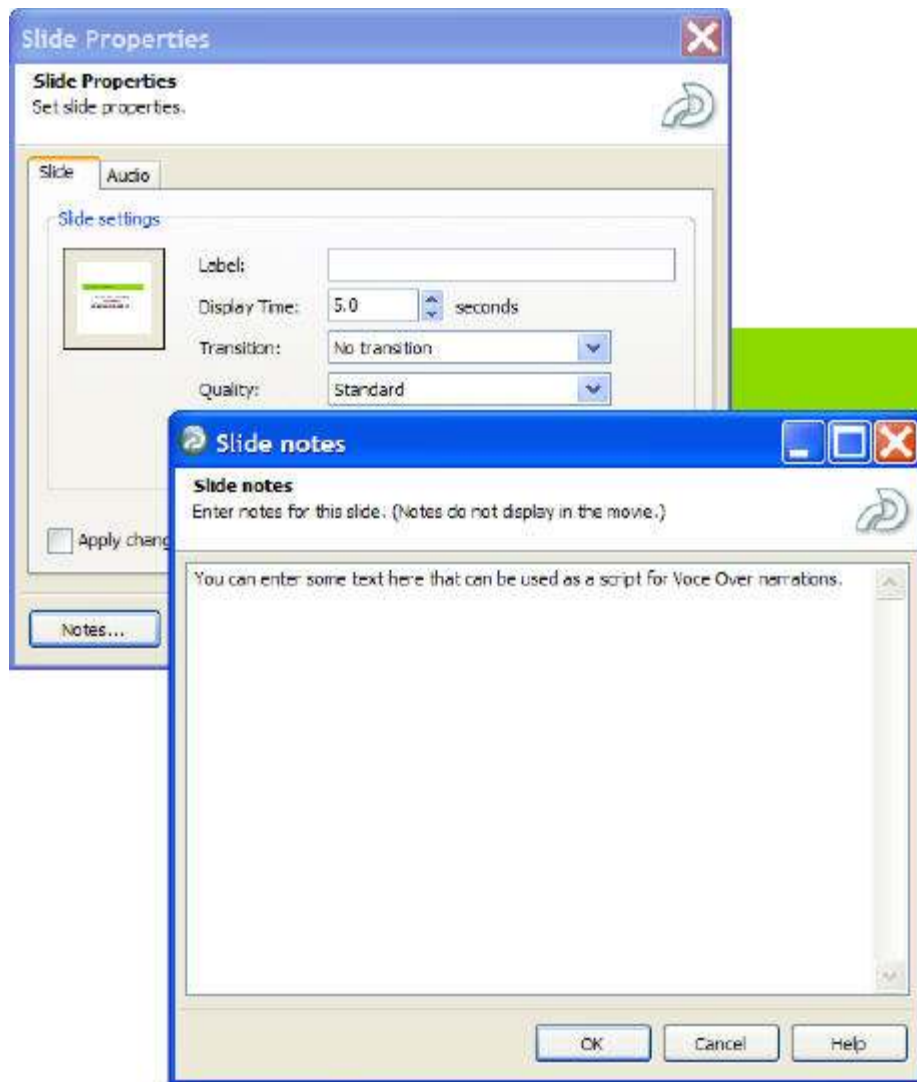
**Image 5:** Use the VU meter to keep an eye on the recording levels

**Tip:** Keep an eye on the VU meter as you record. If it moves too far to the left, turns red, and stays there, you are speaking too loudly. In this case, stop the recording and start over.

9. When you finish recording, click the Stop button (the button with the square on it.) The file is converted to an MP3 file and appears in the Record Audio dialog box. You'll see that the file is ready and its duration.
10. If you want to delete the audio file, click the "Remove audio" button (the button with the red "X").
11. Click OK to return to the Background Audio dialog box.
12. Select your options and click OK to close the dialog box.

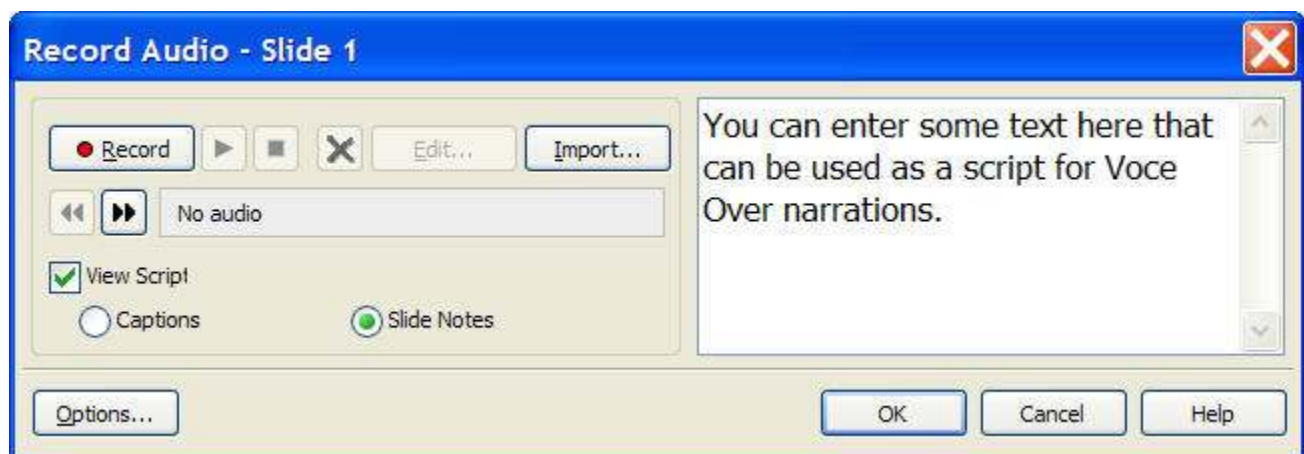
### To Write a Script Used For Narration

1. In the Edit View panel, double-click the slide to which the script will apply. The Slide Properties dialog box opens.
2. Click the Notes button and enter the text for the script in the Slide Notes dialog box.



