ANIMATIONS

To practice animations you will prepare a presentation with 6 slides. This presentation will deal with the countries of the European Union. You can decide to change the content of each slide a little, the important thing is to respect the typology of animations.

We'll be with you in this task but we'll give you examples of different themes.

Before doing anything, first read and learn...

One of the key elements when designing a presentation is chosen the appropriate animations. It is possible not to show all information on the screen at the beginning, but at the rate we are interested.

In a presentation there are two actors: the speaker who speaks and the viewer who acts as an observer. With the animations it gets:

1) Do not show all information at once as it can cause the viewer to distract with a part of the information that has not yet been started to explain.

2) Give a sense of dynamism and better catch the viewer's attention.

3) Allows the speaker to interact with the viewer

Animations are activated in the functions window on the right with the corresponding icon.

.

Personalized animation

The different options that can be chosen for animation are:

- Entrance: The selected object appears.
- Emphasis: Highlights the selected object.
- Exit: Missing selected object.
- Motion paths: Shifts the selected object.
- Other

Entrance

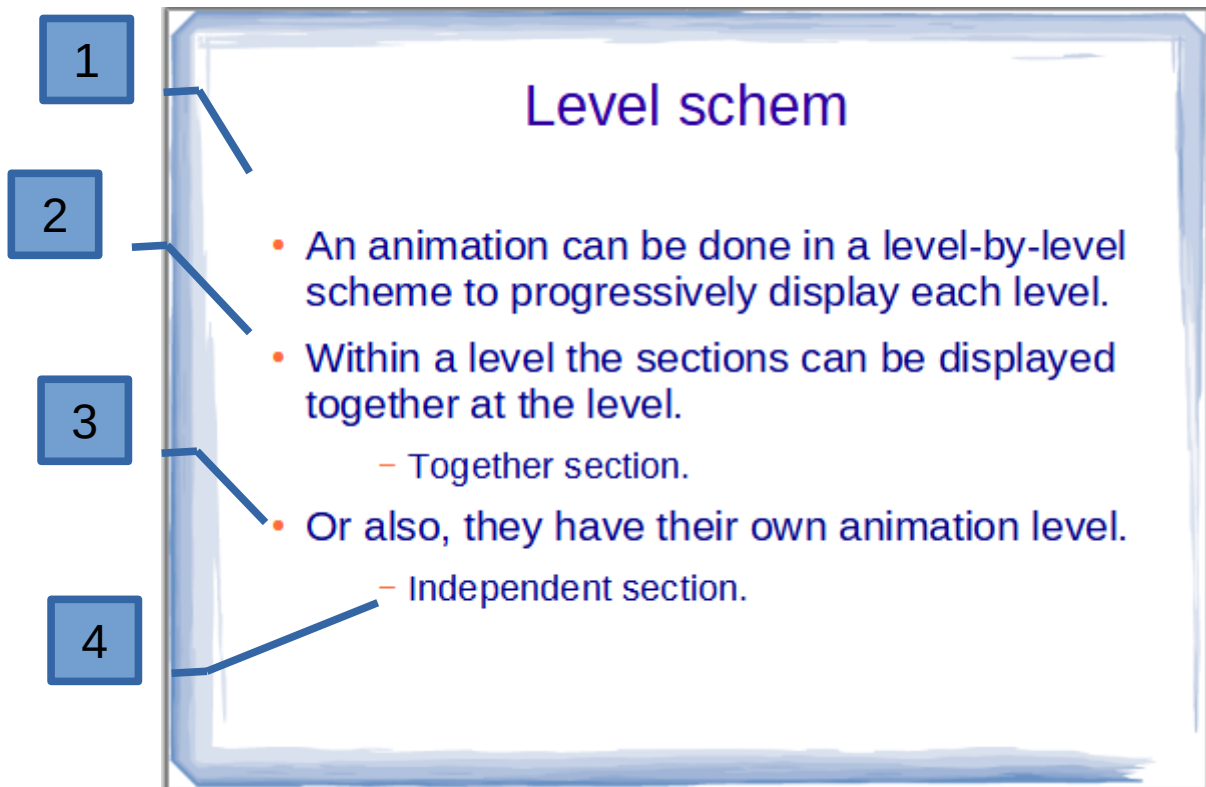Entrance animation can be useful mainly in two situations:

- Slowly enter the whole text of a slide.
- Enter indifferent order the objects in a slide.

