

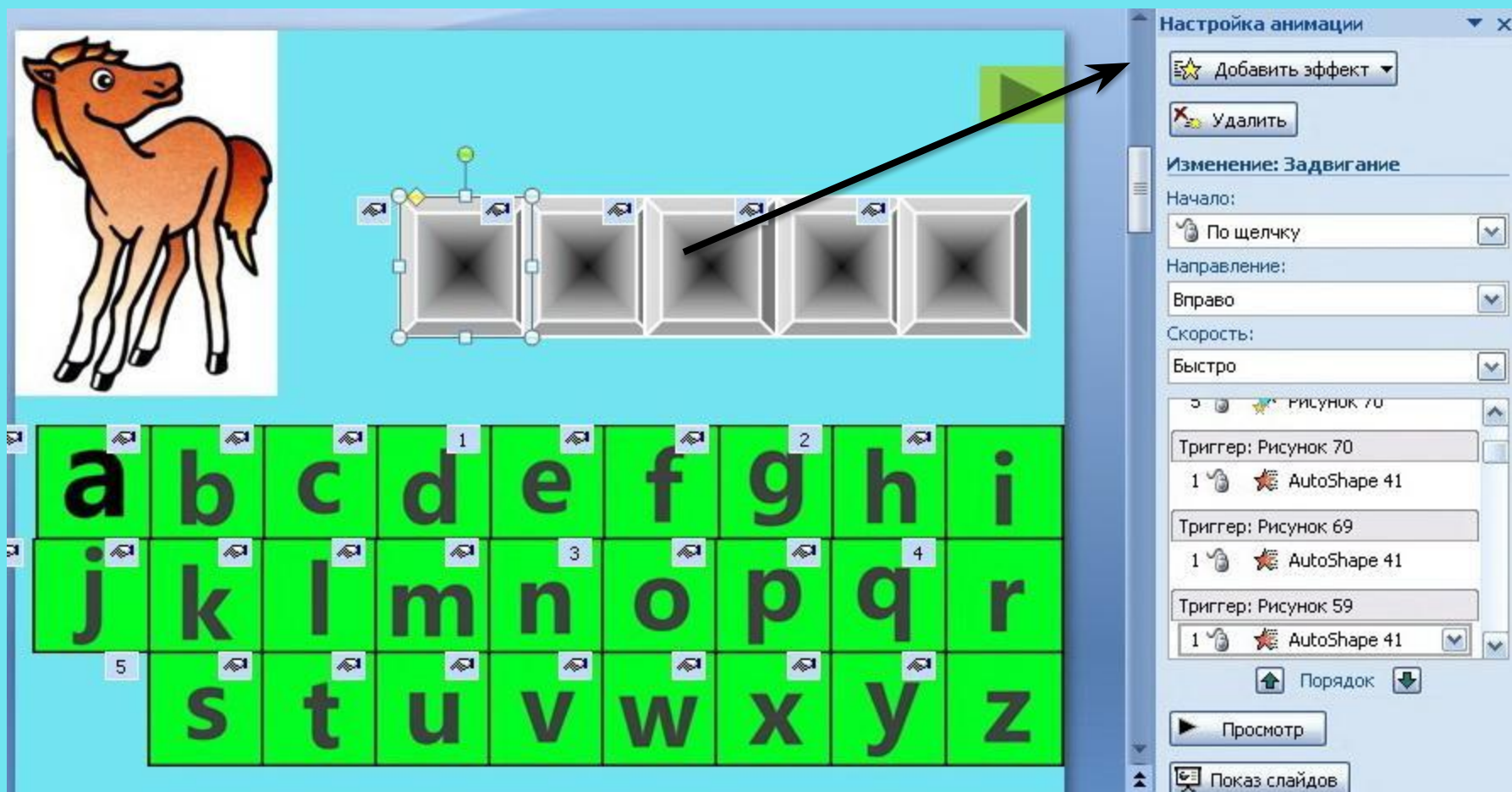
Инструкция по созданию
Поля чудес

Составил
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Эффект Изменение - задвигание

Можно использовать готовую игру и внести изменения.
Приоткрыть большие квадраты и записать своё слово, добавив или уменьшив количество букв.



The screenshot displays a presentation slide with a light blue background. On the left, there is a cartoon illustration of a brown horse. In the center, a horizontal row of five grey, 3D-style squares is shown, with a black arrow pointing from the right towards them. Below these squares is a 3x8 grid of green squares, each containing a lowercase letter from 'a' to 'z'. The letters are arranged as follows: Row 1: a, b, c, d, e, f, g, h, i; Row 2: j, k, l, m, n, o, p, q, r; Row 3: s, t, u, v, w, x, y, z. Small numbers 1, 2, 3, 4, and 5 are placed above the 'd', 'g', 'm', 'q', and 's' squares respectively. On the right side, the 'Настройка анимации' (Animation Settings) panel is open. It shows the 'Изменение: Задвигание' (Change: Push) effect. The 'Начало' (Start) is set to 'По щелчку' (On click), and the 'Направление' (Direction) is 'Вправо' (To the right). The 'Скорость' (Speed) is set to 'Быстро' (Fast). Below this, a list of triggers is visible, including 'Рисунок 70', 'Рисунок 69', and 'Рисунок 59', each with an 'AutoShape 41' effect. At the bottom of the panel, there are buttons for 'Просмотр' (Preview) and 'Показ слайдов' (Show slides).