**Image 6:** The slide's narration script is entered into a the Notes dialog box

3. Click OK to accept the note and close the dialog box.
4. Click OK to close the Slide Properties dialog box.
5. Click the Audio button on the Main toolbar to open the Audio Properties dialog box.
6. Select View Script. The note appears in the dialog box.
7. Click the Record button and read the script.



**Image 7:** Selecting "View Script" in the Audio Properties opens the script, which you can

*be written in a Caption or in a Note*

**Tip:** You can use more than just notes as scripts. You can also use caption text. This is especially important in situations where accessibility for the visually impaired is a key issue. By narrating a caption, the soundtrack is embedded into the final file. This makes Flash, which is a generally inaccessible product to screen readers, accessible.

## Some Sound Terminology

When working with sound in Captivate, it helps to understand what much of the terminology used actually means.

**WAV** - The default sound file format on the PC.

**MP3** - A compression format for sound. The official name is Moving Pictures Expert Group Level-2 Layer-3 Audio. These files are very small because, in very basic terms, they "throw away" sounds that are inaudible to humans.

**kHz (Kilohertz)** - A hertz is the frequency of one sound wave; a kilohertz is 1,000 sound waves per second. An 11 kHz sound is less "accurate" than a 44 kHz sound.

**8 bit/16 bit** - The number of samples, measured from peak to peak, in a sound wave. An 8-bit sound wave is broken into 256 samples; a 16-bit sound wave is broken into 66,000 samples. The more samples there are per wave, the higher the file size and the better the sound quality.

**Mono/Stereo** - One sound channel or two sound channels. A stereo sound has a file size, twice that of its mono counterpart.

**Bitrate** - The data flow into a computer. A bit is the computer's raw material, with a value of either a 1 or a 0. If the bitrate is 10 kbps (kilobits per second), the processor is handling 10,000 bits every second. If you use the Internet, you are already familiar with this term. The fastest dial-up modems can send 56,000 bits of information per second (56 kbps) to your computer.

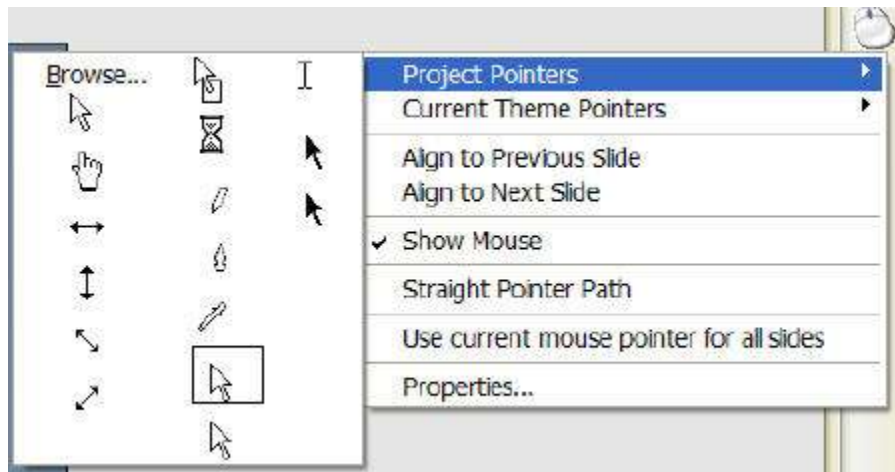
## Setting a Movie's Mouse Options

When a movie is playing, the cursor is usually moving around the screen if mouse movement has been captured. As the mouse moves, the cursor (called a "*Pointer*" in Captivate) changes, depending on the action being undertaken. You can modify how the mouse moves, as well as its speed, its sound, its visibility, and even the color used when something is clicked. You can even change the path of the mouse from one slide to the next and the shape of the mouse's path from curved to straight and vice versa.

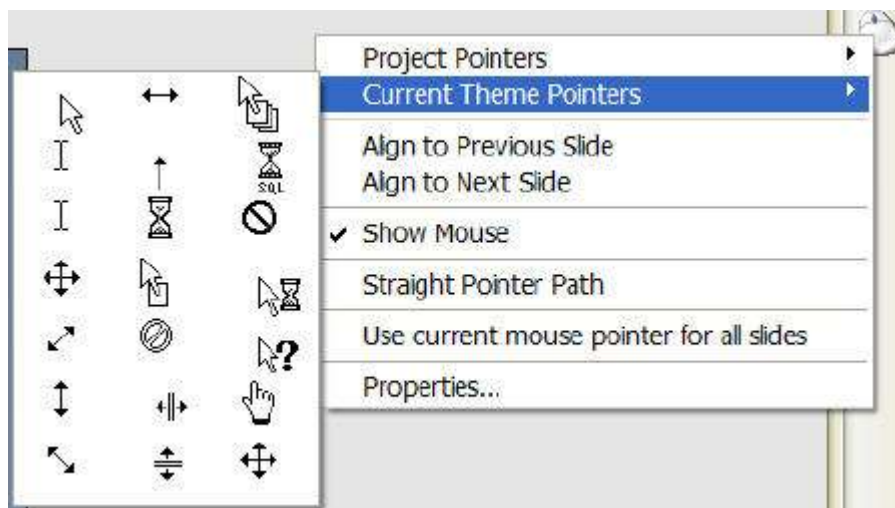
### To Change the Mouse Pointer:

1. In Storyboard view, click "Mouse" in the "Slide tasks" area to open the Mouse Options pop-down menu.
2. Select either "Project Pointers" or "Current Theme Pointers".
  - You can use the Project pointers to change the pointer used in the slide. The Current Theme pointers are the ones that your computer uses.