Entrance animations practice

Create a new Impress presentation with 6 slides.

First slide

Create a text slide with **three fundamental ideas about what the European Union is**. An additional comment must be added for the second and third idea developed. In the second idea, make the comment go directly, instead in the third, make it look like a new animation.
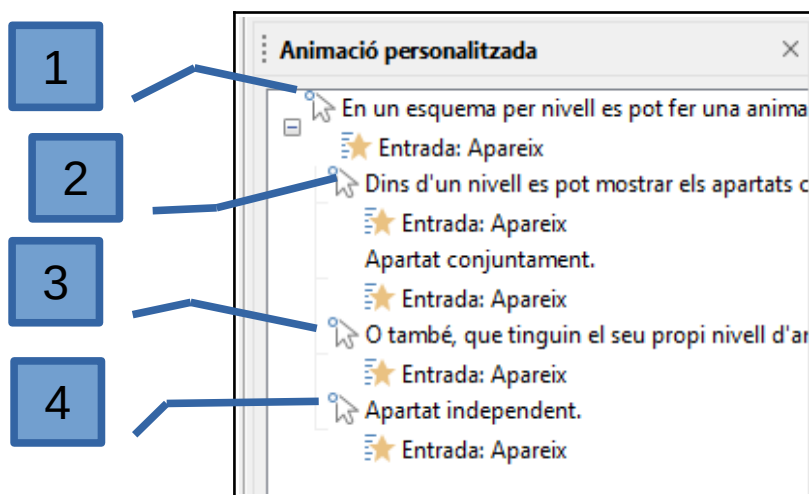

To achieve this effect, four entrance animations must be introduced:

Animation options are very diverse, navigate through them and notice they allow you to do.

«Start on Press» → Mouse action is required to advance during presentation.
«Start with Previous» → Exit directly with previous object.
«Start after previous» → Allows you to set a delay time.

Sort animations

add or remove animations

Animation types

See how the animation looks, without starting the presentation

Second slide

This second slide will be an image with different objects or parts. It can be a cell, a body part or, as the example, a computer. **In your case, it must be a political map of Europe**.
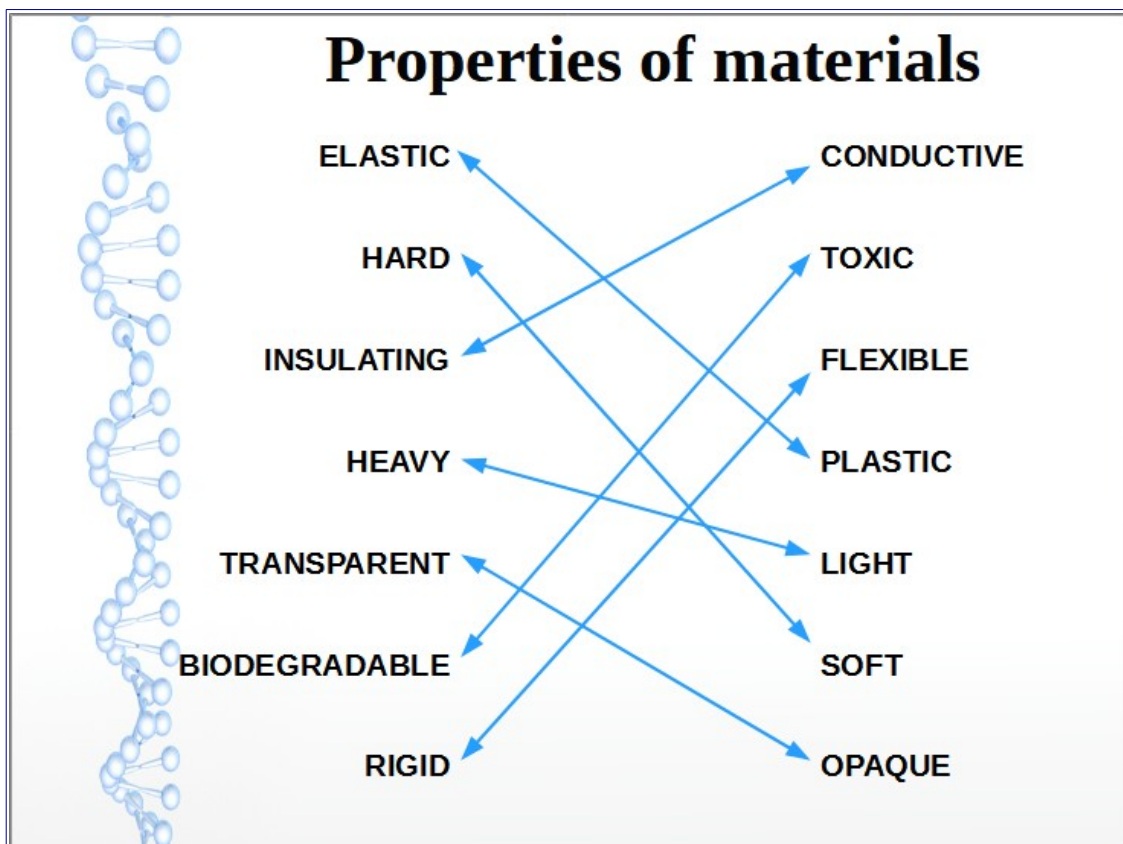
Introduces text boxes with the names of the countries belonging to the European Union and makes them appear progressively in the presentation.

