

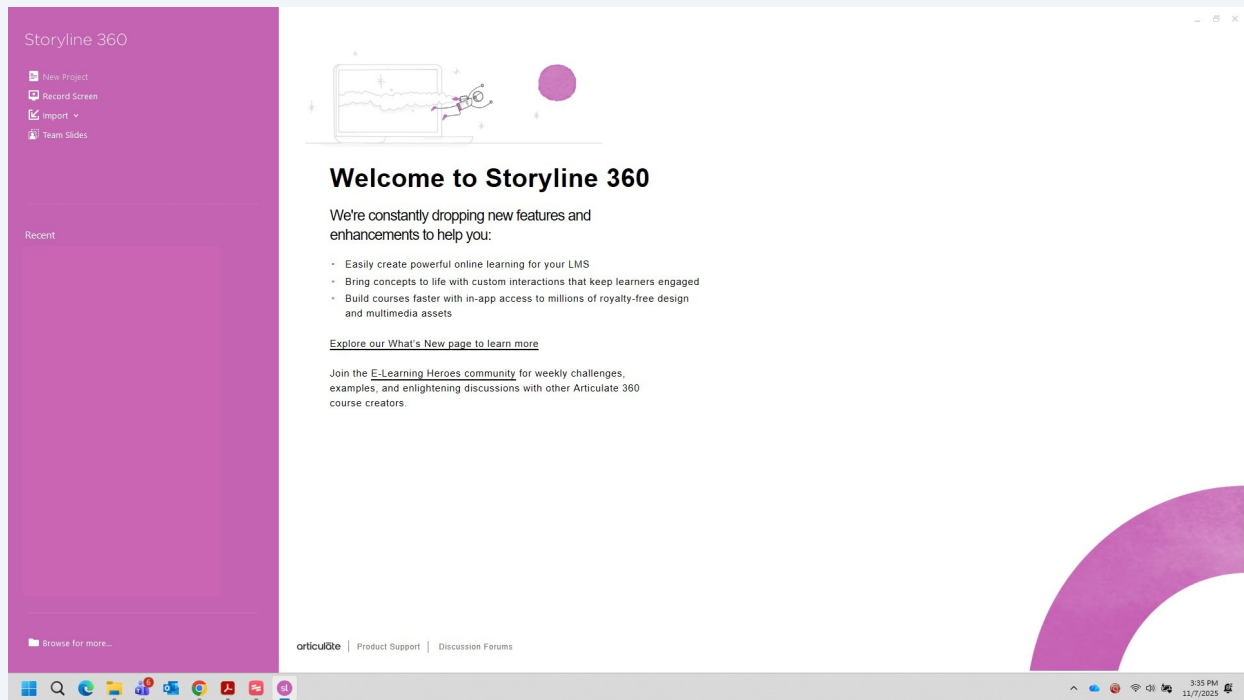
Storyline Setup: PWO

This guide covers how to prepare your Storyline project to ensure a clean Web Object import. By the end, your Storyline project will be properly formatted.

1

Start a new project

Open **Articulate Storyline**, then select **New Project** to begin with a blank file.

