



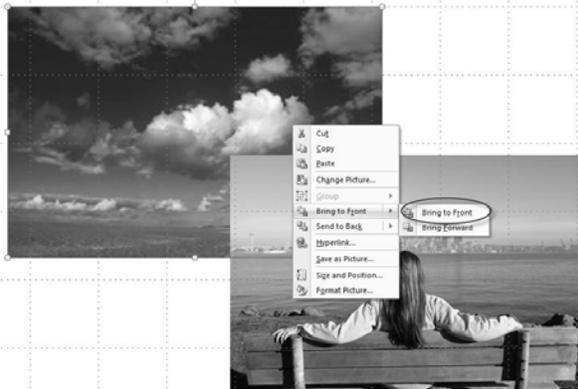
POWER POINT ANIMATION

Peter Bilodeau, SWLSB RECIT



PowerPoint can be a power animation tool. It is possible to animate almost every piece of text or image within your presentation.

To do this, complete your PowerPoint presentation first. Next, decide upon the **order** in which the images will be presented.

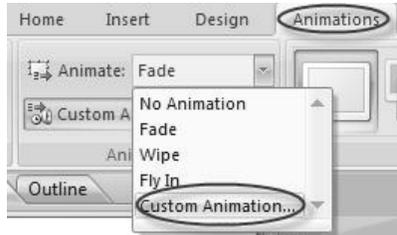


To do this, right-button click the first image you wish on. Select **Bring to Front**, followed by **Bring to Front**. The result should now look like the image displayed below.



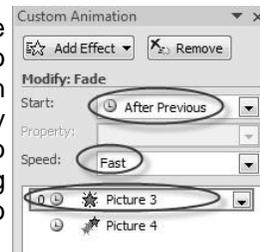
If you are using Windows 2007, follow the instructions contained in the column to the right; however, if you are using Windows 2003, all the operations described can be acquired by first **selecting the image** and, secondly, **right-clicking that image**. All the commands described to the right will be available in the context panel.

To animate your Power Point presentation, first select **Animations** along the **Command toolbar**. Secondly, click the **down arrow** in the **Animate**



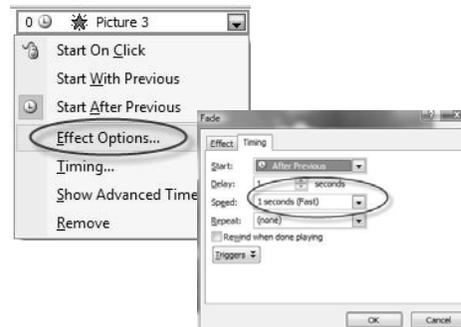
box to the left. For our purposes here, click on **Custom Animation** in the drop-down box.

This action will prompt the **Custom Animation** panel to the right of the screen. Within this panel, you can virtually sculpt your still images to your animated vision. Clicking **Add Effect** will allow you to select *any* Power Point effect.



Within the **Start** drop down menu, you may select **On Click** (the effect will only appear when the image is clicked); **With Previous** (starts the animation sequence at (virtually) the same time as the previous animation); and, **After Previous** (starts the animation sequence after the previous animation sequence has completed).

The **Speed** selection can be tricky. The speed of the effect is directly related to the speed of your CPU and the amount of RAM contained within the computer presenting the Power Point. Therefore, Fast could become Slow on an older machine.



Right-clicking a particular image will allow Effect Options selection. Within this context panel, you can add sound and specific timings to each effect.