

Mastering adobe cptivate 7: create interactive SCORM-compliant demonstrations, simulations, and quizzes with Captivate 7 /

Bruyndonckx, Damien

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Monografía

A comprehensive tutorial packed with examples, which is divided into small subtopics that follows a clear and logical outline to help you get to grips with Adobe Captivate 7. Readers are also encouraged to develop their understanding of the tool through practical exercises and experimentations in every chapter. A lot of external references and tips and tricks from established e-Learning professionals are also included. If you are a designer, e-Learning developer, or webmaster who wants to construct an interactive and fun-filled e-Learning project using Adobe Captivate 7, this book is ideal for

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Mención de serie: Community experience distilled

Nota general: Description based upon print version of record

Contenido: Cover; Copyright; Credits; Foreword; About the Author; Acknowledgments; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter Renaming and deleting custom workspacesExploring the sample applications; Experiencing the Encoder demonstration; Experiencing the Encoder simulation; Experiencing the driving in Belgium sample application; Experiencing the Encoder Video Demo; Discussing the sample apps scenario; Summary; Meet the community; Pooja Jaisingh; Bio; Contact details; Chapter 2: Capturing the Slides;

Choosing the right resolution for the project; What exactly is the problem?; Resizing the project after the initial shooting; Downsizing the application during shooting; Using the panning feature of Captivate Using the Scalable HTML Content featureConclusion; Shooting your first movie; Preparing the application to shoot; Rehearsing the scenario; Resetting the application; Shooting the movie; Enable access to assistive devices (Mac users only); Preparing Captivate to shoot the movie; And... Action!; Previewing the rushes; The inner working of the Captivate capture engine; The Full Motion Recording mode; Controlling Captivate during the shooting session; Exploring the preferences; The automatic recording modes; Exploring the recording settings; The Video Demo preferences Shooting the other versions of the projectPreviewing the second rushes; Shooting with System Audio; The Video Demo recording mode; Automatic and manual panning; Rescaling a project; Summary; Meet the community; Anita Horsley; Contact details; Chapter 3: Working with Standard Objects; Preparing your work; Working with the Properties panel; Exploring the objects of Captivate; The Text Caption object; Modifying the content of a Text Caption; Creating new Text Captions; Formatting a Text Caption; The Highlight Box object; Working with the Mouse: Understanding the mouse movements Formatting the Mouse objectEditing a full motion recording: Working with images; Inserting a slide from another project; Inserting an image on a slide; Using the image editing tools; Inserting a picture slide; Extra credit - working with Characters; Working with Smart Shapes; Formatting a Smart Shape; Adding text inside Smart Shapes; Working with Text Animations; Duplicating slides; Converting a Typing object into a Text Animation; Extra credit - creating the introductory and ending slides of another project; Inserting external animations in the project; Inserting a Video file The Equation Editor

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Baratz Innovación Documental

- Gran Vía, 59 28013 Madrid
- (+34) 91 456 03 60
- informa@baratz.es