**Image 8:** Project Pointers allow enable you to customize the pointer used in the movie



**Image 9:** Current Theme pointers are based upon those used in the operating system

**Tip:** The Current Theme pointer is directly related to the Windows theme set in your computer's Display control panel. Even though a theme can be changed, end users don't need to have the same themes on their computers for the movie to work. The pointers used will be exported with the project.

3. When the pop pop-up menu of pointers appears, select a pointer by clicking on it.

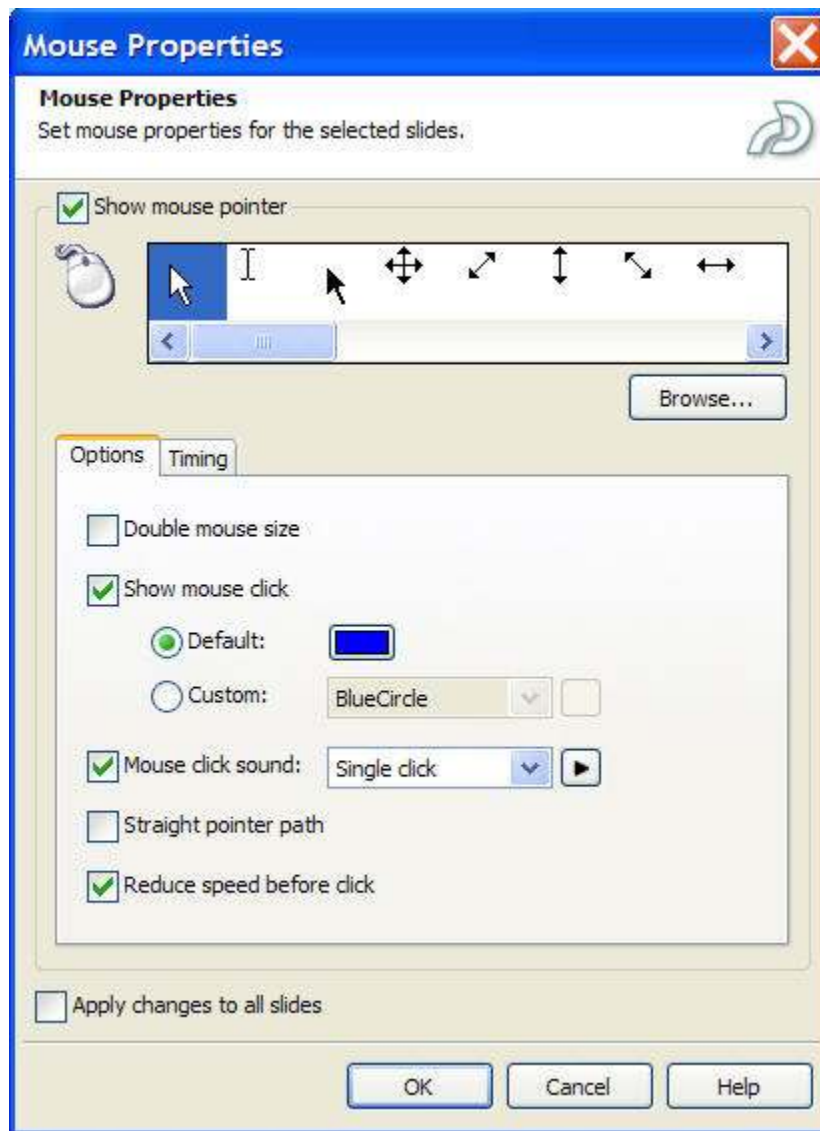
**Tips:**

- If the selected slide has no mouse actions associated with it, a new default mouse movement will be added to the slide.
- You aren't limited to just the pointers shown in the Project Pointers pop-down box menu. If you click Browse in the Project Pointers pop-down, you will be taken to the Cursors folder in your computer's Windows folder. From here you can now choose from all of the cursors that your system uses.
- If you are in the Edit View panel, you can access the pointers by selecting **Slide>Mouse**.

**To Change the Mouse Pointer's Size**

1. Select a slide in the Edit View panel.
2. Click the Mouse button on the Advanced toolbar. The Mouse properties dialog box opens.
3. Select Double Mouse Size and click OK.
4. To change back to the normal size mouse, deselect Double Size Mouse.





**Image 10:** The Mouse Properties dialog box

**Tip:** You can change the size of the cursor in the Storyboard View panel by selecting Properties from the Mouse context menu in the Slide Tasks area.

## To Change How Quickly the Mouse Moves

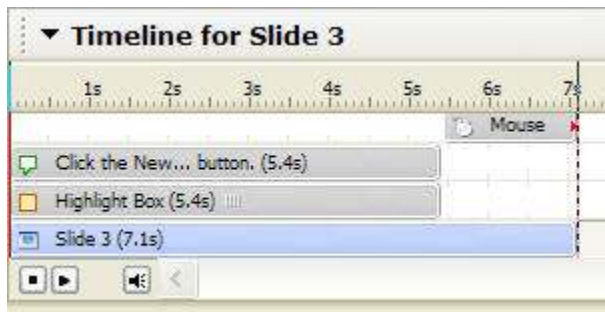
1. In either the Storyboard View or Edit View panel, double-click a slide containing an icon indicating the presence of a captured mouse movement.
2. Open the Timeline at the top of the Edit View panel by clicking the down arrow beside the word "Timeline".

