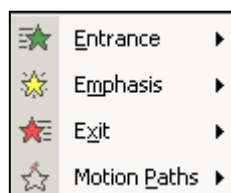
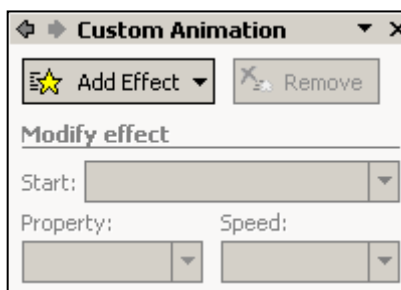
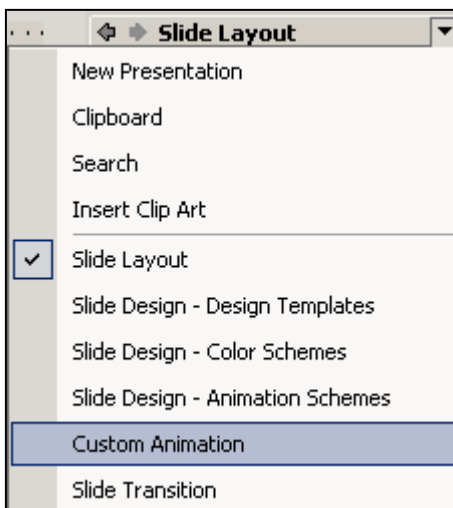


# ***Motion Path Custom Animation in PowerPoint XP***

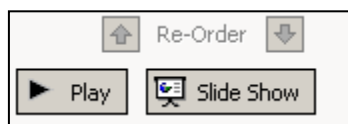
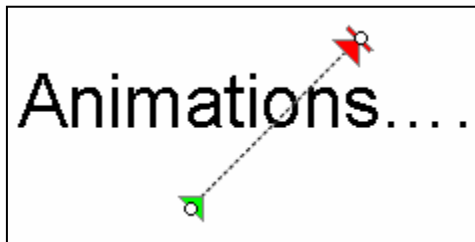
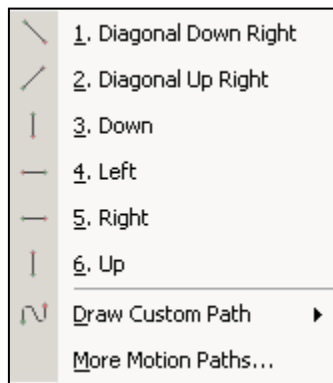
With the release of PowerPoint XP, Microsoft has included a new form of custom animation. Rather than being limited to the paths built into the program (appear, slide from left, flash, etc.), you can now create custom paths for the movement of objects on the screen.

Animations, both custom and built-in, have a new location in the menu system different than previous versions of PowerPoint. The screen for PowerPoint development now has three distinct areas. The left column has a Slide/Outline view. The center area has the Slide Development area at the top and the Notes area at the bottom. The right column has a menu that will bring up a variety of choices. You can see that menu illustrated in the left column of this handout.



Click on the down arrow and scroll to Custom Animation. You will now see a menu similar to the one on the left. To create an animation, you need to have the cursor in the line of text if you want to animate text, or a graphic highlighted if you want to animate the graphic. Once this is done, click on the down arrow next to the words Add Effect.

This will present a submenu defining types of animation available. Entrance, Emphasis, and Exit are similar to the animations available in previous versions, but there are more choices. Navigate to the



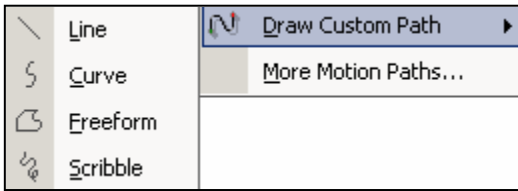
choice you want if this is the type of animation you wish to create.

For now, select Motion Paths to see the submenu illustrated here. The first six choices will give you defined motion directions along a straight line. Select one of these choices. You will see the animation illustrated for you on your slide. Don't panic if it isn't exactly what you want to see happen, as you can modify the length of the animation as well as the start and stop locations.

What you will see on the screen when the animation stops is a visible arrow. One arrowhead is green. This is the location where the animation will start. The other arrowhead is red. This is where the animation will end. Once selected, and the round handles are visible on each end of the animation line, you can grab this line and move it around. You can extend the length or shorten it in the same manner as you adjust any line. You can grab one of the arrowheads and move just that, altering the angle of the motion or placing the initial start or final stop mark at a different location on the screen. If you want to start an animation off the screen, drag the green arrow to the edge of the screen frame.

Once you have manipulated the animation line, you can go to the bottom of the right column and press play. This will show the animation on the screen as you currently have it configured.

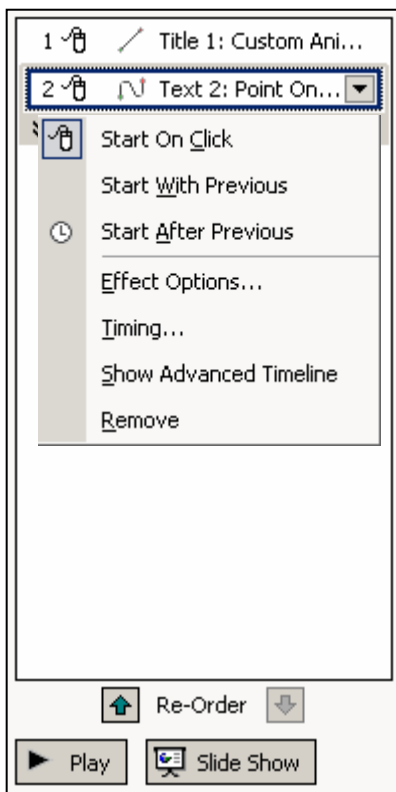
Don't panic that the animation line is visible on the screen. Once you go to Show mode, it will not be visible to your audience. They will see only the action.



Beside the six predefined motions in the Motion Path menu, you will see two additional choices. The first is Draw Custom Path which has its own submenu illustrated at the left. This will allow for curves, free motion, etc.

Once select the custom path and click on the screen, you are in a draw mode. In the curve mode, each time you click the mouse you will create a radius. In all of the modes, when you have the design you desire, press ESC to stop the drawing mode. If you don't, you will continue to add more and more to your animation, seemingly without end.

These do take a little experimenting to determine exactly how they operate. As in the standard motions, you can press the Play button at the bottom to see how it looks on the screen.



New in XP are numbers on the screen indicating which items are animated. You will see corresponding numbers in the right hand menu column. You can customize these by clicking on the down arrow for advancement options, timing, etc. You can also remove an animation at this point. The other option for removing an animation is to click on the item in the custom animation column area (seen at left) and press Delete on the keyboard.