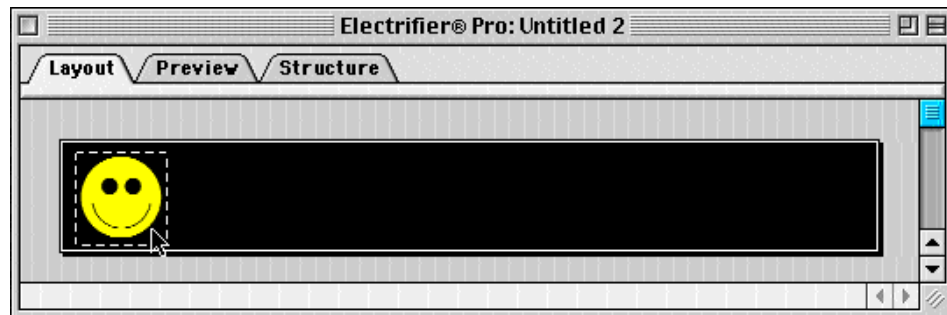


## Step-by-Step

# Getting Started With Electrifier Pro

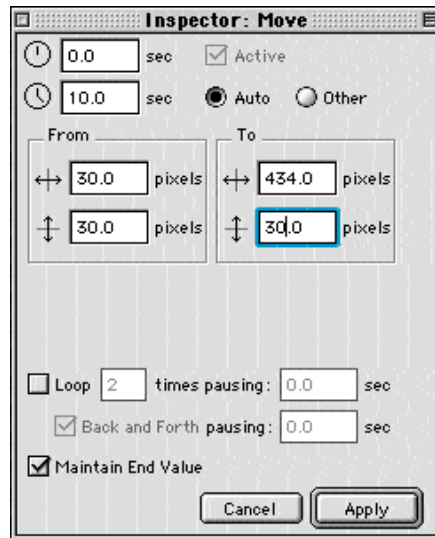
This Step-by-Step Card illustrates how to create an animated Web banner GIF with Electrifier Pro. Before you start, you will need a PICT file (approximately 50 x 50 pixels), created on a black background. You can create your own with AppleWorks or use a PICT file that meets those requirements from your hard disk.

- 1** Open the Electrifier Pro application.
- 2** Choose “Web Banner (464X60)” from the pop-up menu at the top of the New Movie dialog box. Select Sprite Track. Click OK.
- 3** Each media element you bring into Electrifier Pro is called an *actor*. Choose Add from the Actor menu.
- 4** Navigate to your PICT file; then click Open. Place the pointer in the layout window where you want to place your image; then click to place the file.



- 5** With the actor in the work area, you can start to apply modifiers to it. Drag the Move modifier from the Modifiers window and drop it on top of the actor.
- 6** Click the Structure tab in the main window. You should see the Move modifier under your actor. Click it so it is highlighted.

- 7 The Inspector palette gives you command of your modifiers. Ask this modifier to move the actor across the work area over a period of 10 seconds. Complete the text boxes as shown below (Pixels To and From). Click Apply when you're done.



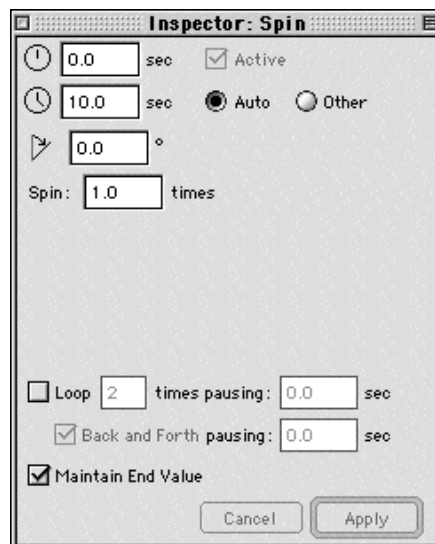
- 8 Click the Preview tab in your main window to display the movie controls. Click the play button to preview your animation.

You can add many modifiers to a single actor.

