



# **Adobe® Captivate**

## **Level 2**

Captivate: Level 2 is a hands-on instruction book that teaches students to use Adobe Captivate

This book will introduce students to the tools that are used in the creation of multimedia-rich learning presentations. Students will create a small Captivate piece that can be distributed on CD-ROM or played over the Internet.

# Macromedia® Captivate: Level 2

*Duration 24 hours*

*Pricing: 490 L.E.*

## I. Prerequisites

To be successful at this course, you must be familiar with the basic operation of the Windows operating system and possess fundamental knowledge of multimedia development.

## II. Delivery Method

Instructor-led, group-paced, classroom-delivery learning model with structured minds-on and hands-on activities.

## III. Hardware / Software Requirements

You will need:

- An Intel Pentium with floating-point coprocessor or equivalent class processor running Windows 95, Windows 98, or Windows NT version 4.0 or later.
- At least 16 megabytes (MB) of random-access memory (RAM). 24 MB of RAM is recommended.
- 25 MB of available disk space.
- A CD-ROM drive.
- A color monitor capable of 800 x 600 pixel resolution (1024 x 768 pixel resolution preferred).
- Microsoft Internet Explorer 5 and/or Netscape Navigator 4.x (or later version).
- Adobe Author ware 6
- Adobe Web Players for both Microsoft Internet Explorer and Netscape Navigator. The players are available at

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[http://www.Adobe.com/shockwave/download/?P1\\_Prod\\_Version=ShockwaveAutho](http://www.Adobe.com/shockwave/download/?P1_Prod_Version=ShockwaveAutho)  
rware.

## IV. Performance-based Objectives

Lesson objectives help students become comfortable with the course, and also provide a means to evaluate learning. Upon successful completion of this course, students will be able to:

- Work intelligently and efficiently in the Captivate environment.
- Use Captivate drawing tools to create and display text and graphics.
- Erase and move content, transition between screens
- Construct hot spot, button, and text entry interactions.
- Incorporate audio and digital movies into your pieces.
- Build and customize a navigation system
- Distribute your pieces on CD-ROM and over the Internet.

## V. Course Contents

### CHAPTER 7: Adding Boxes and Buttons

- Adding highlight boxes
- Adding click boxes
- Adding text entry boxes
- Adding buttons
- Adding JavaScript to boxes and buttons
- Adding existing audio to boxes and buttons
- Deleting buttons and boxes

### CHAPTER 8: Editing Mouse Movement

- Changing mouse pointers
- Changing mouse pointer size
- Changing mouse click sounds
- Setting mouse click effect
- Changing mouse movements
- Aligning mouse paths
- Using straight and curved mouse paths
- Hiding the mouse pointer

### CHAPTER 9: Changing Timing

- Customizing Timeline appearance
- Changing the order of object layers
- Previewing a slide using the playhead
- Changing slide timing
- Setting caption speed automatically
- Changing keystroke speed
- Changing mouse pointer speed

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- Changing object timing
- Controlling Captivate movies with variables

## **CHAPTER 10: Slides**

- Adding slides to a movie
- Editing slides
- Changing movie start and end
- Adding playback controls
- Securing slides

## **CHAPTER 11: Adding Objects**

- Importing objects
- Duplicating objects
- Copying and pasting objects
- Copying and pasting objects from other projects
- Aligning objects
- Aligning objects on the Timeline
- Changing object display order
- Changing the size of multiple objects
- Aligning objects with the grid
- Merging objects into a slide

## **CHAPTER 12: Editing Movies**

- Determining the size of your movie
- Deleting movies or templates
- Hiding movies
- Previewing movies
- Renaming movies
- Resizing movies
- Saving movies
- Setting the background color
- Setting movie preferences
- Adding a loading screen
- Setting movie properties
- Using a custom keyboard tap sound

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- Checking spelling in Captivate projects