

Archetype
Description
Your Character
?

4

Video

▶ || ◀
Volume controls

Transcript of Video

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Select Archetype 1
2
A-Z
Glossary

Introduction to <<Archetype>>

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Find out more about <<Archetype name>>

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Explore <<Selected Archetype>> 3

6

Page controls

◀ 1 of X ▶

7

Add a page

+

8

Load sample

Restart

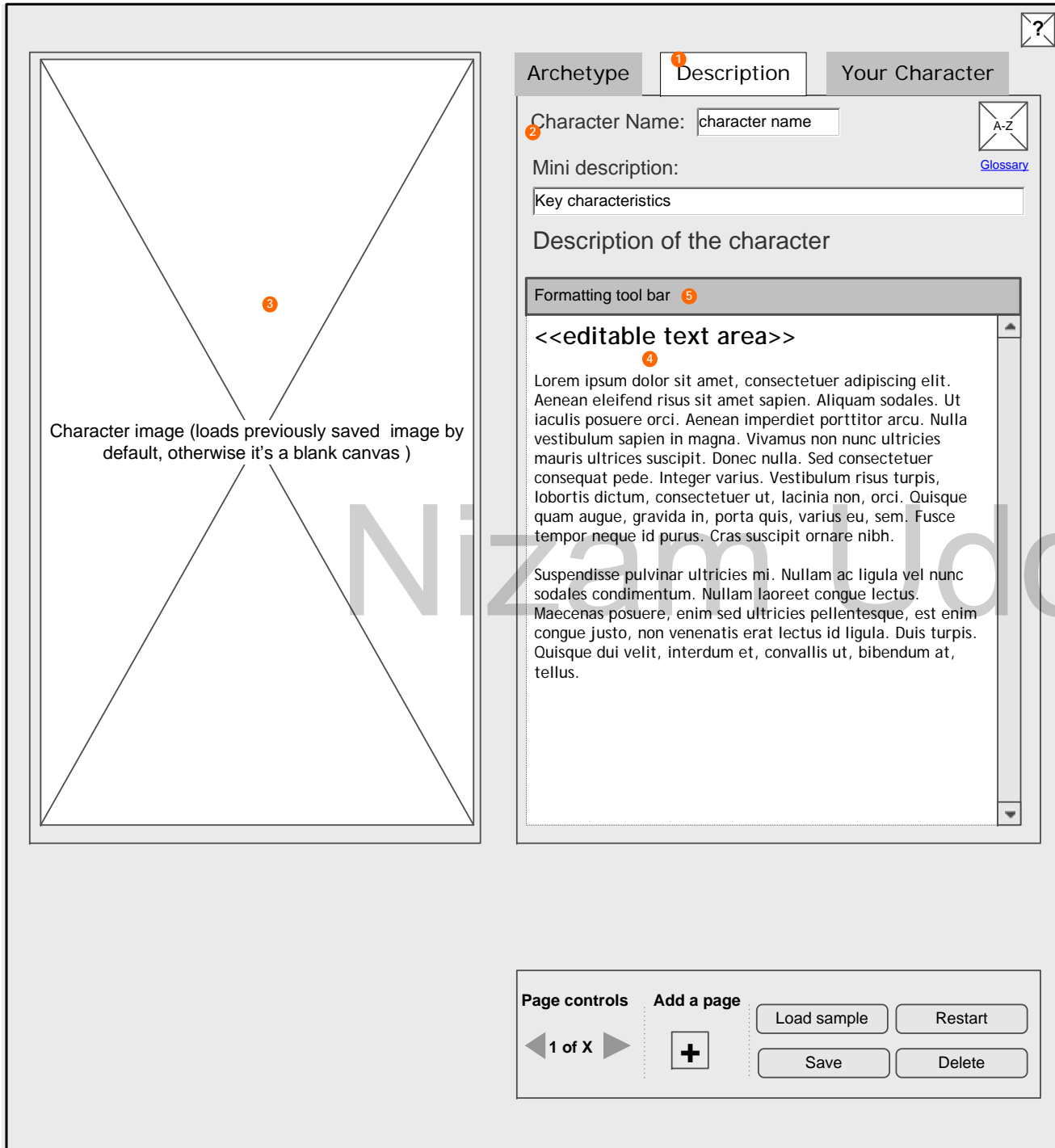
Save

Delete

Notes

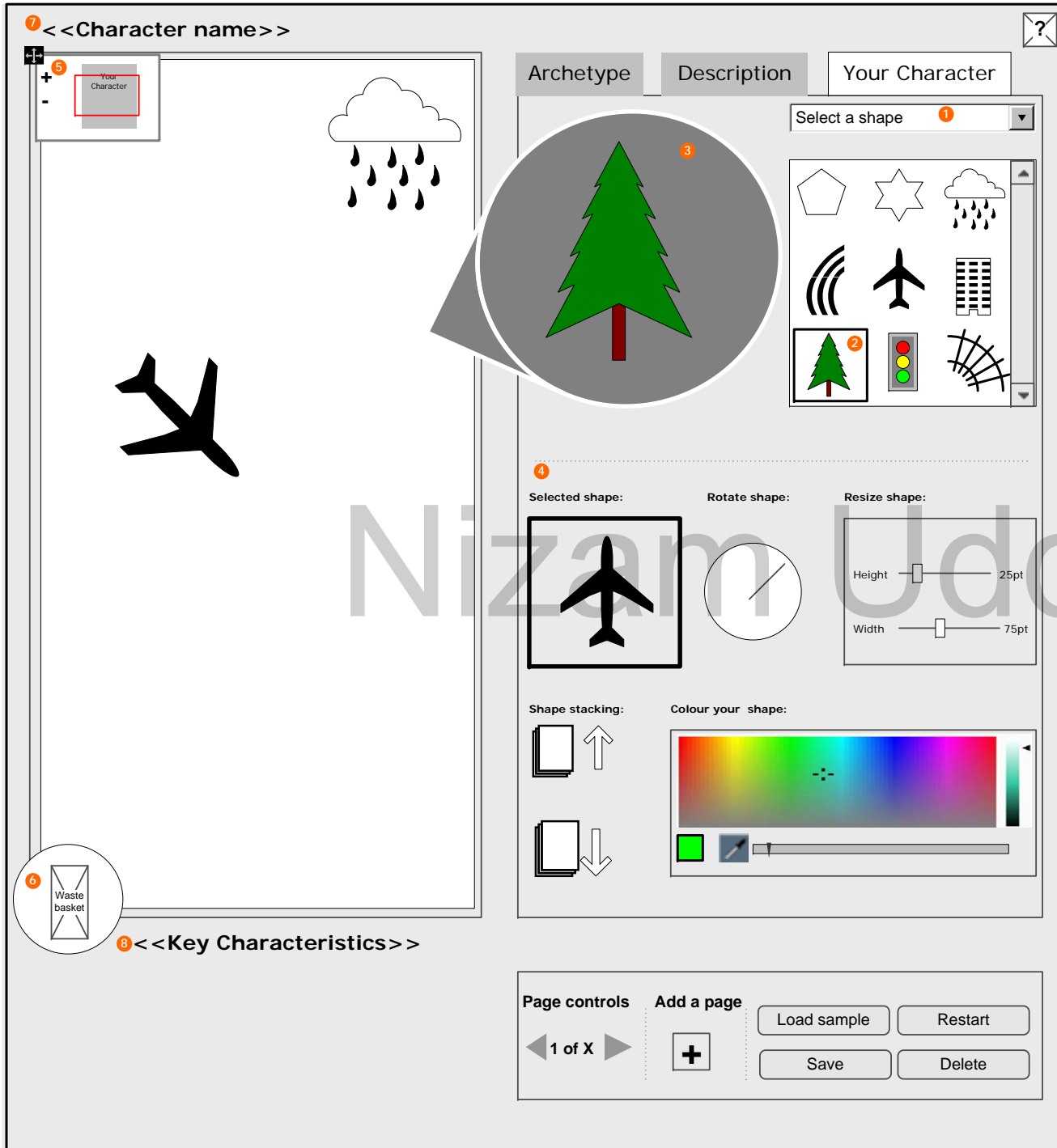
1. If you click on the ARCHETYPE Tab and select an archetype from the drop down menu, the Character Maker provides some introductory text to read about each character variation.
2. The A-Z button to opens the "Explore It" section, for in-depth information about each Archetype Character in a overlay. The Glossary link loads (overlay) the Glossary Tool which has definitions of important words related to the Hero's Journey
3. The Find out more section contains a Explore Archetype video button, which loads the video content in section 4. The section will also display web links (if provided)
4. Section is the Media Container. By default it will load users 'Saved' Archetype. If if click on the 'Explore Archetype' or 'Load Sample' button, the respective content will be loaded in the Media Container.
5. The 'Explore Archetype' loads the video/transcript content. The Video player has standard control: Play, Pause, interactive timeline (runtime) and volume control
6. The Page Controls: Allows the user to have multiple pages (projects) because the user is able to have more than one Character.
7. Add a page: this function allows the user to add new pages (projects), so they can create multiple Characters
8. functional controls :
 - a) Load sample - allows user to load sample character
 - b) Restart - Clears Media Container
 - c) Save - Saves users work
 - d) Delete - Deletes current page
9. Help: loads user guide (overlay)

