



video



applause



image2



image3



image1

PROPERTIES

INFO

Position

Left 70 %

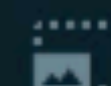
Right 10 %

Top 10 %

Bottom 0 %

Z-Order 0

Size



Sensory Effects

Wind

Water Sprayer

Vibration

Cold

Hot

Scent

Light

Flash

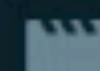
Rainstorm

Fog

TIMELINE 1



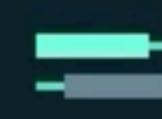
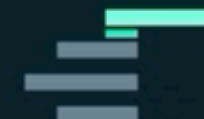
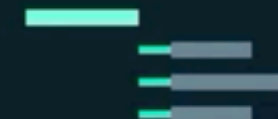
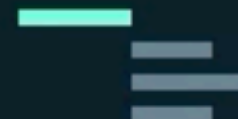
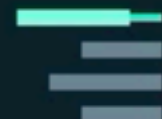
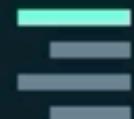
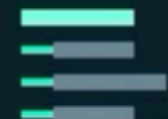
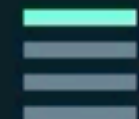
0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100



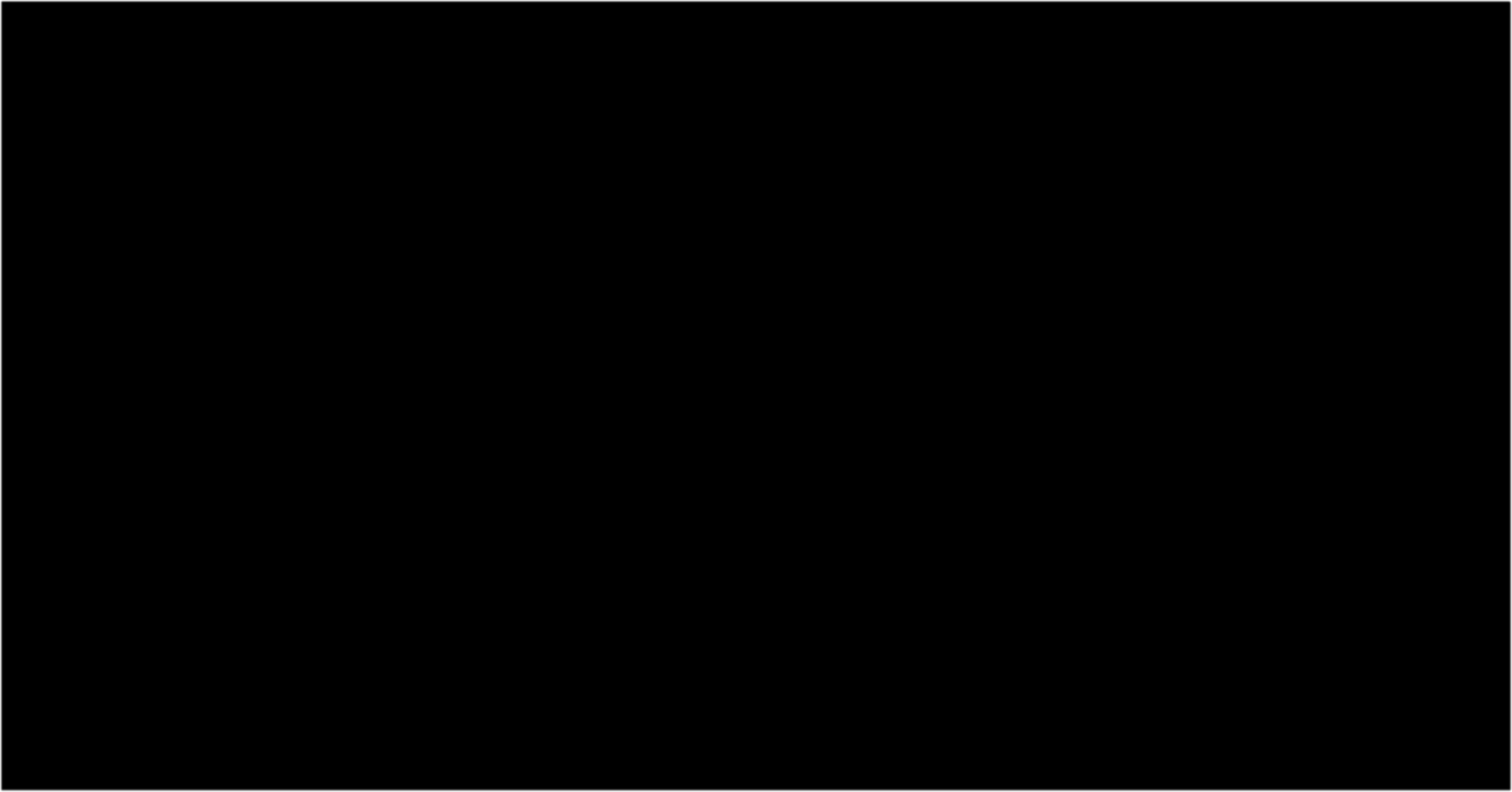
video



image3



Show Items Linked by Alignments



PROPERTIES

INFO

Position

Left 70 %

Right 10 %

Top 10 %

Bottom 0 %

Z-Order 0

Size

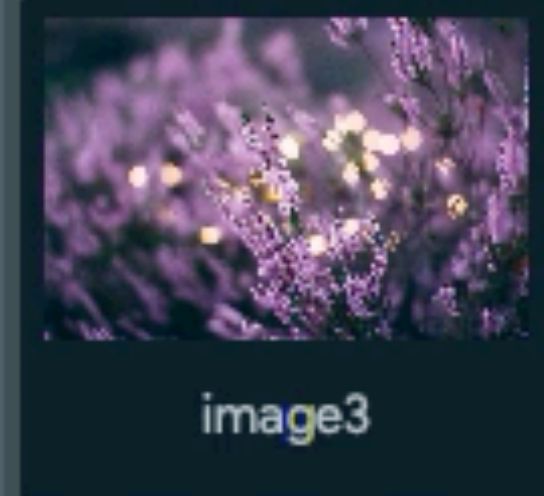


image3

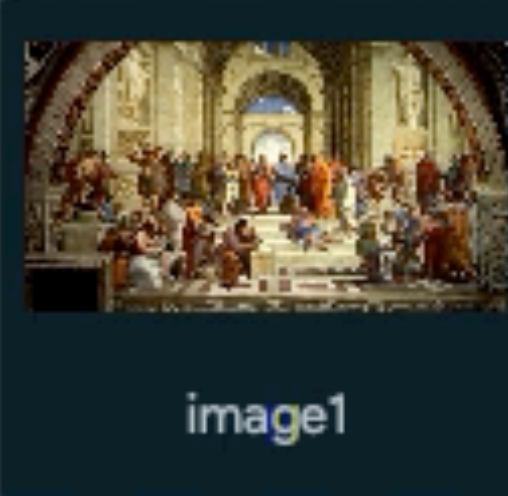