Триггер - Правильные ответы

Кликнув на чёрный квадрат, перейдём на выделенный триггер справа и выберем нужный нам звук.

The screenshot displays a presentation slide with a horse illustration on the left and a grid of letters (a, b, j, k, s, i, r, z) on the right. A row of five black squares is positioned above the letters. Two panels are open: 'Задвижение' (Move) and 'Настройка анимации' (Animation Settings). The 'Задвижение' panel shows settings for a 'Задвижение' effect, including 'Направление: Вправо' and 'Звук: Точно_Это_правильный_ответ.wav'. The 'Настройка анимации' panel shows a list of animation triggers, with 'Триггер: Рисунок 69' selected. A black arrow points from the 'Звук' field in the 'Задвижение' panel to the 'Точно_Это_правильный_ответ.wav' file in the 'Настройка анимации' panel.

Эффект - Изменение - Приведение к серому

Добавляем эффект «Приведение к серому» ко всем буквам алфавита. Кликнув на каждую букву, запишем её номер картинке на листке.

The screenshot displays a presentation software interface. On the left, there is a cartoon illustration of a brown horse. In the center, a row of five gray, square-shaped frames is shown, each containing a black crosshair. Below these frames is a grid of 26 letters of the alphabet (a-z) on a green background. The letters are arranged in three rows: the first row contains 'a' through 'i', the second row contains 'j' through 'r', and the third row contains 's' through 'z'. Small numbers (1, 2, 3, 4, 5) are placed above or below certain letters. On the right side, the 'настройка анимации' (animation settings) panel is open. It features a dropdown menu with 'Добавить эффект' (Add effect) selected, and a button 'Удалить' (Delete). Below this, the effect 'Изменение: Приведение к серому' (Change: Grayscale) is selected. The 'Начало:' (Start) dropdown is set to 'По щелчку' (On click). The 'Свойство:' (Property) dropdown is empty. The 'Скорость:' (Speed) dropdown is set to 'Очень быстро' (Very fast). A list of triggers is visible, including 'Рисунок 40', 'Рисунок 50', 'Рисунок 51', and 'Рисунок 60'. At the bottom of the panel, there are buttons for 'Просмотр' (Preview) and 'Показ слайдов' (Show slides). A black arrow points from the 'Изменение: Приведение к серому' effect name in the panel to the letter 'e' in the grid.

Вставка триггера Неправильный ответ

Перебирая все буквы алфавита, кликаем на триггер с номером рисунка буквы и связываем её с нужным нам звуком.

The image displays a software interface for creating an interactive alphabet. On the left, there is a cartoon illustration of a brown horse. Below it, a grid of letters is shown on green backgrounds: 'a', 'k', 'j', 'i', 'r', 'z'. A row of five grey boxes is positioned above the letters. A dialog box titled "Приведение к серому" (Grayscale) is open, showing settings for a "Время" (Time) effect. The "Звук:" (Sound) field is set to "podumay_porprobuy.wav". The "После анимации:" (After animation) field is set to "Не затемнять" (Do not dim). The "Анимация текста:" (Text animation) field is empty. The "Порядок" (Order) field is set to "% задержка между буквами" (% delay between letters). The "OK" and "Отмена" (Cancel) buttons are at the bottom. On the right, a panel titled "Настройка анимации" (Animation settings) shows a list of triggers for "Рисунок 50", "Рисунок 51", and "Рисунок 60". An arrow points from the "Рисунок 60" trigger to the sound file in the dialog box.

Переходим в окно «Время», выбираем нижний переключатель и выбираем из алфавитного списка номер нашей буквы.

The image displays a software interface for creating an animation. The main window features a horse illustration on the left, a row of five gray boxes in the center, and a grid of letters 'a', 'b', 'j', 'k', 'i', 'r', 'z' on the right. A dialog box titled "Приведение к серому" (Grayscale) is open, showing settings for the "Время" (Time) tab. The "Начало" (Start) is set to "По щелчку" (On click), "Задержка" (Delay) is 0 seconds, "Скорость" (Speed) is 0,5 сек. (очень быстро) (0.5 sec. (very fast)), and "Повторение" (Repeat) is (нет) (none). The "Начать выполнение эффекта при щелчке" (Start effect execution on click) option is selected, and the "Рисунок 60" (Image 60) is chosen from the dropdown. The "Настройка анимации" (Animation Settings) panel on the right shows a list of triggers for "Рисунок 60" (Image 60).