

Introduction to HyperStudio

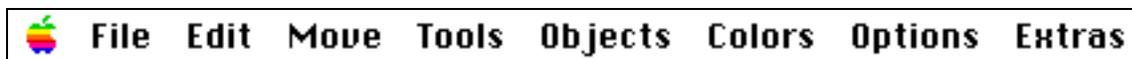
Launch the program

** The HyperStudio stacks created on a Mac (HyperStudio 3.0) can be used immediately with the Windows (HyperStudio 1.0). You may need a minor modification of the sound sources in order to use it. The newest version for both PC and Mac is 3.1.

Run some examples of the HyperStudio stacks

Place the HyperStudio CD onto the disc drive.

Menu bar:



Components of a HyperStudio stack:

Cards

Graphics items/ background

Graphics field

Actions

Text field

Actions

Buttons

Actions

Tools that you can use (Tear it off the menu bar)



Add Multimedia to your stack

Scan a picture

Record sound

Use Clipart

Creating your own stacks:

To create a stack: select New from File menu.

To create a new card: Select New Card from Edit menu.

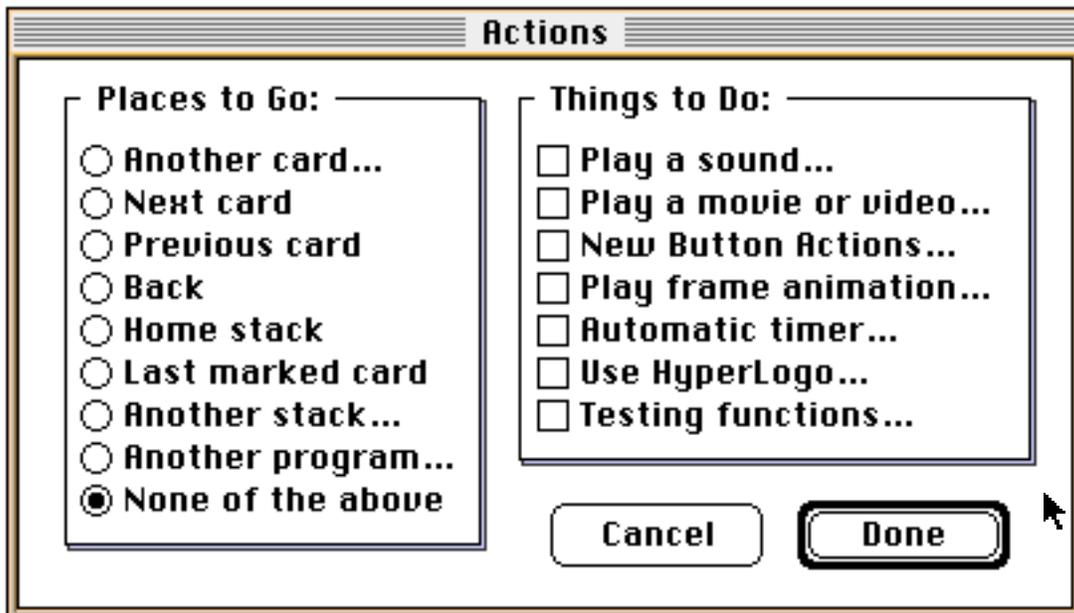
To create a new graphics item: select Add a Graphic Object.

To create a new text field: select Add a Text Object.

To create a new button: select Add a Button.



To make actions take place, select from the menu.



Modifying an existing stacks:

To modify a text field: Select Arrow tool and double-click the text.

To modify a graphics: Select the graphics tools

To modify a button: Select the button tool ()

Use special transition effects for the card switching:



Tasks:

Create a stack with 3 cards. Each card should contain at least 3 graphics items, 1 text field, and 2 action buttons.

Create an encyclopedia

Possible ideas:

Use clipart to create a show about a certain topic.

Make a slide show with an animation button.

Create an animation.

Create the family tree.

Create an on-line dictionary.

Create animation in HyperStudio

Three different kinds of animation in HyperStudio:

Button animation: Move a selected object from one spot to another
Frame animation: Make slides out of a series of picture frames with the same file name
Card animation: Make a slide out of cards with NBA (Slide animator)

Create still frame animation.

Create a new stack (Choose New Stack from File menu).
Create a new button named **Animation1** (Choose Add a button from Objects menu).
Move by dragging the Animation1 button to the button right and click outside the box.
Click Play frame animation from Things to Do actions.
Locate HS Animation folder and open Addy folder.
Open Addy.1.
Drag the mouse to select a range from top left to bottom right to cover the necessary area and click OK.
Adjust the selected area to a desirable location and click outside the range when done.
Try out the play speed, repeat count.
Click Erase when done and click OK.
Click Done.

To modify the button

Select the button tool and double-click at the Animation1 button.
Click at Actions button.
Click to check off Play frame animation action, and click again to check it back on.
Select get another animation.
Choose to open Earth1 from the Earth-small folder.
When the animation is done, choose the browse tool and try it out.

Create animation with the new button action

Select Add clip art from the File menu and choose files from HS art folder.
Draw a house and draw a dog. (Move and resize the pictures)
Create a new button.
Choose New Button Actions to select the action.
Select Animator from Names.
Click the Use this NBA button.
Choose a lasso to select the object.
Click to select graphics from the screen.
Point at the picture and drag smoothly.
Press ESC key when done.
Click This is transparent.
Click Hide graphic on last frame.
Click Hide background on 1st frame.

** Challenge: how to remove the trace of the moving image in the button animation?

Other tasks:

Export graphics to make frames for frame animation.
Record sounds to the stacks to go along with the animation.
Add a QuickTime Movie to the stack.

Converting an animated GIF graphic into HyperStudio animation

Finding animated GIF files.

Locate the animated graphics from the Internet.

You can run the animation with JPEG Viewer program.

The animation file contains many frames.

Load GIFConverter or JPEG Viewer for Mac (or PaintShopPro for Windows) and HyperStudio.

Converting animated frames into separate files in sequence.

- a. Switch to the GIFConverter.
- b. Open or paste the animation graphics into a new GIFConverter screen.
- c. Cut the first frame of the animated graphics by clicking at it and cutting it.

- d. Switch to a blank HyperStudio card.
- e. Paste the frame into the card.
- f. Export the current screen to a PICT file.
- g. repeat steps a through f until all the frames are converted into files and are in sequence.
- h. The files exported must contain the same entry plus a number in sequence. (e.g., bird.01; bird.02; bird.03,)

(If the HyperStudio program does not accept the graphics and the Paste menu is dimmed, try the following:

Check to see if the graphics to be copied are selected before copying.

Check to see if the HyperStudio has sufficient memory allocated.

Check to see if the current version is a registered version.

Create a frame animation.

Put all the files in sequence into a folder.

Create a button.

For the action of the button, choose "Play Frame Animation"

Specify the size, location, delay time, etc.

Test out the animation.