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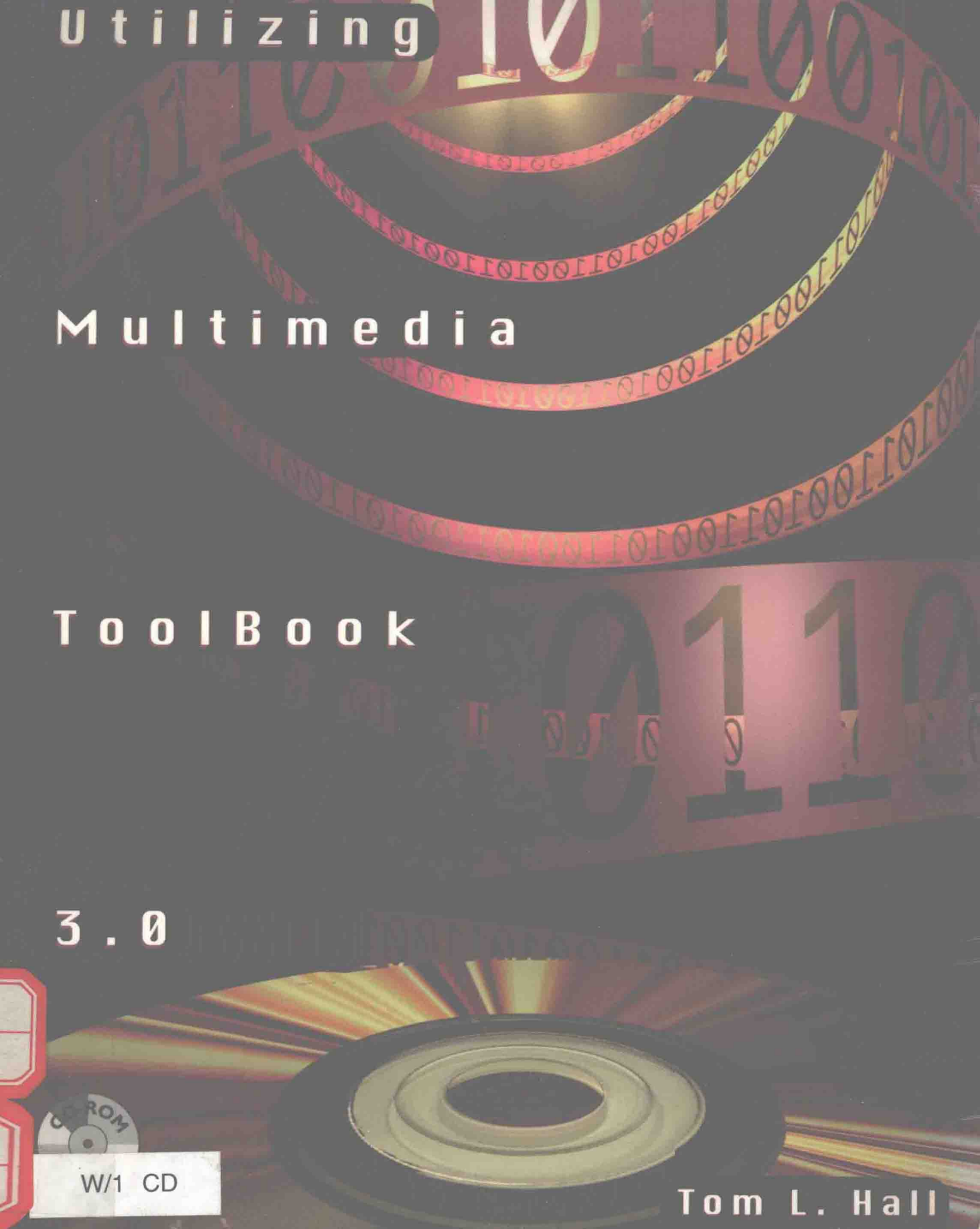

