

Chapter 1 GET STARTED	
1.1 A Quick Start	5
1.2 Transitions for Presentation	11
1.3 Animation to Presentation	14
1.4 Add Audio Clip to Presentation	16
1.5 Get Creative with the 3D Models	18
1.6 Insert Add-ins	26
1.7 Insert Equations	30
Chapter 2 SLIDES AND LAYOUT	
2.1 What is a Slide Master?	33
2.2 Add a Hyperlink	40
2.3 Adding Action Buttonsn	42
2.4 Animating Text	45
Chapter 3 SHAPES AND PICTURES	
3.1 Basic Shapes	53
3.2 Arrange the Layers of Shapes	62
3.3 Create the Rising Columns	69
3.4 Pictues and Graphics	74
3.5 Shaping a Pictue	85
Chapter 4 PAINT 3D	
4.1 Basic 3D Shapes	89
4.2 Paint 3D Layers	100
4.3 My Hammer	109
Chapter 5 2D PICTURES TO 3D MODELS	
5.1 Convert 2D Picture to 3D Model	118
5.2 3D Wind Turbine Model	129
Chapter 6 THINKING ANIMATION	
6.1 Two Frames Animation	140
6.2 Animation with Morph Transition	146
6.3 Frame by Frame Animation	151