



Shockwave

(Director for the Web)

Shockwave, as it says in the title is quite simply a Director movie viewed in an internet browser. Most internet pages consist of static text and pictures. Animated gifs have helped to make the internet a little bit interesting visually but it's Shockwave that allows animation, audio, graphics and interactivity to really take off.

There are however some considerations to take before making a Shockwave movie. As you are aware, downloading files from the internet can take a long time especially over slow modem connections. Therefore Shockwave movies cannot be as large as your normal Director movies in file size.

The aim of the game when constructing a Shockwave movie is to make sure that the resulting file is as small as possible. Some of the new features in Director 7 will allow you to keep the file size of your Shockwave movie to a minimum.

- Whenever possible use the internal shapes to create simple images
- To create more complex shapes using the new Vector Shape drawing tool
- Any Photoshop image that you import needs to be reduced in bit size as much as possible without degrading the image. What this means is that there is no point in having a black & white image made up of thousands of colours (16 bit) when it could look the same at 2 bit (Black, White, and 2 tones of Grey).
- Always use the Text editor within director to put text onto your shockwave movie.
- When animating, try to use the least amount of images necessary, ie don't import 25 different pictures when only 4 will do.
- When animating get director to do the rotations and motion paths, don't create any unnecessary extra cast members.
- If using audio try to keep the clips short and compress the files as much as possible before importing.
- If using large audio files compress them with ShockWave Audio (SWA) in SoundEdit and link them as external files.