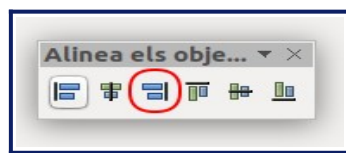Remember to record your presentation as <mark>activity_03.odp</mark>

Emphasis

This function is used when highlighting some element of the slide about what is being discussed at the time of presentation.

In this example slide 14 independent texts have been inserted: on the left there are 7 properties of the materials and on the right the opposite ones.

For the text to be aligned in the first seven, first the alignment to the right of the text has been defined and then the **alignment tool** ⊫ ▾ has been used to make everyone aligned to the right. .
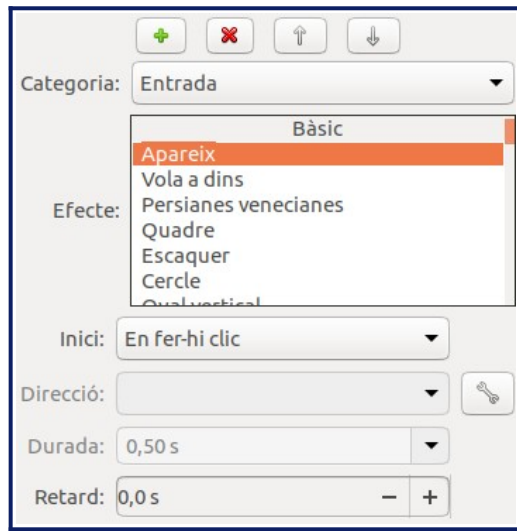

In the case of the 7 opposites on the left side, exactly the same thing has been done, but with the text aligned on the left and all of them aligned on the right.

To make the 7 texts evenly distributed use the **distribution tool** 🖼 that opens this window where "**Vertical / Spacing**" has been chosen.
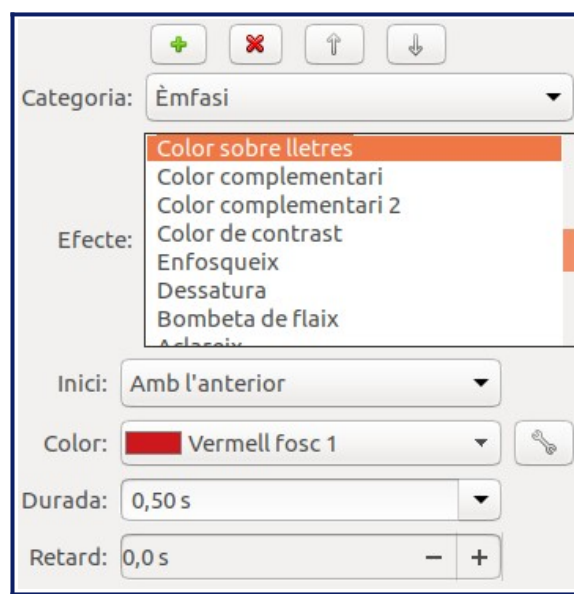
Finally, to obtain the effect devised during the presentation so that the public is thinking which opposite is to be related to each property, two animations have been used:

- **Entrance**: For Arrows.

- **Emphasis**: One possibility is to change the color of the already chosen property to another (red, for example) to mark that its opposite has already been found.

