



# EPUB3 UNLEASHED

The Return of  
the Desktop

INFOGRID  
PACIFIC

**B**

**THE RETURN OF THE DESKTOP**

**INFOGRID  
PACIFIC**

# About this demonstration

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## What is EPUB3 UNLEASHED about?

EPUB3 UNLEASHED is a practical and informational demonstration of the interactive features that are possible with ePub3.

The demonstration makes a leap away from print publishing design into the world of interactive digital content. It is interactivity first. AZARDI is primarily targeted at controlled channel delivered content to the desktop, especially for education, training and learning content.

importance of interactivity.

*EPUB3 UNLEASHED* also demonstrates some aspects of digital typography, layout and adaptive designs. There are 15 fonts in the demonstration. It is a 101 primer (and for some a reminder) on the power of interactivity when interactivity is needed. It includes everything from text-highlighting readers, intensive Question and Answer segments, and some entertainment

desktop size pixels x 7 (according to statistics), the demonstration primarily in landscape. Most demonstrations with the reader set to 1000 pixels. This is a modern desktop or notebook screen.

### Navigation Controls

One of the features of AZARDI is the navigation toolbar.

# PACIFIC WAVE

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## A happy start

*Pacific Wave* is a simple warm up for the interactive things ahead.

*Pacific Wave* uses audio, images and the amazing **AZARDI Interactive Engine** Storyline module manipulating CSS on overdrive.

**This section has audio so check your volume controls for your environment!**

*Pacific Wave* will start playing as soon as you navigate, so make sure your audio volume is appropriate

The letters in *Pacific Wave* are individual PNG images mapped to the background of HTML `<div>` elements. They are set with CSS to fill their element.

The **AZARDI Interactive Engine** Storyline module manipulates the elements to within milliseconds based on a linear animation script.

CSS maps everything to absolute positions. The Storyline Module then manipulates the size of the various `<div>` elements based on the **AZARDI Interactive Engine** Storyline

The demo

Pacific Wa

An animated sequence. It screen. You and right arrow navigate in a times as you each time.

**INFOGRI**

**PACIFI**

# QUESTIONS AND ANSWERS

## Create powerful digital learning content

Effective and powerful Question and Answer (QAA) interactivity is an essential part of any digital content strategy for education, training or self-learning.

The **AZARDI Interactive Engine** includes comprehensive QAA options to make the creation of powerful interactive content easy.

The next set of screens demonstrates various objective question types;

but with extensions. All

number of text entry paragraphs, which are evaluated together.

**Multichoice.** Select the one correct answer from a list of options.

**Multi-select.** Select all correct answers from a list of options.

**Association.** Bring randomized items together in pairs with the correct association relationship using drag and drop or click/click (tap/tap) interactions.

**Sequence.** Sort randomized

The Demo

The Easy T

This demons selection, true choice QAA been arrange like framewo one of many

Sequence

Sequence all work with an arrange it into sequence. This is a simple te exercise, but anything from process to as mechanical p

Associatio

Association a develop patte skills. It allow

Infogrid Pacific creates *IGP:Digital Publisher*, the most comprehensive and digital content production application in the world today. Answer these correctly and become an instant Digital Content Guru.

## 1 QAA-Multi-

**selection.** Select the publishing business products created by Infogrid Pacific. Choose all that apply.

- a. IGP:Digital Publisher
- b. AZARDI
- c. IGP:Distribution Manager

Check Try Again Reset

## 2 QAA-True-False.

Select true (T) for the formats IGP:Digital Publisher creates a single click?

ePub2  T  F

Kindle Mobi  T  F

ePub3  T  F

RGB Linked PDF  T  F

EPub3+3 transitional  T  F

Check Try Again Reset

## 3 QAA-

**Multichoice.** which of the following platforms does the Apple ePub3 reader support? Select one.

- a. Samsung Galaxy
- b. Windows only
- c. Apple iPad

Check Try Again

# QAA Sequence

The QAA Sequence pattern allows the options to be dragged to targets and then evaluated. Move the letters to spell the name of "The" ePub3 Reader. The 'A's are gonna get ya!

**A**

**Z**

**A**

**R**

**D**

**I**

**Check**

**Try Again**

**Reset**

A mystical ancient culture used number symbols that were different from our modern decimal numbers.

See if you can work out which ancient symbol is associated with which modern number.

Drag the ancient symbols and drop

**L****I****V****C****M****III****XV****LX****XIV****MMXI****Check****Try Again****Reset**

# QAA Text Match

Using your very best keyboard skills, type the correct word into the little, lonely, waiting, empty boxes.

You can use your tab key to effortlessly move between boxes.

It's a little tricky, so be very careful. Some words are case sensitive, others

## Type the correct answer in the blank spaces

1. The greatest ePub3 reader in the U  
is .

2. AZARDI is created by

3. Type 1, 2, 3 as words , .

4. Guy day is on the 5th Nove

5. The festival

6. Sugar and and all things pi

Check

Try Again

Reset

# MathML

## Mathematics in ePub3 readers

The next screen is a quick demonstration of the native MathML capabilities of AZARDI and ePub3.