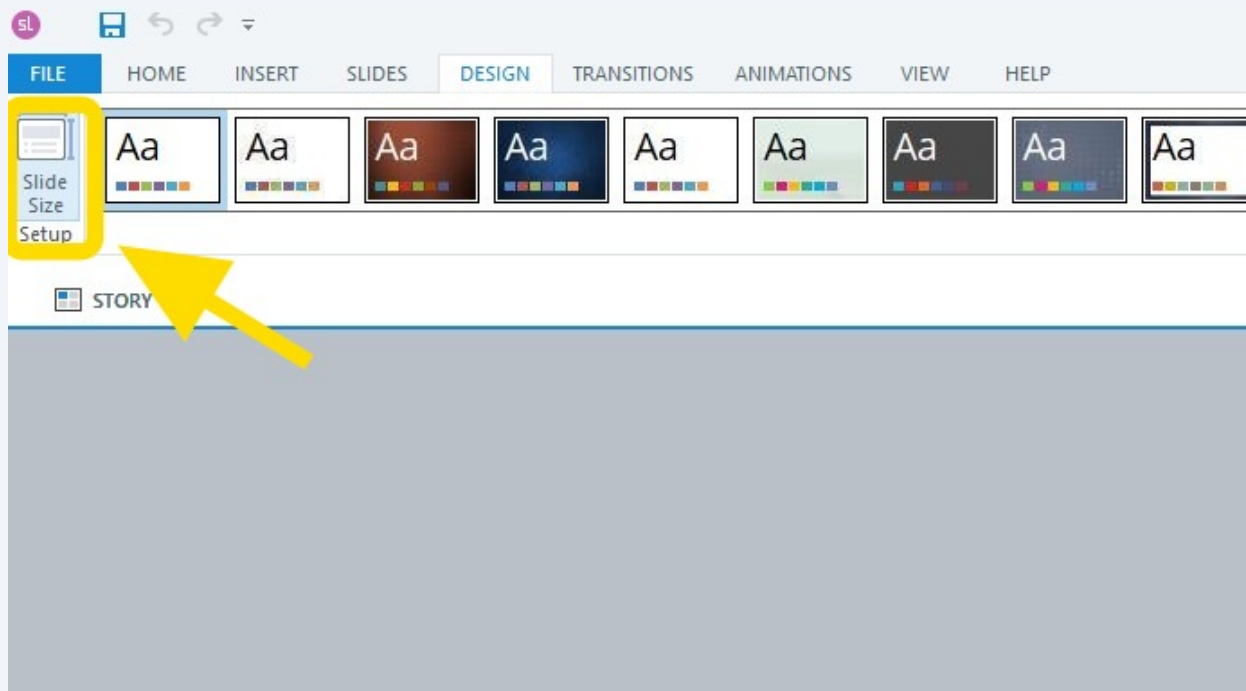


Formatting Slide Dimensions

2

Open Slide Size settings

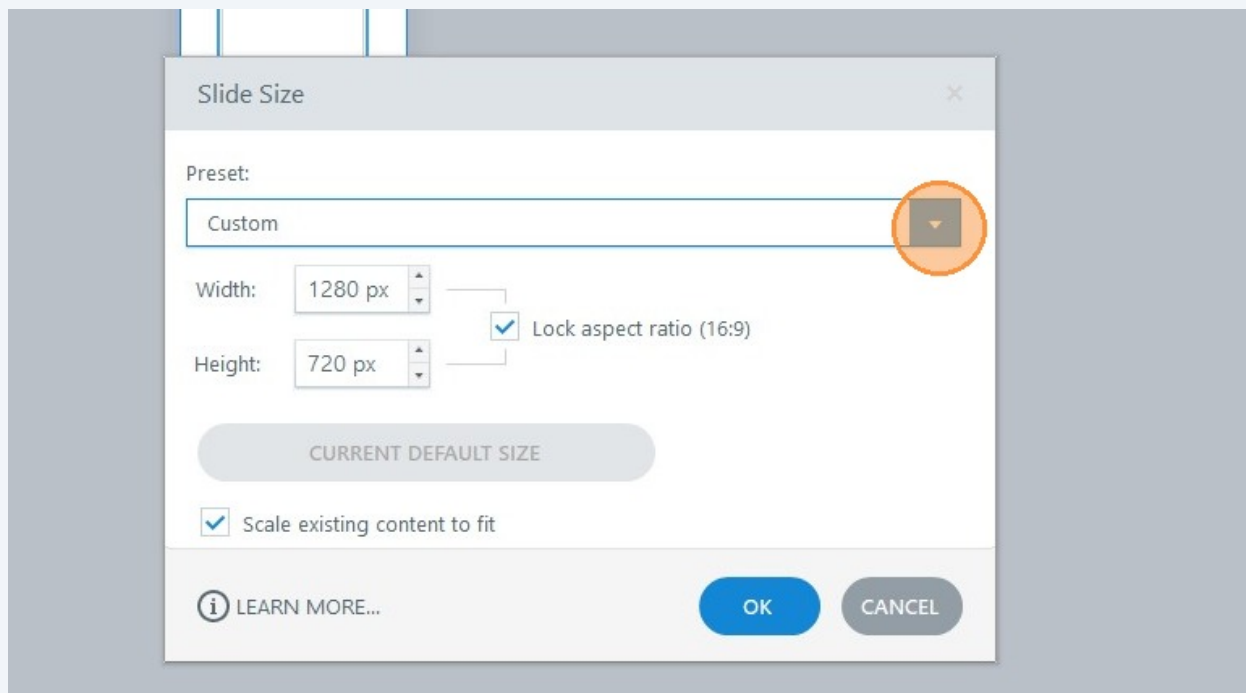
In the **Design** tab, click **Slide Size** (on the left side of the toolbar).



