Storyboarding

Background: Storyboards are blueprints for presentations. They allow a developer to show a rough sketch of the final multimedia presentation to the client before all details are finalized. In a storyboard, you can describe the graphics needed, include the text, and show the user interface to the programmer or final developer.

Directions: Develop a finished presentation of the key points in Chapter 2 by using presentation software with a storyboard provided by your teacher or available on the *Introduction to Multimedia* Web site. (The storyboard is a final storyboard; all text and headlines have been provided for you.) You can use the lines below to plan your presentation.

To complete the presentation:

1. On a CD-ROM, the World Wide Web, or other online service, find an appropriate graphic or piece of clip art to replace each graphic placeholder in the storyboard. Obtain permission or cite sources, as needed.

2. Apply a pre-designed template to the presentation or create your own.

3. Apply a standard transition to each slide.

4. Apply a uniform text animation, or transformation, to all bullet points in your slide show.

5. Time each slide so that your entire slide show will run automatically.

6. Once you have prepared your slide show, you will present it to the rest of the class.

Project Notes

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