Until recently mathematics presentation has been a poor cousin in the world of digital content.

TeX, LaTeX and other proprietary systems dominate print production. Digital content math was presented as images, or at best as SVG.

Coordinated effort around the world has seen this change in the last few years.

convert LaTeX to MathML. It then displays in the reader using the STIX fonts. **AZARDI now includes MathJax by default** in both the Online and Desktop versions.

For STM publishers this means the same digital content source works for print, online, in devices and of course in AZARDI.

### A little technical information

MathML falls outside of many standard HTML and CSS rules. HTML5 doesn't

## MathML

Two simple panels have been added to the demo. The top panel has math presentation applied. The bottom panel has a page of math. It's that simple. Infogrid Pacific is releasing a new comprehensive book with the AZARDI with MathML included.

## MathML Samples

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

AZARDI loads the STIX math fonts by default when it detects the `properties="mathml"` attribute and value in a correctly packaged document. The STIX fonts are excellent general OTF fonts as well as being complete for thousands of mathematic glyphs. This demonstration section shows the STIX Fonts for both the maths and text.

$$\cos(\theta + \varphi) = \cos(\theta) \cos(\varphi) - \sin(\theta) \sin(\varphi)$$

Should you have an irresistible desire to paint up your maths as we do here (the luxury of maths in corporate colours and drop shadows), you

# SEE THE LIGHT

## AIE Demonstration No1.

With QAA and MathML out of the way it is time for some light relief!

Advanced animation and interactivity should be easy in 2011. Right? The **AZARDI Intereactive Engine** makes the scripting part as easy as it should be, but that still leaves the ideas, design, story and graphics to be handled.

The *See The Light* demonstration is a 60 second animation. It uses the **AZARDI Intereactive Engine**, XHTML, CSS, SVG, JavaScript, and

the tools.

**This section has audio so check your volume controls for your environment.**

**A little technical information**

*See the Light* (STL) was created as an internal proof-of-concept demonstration early in 2011. The objective was to see if something could be put together that used the absolute bleeding edge of browser (reader) standards based technology.

It was the start of the

A 60 second about a frustr (his name is can't get an i content strate he stumbles darkness he enough to fir

He instantly c AZARDI pow anything. He on for his dig business stra for the future



AZARDI

# DIGITAL TYPOGRAPHY

## Engaging with digital content

Digital content typography is different to print typography. Really different.

If your content is static text, you can worry about hyphenation and page turns. For all the rest of the content out there, get interested in the other million ways users can engage with text content.

The type should always be readable, enjoyable and transparent, if that is what is required! But interactive and narrative structures

not really typography, nor even digital typography. The are pushing fonts around in a viewport exploring a few font interactivity options.

### A little technical information

Text presentation quality is determined by the screen resolution and screen antialiasing software. There are techniques that can be used to improve text presentation such as RGBA with some transparency

## The Demo

This demons interactive di even the sec typography g treatment!

### 1. IF. Rudy

This is a four with audio. E except the in Kipling which with CSS op screen, five f

The audio ca clicking on th each screen. played line b on the text.

### 2. I wish more pixel

Unfortunately were more p

# Rudyard Kipling

## 1865-1936

The Rudyard Kipling poem "IF" has long been regarded as the most popular English poem in Britain, and is appreciated around the world. The Victorian tones and stoicism for which it has been criticized have aged and withered. For today's changing society the message is a motivation for continual self-improvement, a positive approach to life and an inspiration for resolute "get it done" mental toughness. Just what is needed in the challenging world of digital production and fulfillment.

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IF Keep... Dream. Make

If you can keep your head when all about you  
Are losing theirs and blaming it on you,  
If you can trust yourself when all men doubt  
you,  
But make allowance for their doubting too;  
If you can wait and not be tired by waiting,  
Or being lied about, don't deal in lies,  
Or being hated, don't give way to hating,  
And yet don't look too good, nor talk too

IF Keep... Dream.Mak

If you can dream – and not make dream  
master;  
If you can think – and not make thought  
aim;  
If you can meet with Triumph and Disast  
And treat those two impostors just the sa  
If you can bear to hear the truth you've s  
Twisted by knaves to make a trap for foo  
Or watch the things you gave your l  
broken,  
And stoop and build 'em up with wo  
tools:

IF Keep... Dream. Mak

If you can make one heap of all your winnings  
And risk it on one turn of pitch-and-toss,  
And lose, and start again at your beginning  
And never breathe a word about your loss  
If you can force your heart and nerve and sinew  
To serve your turn long after they are gone  
And so hold on when there is nothing in you  
Except the Will which says to them: 'Hold on!'

