

# **HyperStudio Clip-Art Volume 1**

**by Donald McIntosh**

**Also compatible with AppleWorks GS®!**

**550+ graphic images in this package!**

**Topics include:**

**Borders**

**Buildings**

**Business**

**Buttons**

**Misc. Icons**

**Computer**

**Faces**

**Film & Video**

**Games**

**Garden**

**Household**

**School**

**Music**

**Transportation**

**and...**

**27 Animations!**

# HyperStudio Clip-Art Volume 1

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# HyperStudio Clip-Art

## Volume 1

by Donald McIntosh

The following pages illustrate each of the screens on this clip-art disk.

### HyperStudio Use

Exactly which of the various ways of importing graphics in HyperStudio you decide to use will depend on what particular effect you are trying to achieve.

#### "Load Backgrounds"

Almost all of the screens in this collection are framed with a border that can be used as the starting point for a background of a card in your own stacks.

The best way to use these is to use the Load Background function (File menu) to import the screen that has the border you wish to use. Then, use the dotted-square selector tool in the Tools menu to select and then Cut out the center part of the screen. From there, you can add your own additional graphics to the background to make up each card in your stack.

#### "Add Clip-Art"

In most cases, you'll just want to import a small graphic item to add to an existing card background. The Add Clip-Art function in HyperStudio will let you select, with either the square selector or lasso, the graphic of your choice.

Note that in version 2.1 of HyperStudio, any white areas of the imported clip-art will be transparent when the lasso tool is used.

If you don't want the white areas to be transparent (sometimes this *can* be desirable - it lets the background color or pattern show through), use the square selector tool to grab the clip-art, and then use the paint-can "fill" tool to fill in around the object after it's been pasted onto your card.

#### "Add a Graphic Item"

Graphic Items are a special object in HyperStudio stacks. They "float" over the background graphic, and can be moved, copied or deleted without affecting the background.

**Graphic Items** are most useful in those cases where you want to have a common background for several cards (this saves memory), and the graphic items are used to individualize the specific cards.

One could imagine, for example, a 50-card stack where each card had a common background of the U.S. map. On each individual card, you could have graphic items - one a rectangle with the state's name, and perhaps a star showing where the state capital was located.

When using the **Add a Graphic Item** (Objects menu), use the mouse to move the corners of the frame to crop the image to just the size you want. Dragging the rectangle by the frame will let you reposition it. Dragging the mouse in the interior of the frame will slide the underlying graphic image so that you can see just the portion you want.

## **AppleWorks GS Use**

All of the HyperStudio Clip-Art is also usable in AppleWorks GS, in both the paint program, and the desktop publishing section. In addition, you can also export graphics from AppleWorks GS to use in HyperStudio.

### **Paint Program**

Any of the clip-art graphics can be opened using the **Open File** menu choice in AppleWorks GS. Make sure you've clicked on the icon of the artist's palette when selecting a file, so AppleWorks GS will know you want to load a graphic.

If you want to bring in just a single image, open the graphics file as a second window, and then use the AppleWorks paint tools to copy and paste the part you want.

Use the **Add Clip-Art**, **Add a Graphic**, or **Load a Background** functions in HyperStudio to import any of the graphics you've created in AppleWorks GS.

### **Page Layout Program**

Use the HyperStudio clip-art in the **Page Layout** section of AppleWorks GS just as you would any other artwork.

Remember that in the **Page Layout** program, you can hold down the **Option** key while you drag any of the corners of the graphic frame to cut away any of the graphic screen that you do not want to use. In both the **Paint** and **Page Layout** programs, you can hold down the **Apple** key while dragging a corner to shrink or enlarge the selected area.



## **Other Graphics Programs**

You can use the HyperStudio Clip-Art in any Apple IIGS paint (or other) program that uses the 640-mode of the Super Hi-Res display. This includes Paintworks Gold, 8/16 Paint, Deluxe Paint II, and Beagle Paint.

### **"Slide Show"**

The clip-art disk includes a stack called "Slide Show", that you can use to browse the files on the clip-art disk. Click on the "Continuous" button to see a non-stop display of the graphics. Click on "One at a time" if you want the program to wait for a mouse-click or keypress between each graphic. Press the Escape key to end the slide show.

When you're finished with the Slide Show stack, press Apple-H to return to your Home Card, or use Apple-O to open a new stack.

