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# Agenda

Registration

Introduction

First Steps

Media Creation

Build it Part 1

Build it Part 2

More Tools You Can Use

Q & A

## Microsoft Multimedia Jump Start Developers Conference Agenda

7:00-8:30     **Registration**

8:30 - 9:00     **Introductions**

A short welcome session. We'll introduce the players, go over the day's events, and give you a feel for the current multimedia "state of the nation."

9:00 - 10:00     **First Steps**

The storyboard process: Our first goal is to go through the process of storyboarding. How you can use easy tools and methods to get the multimedia title decided and laid out in rough draft. This important first step will set the foundation for your title. We show you the how-to's, go through some real-world examples, and give you some tips on doing this right.

Media Options: The very word "multimedia" causes people to think sight and sound. This session will go through all your media options including full motion video, still photos, bitmaps, graphic animation, etc. We'll include layout options and give you lots of tips on how to make the best use of each media object. We'll also point you to a number of excellent resources for "off-the-shelf" media objects that you can use in your titles.

- 10:00 -10:25    Break
- 10:25 - Noon    **Media Creation**  
In this session we'll go through the process of actually creating different media objects. We'll create objects from audio, video, graphics, and animation. Each media object will be created, edited, and used in a real title we develop during the day. Of course, plenty of tips and tricks along the way on maximizing impact, disk space, and other technical issues.
- Noon - 1:00    Lunch
- 1:00 - 2:30    **Build It: Part One**  
After lunch, we start to put it all together. In this session we take our storyboard and start to build the title. We'll be using Microsoft Multimedia Viewer for the first build. We'll incorporate media objects with text and show you different ways to create interactive components of your title. Along the way, we'll be showing how to use the tools you'll receive as part of the session.
- 2:30 - 2:55    Break
- 2:55 - 4:00    **Build It: Part Two**  
After the break, back to building titles. In this session we show you how to expand your Viewer work to include Microsoft Visual Basic. We'll show you both complete Visual Basic title creation and how to combine the power of Visual Basic with Viewer. You'll learn about the extension possibilities of both products as we show you how to use the add-ons you receive as part of the course.
- 4:00 - 4:30    **More Tools You Can Use**  
The final session of the day is a tour of popular third-party tools that allow you to create even more compelling titles. We'll have some short demos along with information on how to obtain these tools.
- 4:30 - 6:00    **Wrap Up/Q&A**

## Meet the MMDRG Team

The following is a profile of the people in DRG (Developer Relations Group, Multimedia branch).

<u>Rick Segal</u>	(Manager)
<u>Steven Molstad</u>	(SDE)
<u>William Vablais</u>	(Evangelist)
<u>Steven Banfield</u>	(Evangelist)
<u>Chris Lye</u>	(Evangelist)
<u>Brian Hammerstein</u>	(Evangelist)
<u>Michael Winser</u>	(SDE)
<u>Frederic De Wulf</u>	(Evangelist)
<u>Donna Scott</u>	(Evangelist)

**Rick Segal**

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**Steven Molstad**

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**William Vablais**

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**Steve Banfield**

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**Chris Lye**

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**Brian Hammerstein**

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**Michael Winser**

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**Frederic De Wulf**

**Donna Scott**

## **MMDRG Roadshow Stops**

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# **Washington**

**This happens at Microsoft in Seattle.**

# **Illinois**

**This happens at the Fairmont Hotel in Chicago.**

## **New York**

**This happens at the Sheraton New York Hotel & Towers in New York City.**

# **Georgia**

**This happens at the Stouffer Waverly in Atlanta.**

## **California**

**This happens at the South San Francisco Conference Center in San Francisco. It also happens at Newport Beach at the Marriott Hotel & Tennis Club.**

# **Massachusetts**

**This happens at the Hillcrest Center in Waltham.**

**Texas**

## Embedded Media

```
{ewc MVMCI2, ViewerMCI, [device AVIVideo][stdcontrol]avi.avi}
```

```
{ewc MVMCI2, ViewerMCI, [device WaveAudio][stdcontrol]!media1.wav}
```

```
{ewc MVMCI2, ViewerMCI, [device Sequencer][buttons playpause stop]  
[nodrag]midi.mid}
```

Press to hear a wave

# Real Life

Show The Video

Show Popup Window

Show the Secondary Window

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```
{ewl MVMCI2, ViewerMCI, [device AVIVideo][autostart]avi.avi}
```

This is an Example of a Popup window

Close Popup

Jump Back to Media Options

Jump Ahead to Real Life

