3Creative Wonders Art Workshop Help FileThis file ¸ Creative Wonders 1995.ACENTERFALSEyesARTCNTR.I__001yesyesyesyes12/09/95

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Help file produced by **HELLLP!**, a product of Guy Software, on 09/12/95 for Unregistered User.

The above table of contents will be automatically completed and will also provide an excellent cross-reference for context strings and topic titles.   You may leave it as your main table of contents for your help file, or you may create your own and cause it to be displayed instead by using the I button on the toolbar.   This page will not be displayed as a topic.   It is given a context string of _._ and a HelpContextID property of 32517, but these are not presented for jump selection.

HINT: If you do not wish some of your topics to appear in the table of contents as displayed to your users (you may want them ONLY as PopUps), move the lines with their titles and contexts to below this point.   If you do this remember to move the whole line, not part.   As an alternative, you may wish to set up your own table of contents, see Help under The Structure of a Help File.

   Do not delete any codes in the area above the Table of Contents title, they are used internally by HELLLP!

Table of Contents

Using Help

●   For information on a topic listed in the Table of Contents, click on that topic below. Use the scroll bar arrows on the right side of the screen to see all of the text.

●   Help includes an illustration of each of the four activity screens: Painting, Coloring Book, Stickers, and Costumes. To learn about the elements of each screen, such as the tools and buttons, click on an element in the illustration. A description appears in a separate window. Click again to close the window with the description.

●   To move forward and backward through Help, click the << and >> buttons above.

●   To go back to the previous Help screen, click the BACK button above.

●   To search for a topic in Help, click the SEARCH button above, then follow the onscreen directions.

●   To return to the Table of Contents, click the CONTENTS button above.

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●   To return to Parent's mode from Kid's mode, press **CTRL** + **BREAK**.

Expert's Corner

When parents think of children's learning, what comes to mind are the skills necessary for school--knowing letters and numbers, being able to read and do math. But creativity, the ability to confidently explore and experiment, is just as important. It helps them make new insights as they learn, and enhances their self-esteem. As a television show, Sesame Street has traditionally emphasized children's need to express themselves, to create and be proud of their work, along with school readiness. Our Sesame Street Art Workshop CD-ROM brings that same emphasis to the interactive world.

Using the Sesame Street Art Workshop, children have many opportunities to experiment and create on their own. They can play with colors and patterns in our coloring book activity. They can dress their favorite Sesame Street friends in a variety of amusing costumes from different cultures and historical periods. They can make their own illustrations, using our stickers. And of course, they can create their own drawings, using a variety of fun and interesting tools that make everything from brush strokes to boxes. They can explore how these tools work and experiment with how they affect their art. And we make experimenting fun and easy. If they make a mistake, no problem! One click, and it's fixed.

Sesame Street Art Workshop complements the CD-ROM games and other educational products that CTW produces by adding open-ended, self-directed activities to your child's interactive learning library. When you see your child's creations, I think you'll agree that creativity is not only fun, it's an important aspect of mental growth as well.

Dr. Erik Strommen, PhD
Director of Research--Interactive Technology
Children's Television Workshop

Creative Wonders Mission Statement

At Creative Wonders, we make products that cause the mind to soar. Imagine a world where you can actually stroll down Sesame Street® and chat with Big Bird, walk the plank in Never-Never Land, or explore the streets of Paris with Madeline. Fly through the Himalayas or visit Cairo with the ABC News team without even leaving your desktop. With Creative Wonders products, your imagination has new room to roam.

Creative Wonders products combine the news and entertainment expertise of Capital Cities/ABC with Electronic Arts' mastery of interactive technology. With familiar characters, trusted information sources and the magic of multimedia, we create engaging experiences that everyone can enjoy. We view each of our products as creative wonders that excite the emotions, stimulate learning, and are always entertaining and easy to use.

Activities

Painting lets you draw and paint whatever you want. Use a crazy brush to draw strange lines and patterns, a wacky rubber stamp to make everything from the Count to a camera, and a set of letters and numbers that speak when you stamp them.

Coloring Book lets you choose a scene from a large collection of black-and-white pictures, then color it in. Color a picture of Betty Lou on the beach or Oscar the Grouch at home.

Stickers comes with lots of different kinds of stickers that you can use to stamp anywhere on a background scene. Build a car for Elmo in Prairie Dawn's garage or create a picnic scene with Sesame Street guests.

Costumes lets you dress up Sesame Street characters in different scenes. Help Grover and Telly get ready to go to sea with fishing poles and worms, or dress them as boat captains, sailors, or pirates. Dress Zoe and Elmo on the circus stage. You can even create Halloween costumes.

