



Viewpoint

Animating Images with Viewpoint Slice of Life

Version 1.0.1

October 2002

Introducing Viewpoint Slice of Life

Viewpoint Slice of Life® is the ideal tool for creating animated, catalog-style ZoomView images. Slice of Life's easy-to-use features build animations that zoom to specific products in a catalog image and display information about each product.

Slice of Life adds value to a catalog-based merchant by:

- Improving the customer's shopping experience via interactive and informative product animations.
- Creating a consistent shopping experience between print and on-line catalogs.
- Providing a variety of flexible page layout designs for the thumbnail images of a featured area or product.

Installing Viewpoint Slice of Life

To install Viewpoint Slice of Life

- 1 Go to the Viewpoint Developer Central website at <http://developer.viewpoint.com/>.
- 2 From the left navigation bar, click the **Viewpoint Tools** link.
- 3 From the Viewpoint Tools page, click the **Viewpoint Slice of Life** link.
- 4 Follow the on-screen instructions to complete the installation.

Note: Slice of Life functions only on the Microsoft® Windows® operating system.

Navigating Viewpoint Slice of Life

Navigate Slice of Life's pages via the top navigation bar:

- Start tab – Select the **Start** tab to begin working on a new .mtx file. Selecting the **Start** tab deletes all current files and settings from the **Create** and **Publish** pages.
- Create tab – Select the **Create** tab to create new or to modify existing animation files.
- Publish tab – Select the **Publish** tab to publish files.

Tip: Click the **Help** button to learn more about Slice of Life's functionality and navigation features.

Animating ZoomView Content

To convert an image to ZoomView content

- 1 Open an image to animate in Adobe® Photoshop® 7.
- 2 Export the image to ZoomView.
The export converts the image's file extension to .mtx.

To create the required thumbnail folder and images

- 1 From the directory where the new .mtx file resides, create a new folder and name it **Thumbnail** (*required*).
- 2 From Photoshop 7, create up to 10 thumbnail images and save them in the **Thumbnail** folder.
These images will correspond to the animations you build in Slice of Life.

Tip: For best results, size your thumbnail images to 60 X 80 pixels and save them as .jpg files.

To start animating ZoomView content

- 1 Launch Viewpoint Slice of Life.
- 2 From the **Select File** field, click the **Browse** button to find the image (.mtx file) you want to animate.
- 3 In the **Width** and **Height** fields, enter the dimensions of the VMP window where the image will display.

Tip: For best results, match the aspect ratio of the VMP window to that of the image (in pixels).

- 4 Click the **Start** button.
After clicking the **Start** button, the **Create Animations** page displays, including your image and thumbnails.



Note: The image's user interface was added in a Photoshop template and is not a Slice of Life feature.

Using Slice of Life's Animation Features

Slice of Life allows you to create ZoomView images that include and combine ZoomView and Flash animations:

- ZoomView animation – zooms to a specific location in an image.
- Flash animation – plays a Flash movie over an image.
- Combine animation – integrates ZoomView and Flash animations within an image.

Tip: From each feature's main menu, choose to trigger animations from the image's default (home) position or from the position where a previous animation ends.

To create a ZoomView animation

- 1 From the **Create** page, select the **ZoomView** tab.
- 2 Select a thumbnail image.
The selected thumbnail image triggers the animation.
- 3 Click the image to zoom to a desired position.
Zooming defines the animation.
- 4 Enter a name for the animation or leave the field blank for a unique default name created by Slice of Life.
- 5 Enter the animation's run time (in seconds) or leave the field blank for the default value of 1.
- 6 Click the **OK** button to create the animation.
The new animation file displays in the **Animations** table.
- 7 Repeat these steps until you have completed all of your ZoomView animations.

Tip: To replace an animation listed in the **Animations** table, reselect the file's corresponding thumbnail image, create a new animation, and save it under the name of the file you want to replace.

From directly below the top navigation bar, click the **Reset** button to delete all animations listed in the **Animations** table.

To create a Flash animation

- 1 From the **Create** page, select the **Flash** tab.
- 2 Select a thumbnail image.
The selected thumbnail image triggers the animation.
- 3 Browse to and select the Flash (.swf) file that will play over the image.
- 4 Enter a name for the animation or leave the field blank for a unique default name created by Slice of Life.
- 5 Enter the animation's run time (in seconds) or leave the field blank for the default value of 1.

- 6 Click the **OK** button to create the animation.
The new animation file displays in the **Animations** table.
- 7 Repeat these steps until you have completed all of your Flash animations.

