

Do You Screencast?

Today's session: 1. introduce screencast and its uses 2. Demonstrate Open Source software for creation (Wink)

Screencasts are a relatively new way of creating tutorials and explaining computer processes and programs. They are easy to create, take little time to make and require only free software. They can be both informative and captivating.

A screencast is essentially a digital recording of what a computer user sees on his/her monitor. During the screencast creation process, the author can add text annotations, images, drawings, hyperlinks and other useful tidbits. With the aid of a simple microphone, voice narration or music can be added to enhance the "movie."

Screencast Uses:

- You can use them to create demonstration videos for any software program
- Or how about creating a set of videos answering your most frequently asked questions?
- You can create video tutorials for school or college class to be used online
- You can use it to record a recurring problem with your computer so you can show technical support people
- You can use it to create video-based information products you can sell
- Copy videos or other motion based apps online for offline viewing
- You can even use it to record new tricks and techniques you discover on your favorite software program, before you forget them

Alternate software (pay and Open Source)- Captivate, Camtasia, Captiva, CamStudio, , Snag-it, Snapz-Pro (MAC)

Wink primary resources:

<http://www.debugmode.com/wink/> - download site and user forums

Located off the Help menu in the actual Wink program:

- Tutorial 1
- Tutorial 2
- Users Guide- a must read for Wink basics and advanced techniques

Tips and tricks:

You can find a lot of useful information in the User's guide listed above, but this will get you started.

1. resize you're your screen resolution to include *less* area.
(<http://www.kootmansclass.com/monitorresolution.htm>)

2. Click the "new" button to start a new project



3. capture a single window instead of the whole screen (this option appears when a new project is started)



4. "resize" your entire project so it fits your monitor *Project > Resize*
5. to save on a web page- copy both the HTML file and the Flash file to your web folder and just link to the HTML file
6. You can also save as an .exe file to email to others
7. to reduce file size:
 - "save as compressed"
 - use palate (this reduces the number of colors Wink needs to use) see User Guide for more info
 - use "input driven capture" (this eliminates similar frames)