The "mouse object" is indicated on the timeline, and the length the mouse is visible is indicated by the duration, in brackets, and the length of the mouse span on the timeline. Also, placing the pointer on the mouse span will result in a tool tip that shows the start time of the mouse movement and the duration of the movement.

3. Click and drag the right side of the mouse object to the right to decrease the mouse speed or to the left to increase the mouse speed.

**Tips:** The click and drag to the right or to the left actually makes sense. If you drag the right edge of the mouse object to the right, you are increasing the mouse object's duration in the slide. The effect is to have the same movement distance over a longer time, which means the mouse is effectively "slowed down". Moving to the left has the opposite effect. The same movement in a shorter time period, means the mouse speed is increased.

Double-clicking the mouse object in the timeline opens the Mouse properties dialog box.

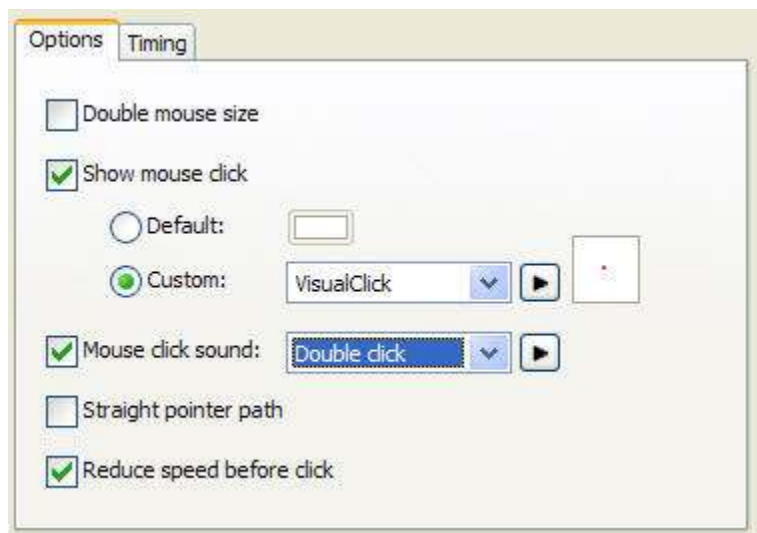


**Image 11:** The speed of the mouse is shown by the length of the Mouse Object on the Timeline

## To Change the Mouse's Visual Effect

You can change the color used in the movie to indicate a mouse click, or you can use a Flash SWF file to change the visual effect of clicking an object in your movie. There are two that are added when you install Captivate on your computer. Here's how to change the mouse click color and the mouse click effect:

1. Open the Mouse Properties dialog box.
2. To change the color of a mouse click, select "default click" in the "Show mouse click" area.
3. Click the color chip to open the Color Picker, select a new color and click OK. The new color appears as the default.
4. To change the mouse click effect, select "Click Effect" and select one of the two options from the pop-down menu. Click the Play button (it has an arrow) to see the effect chosen in the preview area.
5. Click OK.



**Image 12:** Mouse Effects can be changed

**Tips:** You can either have either a click color or a click effect. Selecting one will deselect the other.

You can create your own click effect in Flash. In this case, create the SWF file, place it in the Visual Clicks folder (**Captivate\Gallery\Mouse\Visual Clicks**) and select it using the "Browse" button in the Visual Clicks pop-down menu.

You can apply click colors and visual clicks to the entire movie, not just a slide. Select "Apply changes to all slides" in the Mouse Properties dialog box to apply your selection globally.

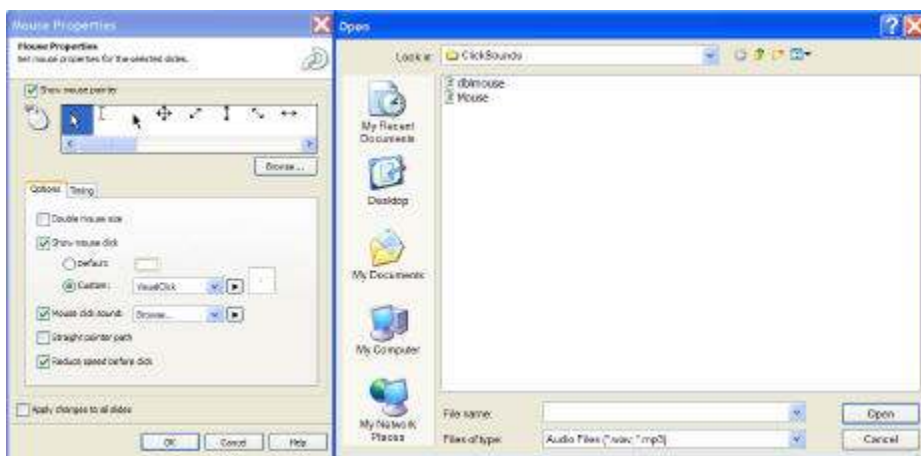
## To Change the Mouse Click Sound:

1. In either the Storyboard or Edit View panels open the Mouse Properties dialog box.
2. Select "Mouse Click Sounds" and select a sound from the pop-down menu.
3. Click the Play button to preview the sound.