Painting

The Painting activity lets you create your very own picture using lots of different tools. Some of the paint tools make lines, shapes, colors, or stamps and others let you stamp letters or numbers. Using other painting tools, you can erase part or all of your picture, undo a mistake or print your artwork.

To learn more about an item in the picture below, just click on it.

To play in the Painting activity:
1. First click on a paint tool from the upper left side of the screen.
2. Now click on a tool option from the bottom of your screen.
3. Click on a paint squirt to choose a color...
4. ...and create!
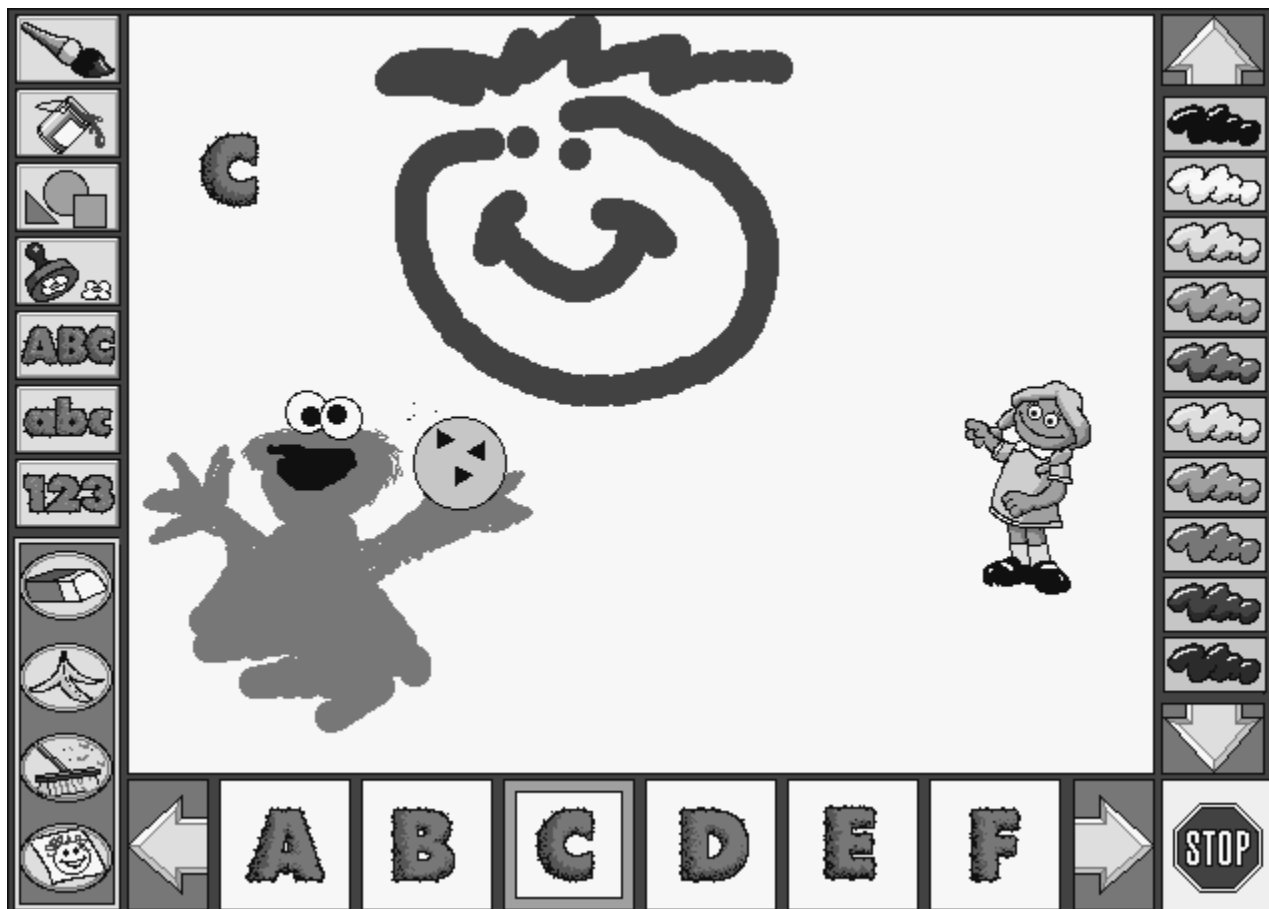
Paint Brush Tool

Paint all sorts of lines, patterns, and pictures with the Paint Brush.

