

2.2 Using Text in Multimedia

Ref:1 pg 50-62

Designing with Text

- Complexity of message and venue if related to the font-size and no. of headlines per screen.
- Much detail for interactive projects or websites (but without overcrowding)
- More summarized info' in bulleted form for supporting slide presentations

Choosing text fonts

- Use legible (undecorated) fonts for small type
- Minimize no. of faces, but change style where appropriate.
- Font size should be proportionate to message's importance
- (also refer Ref1:- pages 51 & 52)

Menus for navigation

- Displaying a structure of Menus and Submenus with correct info' is important to help the user navigate effectively in the web/presentation.
- Good to have a main menu on each page to help return to the beginning.
- (Some examples are the yahoomail, gmail and google websites.)

Buttons for interaction

- Objects which provide functionality when clicked by users (interactive objects) are called buttons in Multimedia.
- Buttons and clickable text can be customized to a certain extent by the authoring system.

Symbols and icons

- Symbols are concentrated text in the form of stand-alone graphic constructs, which convey meaningful messages.
- eg:- ☺(smiling face), ☎(telephone)
- Icons are symbols representing processes common to the GUIs of many operating systems (examples shown below).

Recyclebin :-



Folder/Directory :-



Animated text

- Fly in, Box, Blind, Diamond are few of the many different ways in which text can be animated.
- Flash can help you create animations showing one word transforming into another with the combination of the “Break Apart” and “Shape Tween” features.
- Director can help animate pretty 3-D text.