

AFFORDABLE MULTIMEDIA AUTHORING/PRESENTATION PROGRAM COMPARISON

Features	MediaWorks	PowerPoint	eZediaMX	HyperStudio	Media Blender
Interface Metaphor	Scene	Slide	Frame	Card	Page
Time-based Track Sequencer	Yes	No	Yes	No	No
Viewable Tracks in Time	37/15 min.	-	6/10 sec.	-	-
Object Positioning	Yes	Yes	Yes	Yes	Yes
Buttons	Yes	Yes	Yes	Yes	Yes
Link to Files and Web Pages	Yes	Yes	Yes	Yes	Yes
Editable Text and Titles	Yes	Yes	Yes	Yes	Yes
Text Style Preferences	Yes	Yes	No	No	No
Number of Paint Tools	18	0	0	15	12
Photo Editing Crop, Bright./Contrast, Rotate	Yes	No	No	Yes	No
Sound Record & Edit	Yes	Record	Record	Record	No
Volume Controls	Yes	No	No	No	No
Path Animation Tools	Yes	Pre-defined	Yes	Yes	No
Cel Animation Tools	Yes	No	No	Yes	No
Number of Transition Effects	162	40	150	37	0
DV Capture, Edit and Export	Yes	No	No	No	No
Analog Capture and Edit	Yes	No	No	Yes	No
QuickTime-Based	Yes	No	Yes	No	No
Import all QuickTime Media	Yes	No	Yes	Yes	No
Object Alignment Tools	Yes	Yes	Yes	Yes	No
Batch Drag and Drop	Yes	Single	Yes	Single	No
Batch Transitions	Yes	No	No	No	No
Batch Sequencing	Yes	No	No	No	No
Preview During Editing	Yes	Yes	No	Yes	Yes
Export QuickTime and AVI	Yes	Yes	Yes	No	No
Export Unrendered QuickTime	Yes	No	No	No	No
Java Runtime Requirement	No	No	Yes	No	Yes
Single File Distribution	Yes	Yes	No	Yes	No
Autorun CD Option	Yes	No	Yes	No	No
Mac/Win Hybrid Installer CD	Yes	No	No	No	No
Clip Media Library	Yes	Yes	No	Yes	Yes
Free Technical Support	Yes	No	No	Yes	Yes

COMPARISON LEGEND

Interface Metaphor – Term used for organizing a multimedia project into logical segments (like "chapters" in a book).

Time-based Track Sequencer – A window that displays media as it appears over time. Each media object is displayed on its own track in the form of a timebar and positioned in time using the mouse.

Viewable Tracks in Time – Number of tracks and the length of time viewable without scrolling. More is better.

Object Positioning – Position objects anywhere in the project window.

Buttons – Graphic or image objects that may be clicked on to link elsewhere in the project.

Link to Files and Web Pages – Link to external files and to Web pages from buttons or text.

Editable Text and Titles – Import, create, reformat and edit text.

Text Style Preferences - Save text font, size, color, style and other characteristics for faster text creation and editing.

Number of Paint Tools – Number of tools available for creating and editing bit-mapped graphics.

Photo Editing – Crop, (reduce an image's viewable region), resize, adjust the brightness or contrast, and rotate.

Sound Record & Edit – Record and edit new and existing sound files, including cut, paste, delete, and insert.

Volume Controls – Reduce sound volume as well as fade in or fade out music.

Path Animation Tools – Move an object along a path over time.

Cel Animation Tools – Import, create and edit individual frames or "cels" that cycle upon playback.

Transition Effects – An effect that takes place between two visible objects (i.e. wipe, dissolve, radial, etc.), or applied to the beginning or ending of an object.

DV Capture, Edit and Export – Record, edit and export Digital Video (DV).

Analog Capture and Edit – Record, edit and compress video from a VCR, camcorder, laserdisc or TV.

QuickTime-Based – Cross-platform "engine" for synchronizing, importing, compressing and exporting media files.

Import all QuickTime Media – Import and manipulate all forms of media supported by QuickTime.

Object Alignment Tools – Select multiple objects and align them on edges or centers.

Batch Drag and Drop – Drag and drop multiple media files at one time, into the project window.

Batch Transitions – Apply transition effects to multiple objects at the same time.

Batch Sequencing – Select multiple timebars in the Sequencer and move them as a group, auto-sequence, or auto-sequence to Markers.

Preview During Editing – Interactively preview your project during development without building a runtime version.

Export QuickTime and AVI – Export as a rendered (1 video & 1 audio track) QuickTime or AVI movie. AVI movies play in Windows Media Player without QuickTime being required.

Export Unrendered QuickTime – Export as an unrendered (n video & n audio tracks) QuickTime movie where all objects are stored as individual tracks. Faster development, better performance and smaller files for many kinds of projects.

Java Runtime Requirement – The Java Runtime Environment must be installed prior to creating or viewing a project. Java-based programs tend to lack the performance of traditional software applications.

Single File Distribution – Export a project as a single file, simplifying project distribution.

Autorun CD Option – Folder is created including the Mac and Win Players, Player file and Win autorun file.

Mac/Win Hybrid Installer CD – Installers for both Mac OS X and Windows are included on the same distribution CD.

Clip Media Library – Music, movies, buttons, frames, pictures and backgrounds. MediaWorks includes over 300 MB of royalty-free, copyright-friendly clip media.

Free Technical Support – No charge for email or telephone support to registered users.