Making your presentation slides interesting is a form of art. Anyone can put slides together with minimum training, but making them captivating comes from paying attention to the finer details.

We tend to overlook simple additions such as animating or adding transitions to slides, We probably feel "who cares", or, we think that slide content is all that should matter.

But, taking care of these small aspects can make your slides more visually

appealing. So, how do we go about adding that wow factor while delivering a

presentation?

This lesson is going to explain one of the features that will help you improve your presentation slides, namely adding animations.

Understanding Slide Animations

But what exactly does SLIDE animation encompass?

Everything that is on your slide and can be animated is considered to be a part of the 'Slide animation', and shall be covered in this lesson.

Applying too much animation to the textboxes, or objects within slides is often frowned upon as it can be distracting to your audience Hence, remember to use animations sparsely.

Let's start by exploring the **Animation Tab**
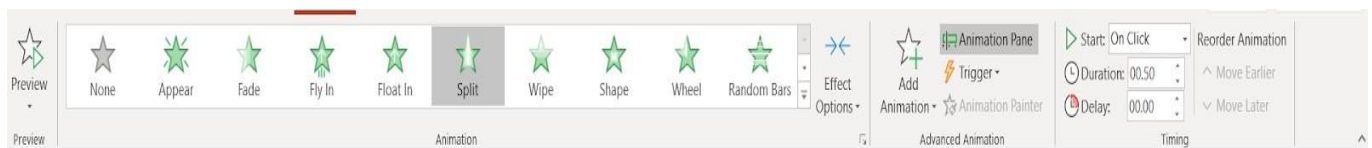
Preview: The preview button gives us a glimpse at how the animations would look like on a slideshow.

Animation: As discussed in an earlier lesson, this option contains animations that can be applied to the text or objects in the slide. We also have an extra button for 'Effect Options' which gives us options to further customise the effect applied. These options vary based on the visual effect selected.

Advanced Animation:
Advanced animation contains the **Add animation** button which is similar to the animation options available in the earlier Animation tab

We also have buttons that let us access the animation pane and the Trigger button. The **animation pane** is used to organise the order and duration of each animation that is added to the slide.

All options here will become available to us upon adding an animation to any of the objects in the slides.

We have two arrows that help us navigate and reorder the animations and we have the '**Play all**' button. This button helps us watch all the animations applied together.

The **Trigger button** allows us to initiate the animations by clicking on any of the other objects rather than simply a click of the mouse.

Timing: Under timing, we have options like start, duration, delay, and reorder animation.

The **Start** button gives us an option whether to start the animation on the click of a mouse, with the previous animation or after the previous animation.

For the **Duration,** we can fill in the time which is in seconds for the length of the animation.

Delay helps induce a delay to the start of visual effect. This delay time will be counted from the time the 'start' button is activated.

The **Reorder Animation** Up and Down Arrow buttons are similar to those available in the Animation Pane.