**Tips** Mouse clicks are an invaluable audible clue to the user that something has happened. If the action you are performing requires either a single or a double click, you can add the mouse sound that matches the action. You can even turn off the sound.

If you don't want to have a mouse sound, deselect Mouse Click Sound.

If you have a library of mouse click sounds, you can add their WAV or MP3 versions to **Captivate\Gallery\Mouse\Click Sounds** and access them by clicking the Browse button in the Click Sounds pop-down menu.



**Image 13:** Mouse click sounds can be added to a movie

## Setting Keyboard Sounds

It isn't only mouse click sounds that can give an aural clue to the user that something is changing. Keystrokes can also be given a "tap" sound. Here's how:

1. Open a Captivate movie.
2. Select **Movie>Preferences** and click select the Preferences tab.
3. Select "Play tap audio for recorded typing when movie is generated."
4. Click OK.

## To Change the Mouse Movement Direction and Location:

1. In the Edit View panel, select a slide containing a mouse movement.

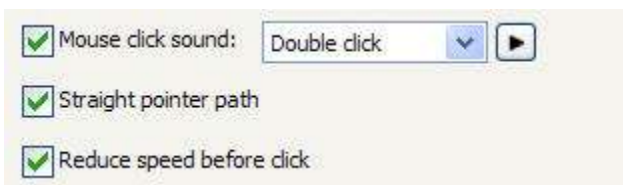
**Tip:** Slides containing mouse movements have a mouse icon in the bottom lower corner of the slide's thumbnail. The path of the mouse on the slide is indicated by a blue line with arrows showing the direction on the movement.

2. Roll your mouse to the end point of the animation. Your cursor changes to a "grabber-hand" cursor.
3. Click and drag the pointer to a new location on the screen.
4. Drag the pointer to the opposite side of the start point to change the direction of the mouse movement.

## To Change the Mouse Path to a Curved or Straight Line:

1. In the Edit View panel, open a slide.
2. Click a slide with a mouse icon in the Filmstrip.
3. When the slide opens in the Edit View panel, click the mouse icon to open the pop-down menu.
4. Select "Straight Pointer Path". The curved path changes to a straight path.

**Tip:** To change back to a curved path, deselect the Straight Pointer Path option.



**Image 14:** *The Pointer's Path can be straightened*

## The "Peek-a- Boo" Mouse Pointer

Captivate's ability to relocate mouse animation on the screen is a great feature. What if you don't need the mouse to be visible in a slide? How do you align a changed mouse movement to avoid having the mouse disappear and "magically" reappear at another screen location as you move to the previous or next slide?

There will be occasions where a moving pointer is unnecessary. For example, you may record a movie and discover the narration is more important than watching the pointer move. In this situation, you can hide the pointer in a particular slide or in the entire movie. Here's how:

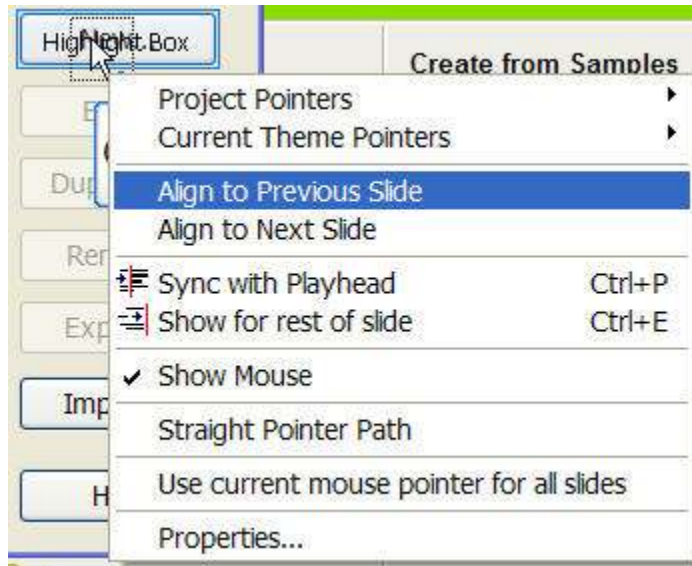
1. In the Edit View panel, open a frame slide with mouse movement.
2. Open the Mouse Properties dialog box and deselect "Show Mouse Pointer".

The check mark beside the Show Mouse Pointer menu item tells you the mouse is visible. Deselect the check mark, and the mouse is gone in that frame.

3. In the Mouse Properties dialog box, deselecting "Show Mouse Pointer" and selecting "Apply changes to all slides" will hide the mouse for the entire movie.

If you reposition a mouse animation, you will discover that manually positioning the mouse to line up with the exact location in the previous or next slide is virtually impossible. Here's how to address that situation:

1. Right-click the pointer to open the context menu.
2. Depending upon your need, select "Align to Previous Frame" or "Align to Next Frame".



**Image 15:** Right click on the pointer to open the context Menu.

## Adding, Changing, and Creating Custom Movie Playback Controls

When a movie plays, the user will control the movie using buttons such as "Play" or "Pause". Playback controls are especially useful in movies where you provide step-by-step instructions or the user needs to review sections of the movie prior to a quiz.