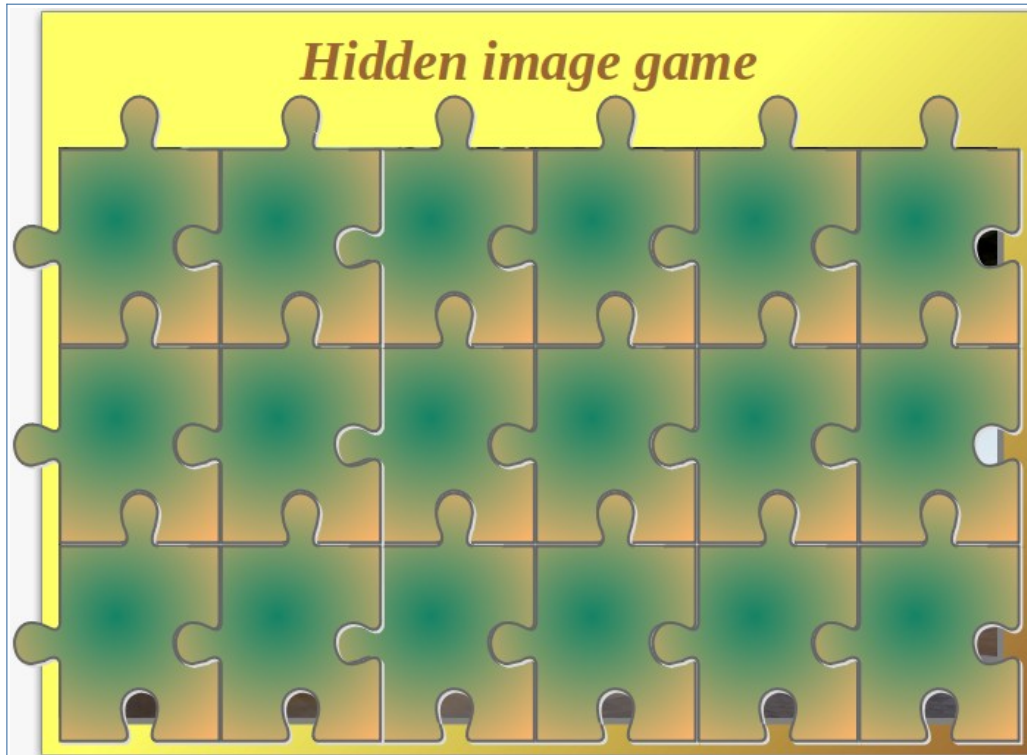## *Entrance animations practice*

In the third slide, you have to make two columns to relate: a column with 10 of the official languages of the European Union and the other with the years that began to be official.

Exit

In this case, it is an animation in which different objects on the slide disappear. For example, It could be used to display parts of a hidden image removing ("*exit*") objects (rectangles or pieces of puzzle) that are above.

To organize objects that hide the image also use the **distribution tool** and the **alignment tool** .

You have here an example, behind the orange/green puzzle pieces an image is hidden, how many pieces will we have to get out to find it?
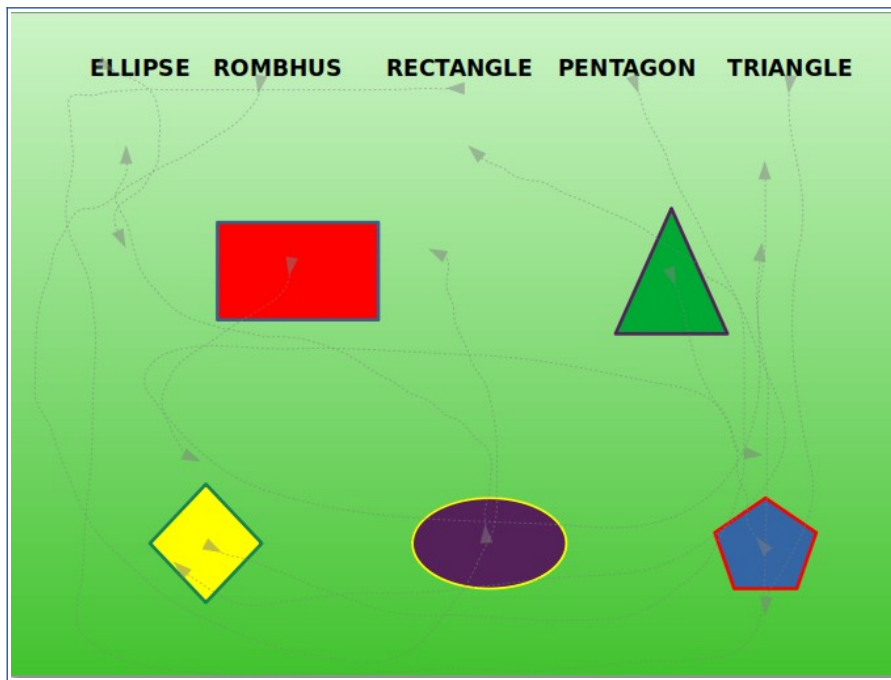

Exit animations practice

In the fourth slide, you have to prepare a "hidden image game": you can use the image of the flag of one of the Member States of the European Union.

