

# Multimedia Publishing with Adobe Captivate

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## **Multimedia Publishing for Adobe Captivate Training Course Topics & Outline**

We specialise in delivering flexible training programmes and the actual course content, topics and syllabus taught will vary depending upon your learning requirements and upon the version of the software taught.

- **Module 1: Introducing the Adobe Captivate Workspace**
  1. Introduction to Adobe Captivate
  2. Setting up your first Captivate Project
  3. Views and Navigation (Film Strip, Library Panel, Properties Panel)
- **Module 2: Adobe Captivate - Working with Slides**
  1. Housekeeping
  2. Properties
  3. Master Slides
  4. Working with Slide Masters
  5. Slide Masters and Consistent Branding
- **Module 2: Adobe Captivate - Recording Software Simulations (Screencasts)**
  1. Recording a Software Simulation
  2. Recording Properties
  3. Recording Multiple Capture Modes (Demo, Assessment, Training and Custom)
  4. Recording Video / (FMR) Recording
  5. Recording Screen /App

6. Using the Webcam
- **Module 3: Adobe Captivate - Virtual Reality (VR) Projects**
    1. Virtual Reality Projects
    2. Virtual Reality Assets
    3. Adding Interactive Elements to your Project
    4. Adding Overlays to your Project
    5. Working with Virtual Reality and Interactivity
    6. Triggering a Gaze Event
  - **Module 4: Adobe Captivate - Properties and Timing Panels**
    1. Working with the Properties Panel
    2. Object States
    3. Style, Options and Action
    4. Setting Timings
  - **Module 5: Adobe Captivate - Working with Responsive Design**
    1. Creating a Responsive Project
    2. Intelligent Containers /Fluid Boxes
    3. Adding Content to Fluid Boxes
    4. Position
    5. Fluid Box Content Panel
    6. The Responsive Design Preview Bar
    7. Converting Existing Projects to Responsive Design
    8. Scalable Objects
    9. Working with Breakpoints
  - **Module 6: Captivate Content**





1. Text /Text Entry /Captions
  2. Shapes and Objects
  3. Learning Interactions
- **Module 7: Multimedia Objects**
    1. Adding Audio
    2. Adding Video
    3. Video Options
    4. Recording Audio
    5. Recording Video
    6. Event Video /Synchronised Video
  - **Module 8: Captivate Skins**
    1. Applying a Playbar to a Project
    2. Applying a Skin to a Project
    3. Editing and Saving a Skin
    4. Creating Branded Skins
  - **Module 9: Captivate Automation**
    1. Loading Screens
    2. Add a Loading Screen
    3. Templates
    4. Create a Project Template
    5. Record a New Project Based on a Template
  - **Module 10: Adobe - Captivate Table of Contents (TOC)**
    1. Designing a TOC
    2. Apply Branding to a TOC
    3. Adding a Multi-Slide Synchronised Video
  - **Module 11: Adobe Captivate and MS PowerPoint**
    1. Importing MS PowerPoint Slides
    2. Blending MS PowerPoint and Captivate
    3. Working with MS PowerPoint Assets
  - **Module 12: Adobe Captivate - Interactive Video**
    1. Adding Video
    2. Video Sources and Formats
    3. Overlay Slides
    4. Knowledge and Content Slides
    5. Bookmarking
  - **Module 13: Adobe Captivate - The Timeline**
    1. Working with the Timeline
    2. Working with Layers
    3. Playhead
    4. Setting Timings in Captivate
  - **Module 14: Adobe Captivate - Governance**
    1. Work with Assets
    2. Work effectively with Library Items
    3. Create Branded Themes
    4. Create Branded Styles
  - **Module 15: Publishing your Project**
    1. Publish to Desktop
    2. Publish to Devices
    3. Publish to Web (HTML5 /SWF)
    4. Preparing to Publish to the LMS
    5. Captivate LMS Properties
    6. Publishing to LMS