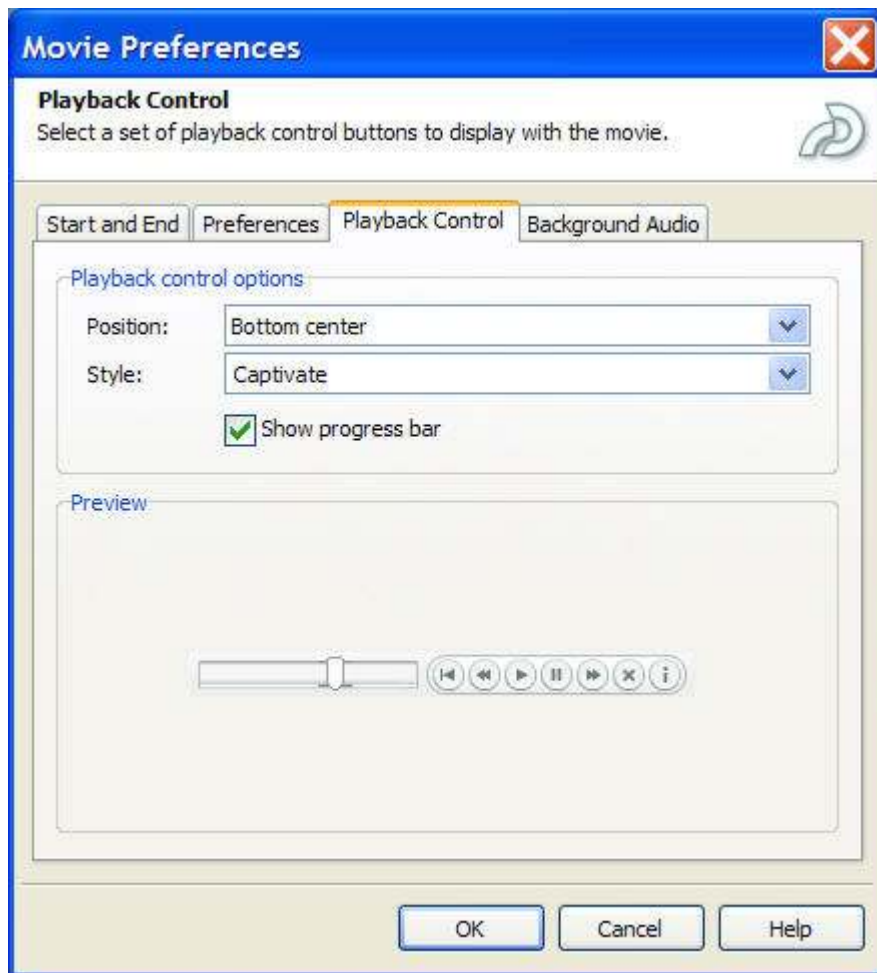
Captivate enables you to provide your viewers with a regular playback controller or one that you create. This controller always "floats" above the movie. You can also choose which controls appear in the controller.

### To Select the Playback Controls Used in a Movie:

1. Open a movie and, in either the Storyboard View or Edit View panel, select **Movie>Preferences**. The Movie Preferences dialog box opens.
2. Click the Playback Control tab. The Playback Controls dialog box opens.
3. Choose the controller position from the pop-down menu.
4. Select your style from the pop-down list. To preview the styles in the list, click one, it will appear in the preview area of the dialog box.
5. If "progress bar" is not grayed out, you can choose to add a progress bar.

**Tip:** The progress bar option is directly tied to the style you may choose. If the selected style does not include a progress bar, this option will be grayed out.

6. Click OK.



**Image 16:** Playback controls for completed movies are chosen in the Playback Control dialog box

### Choosing a Playback Control Style

The list of styles that are available when Captivate is installed is quite extensive. Keep in mind the word "style" not only refers to the visual style of the controls, but also to the style of the buttons used. Some of the styles contain several buttons, while others contain as few as three. Pay close attention to the preview area of the dialog box when choosing your styles to ensure that you have both the proper number of control elements and that the style complements the design of the movie.

If you choose to create a full screen movie, it is important that you choose a style that contains a Close button. This will allow your viewers to leave the movie and perform other computing tasks.

Also, all control styles added to a movie contain an Info button. Users who click this will see the information you entered when you set the movie properties, including author, company name, URL, and web address.

If you are adding playback controls, be aware of their locations on the screen, and plan to leave that area blank. What you don't need is to have your controls covering elements of the movie.

## To Create a Custom Playback Controller:

1. Create all of the buttons, including their states, in a graphics program such as Macromedia Fireworks MX 2004 or Freehand MX.
2. Save all of the buttons as BMP images using the naming conventions presented in the "Building Your Own Buttons" section below.
3. Create a single image that contains all of the buttons in their final position. This composite image will be used when the playback controls are previewed.
4. Place all of the images in the Captivate Playback Controls folder (**Program Files\Macromedia\Captivate\Gallery\Playback Controls**).
5. Add the controller to your movie.

## Building Your Own Buttons

If you are a New Media designer, you are quite used to creating custom controls and adding the code that makes them function. Captivate makes your life easier because it writes the code for you. The major difference between your normal approach to building buttons and Captivate's approach is that Buttons in Captivate have only "Up" and a "Down" states. There is no "Over" state.

If you create your own buttons, follow these guidelines:

1. All buttons must have the same width and height.
2. Playback controls can have only the following buttons:
  - Play
  - Back
  - Forward
  - Pause
  - Exit
  - Rewind
3. All buttons must use the following naming convention: *Control Style Name-Button NameButtonState.file extension*. For example, assume we create a style named VQSBlue. A rewind button for this style would have two files associated with it: "VQSBlue-rewindbuttonup.bmp" and "VQSBlue-rewindbuttondown.bmp". The composite image for this controller, which would appear in the preview area of the Playback Control dialog box, would be named "VQSBlue-preview.bmp".

