

+1#2\$3K4!5 **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

#6 7:00-8:30 **Registration**

#7 8:30 - 9:00 **Introductions**

A short welcome session. We'll introduce the players, go over the day's events, and give

1+main:005;Main

2#Page1

3\$Agenda

4K0:Agenda Page;Agenda;Itinerary;Schedule

5!MCICommand(hwndContext, qchPath, `./wav/agenda.wav',
`play');PositionMaster(`main', 0, 0, 1023, 1023, 0)

6#7am

7#8am

you a feel for the current multimedia "state of the nation."

#⁸ 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

#⁹ 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

#¹⁰ 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

#¹¹ 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.

⁸#9am

⁹#10am

¹⁰#1pm

¹¹#3pm

#¹² 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.

#¹³ 4:30 - 6:00 **Wrap Up/Q&A**

¹²#4pm

¹³#5pm