








★ The Screen name is automatically assigned by the name of the photoshop file 'psd\_import.psd'

- a** In Photoshop the 'close\_up' layer directly above the 'close\_down' layer when imported to Storyboard creates a control called 'close'. Storyboard assigns an image variable and actions to make 'close' behave like a button, and places it in 'Layer\_1' that is automatically created.
- b** 'photo\_layer' as a group folder in Photoshop will import to Storyboard as a layer that is called 'photo\_layer' and it will contain all of the content within that group folder from Photoshop. The content within the Storyboard layer will be four controls.
- c** The Photoshop layer 'photograph' in Storyboard becomes a control called 'photograph' and the render extension is an image. The name of the image is given the name 'photograph.png'
- d** The Photoshop group folder 'photos\_up' directly above the group folder 'photos\_down' will NOT work as a button even though it has the '\_up' and '\_down' naming convention. Instead the two group folders with two images per folder will result in four image controls.
- e** 'music\_layer' as a Photoshop group folder with 3 layers will import as a layer called 'music\_layer' and have two controls. The first control is called 'headphones' and the second control will be called music.
- f** 'music\_up' and 'music\_down' will become a control in Storyboard just like 'close\_up' and 'close\_down' Storyboard creates the behaviors for this control to act as a button.
- g** Since 'side\_control' group folder and the layer 'background' are not contained within a group folder that has '\_layer' in its name Storyboard assigns a default layer for these two controls and places them within a layer called 'Layer'.
- h** This Photoshop group folder with 3 layers is labeled with '\_control' at the end. After importing to Storyboard this creates a control that has three render extensions. 'MEDIA.png' 'side\_bar.png' and 'pointer.png' are the three image render extensions. The text is rasterized as a .png upon import.

-  **Application** – Made up of one or more screens.
-  **Screen** – Contains one or more layers.
-  **Layers** – Layers hold content, and can be used on more than one screen.
-  **Controls** – Controls are very dynamic. They are populated with render extensions like an image, text, a 3D model etc. or a combination of these components.

-  **Render Extension: Image** – Within a control images are placed.
-  **Variable** – can be assigned to individual properties of the different components.
-  **Action** – Actions can be assigned to carry out events.

## » psd\_import.psd