Page title: Archetype
Version: 2
Author: Nizam Uddin



Notes

1. description tab: This is where the user describes there Character.
2. Here the user need to give their Character a name and a brief description of their character.
3. Canvas: By default, the users previously saved work is loaded in the canvas or sample image, otherwise its blank.
4. Text area where the user need to fully describe there Character, key traits, personality, background and key facts etc.
5. Formatting Tool Bar: The tool bar has several standard formatting functions:
 - a. Font style - Bold, Italic, Underline
 - b. Text indenting - Allows user to indent left and right
 - c. Bullet point - allows user to bullet point text
 - d. Font size - Small, Medium, Large
 - e. Font colour - Allows user to apply colour to text (red, blue, green, yellow, black, and grey)



Notes

Selecting a shape

1. Category of shapes selector: The Character maker will have many preload categorised shapes, such as symbols, blocks, lighting, landmarks, patterns, body parts, clothing etc. The user can select a category and then select the available shapes.

2. Shape selector: The user can select the available shapes. When a shape is selected, a bordered circle is placed around it and loaded in the Big Selected Shape circle (see note 3)

3. Big Selected Shape: when a shape is selected its loaded in the big circle; from there user can drag the shape on to the canvas

Editing the shapes

4. Once the a shape is placed on the canvas, the user can edit the shape in number ways; the editing controls are:

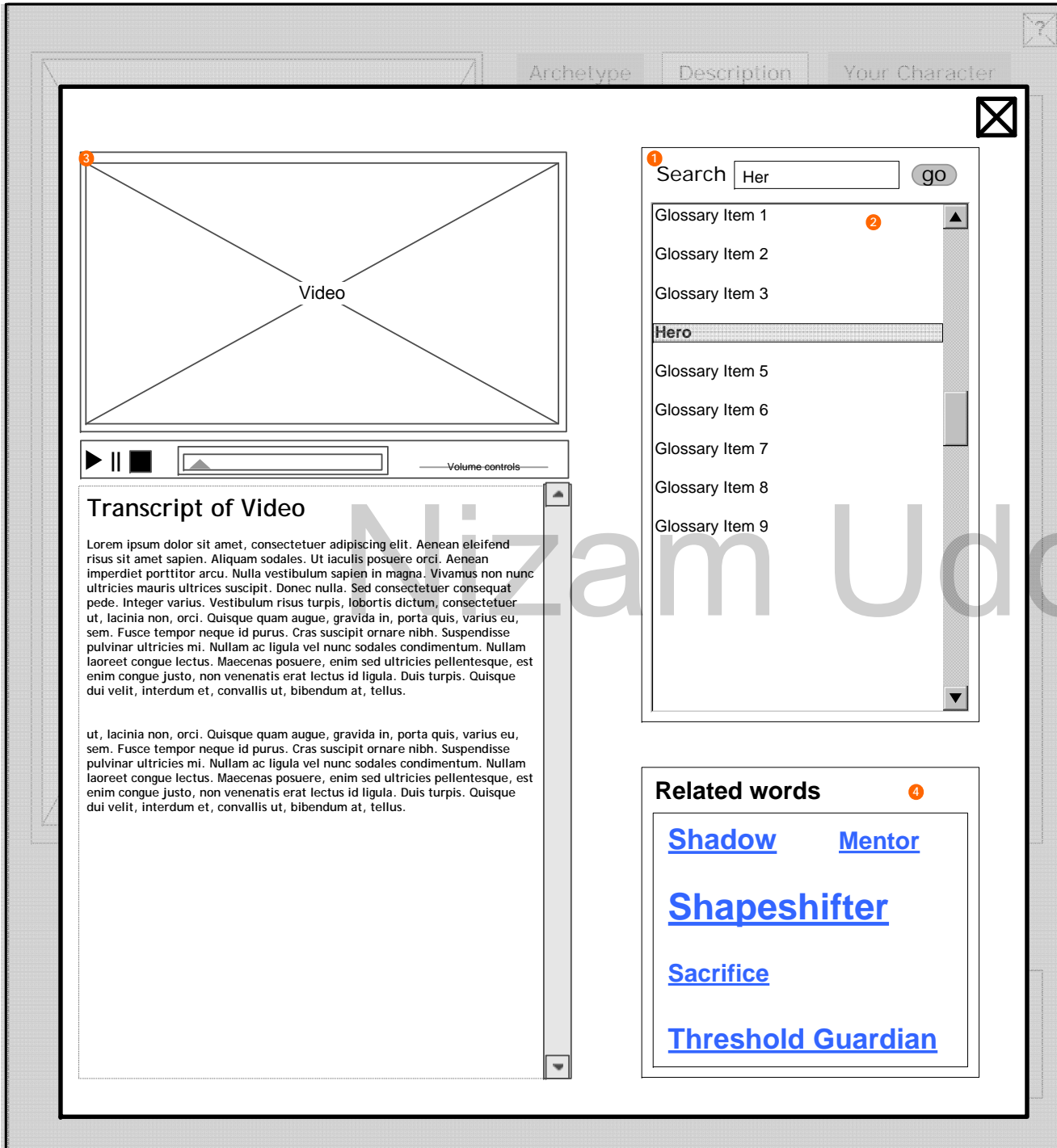
- **Selected shape** - The selected shape to be edited is displayed in the 'Selected shape' box
