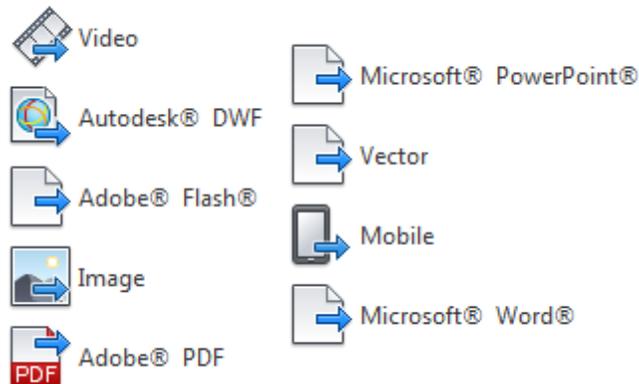


## Autodesk Inventor Publisher Project 3

### 1 Play and Publish

Playing the storyboards displays an animation sequence based on the snapshot setting in the storyboard. By changing the snapshot duration and transition duration the animation sequence and optimized for the viewing experience. The Autodesk Inventor Publisher document should be replayed often while editing to ensure everything appears as desired. Once documentation is complete it can be published to any of nine different formats which you can then share with the end user. The following project gives an overview of playing a storyboard, setting snapshot durations, and publishing a completed document.



#### 1.1 Project 3

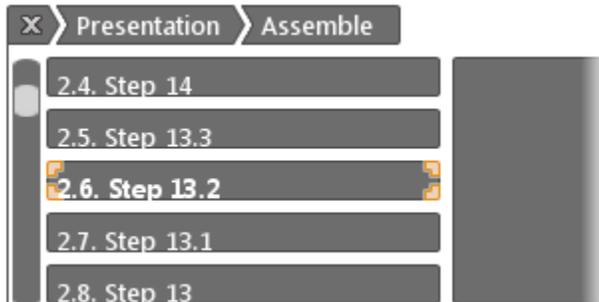
1. Open *Clamp-COMLETE.ipb*
2. Right-click and select **Play** from the **Marking Menu**.  
The snapshots start at the active snapshot and play in order.



## Autodesk Inventor Publisher Project 3

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3. Notice each snapshot is displayed in the lower left corner and any instructions are just to the right.



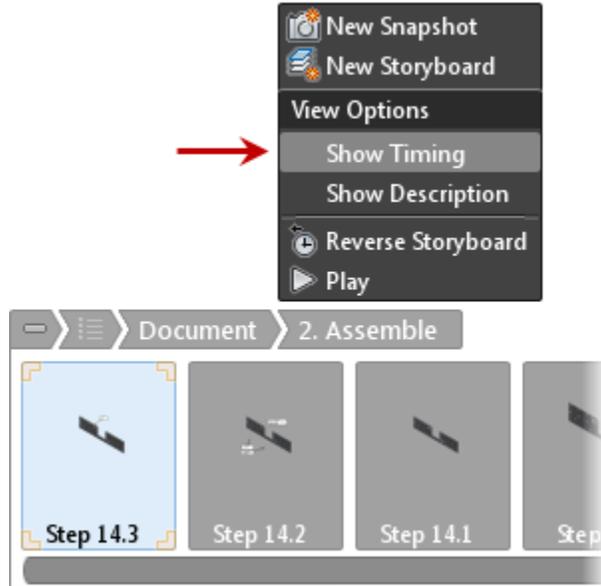
4. After a few slides right-click and **Pause Presentation**.



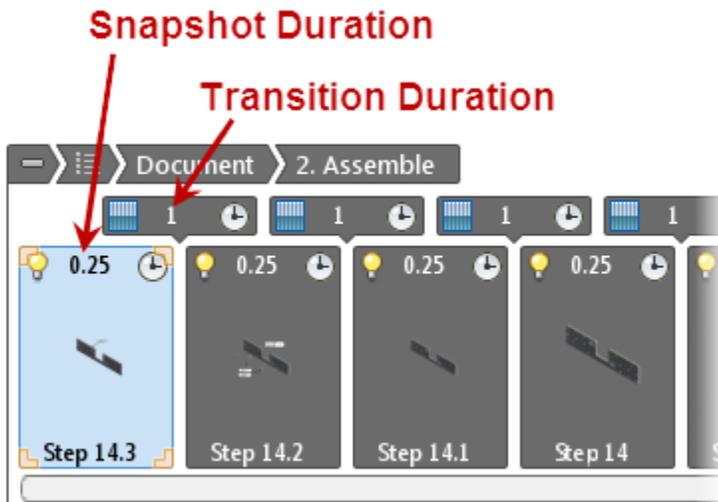
5. While in the **Presentation Environment**, use the mouse wheel to scroll through the snapshots.
6. Right-click and **Resume Presentation**.
7. View a few more snapshots then, right-click **Play From Beginning**.
8. You'll notice that the callouts are hard to read because they are not displayed long enough. Watch until the end then **Exit Presentation**.