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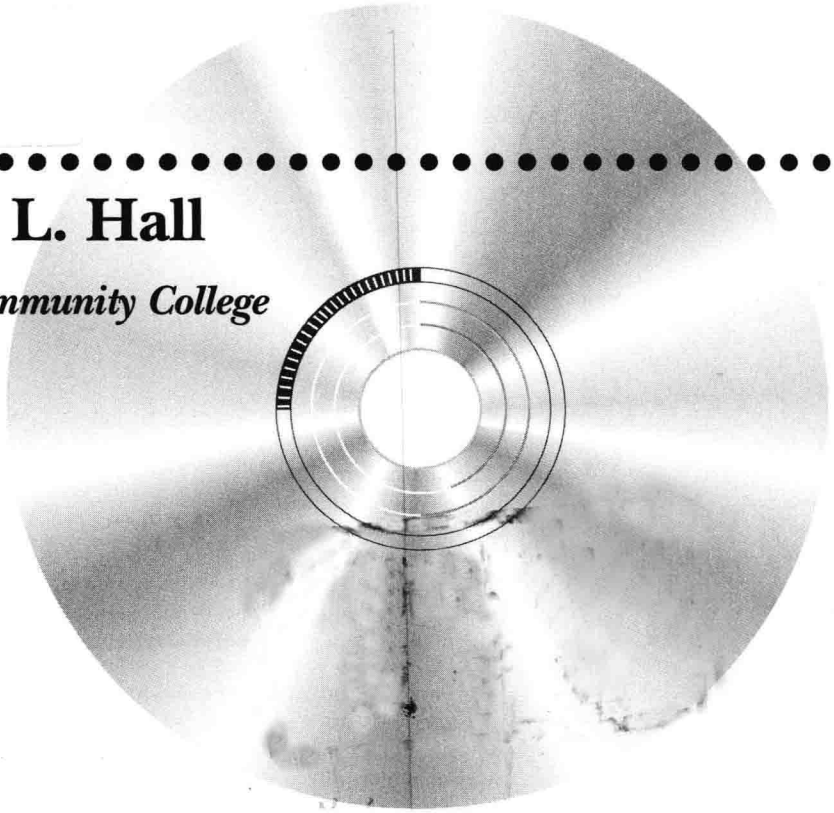

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Preface

INTRODUCTION

This textbook is a concise, basic introduction to multimedia and Multimedia ToolBook 3.0 designed for beginners and intermediate ToolBook users. This textbook was written as a result of the overwhelming demand for a clearly written introduction to Multimedia ToolBook 3.0 that includes hands-on lessons introducing many of the software's features. A primary purpose was to provide as many examples of the software's use and as many illustrations as possible to show you the various menus and dialog boxes.

This textbook and Applications CD-ROM can be used in a variety of different business, industry, government, and educational settings, including:

- A course specific to Multimedia ToolBook 3.0
- Individual training for Multimedia ToolBook 3.0
- Short courses for Multimedia ToolBook 3.0
- Short training sessions for Multimedia ToolBook 3.0
- Individuals wanting to learn Multimedia ToolBook 3.0 on their own

This textbook can be used for courses in computer science, business, and education both at the undergraduate and graduate levels. Prerequisites for the use of this book and Multimedia ToolBook 3.0 include the basic ability to use a computer and work with Windows applications. An appendix is included to aid those who need a quick lesson on Windows 3.1.

This textbook contains a basic introduction to multimedia and its uses, descriptions of several commercial multimedia products along with a basic introduction to multimedia software, and a chapter on building a multimedia application. The book includes a detailed look at a new release of ToolBook from Asymetrix Corporation: Multimedia ToolBook 3.0.

FLEXIBLE APPROACH

Utilizing Multimedia ToolBook 3.0 takes a modular approach to presenting multimedia concepts and Asymetrix Multimedia ToolBook 3.0. The text is divided into five parts to provide maximum flexibility to satisfy the needs of beginning and intermediate users.