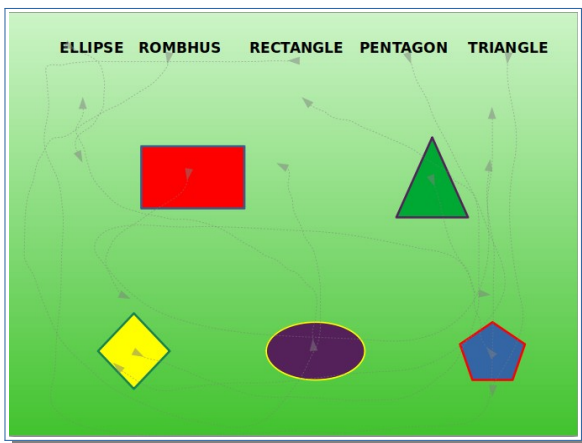Remember to record your presentation as activity_03.odp

Motion paths

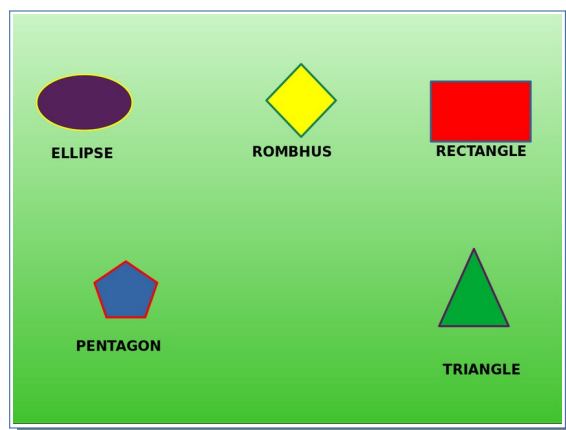This function is used to shift an object onto the screen and change its position.

In next example you can see a slide where there are five figures and their names. The chosen trajectory causes the names to be below the corresponding figure when the presentation is finished.

The initial and final look of the slide during the presentation is this:
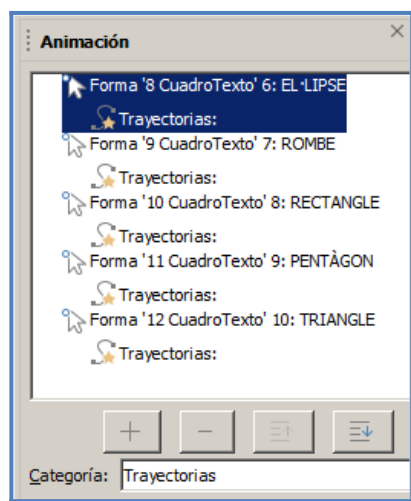

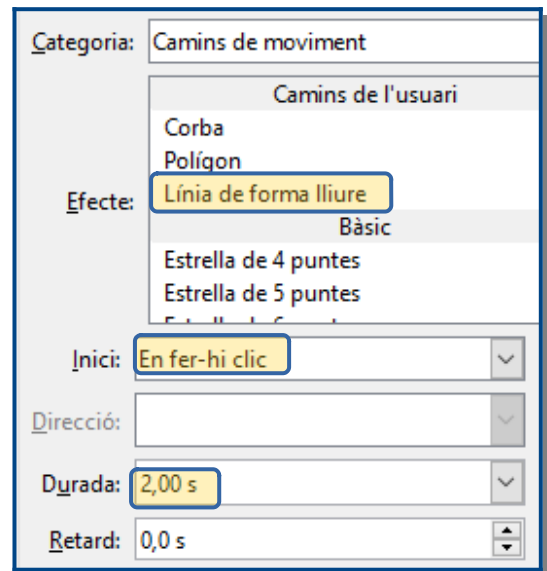**INITIAL**   **FINAL**

To achieve this effect it is enough to add to each text an animation of the type "**motion paths**".

