STUDY GUIDE

Name:	Date:

CHAPTER 7: Text

I.	Text in Multimedia		
	Text is used in multimedia projects in many ways:		
	A		
	В		
	C		
	D		
II.	Text is also used in multimedia projects in these ways.		
	A. rely on text for rules, "chat," character descriptions, dialogue, background story, and many more elements.		
	B. rely on text for content, directions, feedback and information.	ck	
	C use text to display information, directions, and descriptions.	,	
III.	Formatting Text Formatting text controls the way the text looks. You can choose:		
	A		
	В		
	C		
	D		
	E		
	F		
IV.	Font Technologies		
	Understanding font technologies can be important when creating multime projects. The most popular font technologies are:		
	A fonts: Postscript, TrueType, and OpenType	<u>)</u>	
	B. fonts which are not scalable but provide more control over the appearance of text		
		.1	



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V.

VI.

Gu	idelines for Using Fonts:		
Α.	Avoid using	font styles in the same project.	
В. Ъ		at come with both and	
	Use or headlines.	$_{}$ fonts on critical areas such as buttons, titles	
	. Use or fonts sparingly for special effects or emphasis.		
E.]	Keep paragraphs and line le	ngths	
	Use, sparingly for emphasis.	, and options	
	Avoid using text in all and titles.	letters, even for headlines	
Н.	Use font, style options, size,	and color	
	Provide adequatewhen choosing colors.	between text and background	
J	Always check	and	
Ap	rmatting for Screen Display oply these guidelines to mult nted documents.	timedia applications for display rather than to	
	Test your presentation on m if possible.	onitors in several,	
В.	Avoid	. backgrounds.	
C . 1	Use amounts of text on each screen display.		
D. '	Text for a presentation that v	will be viewed by a large group of people must	
1	be fro	m the back of the room.	
	For interactive displays, use	e placement for	