For the basic course on multimedia, you can begin with Part I, which provides a complete introduction to multimedia. This part of the text provides a thorough background for budding multimedia developers, including:

- A description of each multimedia component
- The history of multimedia
- Examples of the rich variety of multimedia's uses
- A comprehensive introduction to multimedia hardware and software
- Initial considerations that suggest the issues and decisions required for software development using Multimedia ToolBook 3.0

For a Multimedia ToolBook 3.0 course, you can read the first three chapters for a review of multimedia, but your actual work begins in earnest in Chapter 4.

The core of the book are the 24 lessons in which you work through, step by step, the essential parts of building an application using Multimedia ToolBook 3.0. You are taken from the construction of a basic application with only one or two pages and only a few objects to lessons that involve heavy user interactivity and adding the animation, graphics, audio, and video multimedia components.

It is not necessary to complete all the lessons, although some build on previous lessons. First, you are introduced to the structure of Multimedia ToolBook 3.0 and the fundamental building blocks of an application. Next, you are given a survey of the important commands to manipulate objects and determine their properties. The lessons then build applications using specific objects and commands. The final lessons add the different multimedia components.

APPLICATIONS CD-ROM

The Applications CD-ROM is a major feature of this textbook. Files on this CD include:

- The install program for runtime files for Multimedia ToolBook 3.0 and a Main Menu book for running all the ToolBook applications on the disk
- Runtime files for Multimedia ToolBook 3.0
- All completed lessons from the textbook
- Sample ToolBook templates
- Sample ToolBook applications
- Media files used in the lessons and sample applications
- Other media files, including a small collection from Beachware
- Shareware programs, including Paint Shop Pro 2.0
- Runtime files for Video for Windows and Animation Player

The sample applications on the CD-ROM are a result of the cooperation and generosity of many members of the Internet community and ToolBook users

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groups. Many applications were obtained through contacts made on the Internet at both the national and international levels. This CD-ROM would not have been possible without those individuals.

UPDATING FROM PREVIOUS VERSIONS OF TOOLBOOK

ToolBook books created with earlier versions, such as ToolBook 1.53, can be opened using Multimedia ToolBook 3.0. The book can then be saved as a Multimedia ToolBook 3.0 book. Once you do this, you can no longer open the book with any earlier version of ToolBook, so it is a good idea to make copies of books you created with earlier versions or save books from an earlier version with a different name before you open them with Multimedia ToolBook 3.0.

NOTE TO INSTRUCTORS

There is a section of the CD that provides you with a proposed syllabus for this textbook. Both a short form and an extended form in Word 2.0 for Windows format and ASCII format can be found in the *docs* directory of the Applications CD-ROM. These files are as follows:

- *syl1.doc*—extended syllabus in Word 2.0 for Windows format
- *syl2.do*—short-form syllabus in Word 2.0 for Windows format
- *syl1.txt*—extended syllabus in ASCII format
- *syl2.txt*—short-form syllabus in ASCII format

The extended syllabus provides a complete listing of topics for each day and suggested activities based on resources provided on the Applications CD-ROM.

This syllabus can be used as a guide for setting up a multimedia course devoted to the Multimedia ToolBook 3.0 authoring system. The syllabus assumes that you have a three-hour class covering a 16-week semester. The first two and a half weeks are set up as a general overview of multimedia. The remainder of the semester is designed to provide a detailed look at Asymetrix Multimedia ToolBook 3.0 and provide hands-on lessons for learning to use ToolBook to create a multimedia application.

The extended syllabus provides a list of topics covered with each chapter along with some suggested activities. Many of these activities are centered around the use of the templates and sample applications included on the Applications CD-ROM.

It is suggested that you schedule your course around providing time at the end of the semester for final projects and that you allocate time for demonstrating and reviewing these projects in class. You can assign smaller projects during the lessons portion of the text. You can make suggestions on using the templates and create instructions for using the templates throughout the course.

The Windows appendix is optional, depending on the experience of the students in the class.

ACKNOWLEDGMENTS

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IconShow—Harold Pitro

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A First Look at Multimedia

Chapter 1

An Introduction to Multimedia

Chapter Outline

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