## **Animations**

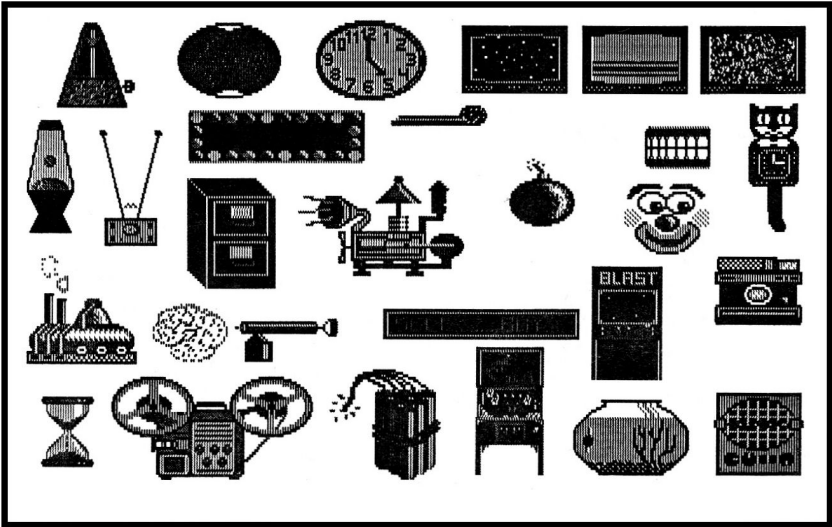
There are eight frames (Animate1-8) of graphics on the disk that can be used to put nifty animations in your own stacks (be sure to try out the Slide Show stack, and choose "See a movie...").

Animations can run in the background while the user reads the information on a card, or you can do an animation before moving to the next card in a stack. See the section on animation in your HyperStudio manual (or the Addendum) for instructions on how to create a button that starts an animation. Remember, you can create auto-timed buttons that will run an animation automatically when a user gets to a card, too!

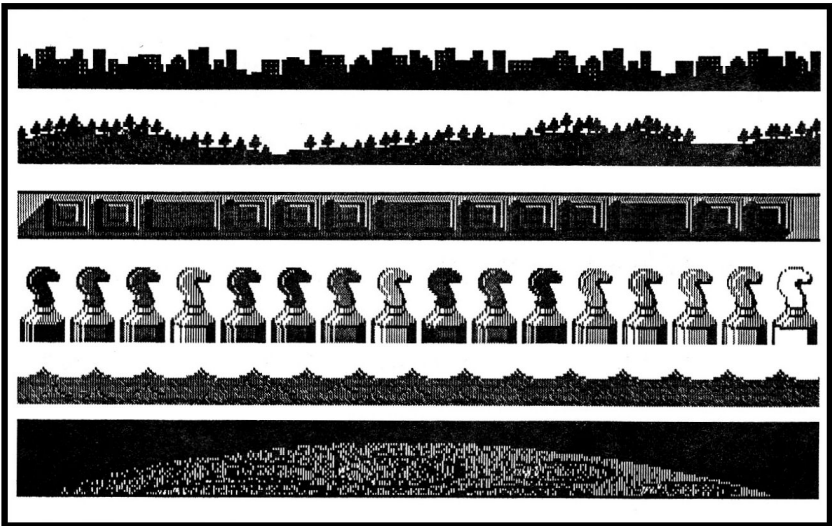
## **If You Have Questions**

If you should have any questions about using this clip-art disk, or any other Roger Wagner Publishing, Inc. product, feel free to call our technical support department. They are available 9:30 - 5:30, PST, M-F.