IF Keep... Dream... Make

If you can talk with crowds and keep  
virtue,  
Or walk with Kings - nor lose the co  
touch,  
If neither foes nor loving friends can hur  
If all men count with you, but none too m  
If you can fill the unforgiving minute  
With sixty seconds' worth of distance run  
Yours is the Earth and everything that's  
And - which is more - you'll be a Man, my

IF Keep... Dream.Mak

# Dynamic Digital Font Catalogue

Bold

Italic

Uppercase

Lowercase

Capitalized

Dance

10 12 14 16 18 20 22 24 26 28 30 32 34 36 48 60 72 84 96

ABC DEF GHI JKL MNO PQR STU VWX YZ

abc def ghi jkl mno pqr stu vwx yz

0123456789

Select a font from the list on the left, a font property from the buttons at the top, and a font size from the number buttons.

Font size is in pixels (not points - because there is no point). Note that fonts render best when they are a multiple of 16 pixels.

Most of the Serif and Sans-serif fonts have bold, italic and bold-italic font-faces installed. The decorative font properties are being generated by the browser.

## Serif

DejaVu

Nimbus

No9

URW

Book

## Sans

Nimbus

URW

## Deco

Orbit

*URW*

*Med*

**Snig**

**Chun**

# EVENTS

## The foundation of interactive content

The interactive events demonstration is presented as a tutorial about the **AZARDI Interactive Engine Events Module**.

An AIE event is about the user clicking (or tapping) something, and then something – or a lot of things – happening. But we will leave that explanation to the tutorial itself.

The AIE Event Module puts interactive design into the hands of the interactive designer, author or editor.

enless reviews and regressions and waiting for processing.

### A little technical information

AIE works on the basis of trusted XHTML (or HTML5) tagging of the content. We use *IGP:FoundationXHTML* (FX) in *IGP:Digital Publisher*. This gives the power to produce high value and reusable content. It never gets better than the XHTML tagging patterns.

Because of full control at

## The Demo

### 1. AIE E Tutorial

This is a multi-panel tutorial (a tutorial. It is of a tutorial.) aspects of the Module in an Events for an interaction with content.

### Image Zoo

Events can be anything in the simple demo panorama in and out, and horizontally simple TOGO

1. Introduction

2. The Commands

3. Examples

4. I

### Welcome

This is a short tutorial style introduction to some of the capabilities of the **AZARDI Interactive Engine - Events Module**.

Events are user interaction triggers which causes something to happen. For example this tutorial interface navigation uses the **AIE Events Module**.

Move through the tutorial lessons by clicking on the four **pacific-green buttons** above. (Hint 3.

Examples is where the

# AZARDI INTERACTIVE ENGINE EVENTS MODULE



Zoom: +/-



*Dining hall panorama. Use the +/- button to zoom the image and look at the image details. The horizontal scrollbar will appear when you are zoomed in.*

# Remote Resources

## Internet Extension Viewport (IEV)

While AZARDI is a capable ePub2/3 Reader, it is primarily designed for controlled channel delivery of highly interactive content to the desktop. Using *IGP:Content Fulfilment Systems* the same content can be delivered to mobile devices and Online.

AZARDI has the **Internet Extension Viewport (IEV)** custom feature. Any Internet link made from a document in AZARDI opens the target Internet URL in a separate, controlled Internet

directly from the book onto your website.

**2. Video and Audio.** Large and multiple videos can be streamed without bloating the ePub package.

**3. Tests and Exams.** Education, training and learning books can link to course evaluation and test pages. Think of it as a distributed LMS.

**4. Supplementary study information.** Additional online interactive exercises for the enthusiastic learner.

**5. Bookstore and**

There is one page with a explanatory li Internet local activities.

This demons out large bloc to an Interne result in the l

1. Currently following beh

2. You can l cannot link o

3. View PDF

4. View all re in a single IE you can have and use a do remote resou displayed in panel.

Please note



## AZARDI Feedback

Would you like to ask us questions, or tell us something about this book. Contact the Infogrid Pacific team by clicking on



## Take an online test

This is a live submission form. You have studied earnest and are now ready for the final test. Register online and go for it.

All the best!



## Watch a Video

You can link online video and audio from anywhere in your document. Whether it is an author interview, a science



## Supplementary

a

## Information

Enter your content into support ways of a paid changing online



## Printable Resource

You can make it available in a manner from any of printable resource book here. They include



## Your website

Whether it is a book information site, or anything you can create a direct

Of course in this to the Infogrid website home page

# Colophon

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This colophon is a digital resurrection of a useful print structure.

The original content of this book was created in *IGP:Digital Publisher* using *IGP:FoundationXHTML*. The ePub3 format was processed and generated by the *IGP:Long Running Process Engine* Formats on Demand process. All servers are hosted on Amazon Web Services (AWS) making production possible from anywhere. The document has been created and designed to demonstrate the use of advanced digital content techniques in the **AZARDI** ePub reader using the features of the **AZARDI Interactive Engine**.

**The Infogrid Pacific team:**

*Testing and release:* Savio B. B. the testing team

*Documentation:* Albert Sing

*Production tools:* The Info development team

*Product Management:* Gordo

*Systems Administration:* Ran

*Administration Management:* "Dom" D'Souza

*Support Services:* Ravi M. Ganesh Pawar.

## Audio Credits

All audio in this demonstration is sourced from [www.pacdv.com](http://www.pacdv.com)

*Sound Effects* are recorded by Pacific