3

Open size presets

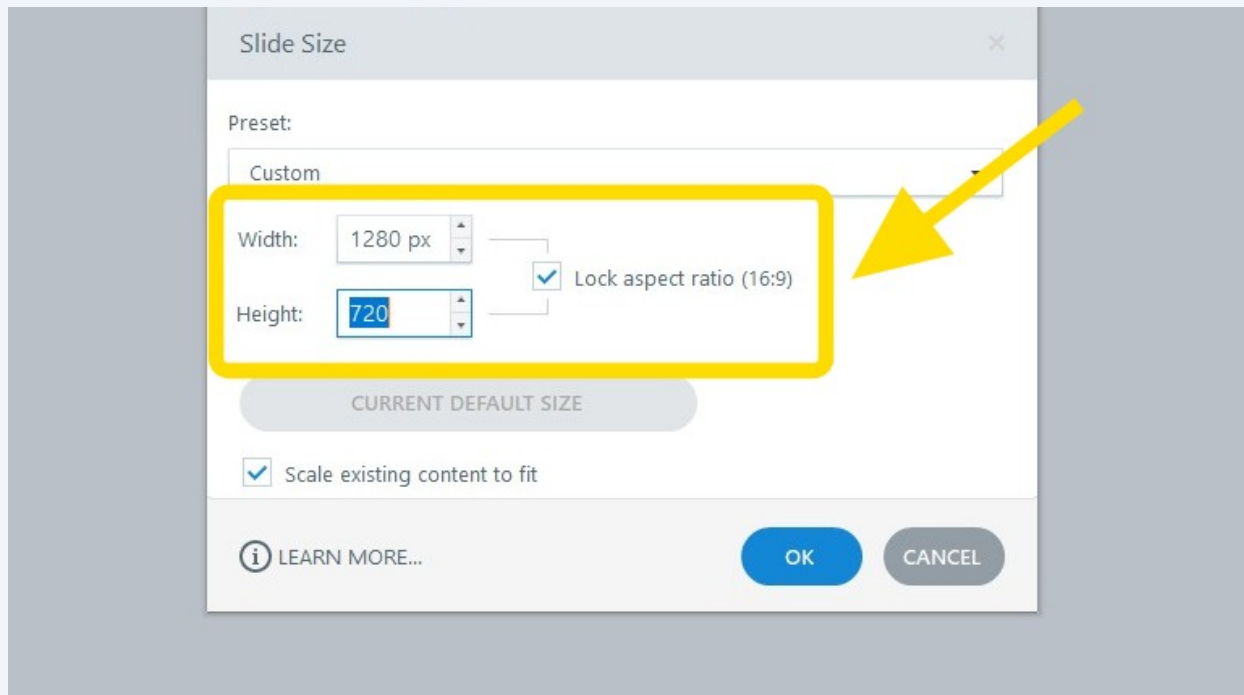
In the pop-up window, open the dropdown list and select **Custom**