Among the different options of this type of animation, "**free-form line**" has been chosen. Then, using the mouse, you have to mark the starting point, trajectory and end point.

The animation settings have the following parameters:

Pots provar altres opcions d'animació per veure que permet fer el programa i aprendre sobre el seu ús.
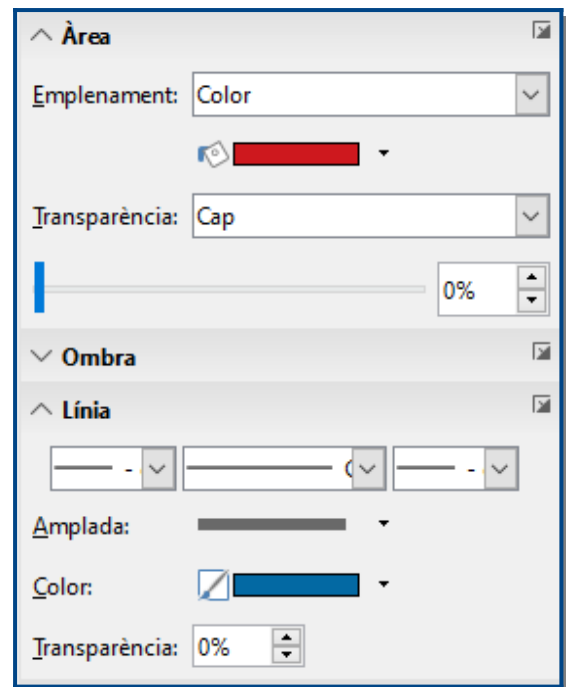
Motion paths animations practice

In the fifth slide you can choose six or more flags from countries belonging to the European Union and make the relationship with the name of the country. You can try other animation options to see that it allows you to do the program and learn about its use.

To practice more on the possibilities of this type of animation, **in the sixth slide, introduce these elements**:

- **Image of a map with the most important rivers in Europe**

- Text blocks where you have to type the **name of the major rivers**.

- Circles with the following properties: red area and thickness line 3 pt of blue.
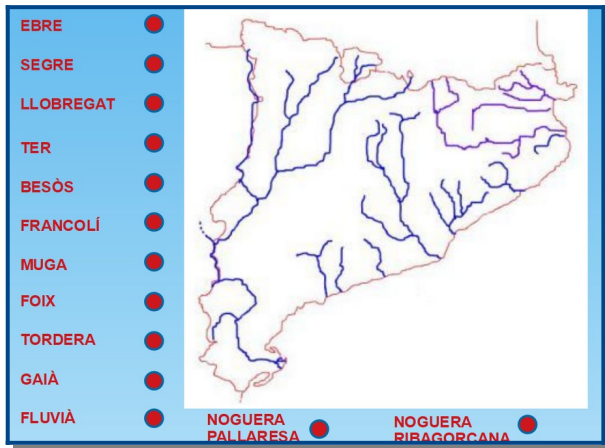
The animation you need to use is for circles to move from the side of the river name to the place on the map where they are:
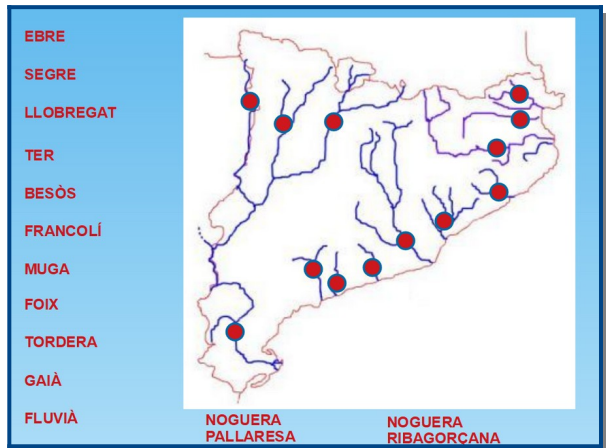
Remember to record your presentation as activity_03.odp

You should also remember that by including images in a document, if they have too much resolution, the document starts to take too much space. To avoid this you need to compress images, to do so the quickest path is right-click on the image and choose "Compress..." option.

L'aspecte inicial i final de la diapositiva durant la presentació és aquest:

INICIAL   **FINAL**

Motion path animations practice

In the fifth slide, you have to prepare a "hidden image game": you can use the image of the flag of one of the Member States of the European Union.

Remember to record your presentation as activity_03.odp