**WORKING WITH POWERPOINT**

**PowerPoint animation** is a form of [animation](https://en.wikipedia.org/wiki/Animation) which uses [Microsoft PowerPoint](https://en.wikipedia.org/wiki/Microsoft_PowerPoint) and similar programs to create a [game](https://en.wikipedia.org/wiki/Game) or [movie](https://en.wikipedia.org/wiki/Movie). The artwork is generally created using PowerPoint's AutoShape features, and then animated slide-by-slide or by using Custom Animation. These animations can then be shared by transferring the PowerPoint file they were created in, and can be viewed with PowerPoint or [Microsoft](https://en.wikipedia.org/wiki/Microsoft)'s free [PowerPoint Viewer](https://en.wikipedia.org/wiki/PowerPoint_Viewer).

**Custom Animation** is a set of effects which can be applied to objects in PowerPoint so that they will animate in the Slide Show Power Point. They can be added under the Custom Animation function or through the use of [Visual Basic for Applications](https://en.wikipedia.org/wiki/Visual_Basic_for_Applications) (VBA). PowerPoint 2000 and earlier versions introduced basic effects such as Appear, Dissolve, Fly In and so forth. In PowerPoint 2002/XP and later versions, the Custom Animation feature was improved, adding new animation effects grouped into four categories: Entrance, Emphasis, Exit, and Motion Paths. Microsoft Is Created Maaz Ahmed Ali The effects were later modified in [PowerPoint 2010](https://en.wikipedia.org/wiki/Office_2010).

[Transitions](https://en.wikipedia.org/wiki/Film_transition) are effects similar to Custom Animation, but are different in that they can only be applied singularly to individual slides as they change from one slide to another and are limited in options. More slide transitions were added to the selection in PowerPoint 2010.

Entrance effects can be set to objects so that they enter with animations during Slide Show. Emphasis effects animate the objects on the spot. Exit effects allow objects to leave the Slide Show with animations. Motion Paths allow objects to move around the Slide Show. Each effect contains variables such as start (On click, With previous, After previous), delay, speed, repeat and trigger. This makes animations more flexible and interactive, similar to [Adobe Flash](https://en.wikipedia.org/wiki/Adobe_Flash).

**Animation Trigger**

Animation Trigger is another feature introduced in Microsoft PowerPoint 2002/XP and the later versions (but, to date, not for Macintosh). This feature allows animators to apply effects that can be triggered when a specific object on the Slide Show is clicked. This feature is the basis for the majority of PowerPoint games, which usually involve clicking objects to advance.