4

Set default size to 1280x720

Click **Set as Default** so future projects automatically use these dimensions

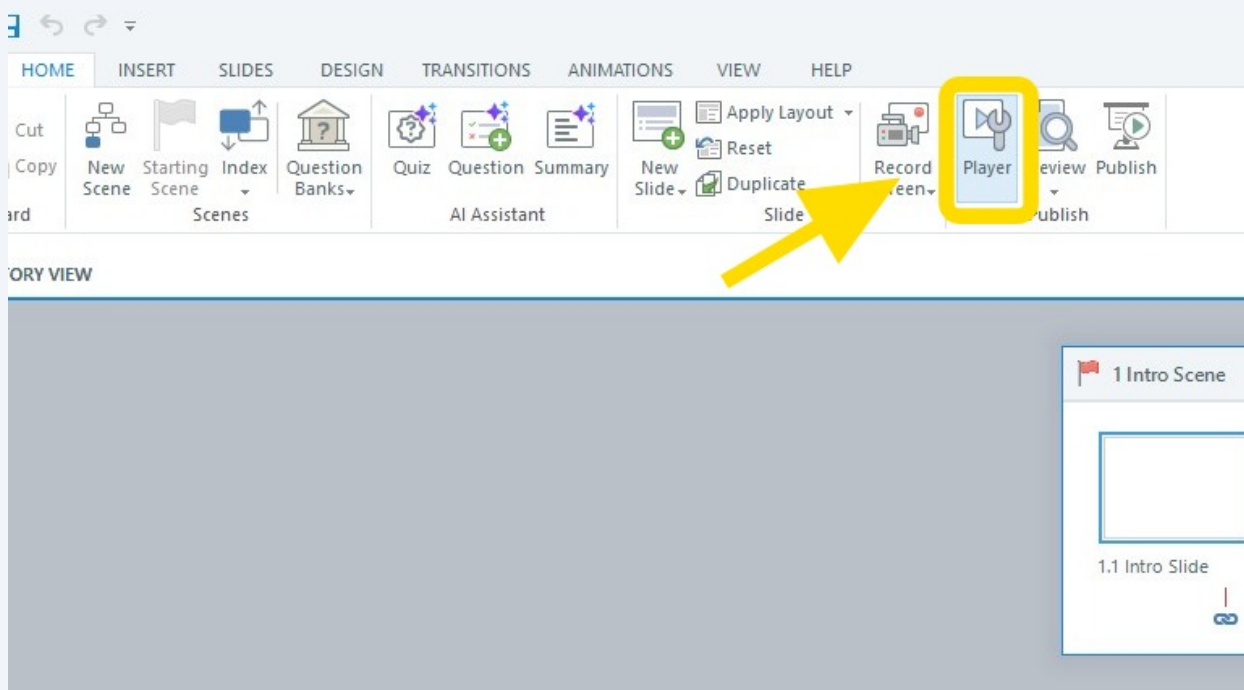


Player Settings

5

Open Player Settings

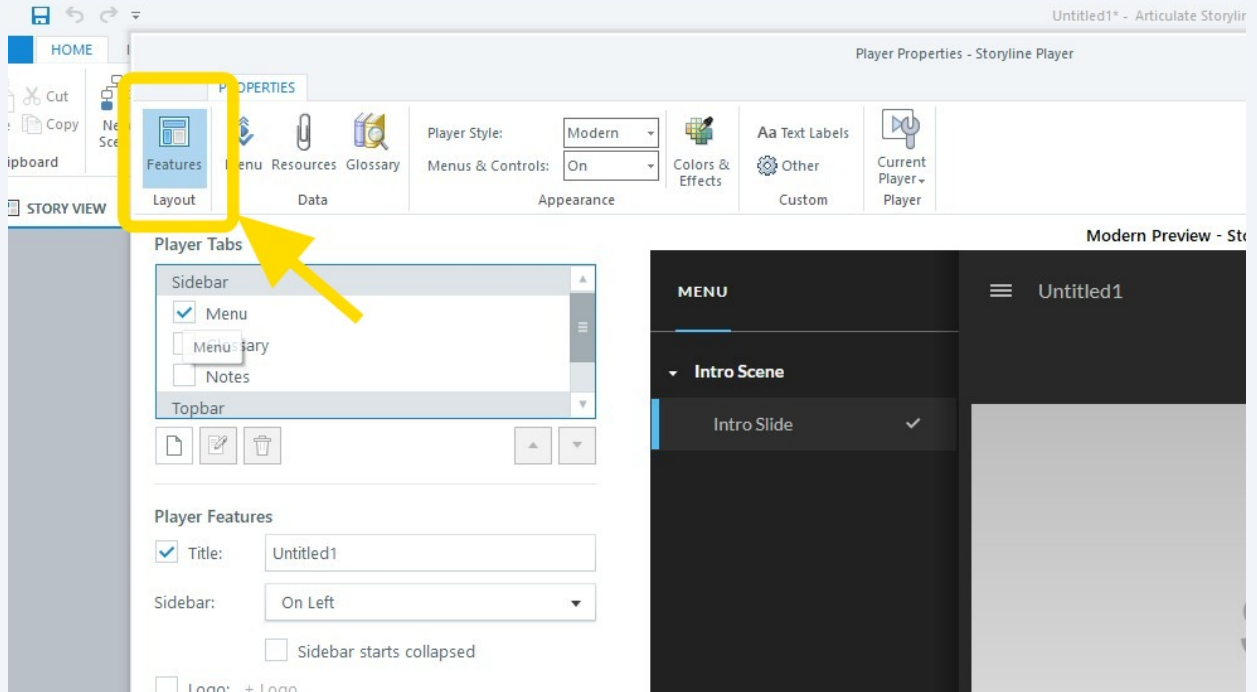
From the **Home** tab, click **Player** to adjust navigation and interface settings