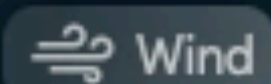
image1



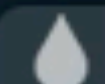
image2



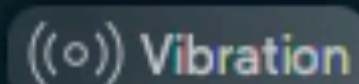
Sensory Effects



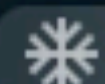
Wind



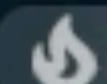
Water Sprayer



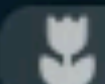
Vibration



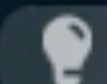
Cold



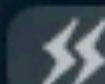
Hot



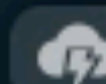
Scent



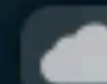
Light



Flash



Rainstorm

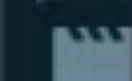


Fog

TIMELINE 1



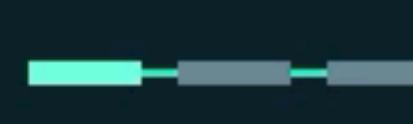
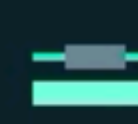
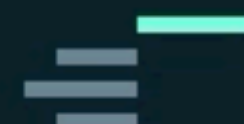
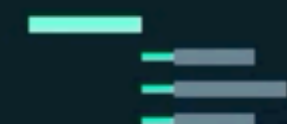
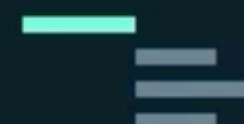
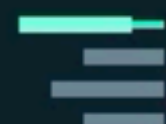
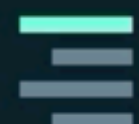
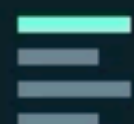
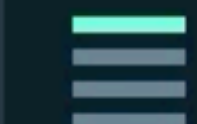
0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100



