

# Backgrounds, Clip Art and Graphics

## The Background

Note: This lesson is created for version 3.2 of HyperStudio for Macintosh. Some features may not be present in the version you may have. You may download updates for your HyperStudio version free at the HyperStudio Update Library (<http://hyperstudio.com/updatelibrary/index.shtml>).

In creating multimedia presentations, it is important to give some thought to the background. In this portion of the lesson you will learn to make standard colored backgrounds more interesting and unique.

Open HyperStudio and save the new stack as bgs\_1.stk in your folder. You can even save it on a floppy or attach it to an e-mail message and send it home. It'll get there before you do! Remember, if you plan to switch back and forth between Windows and Mac OS, it's a good idea to get used to naming stacks with 8 or fewer characters and the .stk extension.

### From Ordinary to Extraordinary

1. To add a colored background, go to **Edit => Erase Background...** and choose a color other than white from the grid. Click OK. Your background is erased with a color other than white.
2. Now go to **Edit => Effects => Gradients**. Notice that you have a choice of two colors and four ways to display those colors. Choose two colors and experiment with the four display options.
3. Now go to **Edit => Effects => Brightness/Contrast...** and notice that you can modify the colors you created above.
4. You can do other snazzy things with **Edit => Effects => Beveler...** and **Edit => Effects => Texture** and **Edit => Effects => Emboss**. You can (as you probably already discovered) combine several or all of these effects into a pretty unique background. These effects are similar to filters in paint and graphic programs.

In this next portion of this lesson, you will learn to import an image as a background. Save your last stack and choose New Stack from the File Menu. Save this new stack as bgs\_2.stk in the appropriate folder.

## "Image is Everything"

1. Go to [File => Import Background](#). HyperStudio will ask you if you want to get your graphic from a Disk file. You click OK and you will need to navigate through the hard drive or server to a folder that contains graphics. HyperStudio will default to the last folder you accessed. If you are using HyperStudio from a server, navigate back to the HyperStudio folder to HS Art and you'll find tons of great graphics there. You can also get graphics from a CD file. You can get graphics from the web by right clicking on an image and saving it to a folder that you access later.
2. Choose a graphic from a folder and click OK. HyperStudio will give you the option of re-sizing the graphic to fit your screen. You should try both options. Some look distorted when re-sized.
3. Experiment with lots of graphic backgrounds. You should also try some of the filtering effects, particularly "[Beveler](#)" and "[Texture](#)".
4. Just a note: Backgrounds don't move. Later we will add animation as a graphic object. For now, think about backgrounds as aesthetically pleasing space on which to create.

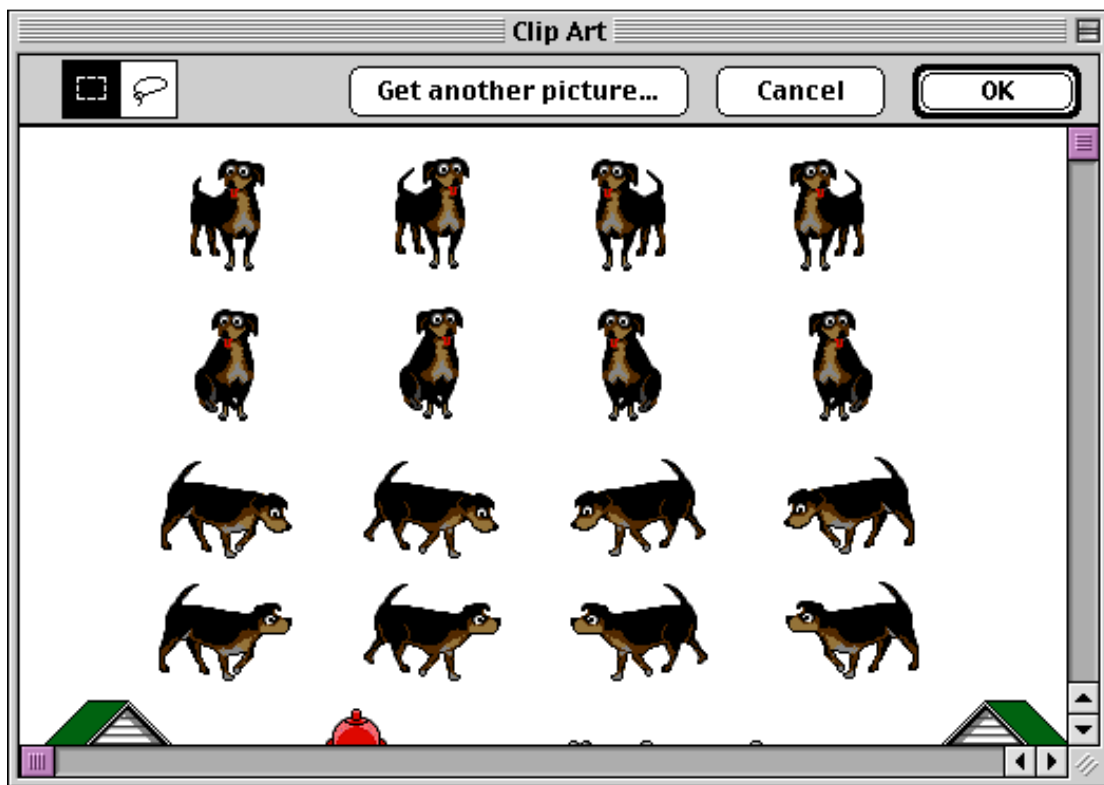
The next portion of this lesson shows you how to group your backgrounds so that you only need to create one background that you might want to use with several cards. I'll also show you how easy it is to delete a background. Save your last stack and choose New Stack from the File Menu. Save this new stack as bgs\_3.stk in the appropriate folder.

