

V-Bits Conference
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Who is Motion Works ?
Animation Tool for Macintosh
Animation Tool for Microsoft Windows
CD-ROM Title Producer
Multimedia Tools Developer
Why use Visual Basic ?
Prototyping tool
Easy to learn and use
Prototype usable as final product
Royalty Free Playback environment
On-going support by Microsoft.
Support of Win32 in the near future
Powerful seamless extensions (VBX and DLL support)
Multimedia Tools for Visual Basic
Animation Creation/Playback
Autodesk Animator
Gold Disk Animation Works
MacroMedia Director (Macintosh)
MCI VBX
CD Audio
Midi
AVI/QuickTime
Wave Audio
Animations
etc...
WaveMix DLL
Play multiple wave audio tracks
Same technology used in Microsoft Arcade
Available from Microsoft DRG free of charge

Motion Works MediaShop
Interactive Animation Editor/VBX
Interactive Digital Video Editor/VBX
Interactive Pictures Editor/VBX
Sound Annotated Text Editor/VBX
Graphical Buttons VBX
Why did Motion Works create MediaShop ?
Titles require tools that are not available commercially
Reusable code for further projects
Control over the functionality of the tools
Considerations for using Visual Basic
Large RUNTIME library (300K for v3.0)
Lengthy load times
Applications tuning required to ensure proper synchronization
No bitmap compression for "form" graphics
Little support for custom cursors
No page transition support
Considerations for creating CD-ROM based Multimedia
Streaming Speed from CD-ROM
AVI, QuickTime Digital Movies
MPC Level 1 150K/sec
MPC Level 2 300K/sec
Size of individual components
Application size
Support libraries (VBXs, DLLs, etc...)
Access speed from CD-ROM
Multiple file access
Application load times
Placement of program elements
Call to action
Learn to program with Visual Basic
Experiment with Multimedia elements

Investigate the available tools

Build a pilot Multimedia title using Visual Basic