The Custom animation interface in Powerpoint 2002

The new Custom Animation interface consists of the editable slide view and a task pane.

To access it, select Custom Animation from the Slide Show menu, or Custom Animation off the task pane menu.

If you use these features, and then play back the presentation in a previous version of Powerpoint, the events which utilize new features will simply not occur, and the program will jump to the next event. See Turning off the new animation features.

Objects on the slide are labeled with the number of the event they have been assigned.

In addition to having an object enter a slide, an event can be assigned that can have the object change without moving for emphasis, the object can exit the slide, or can move from one location on the slide to another.

Using the group and ungroup functions on the Draw menu on the Drawing toolbar, you can make multiple objects behave as one, or divide some graphics into component parts.

To place an object in the order, select it and select an effect from the menu under the Add Effect button.

Several new effects are available, including finally a true dissolve, although it’s called Fade.

The event can be advanced on mouse click or following a preset time after the previous event occurred. By choosing Start With Previous, multiple events can be set to occur at the same time (without grouping the objects), with different effects for each object.

In the illustration below, Event 3 consists of Group 3 exiting on a mouse click, and Group 6 being emphasized and Group 9 entering all at the same time.
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Most effects can be modified to change the direction, or amount with which they occur in the Property menu (this may be labeled differently depending on the effect you’re working with) and or the speed at which they occur with the Speed menu.

When an object appears in the animation order and is selected, the Add Effect button changes to Change with which a you can change the effect for that object to a different one, in exactly the same manner you assigned the effect in the first place.

When an object is selected, clicking the down pointing arrow at the right side reveals a menu where you can change how it starts, access options for that effect, change the timing, or remove it from the animation sequence.

When a bulleted list text object is placed in the animation order, by default, each 1st level bullet point is displayed along with any subpoints associated with it. If you had added an animation scheme to a slide, it would appear in the custom animation order in this way.
Changing how bullet points are grouped is the main option for text blocks. You can choose to display subpoints with the main point they are associated with or break it down so that lower level points are displayed individually.

When you select a text block in the animation order a double arrow appears at the lower left of item. If you click on this arrow, all elements of the text block appear and you can customize how they appear and even assign different effects to each point.

If the text effect had been applied to the Master Slide, the menu that drops down gives you the option of copying the effects to the individual slide you’re working on so you can modify them for that individual slide, or lets you access the Slide Master to modify the effect, which will change all slides created from that Master.

**Changing the animation order**

You can change the order an event occurs by clicking on the event and dragging up or down. A dark line will appear where you have dragged to. When you release the mouse button, the order of the events will change.

You can also change the order of events by selecting an event and clicking the up or down Re-Order arrows at the bottom of the list.