Introduction to MadCap Mimic

PRESENTED BY

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Matthew Ellison

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What we’ll cover this morning

- The principle of frame-based recording
- Overall production workflow
- Tour of Mimic interface and Movie files
- Automatic recording
- Adding objects to frames
- Timeline
- Movie properties
- Keyframes
- Publishing
- Taking it further: single-sourcing and interactivity
Plus...

- Launching videos from Flare
Typical video demo:

• Series of static screens
• Mouse movement and typing on each screen
• Audio narration and sound effects

Exceptions:
• Drag-and-drop operations
• Drawing/painting/image editing tasks
• Dynamic interfaces
Frame-based recording

• Mimic records screen activity by capturing a series of screens or “frames”

• You then add simulated mouse movement and typing on each frame

• Publish to HTML5 video
Advantages of frame-based recording

• Possible to tweak screens as a result of UI changes
• Easier to change timing
• Easier to control mouse movement
• Easier to localize
Basic workflow

1. Record frames
2. Add mouse movement, typing, and objects
3. Add audio
4. Fine-tune the timing of objects and frames
5. Publish to HTML5 video
   - Multiple files (interaction possible)
   - Single file .mp4 or .webm (no interaction)
User Interface
User Interface
User Interface
Focus on Timeline

Frame Editor shows objects that are visible at playhead position.

Bars represent sounds and objects.

Keyframe
Movie files

For “Movie”, think “Project”

Mimic Movie file

Frame background images
Sounds

0 Adding Titles.wav
1 Introduction.wav
2 Let's type title text.wav
3 Apply Title style.wav
3a Keyboard Shortcut.wav
4a When we press enter.wav
4b Next style automatically Subtitle.wav
5 Type using Subtitle style.wav
6b Next style automatically para.wav
MiscKeyClick.mp3
MiscKeyClickSoft.mp3
MiscKeyClickSoft.wav
MiscMouseClickSoft.mp3
Other videos are available.wav
That completes this video demonstration.wav

.mp3, .webm, or .wav. files
Collection

- Annexes.mimovf
- Cross-references.mimovf
- Customising the Quick Access Toolbar.mimovf
- Editing the cover page.mimovf
- Heading and Paragraph Numbering.mimovf
- List Formatting.mimovf
- Opening ONE Author.mimovf
- Output
- Table of Contents.mimovf
- Tables, Figures, and Boxes.mimovf
- Titles.mimovf
- O.N.E Author.miprj

Collection of related Mimic Movies
Automatic recording

• Frames (screenshots) captured automatically
• Options to:
  – Add callouts
  – Record cursor movements
  – Add typing box shapes
Alternative: Manual Recording

• Press **PrtSc** to capture frames
• No options to add objects to frames automatically
• My preferred recording mode

**DEMONSTRATION**
Tips for recording

• Use Manual recording
• Err on the side of more captures than you need
• Consider capturing mouseover effects (such as tooltips)
• Don’t worry about timing
• Don’t try to add narration at this stage
The Edit Phase – Adding Objects

• Useful objects:
  – Arrow
  – Loop
  – Bubble
  – Text rectangle
  – Cursor (mouse pointer)

• Mimic shares palettes with MadCap Capture
**Working with objects**

- **Adjust size and position:**
  - Drag in **Frame Editor**
  - In **Object Properties**, change **Object Layout** settings

- **Adjust timing:**
  - Drag in **Timeline**
  - In **Object Properties**, change **Start** and **Duration**

(if **Time Span** unchecked, then object stays for duration of frame)
Movie Properties

- Critical properties:
  - Movie Size
  - Movie Output
Movie Size

- Width and Height defined by initial recording

X and Y set position of recording rectangle for additional frames
Movie Output

Format supported by most browsers and by YouTube.
Single File Output?

<table>
<thead>
<tr>
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<th>Multiple Files</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Interaction possible (pause, buttons, branching, etc.)</td>
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For simple video demos, I recommend **Single File**.
**Keyframes**

- Concept from animation industry
- Very important new feature in Mimic 8
- Keyframes enable changes to happen within a frame
  - Fade in text rectangle, loop, arrow, etc.
  - Move cursor (mouse pointer)
How do keyframes work in Mimic?

- Keyframes indicate points on a frame’s timeline where an object has a specific state.
- If you set up two or more keyframes with different states in a frame, the object transitions from one state to another as the frame plays.
Keyframe example: Fade in/out

• Fade in - smooth transition between two states:
  – opacity of 0%
  – opacity of 100%

• Two keyframes: 0%, 100%
• Smooth transition: **Linear Interpolation**
Keyframe example: Fade in/out
**Keyframe example: Move cursor**

- Keyframes with different **position** properties

- Typical frame scenario:
  1. Mouse pointer static during narration
  2. Mouse pointer moves (along curve) to destination
  3. Mouse hovers for a short time before clicking
Properties of final keyframe

Drag to change curve

Select Bezier for curved path
Publishing

Video Services
- Login
  - Service: YouTube
  - Logged in as: mewinwriters
- Logout

Videos
- Create Stereo Pair
  - 17 seconds ago

Publish Movie(s)
- General
  - Type: YouTube
- Metadata
  - Video: D:\Dropbox\MadCap Software\MadWorld\MadWorld 2017 Presentations
  - Title: Create Stereo Pair
  - Description: Demonstration of how to create a stereo pair with two SONOS PLAY:1 speakers
  - Tags:
  - Category: Science & Technology
  - Private: Yes

Start Publishing | Cancel
Single-sourcing features

- Variables
  - Can use variables from a linked Flare project
Single-sourcing features

- Conditions
  - Apply conditions to frames and objects
  - Exclude/Include conditions from Build
Single-sourcing features

• Targets
  – Optionally define multiple targets
  – Movie output can be HTML5 or PDF
Interactivity

- Object actions
  - Buttons and rectangles
  - Input boxes

- End actions for cursors

- Branching
Inserting Mimic Movie into Flare
Alternative: insert MP4 file directly into Flare

• Quicker to compile
• More options:
  – YouTube
  – Popup
Questions?

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