6

Access player features

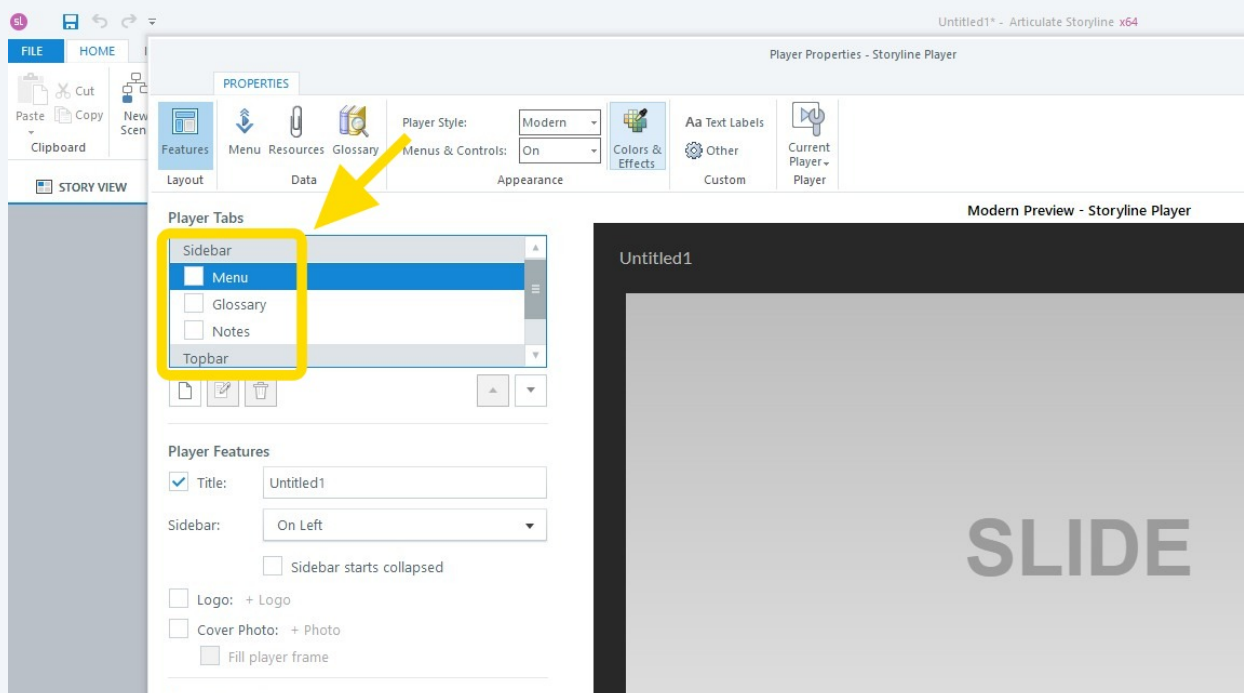
In the left sidebar of the Player window, select **Features** to customize available options



