

Mental Canvas for Training and Development

Creating Engaging, Interactive Presentations

Take advantage of layering and other digital techniques to create stunning, interactive compositions suitable for delivering instructional content and presentations on your iOS or Android device. This book shows you how to move from traditional paper and pen drawing to 3D content that can be interacted with by the viewer.

Designed to be used on tablets, the Mental Canvas app is a reimagining of presentation software in the digital age that uses patented technology developed by a research team at Yale University. Whether producing concept drawings, storyboards, tutorials, sales presentations, or other forms of interactive media, you'll learn the skills to transform boring presentations into something exciting and new!

You'll create stunning panoramic views; allow viewers to move through your artwork with multiple scenes; publish to the web for viewing on any smart phone, tablet, or computer; import image files; and export animated fly-throughs as .mp4files. Mental Canvas can be used by individual creatives or as part of a collaborative design team sharing files between multiple devices giving global instructional design firms an edge over their competition.

Provide fun, interactive, and engaging presentations and throw out those boring click-through, static presentations of the past. Business Dashboards, Organizational About Us pages, Sales presentations – virtually whatever the organization's creatives can think up you'll learn to develop in Mental Canvas!

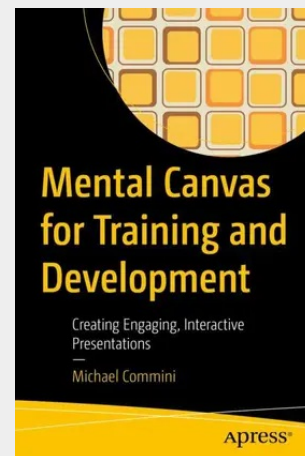
What You'll Learn

- Use layering to create stunning 3D effects in an otherwise static 2D image
- Import and adapt existing images into your dynamic presentation
- Create .mp4 fly-throughs that bring websites and presentations to life with video

Who This Book Is For

Any creative who wishes to build engaging and interactive presentations with their iOS or Android device.

Part One: Overview.- Chapter 1: Overview of Mental Canvas.- Part Two: Your First Scene and Managing its Files.- Chapter 2: The Scene and File Management.- Chapter 3: The Drawing Mode: The Basics.- Chapter 4: The Canvas.- Part Three: Layers Bookmarks and Beyond.- Chapter 5: Layers and Importing Images.- Chapter 6: Bookmarks, Timings, and Animation.- Part 4: Projects.- Chapter 7: Project One: Office Fire Safety Part One.- Chapter 8: Project One: Office Fire Safety Part Two.- Chapter 9: Project Two: Office Safety. - Part Five: An Finally...- Chapter 10: Summary of Our Mental Canvas Journey of Discovery.



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