**Tip:** You can make areas of your control transparent by changing the name from "style-playbuttonup.bmp" to "style-playtransbuttonup.bmp" In other words, add "trans" before the word *button*. The transparent color will be obtained from the top left pixel - any other pixels of the same color will appear transparent.

Controls you create don't always have to use a horizontal orientation. You can make your controls appear vertically by using the word "*vertical*" in the name of your playback control. For example: style *vertical*-playbuttonup.bmp).

## To preview a movie:

1. Open the movie in Captivate, or open the Storyboard View or Edit View panel.
2. Select **File>Preview** or click the Preview button on the Main toolbar.
3. Select how the movie will be previewed by selecting an option from the pop-down menu. Your choices are to preview the entire movie, preview certain slides of the movie, or



preview in a browser.

The movie compiles and then opens in the preview window. Use the playback controls to play the movie.

**Tip:** You don't have to use the playback controls to move through the movie preview. You can use the Slide Number slider at the top of the preview window as a Jog Controller. Drag the slider, and the movie will "skip" through the slides.

4. Click the Close Preview button to exit the preview.

## Creating a Captivate Image Movie

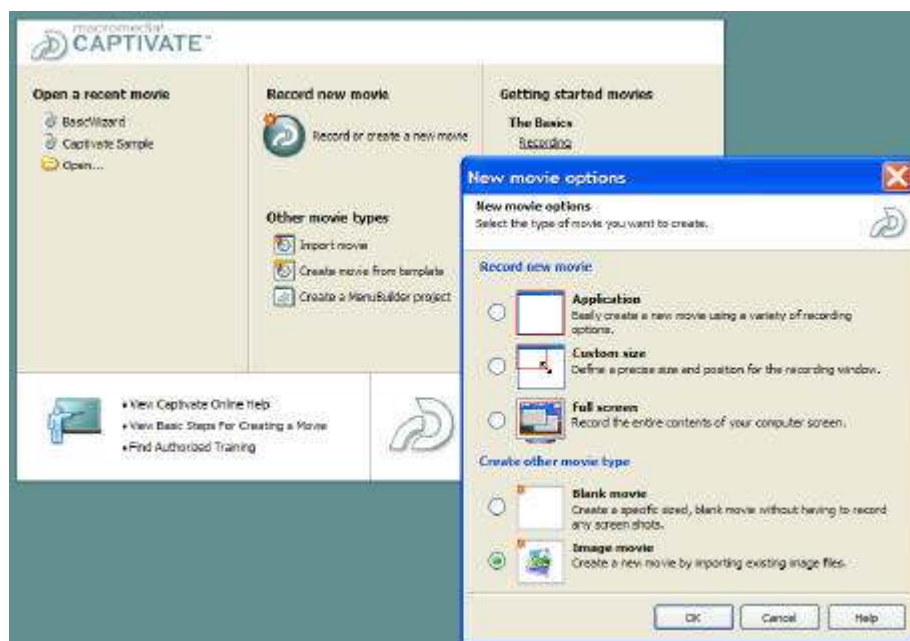
There will be occasions where images are far more effective than an interactive screen capture. A typical scenario for this is when a client wishes to include a series of product shots for the user to view or a series of images used for eLearning purposes that include click boxes, captions, and text input. The solution here is an Image Movie.

Though Macromedia is positioning this feature as a form of "slide show", seeing an Image Movie in this rather myopic way would be a mistake. The images in an Image Movie are embedded into the background of each slide. This means they can't be moved around on the slide or otherwise manipulated. If you need this flexibility, plan to manually import each image into a separate slide.

Still, the ability to quickly create a movie from a series of images and then adding the interactive elements or eLearning features is well worth exploring.

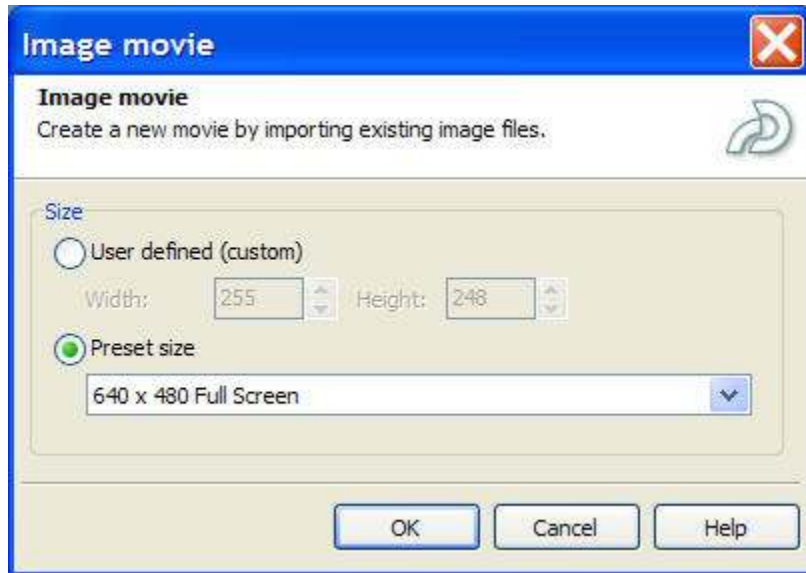
### To Create an Image Movie:

1. Open Captivate and select "Record or create a new movie" on the Start screen. The New Movie Options dialog box opens.
2. Select Image Movie from the "Create other movie type" section of the dialog box.