7

Remove menu and extras

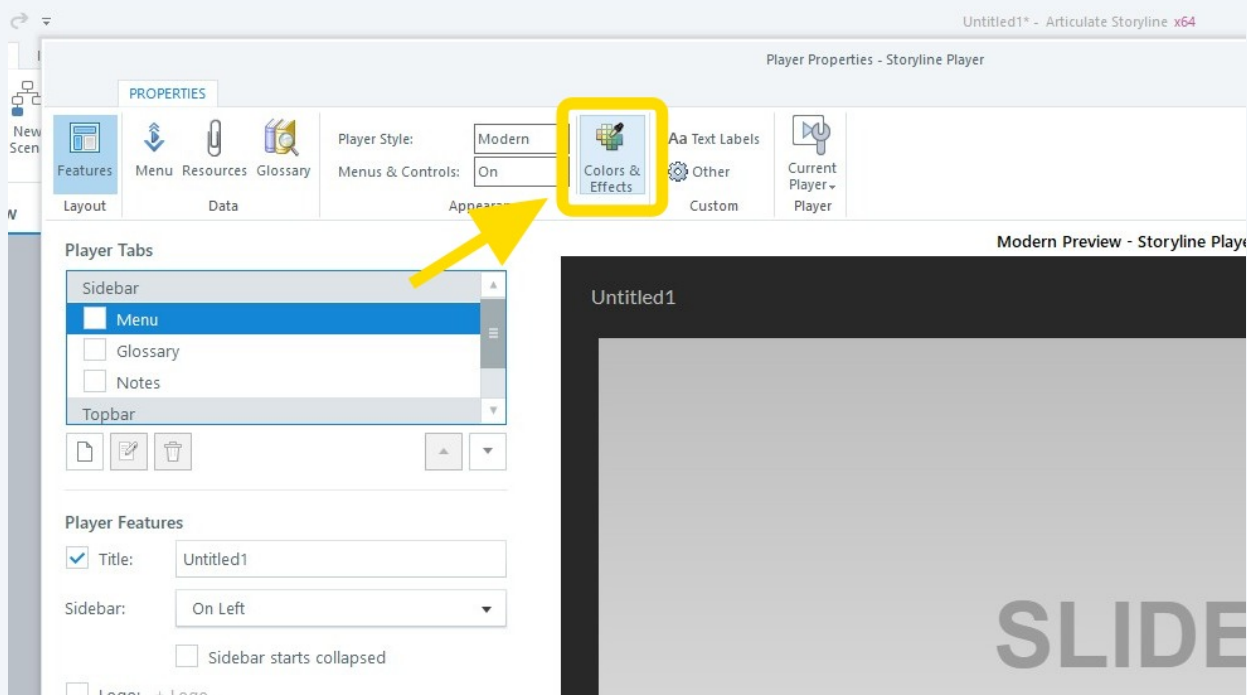
Uncheck **all** features to simplify the player interface



8

Open Colors & Effects

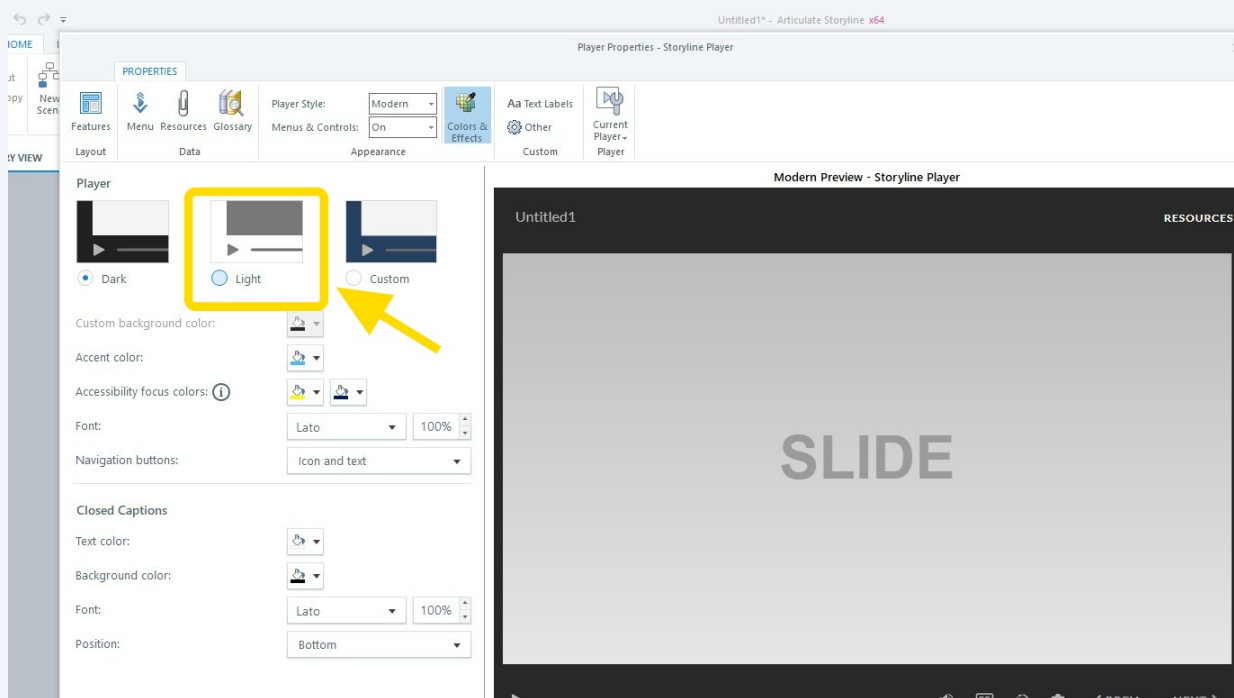
Select **Colors & Effects** in the top ribbon of the Player window