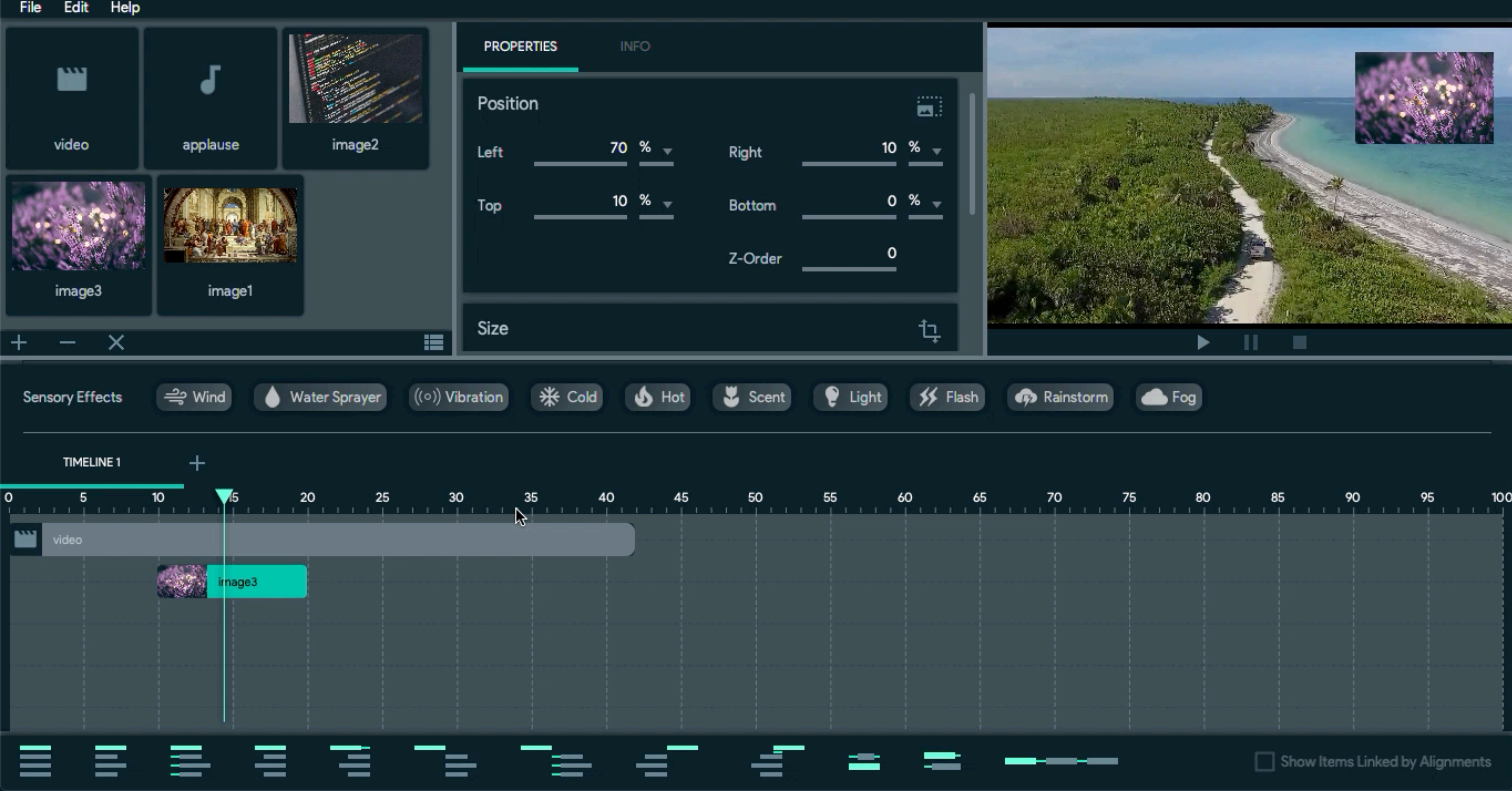
video



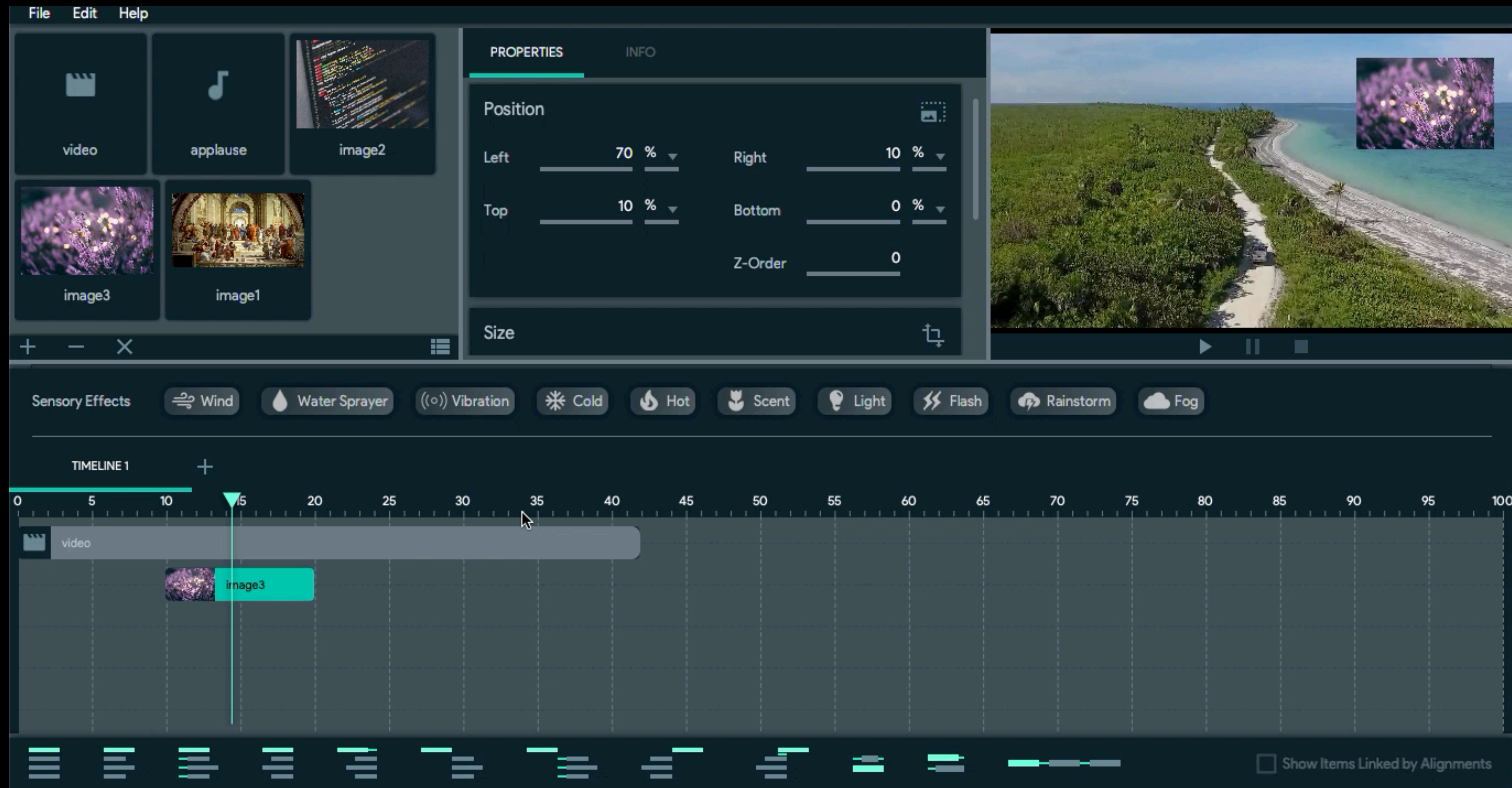
image3



Show Items Linked by Alignments



Create interactivity events.



**Are you wondering how we can run STEVE mulsemedia
applications in the real world?**