**Image 17:** Image movies are created from the Start Page or **File>Record or create new movie**

3. Click OK. The Image Movie dialog box opens.
4. If you are creating a movie requiring a custom screen dimension, select "User defined (custom)".
5. Enter the screen dimensions into the text input area, or use the up and down arrows beside the Width and Height input boxes to increase or decrease the screen dimensions in one-pixel increments.
6. When you're finished, click OK.
7. Select Preset Size and select a slide size from the list in the pop-down menu.



**Image 18:** *The Image Movie dialog box*

8. Click OK. The Storyboard View panel and the "Open" dialog box both open.
9. Navigate, in the "Open" dialog box, to the folder containing the images to be used in the Image Movie.
10. Hold down the Shift key, select the images to be used in the Image Movie, and click OK.
11. If some of the selected images are too large for the screen, the Import Image dialog box may open, asking how you want to deal with this situation. In this case, determine whether images will be cropped or scaled, and click the appropriate button. If there are a number of images that need to be cropped or scaled, select "Apply to all images" and then make your choice.



**Image 19:** You will be asked to crop or scale the images if they are too large for the slide area

- The images are imported, and each imported image appears on a separate slide in the Filmstrip of the Edit View panel, or as a series of slides in the Storyboard View panel.



**Image 20:** The Image Slides in the Storyboard View panel

**Tip:** Though using the Crop or Rescale buttons in the Import Image dialog box can be a real time-saver, you have absolutely no control over the final size. If this a major issue, consider using the batch-processing features of an imaging application such as Fireworks MX 2004 or Photoshop, prior to importing the images into the Image Movie.

## Creating a Blank Captivate Movie

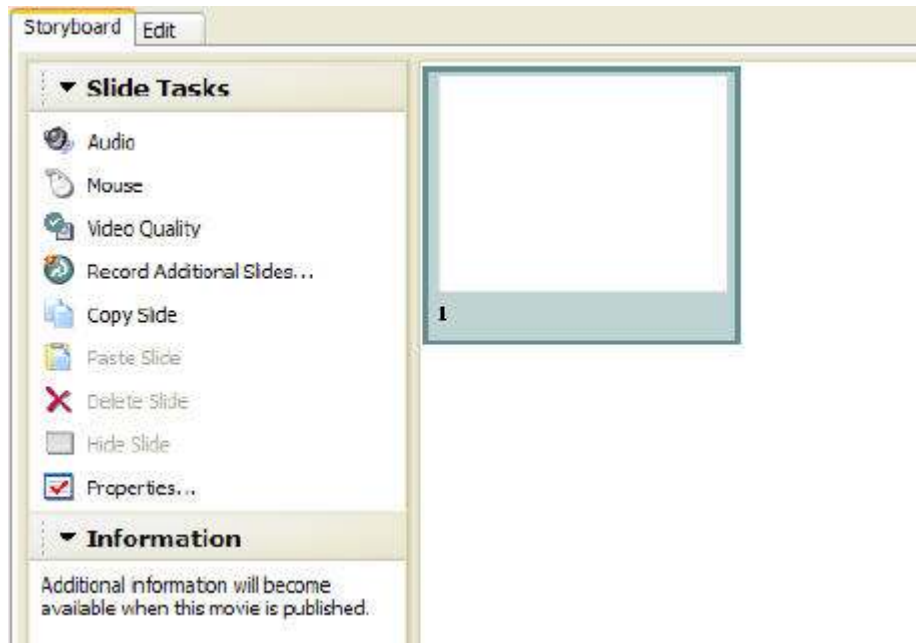
Creating a blank movie may, at first, seem a bit odd. The purpose of a movie is to fill a screen with content that can be seen, can be read, or that moves. It isn't to create a blank page. Yet in fact, a blank movie is a valuable feature.

For example, Captivate doesn't allow you to create styles that can be applied throughout the movie. A

blank movie does just that. You create the blank movie, — which is a single empty slide — and then add formatted content from click boxes to the slide. From there, you can add extra slides to the movie and copy and paste the movie elements into the new slides.

### To Create a Blank Movie:

1. Open Captivate and select "Record or create a new movie" on the Start screen. The New Movie Options dialog box opens.
2. Select Blank Movie from the "Create other movie type" section of the dialog box.
3. Click OK to open the Blank Movie dialog box.
4. Determine your screen size and click OK. The Blank Movie dialog box closes, and a single blank slide is visible in either the Storyboard View or Edit View panel.



**Image 21:** A Blank movie contains no content

### Summary

This chapter stressed the importance of "Planning your work and working your plan". As you discovered, the many features in the Recording Options and Movie Preferences dialog boxes allow you to execute your plan.

I covered a number of general subjects as well. They included setting the recording area and modifying and resizing a movie that has been recorded. This is important to know because the physical size of a movie, especially if it is being delivered for web playback, will have a direct effect upon the user's experience.

Sound is a major media element in Captivate and narrations are a major aspect of the development process. I discussed how to add a background sound track to your movie, how to record a narration and how captions can also be used as scripts for voiceover narrations.

Your movies will also contain mouse movement and I showed how you can speed up or slow down these movements, change their path, remove them and how to align them with each other as you move from

slide-to-slide.

Allowing the user to control the flow and pace of a movie is another key element of interactivity. I demonstrated how to apply playback controls to a movie and change their position on the screen. I finished the chapter by showing you how to create a Captivate slide show by creating an Image Movie and how to create a Blank Movie that can serve as a sort of style sheet for your entire movie.

**Keywords**

Captivate, movies, slide shows, controller, custom controller, slides, Captivate Templates, mouse movement, pointer, playback, blank movies

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