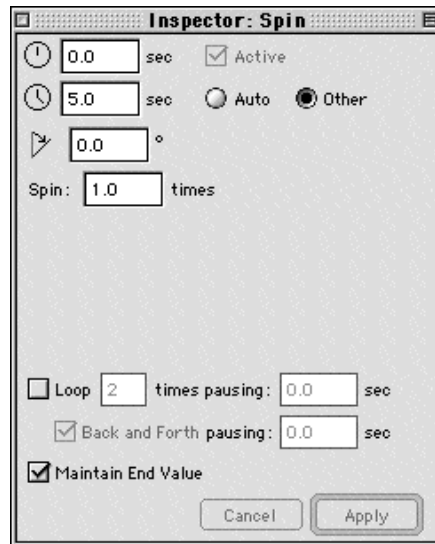
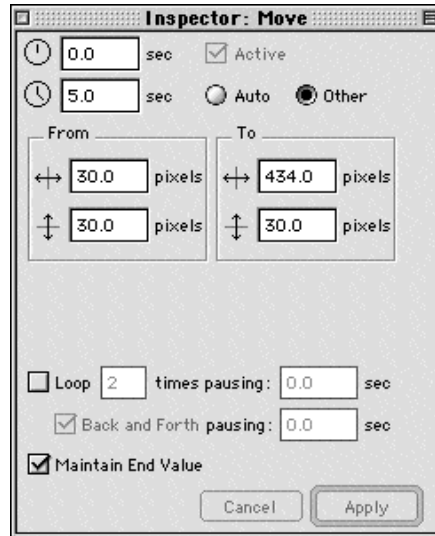
- 9 Drag the Spin modifier and drop it on the actor.

**Tip:** You can drop modifiers either on the graphical representation of your actor in the Layout window or over the title of your actor in the Structure window. You cannot apply modifiers while your main window is displaying a preview.

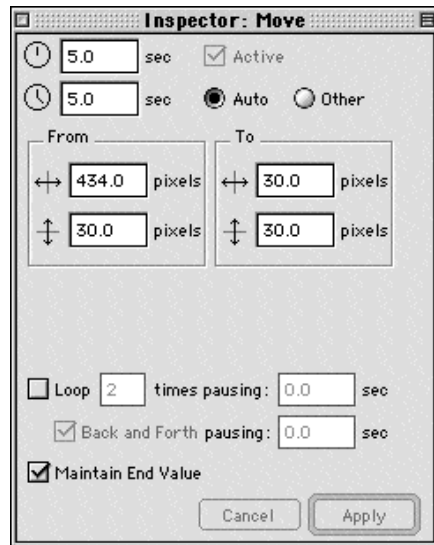
- 10 Complete the Inspector palette, describing how many times you would like the actor to spin and what you want the beginning and ending angle to be.



- 11** Go back to the Preview window to see the animation in place. If you used the settings shown, your actor should spin clockwise once as it moves across the work area.
- 12** Now change the animation a little bit by changing the timing on some of the modifiers that are already on the actor. Go to the Structure window and select the Move modifier. Change the timing so that it only lasts five seconds. Do the same thing with the Spin modifier.
- 13** Take a look at the lines following each of the items in the Structure view. You can see that the animation is set to be ten seconds long. You can also see that the Move and Spin modifiers are now only set to modify the first five seconds of the animation.



- 14 Without leaving the Structure window, drag another Move modifier over the name of the actor. Do the same thing with another Spin modifier.
- 15 Set the second set of modifiers that were dragged onto the actor to modify the last five seconds of the animation. Click the second Move modifier and change its time to start at five seconds and last five seconds. Change its motion to be the opposite of the first one.



- 16 Click the second Spin modifier and change its time to start at five seconds and last five seconds. Tell the modifier to make your actor move counter-clockwise this time by entering a “-1” for the spin value.

The Structure window now shows that the first set of Move and Spin modifiers are modifying the first five seconds of the animation and that the second set of Move and Spin modifiers are modifying the last five seconds of the animation.

- 17 Go to the Preview window and view your animation by pressing the “play” arrow. Your actor should appear to roll across the work area until it gets to the end where it begins to spin the other way and move back. If it works, it’s time to export!
- 18 Before you create an animated GIF out of this file, save the file so that you can come back and make changes to it if you need to. Choose Save from the File menu. Name the file and click Save.
- 19 Choose Export from the File menu; then choose Animated GIF (visual) from the submenu. In the dialog box, enter the number of frames per second that you want the animation to run and how many times (if any) that you want it to loop. Click OK.
- 20 To view your completed GIF file, open a Web browser (Netscape Navigator or Microsoft Internet Explorer), choose Open File from the File menu, and open your GIF. The animation plays in the browser.
 

**Note:** You can also drag the GIF file over the browser application to view the animation.
- 21 When you’re finished, choose Quit from the File menu.