1. Create a background in this new stack and add special effects to satisfy your aesthetic needs.
2. Now go to [Edit => Ready Made Cards => Group Cards](#). HyperStudio makes a new card with the same background. This not only saves RAM on the computer or server, but it also saves you time. You can group lots of different backgrounds. Essentially, what you're doing is duplicating a card that you have prepared ahead of time. Pretty cool! It's like having your own little Xerox machine right there on your computer.
3. Well, let's say you don't like your background. It's easy to start over with [Edit => Erase Background](#) as you learned above. You can also simply import another background. Be aware, however, that if you erase or import a background on a grouped card, the new background may also be grouped. When you erase you are given a choice. When you import, your new background is grouped. You can always go to [Edit => Delete Card](#) or [Edit => Cut Card](#) if you want to start over.
4. Save your stack.

## Clip Art

This next portion of the lesson teaches you to add Clip Art to your stacks. It is important to know that Clip Art is like a background in that it is not a separate object. It is simply painted on the background.

1. Choose New Stack from the File Menu. Save this new stack as clips\_1.stk in the appropriate folder. Go to [File => Add Clip Art...](#) and navigate to a folder that has graphics in it.
2. Select the graphic you want by using the rectangle selecting tool or the lasso tool options and click OK. The image below shows what the window looks like in HS Art if you select "Addy" (Addy was Roger Wagner's dog). Save your work.



Imagine getting your own clip art! You have lots of options.

- Go to the web and get images by right clicking and saving the image in an appropriate folder. Be sure to obey copyright laws.
- Buy a Clip Art package from a retailer. HyperStudio supports gif and jpeg images and a few others, but occasionally you'll get odd results. (You may have crashes on PCs when a file format is unsupported. This is part of the fun of multimedia!)

- On a Mac, you simply press **shift => command => 4** (for a portion of the screen) or **shift => command => 4** (full screen) to do cool screen captures just like the one above. Your image is saved as a PICT file right on your hard drive. Then download Graphic Converter (<http://www.download.com/mac/software/>), open the captured picture, crop it and save it as a jpg image. (On a PC, you can download LView Pro from the web (<http://www.download.com/pc/software/>) to do screen captures). Add them as clip art. I recommend doing this right away if you're reading this at home. It's all free, boys and girls! You can use the digital camera. You can scan images. Later, when the lab supports video capture, we will learn how to capture a video frame. It's enough to give a grown man goose bumps!

## Graphic Objects

This next portion of the lesson teaches you to add Graphic Objects to your stacks. It is important to know that Graphic Objects float on top of the background. They are not part of the background as Clip Art is. This also means that deleting Clip Art is not healthy because part of your background will get deleted, too. You'll see this below.