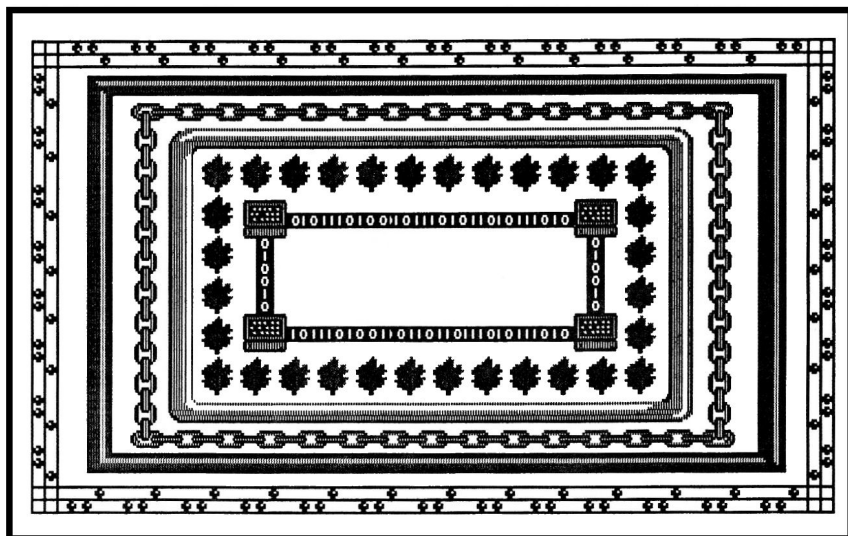
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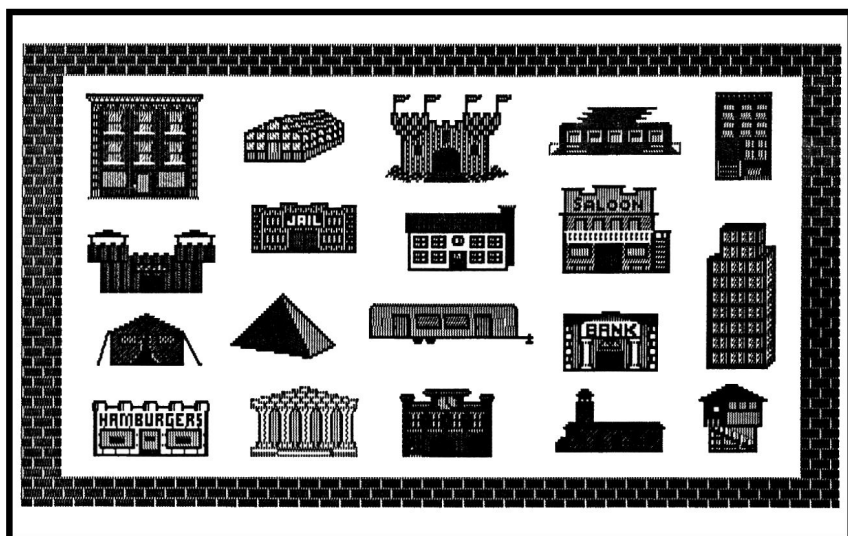
**Animate1**