Eraser Button

Use this tool to erase a part of your picture.

Clean Sweep Button

Click on the broom twice to clear off the entire activity screen and start over.

Paint Bucket Tool

Use the Paint Bucket to pour a color into an area.

Shape-Maker Tool

Draw rectangles, triangles, circles, or stars with the Shape-Maker.

Rubber Stamp Tool

Use the rubber stamp to stamp pictures of Big Bird, Ernie, and your other Sesame Street pals, or stamp drawings of lots of other things like balloons and a sailboat.

Capital Letter Tool

Stamp upper-case letters into your picture. Listen to Elmo as he pronounces each letter when you select it.

Numbers Tool

Stamp numbers into your picture. Listen to Elmo as he pronounces each number when you select it.

Print Button

Click twice on the piece of paper to print your masterpiece.

Lower-case Letter Tool

Stamp lower-case letters into your picture. Listen to Elmo as he pronounces each letter when you select it.

Stop Sign

Click twice on the stop sign to stop an activity and return to the Activity Selection screen.

Tool Arrows

Click on the arrows to flip forward and backward through the rows of different tool options.

Tool Options

These are the tool options. They change as you choose different tools.

Color Arrows

Click on the arrows to see additional color choices. There are 30 color choices in all, so you'll have to click on the arrows a few times to see them all.

Paint Squirts

The paint squirts let you choose which color you'd like to use. To choose a color, just click on it.

Oops Button

If you make a mistake, click on the banana peel to undo your slip-up. The last change you made will be undone.

Drawing Area

This is where you create your masterpiece!

Coloring Book

The Coloring Book lets you color a scene any way you like. You can use green for Big Bird's nest, purple for the Count's castle, or color an elephant blue. Use your imagination!

To learn more about an item in the picture below, just click on it.

To color your picture:
1. Click on a paint squirt to choose your color.
2. Click on a pattern from the choices at the bottom of the screen.
3. Position the Paint Bucket over a shape and click to pour it in!

Paint Patterns

You can get different shades of a color by choosing different patterns. You can choose a pattern with a lot of white to make a lighter shade of your color or a pattern with a lot of black in it for a darker shade of your color.

Coloring Area

This is where you color in your picture.

Stickers

Make a scene with stickers! Use stickers to add a rubber duckie to Ernie's bathtub or to tell a story about Grover in outer space

To learn more about an item in the picture below, just click on it.

To play with Stickers:
1. Click to select a sticker from the choices at the bottom of the screen.
2. Use the mouse to position your sticker where you want it in the scene and click once to stick it down!

Sticker Tool

You use the Sticker Tool to place stickers in your picture. The Sticker Tool is always selected in the Sticker activity, so you don't need to click on it.

Zap Button

To remove a sticker, click on the lightning bolt, then click on any sticker you have placed on the screen. Zap! The sticker is gone!

Stickers

Click any sticker in the rows of stickers to use it.

Sticker Area

This is where you put your stickers.

Costumes

Dress up Sesame Street characters in different costumes and see what happens! Put warm clothes on Ernie and his snowman or have Betty Lou and Elmo try on what they found in an old trunk in the attic.

To learn more about an item in the picture below, just click on it.

To play with Costumes
1. Click on a costume option from the choices at the bottom of the screen.
2. Use the mouse to position your costume option where you want it in the scene and click once to stick it down!

Costume Tool

Use the Costume Tool to dress up characters in the scene. The Costume Tool is always selected in the Costume activity, so you don't need to click on it.

Zap Button

To remove a costume piece, click on the lightning bolt, then click on any costume piece you have placed on the screen. Zap! It's gone!

Zap Button

To remove the color for an area, click on the lightning bolt, then click on the place where you want the color removed. Zap! The color is gone!
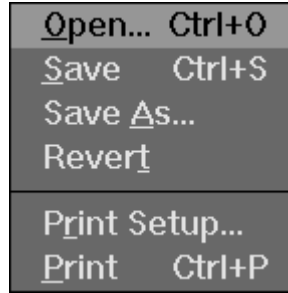
Clothes and Props

Click any piece of clothing or prop to use it.

Costume Area

This is where you place your costume items.

File Menu

<u>O</u>pen... Ctrl+O
<u>S</u>ave   Ctrl+S
Save <u>A</u>s...
Rever<u>t</u>
P<u>r</u>int Setup...
<u>P</u>rint   Ctrl+P

The File menu lets you save a picture, open a previously saved picture, revert a picture to its previously saved form, or print your picture.

To learn more about an item, just click on it.

