

Tutorials

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I loved the Multimedia Madness book and will be reading it for quite a while. I also "read" the May '93 issue of the Multimedia Madness column, and the how-to articles are getting much closer to what I would like to see this media used for. All this neat stuff, but how do I use it? What can I do to see how it works and use its features? Probably a lot of people are like me: I won't ever make a living with multimedia, but it does get my creative juices flowing. I would like to learn more on how to use this stuff, especially how to use the software available without spending months with poorly written manuals. Demos and evaluation software is fantastic, but what do I do with it?

I also wonder if you have any idea what software we are using out here. I do have Animator, but Animator Pro at \$800 a pop is a little bit out of my range for a program I want to play and learn with, and 3D Studio at \$2K plus is totally out of the question. Seriously, are my fellow subscribers laying out that kind of cash?

Please spend time showing us how to do multimedia on a limited budget. Tutorials seem to be a natural for this publication.

From the Nautilus Team:

We've heard this request from a number of subscribers, and we're listening! Next month's Desktop Publishing feature will include a multimedia tutorial. Additional tutorials will certainly be included in the future. If you have suggestions for specific tutorials, regarding particular software or areas of interest, please let us know.