- **Rotate shape** - the selected shape can be rotated 360 degrees, using the rotate shape function.
- **Resize shape** - The shapes height and width can be resized using the respective sliders
- **Shape stacking**: The stacking order of a shape on the canvas can be changed, using the up (brings the shape to the front) and down (takes the shape to the back).
- **Colour** - the user can change the colour and transparency of a shape. Shapes can be coloured using the colour pallet or a eye drop tool to copy another shapes colour. The shapes transparency can be changed using the slider

5. Canvas navigator: the user can zoom in, zoom out and move the canvas around using the canvas navigator (this works like the Photoshop canvas navigator)

6. Wastebasket: You can delete a shape by dragging it into the wastebasket

7. Character name is displayed at the top, as entered in the description tab.

8. Key characteristics is displayed at the bottom of the canvas, as entered in the description tab.



Notes

1. Search box: The user is able to search the glossary via the search box. Matching 'word' will be highlighted on the 'list of terms' container.
2. 'list of terms': This contains all the terms defined in the glossary. This is a long alphabetical list of terms, the user has to scroll to view all words. They can also use the search box to target a particular letter or word.
3. Media Container: it displays the video glossary and learning content for a particular term
4. Related words: these are tags, key or terms and topics discussed in other glossary terms and learning content. The user can click on the related words to find out more via the media container.

Nizam Uddin