9

Choose light color theme

From the **Color Scheme** dropdown, select **Light** for a clean, neutral look

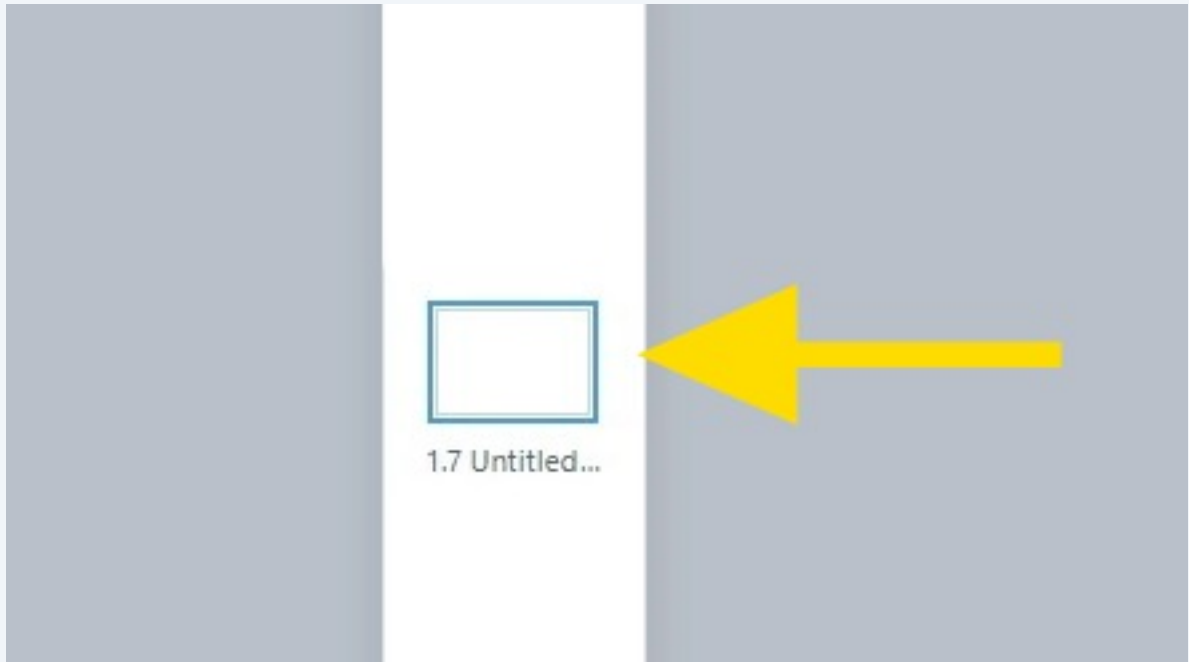


Import Web Object

10

Open a blank slide

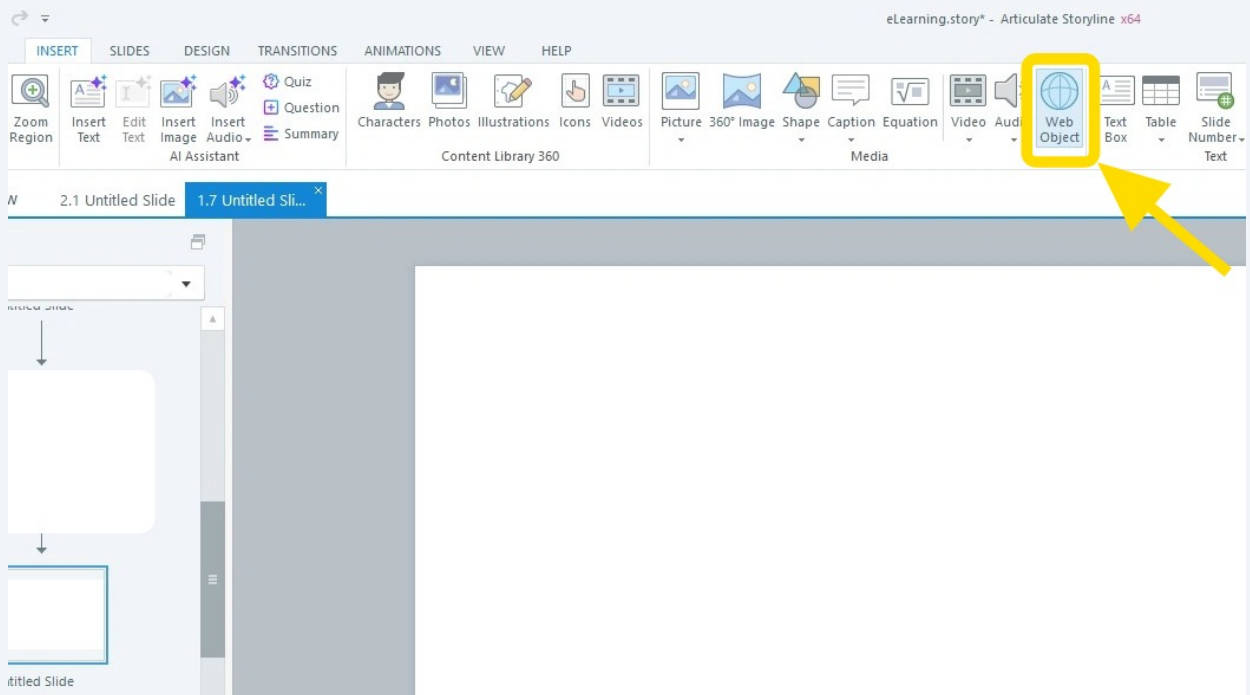
Double-click into the blank slide where you want your activity or quiz to appear