**Baselines**

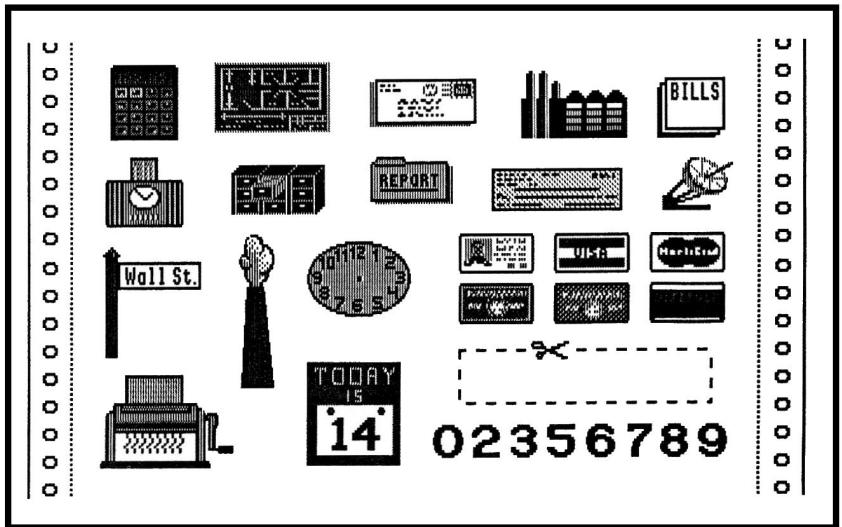


Borders

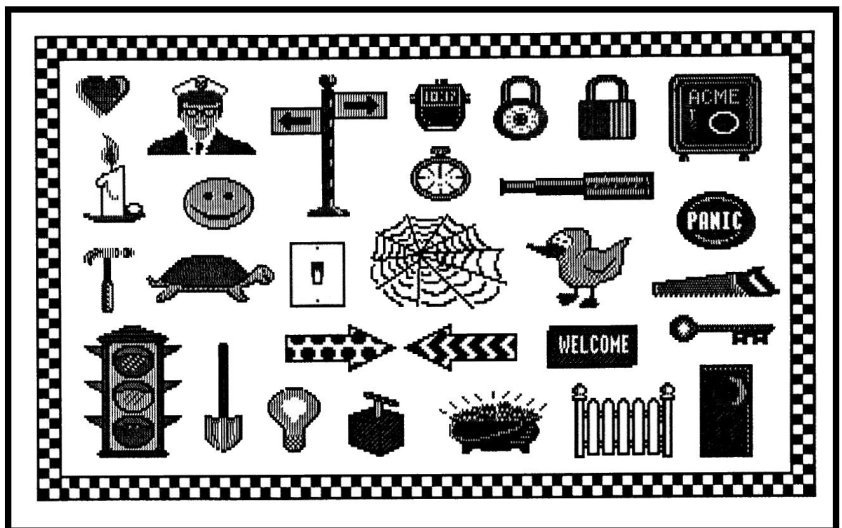


Buildings1

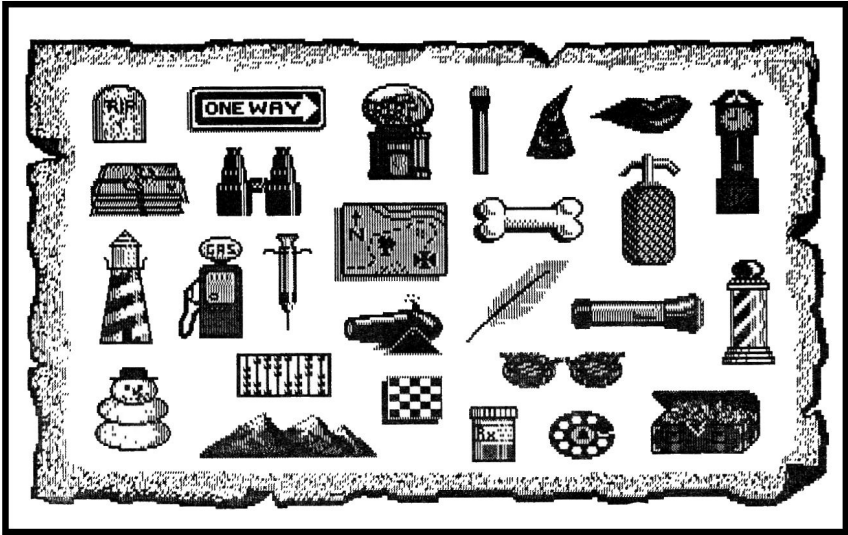




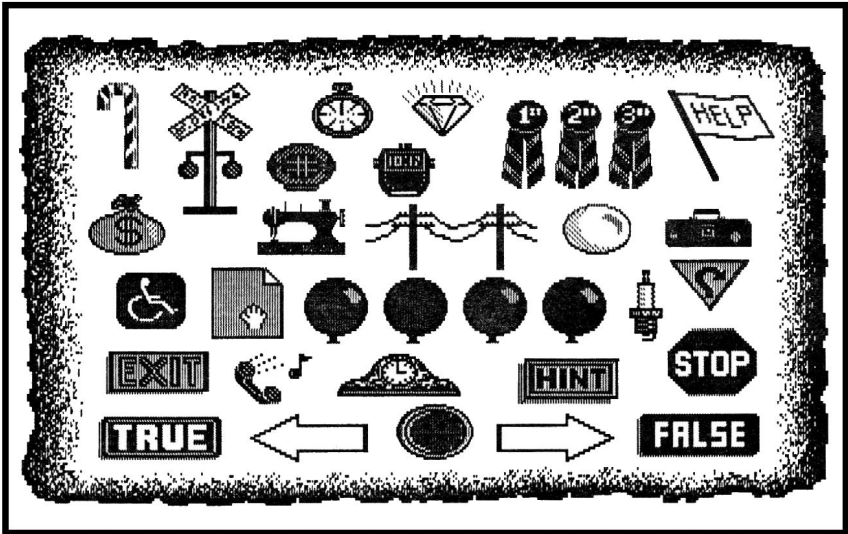
**Business2**



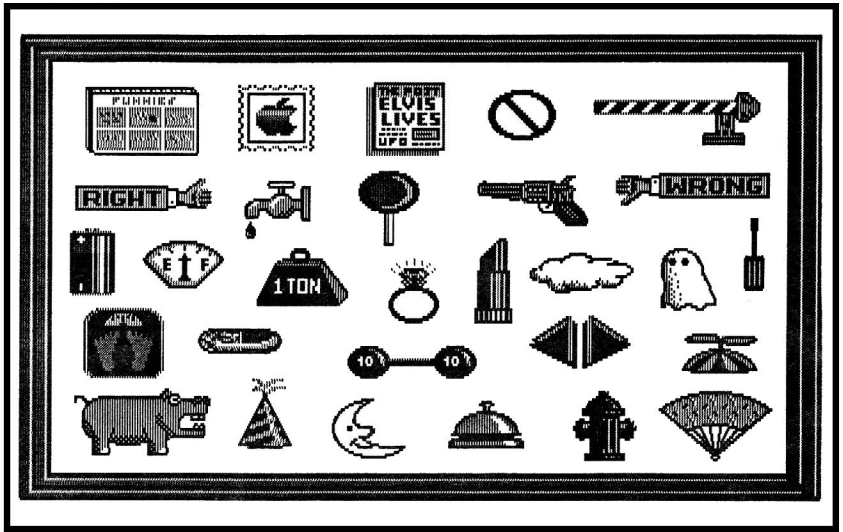
**Buttons1**



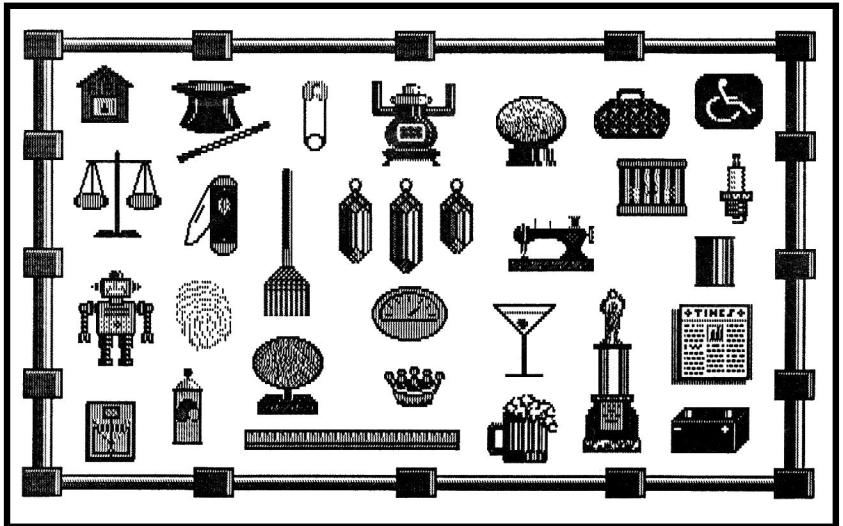