# Autodesk Inventor Publisher Project 3

- 9. Display snapshot timing
  - Right-click the **Assemble** breadcrumb in the **Storyboard Editor**, Select **Show Timing**

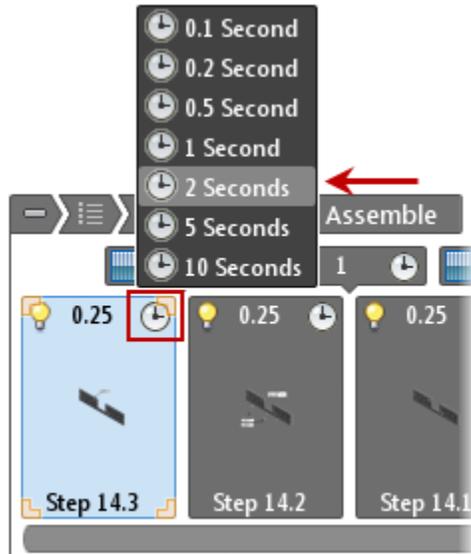


- 10. The default snapshot duration is *0.25 Seconds*. This is not enough time to read callouts or labels

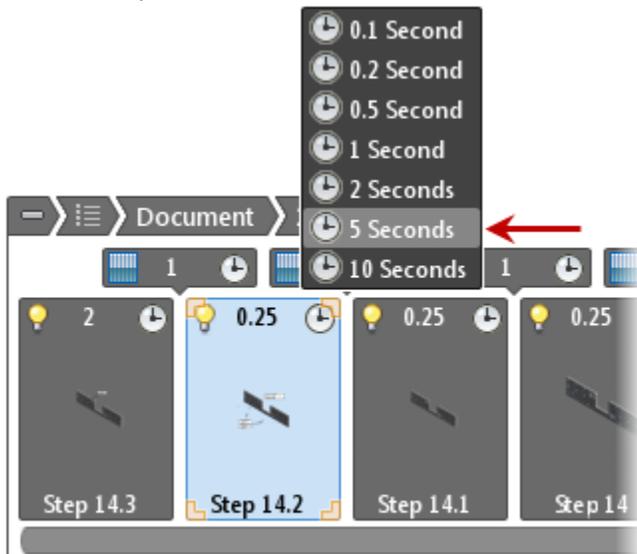


# Autodesk Inventor Publisher Project 3

11. Change the snapshot duration for the first snapshot (*Step 14.3*)
  - Select **2 Seconds** from the preset durations



12. Activate the second snapshot (*Step 14.2*)
13. There are two callouts and on label in this snapshot. Set the snapshot duration to **5 Seconds**



14. Continue through the entire storyline and change snapshot durations on any snapshots which have callouts or labels.
  - One callout / label = *2 Seconds*
  - Two or more callouts / labels = *5 Seconds*
  - Last snapshot = *5 Seconds*

**NOTE:** These are guidelines, use best judgment.

## Autodesk Inventor Publisher Project 3

15. When the camera angle changes significantly, 1 second transition duration can be too fast.
- If the camera is turning 90 degrees or less, a 2 second transition is recommended.
  - If the camera is turning more than 90 degrees, a 5 second transition is recommended.
  - These are guidelines, review the snapshot thumbnails then use your own judgment.

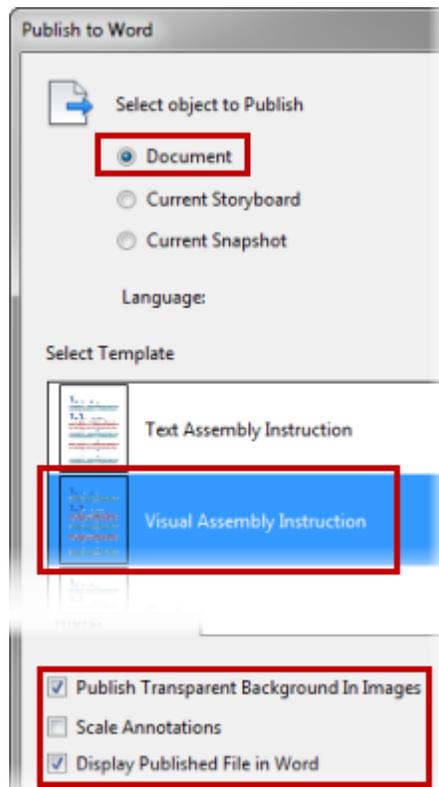
16. Publish the *Assemble* storyline

**Home tab | Publish panel | “More” down arrow | Microsoft® Word®.**



17. On the **Publish to Word** dialog box, select...

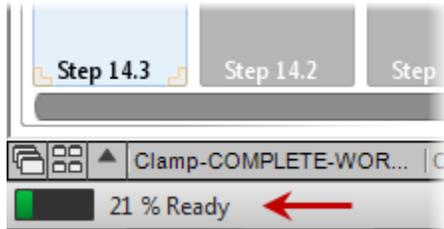
- Publish the **Document**
- Use the **Visual Assembly Instructions** template.
- Check the box **Publish Transparent Background In Images**.
- Check the box **Display Published File in Word**.
- Click **OK**.



## Autodesk Inventor Publisher Project 3

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18. Save the file with the default name then wait for the publishing to complete. A progress bar will appear in the lower left corner.



19. Try the 8 other publishing formats.  
NOTE: **Autodesk® Mobile** requires a free Autodesk account and a free Android, iPhone, or iPad app.
20. This completes the project.