Open

Opens a saved picture.

Save/Save As

Lets you save a picture to your computer's hard disk.

● To save a picture, pull down the File menu and choose SAVE or Save As... , or if you prefer to use the keyboard, press **CTRL** + **S**.

You can save, then open, any picture you make. If you save a picture created in Coloring Book, Stickers, or Costumes, you'll have to open the picture from the activity it was created in. For example, if you create a picture in the Coloring Book, you have to be in the Coloring Book to view it again or change it.

You can also save artwook as .BMP files to use in the Sesame Street Screensaver program or to show in a slide show. Refer to the Art Workshop manual for details on how to do this.

Revert

Reverts to the last version of the picture you saved.

Print Setup

Brings up Print Setup box. This is different depending on which printer you have connected to your computer; see the manual that came with your printer.

Print

Print out your final works of art and stick them on your refrigerator! Printing is only available in Parent's Mode.

To print out your work of art:
1. Pull down the File menu.
2. Choose PRINT.

If you need more specific information about printing, read the section about printing in your Microsoft Windows User's Manual, and consult the manual that came with your printer.

Options Menu
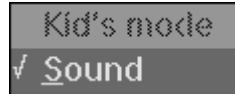
| Kid's mode |
| √ <u>S</u>ound |

The Options menu has only two items: KID'S MODE, and SOUND.

To learn more about an item, just click on it.

Kid's Mode

Kid's mode lets parents set up the computer for children by hiding all the menus. In Kid's mode, kids can move freely throughout Art Workshop without the risk of accidentally damaging important files in other areas of the computer.

In Kid's mode, you cannot save, load a saved picture, print, or see Help.

●   To get to Kid's mode, just pull down the Options menu and choose KID'S MODE.

●   To return to Parent's mode from Kid's mode, press **CTRL** + **BREAK**.

●   You can always use **ALT** + **F4** to exit the program.

Sound

Choose Sound to turn the sound on or off. A checkmark next to the Sound option means that sound is on (active).

We recommend keeping the Sound option active. When the Sound option is turned off, you miss out on important clues and instructions.

Help Menu

The Help menu has only two items: CONTENTS and HOW TO USE HELP.

To learn more about an item, just click on it.

Contents

Brings up the Art Workshop Help file. That's what you're reading right now!

How to Use Help

Brings up the Windows Help file. This will assist you if you're having any trouble using Art Workshop Help.

Understanding the Menu Bar

Click on a Menu Bar heading to learn about the various menus and menu items.

Sesame Street Art Workshop

File   Options   Help
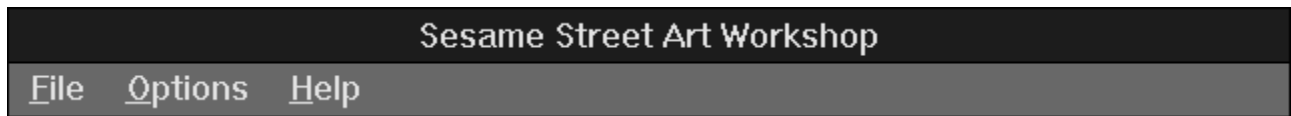
Choosing an Activity

●   When you first start up the program, you'll see the Activity Selection screen with a button for each activity. To choose an activity, just click on it.

●   To move from one activity to another, first click twice on the Stop Sign in the bottom right of the screen. The Activity Selection screen appears. Just click the activity you want to use.

●   To choose another background in the Costumes, Stickers, or the Coloring Book activity (for example, another picture to color), click twice on the Stop Sign to return to the Activity Selection Screen. Click the activity you want. Click to select another background from the screen that appears.

Paint Bucket Tool

You use the Paint Bucket to pour a color into an area. The colors and patterns you choose can change the color or shading of an area. The Paint Bucket is always selected in the Coloring Book activity, so you don't need to click on it.

Pattern Arrows

Click the Pattern arrows to see the patterns you can use to color. Click on these arrows to flip forward and backward through the different patterns.

Sticker Arrows

Click the Sticker arrows to see the different stickers you can use for each scene. You can only see six stickers at a time, but there are many more to choose from!

Clean Sweep Button

Click on the broom twice to clear off all the colors you've added and start over.

Clean Sweep Button

Click on the broom twice to clear off all the stickers you've placed and start over.

Clean Sweep Button

Click on the broom twice to clear off all the costumes you've placed and start over.

Costume Arrows

Click the Costume arrows to see the different costumes and props you can use for each scene. You can only see six costume options at a time, but there are many more to choose from!