To create a combination ZoomView and Flash animation

- 1 From the **Create** page, select the **Combo** tab.
- 2 Select a thumbnail image.
The selected thumbnail image triggers the animation.
- 3 Click the image to zoom to a desired position.
Zooming defines the animation.
- 4 Browse to and select the Flash (.swf) file that will play over the image.
- 5 Enter a name for the animation or leave the field blank for a unique default name created by Slice of Life.
- 6 Enter the animation's run time (in seconds) or leave the field blank for the default value of 1.
- 7 Select to play the Flash movie simultaneously with or after the ZoomView animation.



- 8 Click the **OK** button to create the animation.
The new animation file displays in the **Animations** table.
- 9 Repeat these steps until you have completed all of your combination animations.

Publishing Slice of Life Animations

When you publish animation files, Slice of Life embeds the newly created animation code into the image's .mtx file and changes the image's file extension from .mtx to .bak.

To publish all animation files

- 1 From the top navigation bar, select the **Publish** tab.
- 2 Under the **Select:** heading, choose whether or not to create an HTML page that displays your animations.
If you choose not to create a page, skip to step 7.

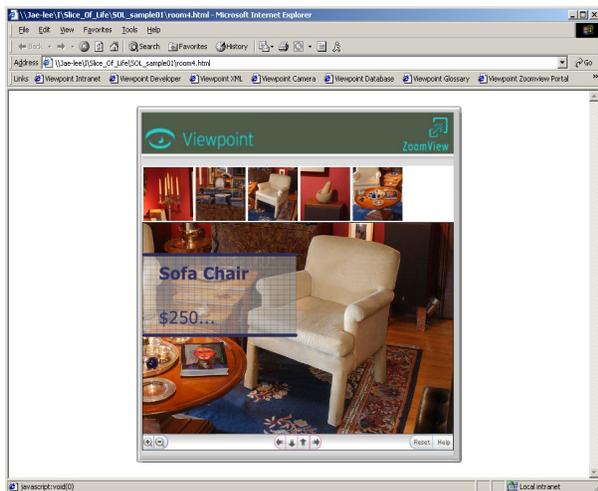
- 3 Under the **Settings:** heading, enter both a file name for the HTML page and the broadcast key path in the provided fields.
- 4 Select an agent that has created or can create the MTSInterface.js resource file. Otherwise, enter a resource file path in the **Resource File Path** field.
- 5 Under the **Layout:** heading, select a style for the HTML page and dictate how the thumbnail images display in relation to the VMP window. The **Style** menu affects how VMP displays in the page.
- 6 Select whether or not the HTML page displaying your content appears once you click the **Publish** button.

Tip: From directly below the top navigation bar, click the **Reset** button to reset all fields on the **Publish** page to their default values.

- 7 Click the **Publish** button.

Testing Slice of Life Animations

If you opted to create an HTML page when publishing your animations, open the page and click the thumbnail images to test your newly animated ZoomView content.



Required Software

- Adobe® Photoshop® 7
- Viewpoint Media Player® (VMP)
- Viewpoint Slice of Life®
- Web browser (for best results, we recommend Microsoft® Internet Explorer 5.5 or later)

Minimum System Requirements

Viewpoint Media Player

- | | |
|---|--|
| <ul style="list-style-type: none"> • Microsoft® Windows® 95, Windows 98, Windows 2000, Windows Millennium Edition, Windows NT® 4.x, or Windows XP • Netscape Navigator® 4.07 or later (not 6.0) • Microsoft® Internet Explorer 4.x or later • AOL® version 4, 5, 6, or 7 • CompuServe 7 • 256 color display (24-bit recommended) • 28.8 Kbps modem • 5 MB available hard-disk space • 32 MB RAM (64 MB recommended) • Pentium® 166 MHz processor (Pentium II recommended) | <ul style="list-style-type: none"> • Apple® Macintosh® OS versions 8.5 to 9.x and Macintosh OS X (Classic mode browsers only) • Netscape Navigator® 4.7 or later (not 6.0) • Microsoft Internet Explorer® 5.x or later • AOL® version 4 or 5 (supported Internet Explorer and Netscape Navigator browsers only) • 256 color display (millions of colors recommended) • 28.8 Kbps modem • 5 MB available hard-disk space • 128 MB RAM • PowerPC® 604 processor |
|---|--|

Viewpoint Slice of Life

- Windows® 98, 2000, NT®, or XP®
- Pentium® Processor 200 MHz
- 32 MB RAM
- 10 MB available hard disk space
- True Color Display (24-bit recommended)
- 1024x768 monitor resolution (recommended)