1. Go to **Objects => Add a Graphic Object...** and navigate to a folder that has graphics in it.

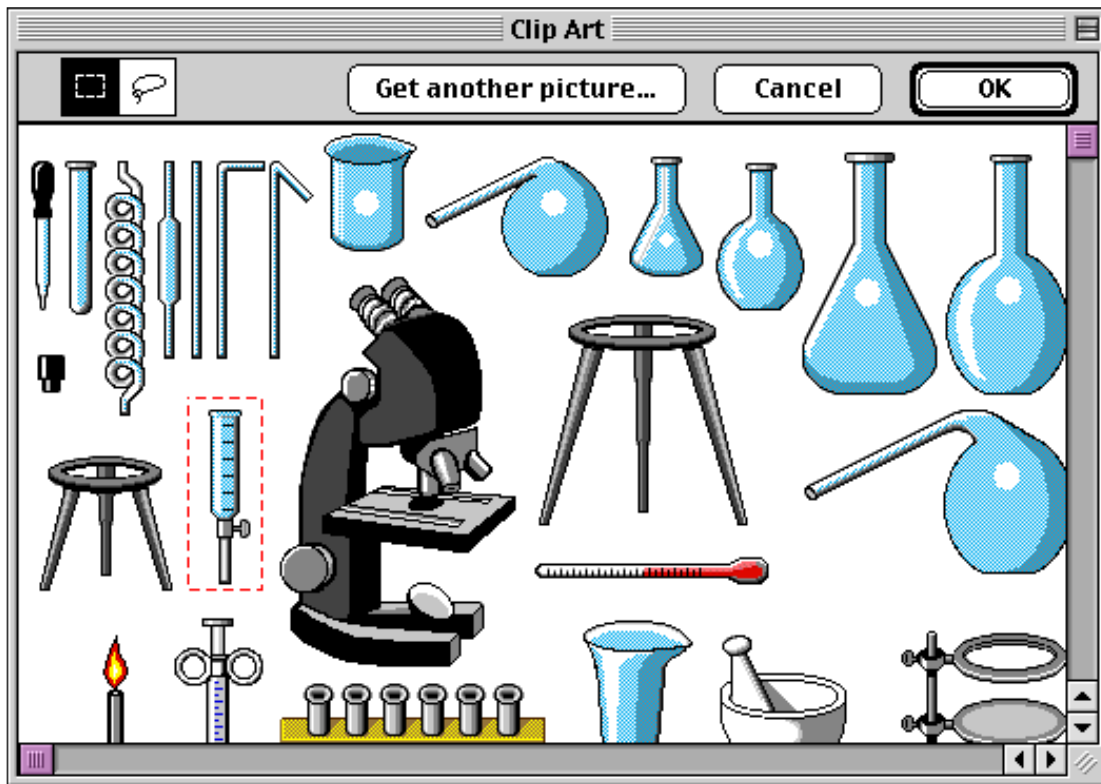
2. Select the object you want by using the rectangle selecting tool or the lasso tool options and click OK.

3. You won't really notice the difference in Clip Art and Graphics until you try and erase the graphic image you have added. Let's try it now.

4. Go to Tools and select the Eraser Tool. The Tools Palette is shown at the right, and the Eraser Tool is just below the paintbrush. Try erasing the Graphic Object you added. Add some Clip Art and erase it. You can do that because, as I stated above, when Clip Art is added it becomes part of the background. Graphic Objects are not part of the background. This distinction will become very handy later.



5. The image that follows shows what the window looks like in HS Art if you select "Science". Notice the broken, red line around the piece of equipment to the left of the microscope? Those who are sophisticated in the use of HyperStudio call that line "Marching" red ants. They move when you select something. In the example below, I've used the rectangle selecting tool. When this tool is used, it grabs part of the background, too. If you choose the lasso tool, only the object is selected. You'll appreciate the importance of this when you're older.



So, what if you want to delete a few things? There are several things to know and a few options.

- First, graphic objects delete nicely without wrecking your background. This is one reason why it's important to know the difference between Clip Art and Graphic Objects.
- Delete a graphic object by selecting the Graphic Object Editing Tool from the Tools Palette or Menu. It's the middle one in the second row.



- Once you've selected that editing tool, simply click on the graphic object you want to delete. You'll see the "Marching" red ants appear around the object. Hit "Delete" and it's gone without affecting your background.

- In order to delete Clip Art, you need to select the Clip Art using the rectangle, oval or lasso tools from the Tools Palette. Then, when the red ants appear, hit delete and notice the effect. It's scary, so save your work first! Below is an image of several Addy dogs added as clip art and Graphic Objects. You can't tell the difference until you try to erase or delete them. Notice that the one with the white space around it was added without using the lasso tool. The others were added with the lasso tool which selects only the image, not the white space. See, you're already getting older!



## Animating Graphic Objects

You can animate any Graphic Object. There are several ways to animate, but I will explain only one here, because much more will be done with this later.

Go to [Objects => Add a Button...](#) and click OK. Click and drag the New Button to another part of the screen and then click anywhere outside the button. You are presented with some choices. Choose Play Animation by clicking in the little box. In the next window select the lasso tool and click on the image above the words "Current Card" to select an object from the screen. Use the lasso tool to select an image from the screen and follow the simple directions that appear at the bottom of the screen. Don't worry if this gets confusing, I'll demonstrate it in class. There are much better ways to animate, but this has its uses. More later... when you're older.