Buttons2



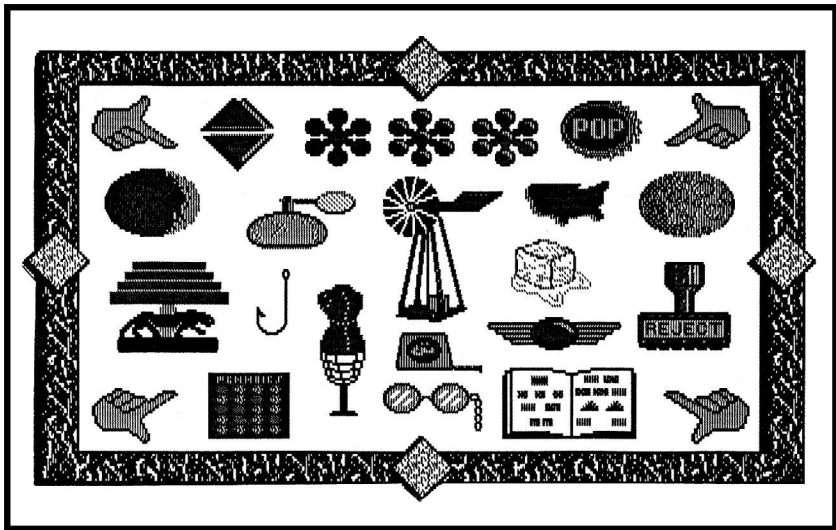
Buttons3



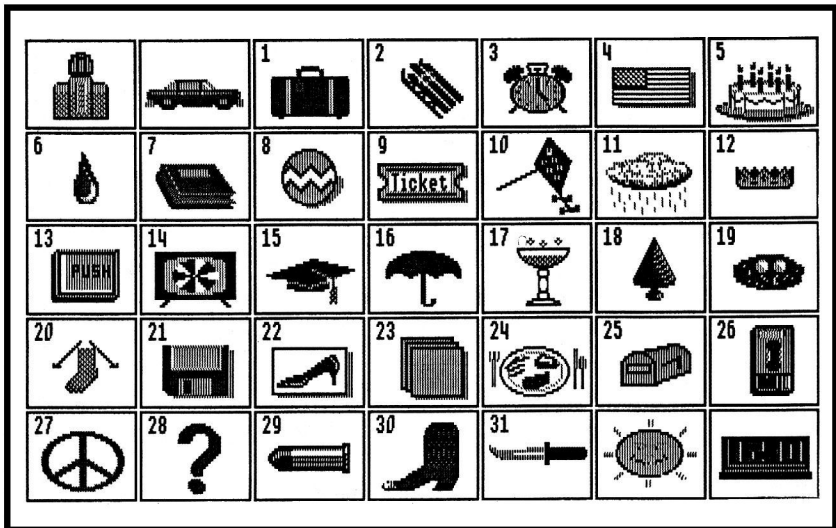
Buttons4



Buttons5

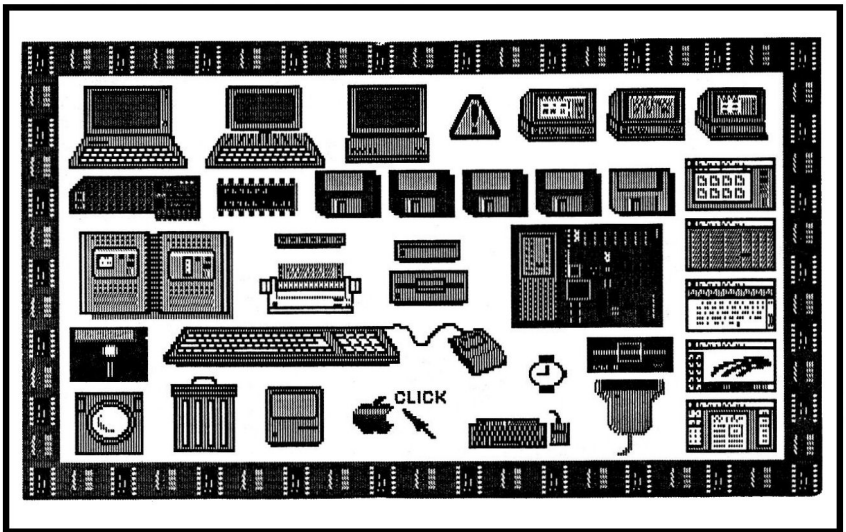


Buttons6



Calendar



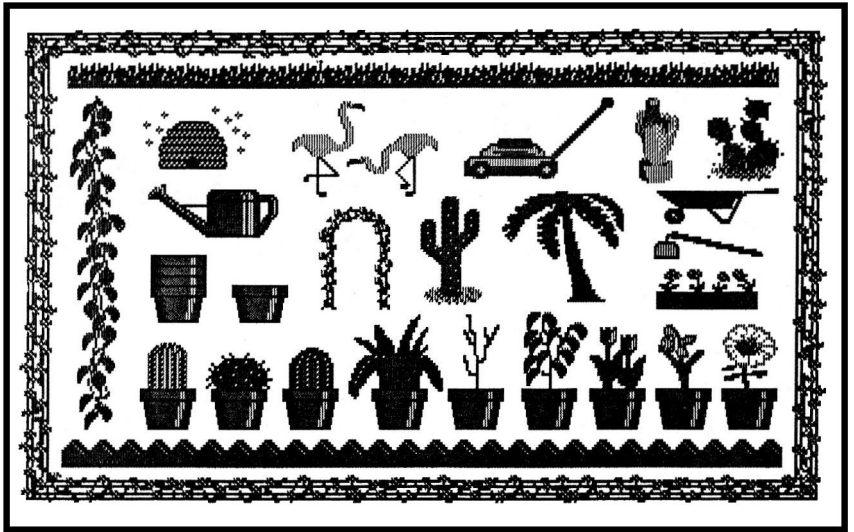


Computer

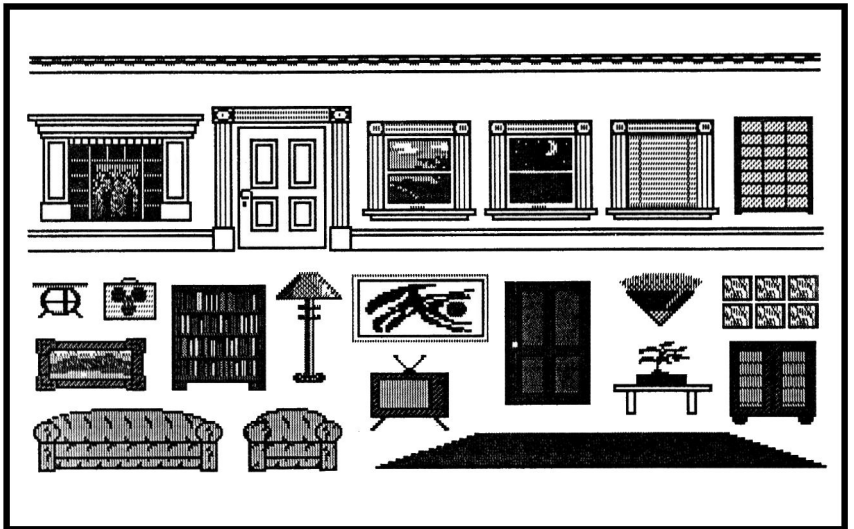


Faces

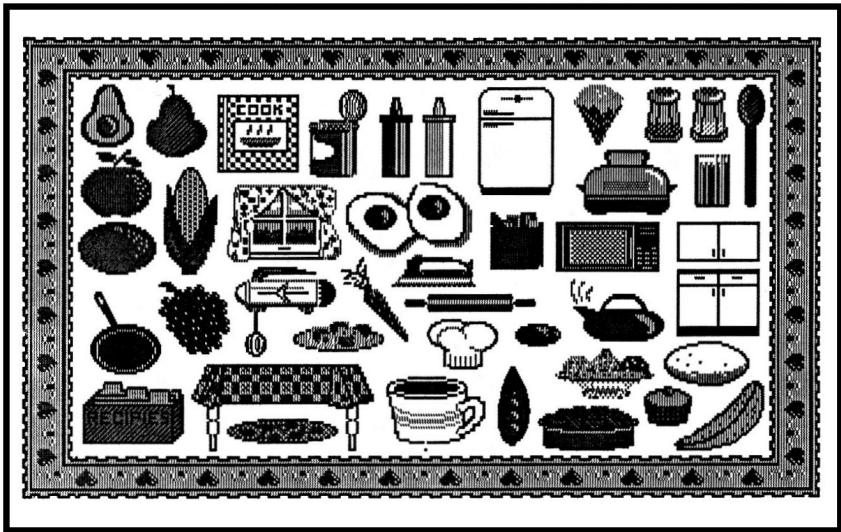




