

Technological University Dublin ARROW@TU Dublin

Articles Fine Arts

2005-02-24

Director Transporting Project: Written Report

Peter Dee

Technological University Dublin, peter.dee@tudublin.ie

Follow this and additional works at: https://arrow.tudublin.ie/aaschadpart



Part of the Game Design Commons, Illustration Commons, and the Interactive Arts Commons

Recommended Citation

Dee, Peter, "Director Transporting Project: Written Report" (2005). Articles. 12. https://arrow.tudublin.ie/aaschadpart/12

This Article is brought to you for free and open access by the Fine Arts at ARROW@TU Dublin. It has been accepted for inclusion in Articles by an authorized administrator of ARROW@TU Dublin. For more information, please contact yvonne.desmond@tudublin.ie, arrow.admin@tudublin.ie, brian.widdis@tudublin.ie.



This work is licensed under a Creative Commons Attribution-Noncommercial-Share Alike 3.0 License



Authoring 2_Dr. Brian Keegan: Written Report

MADMT

Date. 24/2/2005

Tutor. Dr. Brian Keegan

Brief: Written Report

Understanding of the Project Brief:

A brief written report about the mini Director Project: Transporting - to include the four headings of rollover buttons, buttons that link to external movies, embedded fonts and external casts.

Deadline

24/2/2005 4pm Thursday 24/2/2005

Peter Dee_MADMT_Written Report about the Mini Director Project.

The Transport Director Project is designed as part of the Mini_Director_project_brief given by Dr. Brian Keegan as part of the Dublin Institute of Technology MA in Digital Media Technology programme. The brief entailed the craetion of a short Director project with a coherent theme to include the following;

- rollover buttons,
- subtle use of transitions.
- buttons linking within movies using markers,
- buttons linking to external movies,
- embedded fonts,
- and, external casts.

Introduction

The Transport Director Project is all about a city in motion. It can relate to any city around the world and ties in with various means of transport available to the public in the city, to get from the proverbial 'A to B'.



Rollover Buttons

Opening with a short, sharp animation sting, as inspired by the 'Trainspotting' film identity, adapted from Irvine Welsh's well known book, some experimental sound was introduced, to finish up with a neat rollover. Clicking on the rollover, the user is brought forward to the main contents page and presented with six more rollover buttons and a URL link.

As the cursor is moved over the rollover buttons on the left, changing from grey to orange, relevant images appear on the right and as the cursor moves away, the grey buttons return. This was achieved using the Director scripting language Lingo. Instructions are also provided in the large orange box to inform the user what they must do to continue.

Buttons Linking External Movies

When the Transport Director Project opening animation sting stops the user must click on the rollover Transporting identity to open an external movie entitled 'contents'. Here the user can then click the relevant links on the left to again open a selection of external movies showing various methods of city public transport. The buttons are enabled to link to external movies using the Director scripting language Lingo as follows

```
on mouseEnter()
  cursor 280
  sprite(5).member = member("nav_button_on")
  sprite(3).member = member("train_image")
  sprite(15).member = member("rollover_notice_none")
end mouseEnter
on mouseUp()
  go to frame "train" of movie "train.dir"
end mouseUp
on mouseLeave()
  cursor -1
  sprite(5).member = member("nav_button")
  sprite(3).member = member("orange_image")
  sprite(15).member = member("rollover_notice")
end mouseLeave
```

Embedded Fonts

A single, widely available font, Helvetica, is used throughout the project. Helvetica, similar to what is used in places of bus & rail transport, is known as a 'workhorse' typeface and gives a clean professional look to my project. The font has been embedded to provide for the case of a user not having that particular font installed on their computer. By choosing Insert > Media Element > Font in the menu bar the chosen font could be embeded into the final projector executable. All of the instances where the type was used in the projector were changed to the embedded font.



External Casts

There are three external casts used throughout the project, image.cst, graphic.cst, and movie.cst respectively. By default, casts are internal, but by linking to external casts enabled the possibility to update the final projector file by updating the external casts. By choosing Modify > Movie > Casts in the menu bar external casts could be created.