11

Go to the Insert Tab

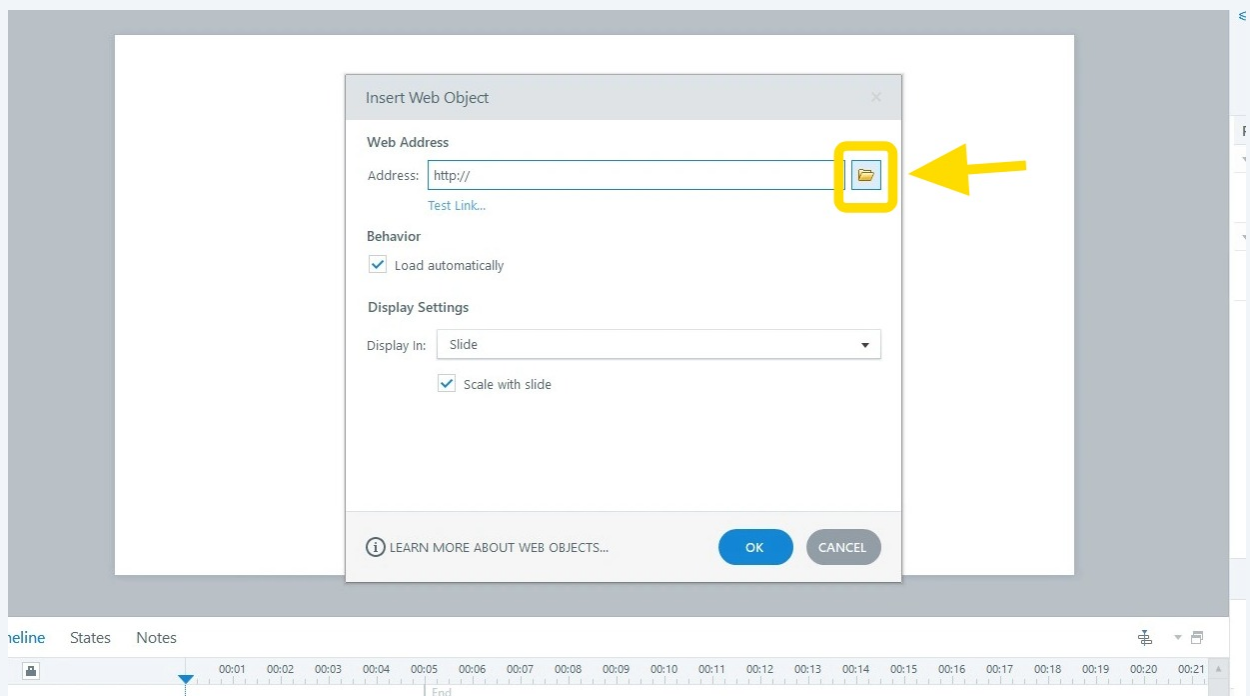
Select "Web Object" From the ribbon options



12

Browse for your PWO

Open your **dist-storyline** folder





Tip! You cannot preview a Web Object. You must publish to view.

13

Preview PWO

Publish to Review 360 to "preview"

rning.story* - Articulate Storyline x64