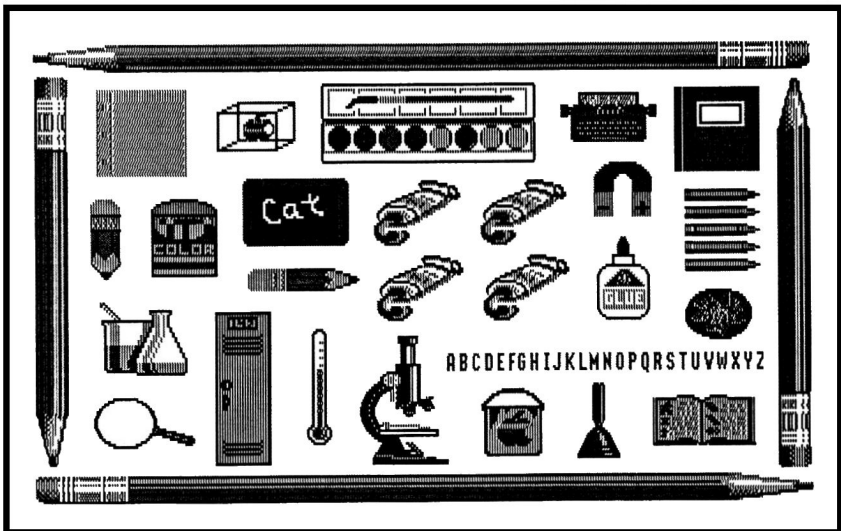
Garden



Household

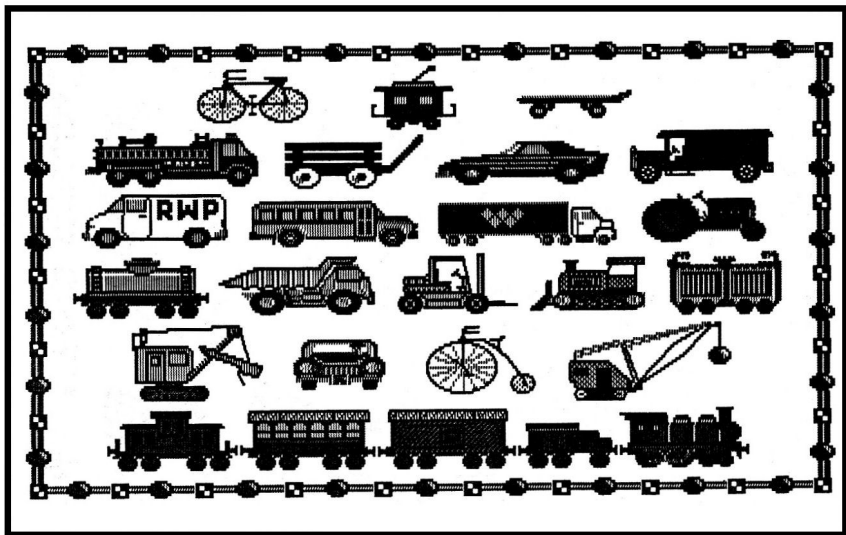


Kitchen

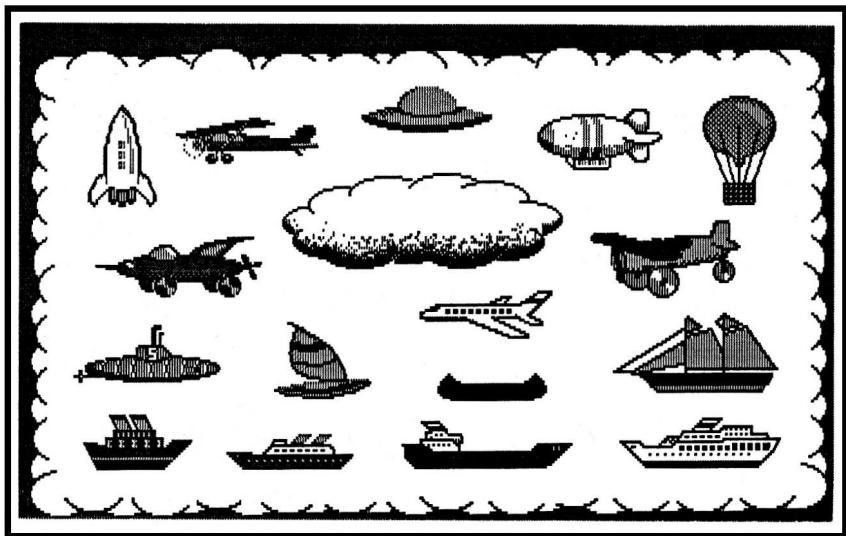


School1





Transport1



Transport2



***Also Available!***

## **The Graphic Exchange**

This handy utility program interverts virtually all of the Apple II graphic files. Convert Print Shop graphics to use in HyperStudio or AppleWorks GS, for example. Convert Newsroom clip-art to Dazzle Draw or PublishIt! format.

All or part of a graphic image can be converted, and the image can also be scaled to a new size as it is converted. Converted graphics are then saved to disk in a standard format for use in other programs.

The Graphic Exchange requires a 1Mb Apple IIGS with 3.5" disk drive. Suggested retail price is \$49.95. See your local Apple software dealer, or write or call RWP for more information or ordering details.

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