



Web Techniques

Duration: 6 Days

Overview:

In this course students will learn HTML page layout and interactivity, to advanced page design. Wide ranging features including templates, forms content and cascading style sheets. Students will also learn how to prepare graphics for the Internet by creating roll-overs, animated graphics and hyperlinks.

Students will produce an engaging interface using text, graphics, animations, video, and sound. In addition to teaching essentials, the course focuses on teaching best practices for creating Flash content.

Pre- Requisites:

An understanding of the computer operating system you are using and graphic manipulation through some kind of digital imaging software such as Adobe Photoshop.

Day 1.5 : PHOTOSHOP

Work Environment

Looking at the Work Area of Photoshop
Customising Preferences
Using the tools
Using the tool options bar and other palettes

Retouching & Repairing

Resolution and image size
Colour Management for the Web
Ensuring Consistent Colour
Straightening and cropping an image
Using automatic adjustments
Healing Brush Tool
Clone Tool
Stamp Tool

Selections

About selecting and selection tools
Selecting with the Magic Wand tool
Using the Magic Wand with other selection tools
Working with oval and circular selections



- Selecting with the lasso tools
- Rotating a selection
- Selecting with the Magnetic Lasso tool
- Cropping an image and erasing within a selection

Layers

- Creating Web Page Backgrounds
- Creating Layers & Layer Sets
- Rearrange & Editing Layers
- Flattening Layers
- Duplicating and aligning layers
- Changing multiple lines of type

Optimising Web Images

- Optimising images using Photoshop or ImageReady
- Optimising a JPEG image
- Optimising a GIF image
- Optimising a PNG image
- Controlling dither and reducing colours
- Specifying background transparency
- Creating a dithered transparency
- Batch-processing file optimization

Links & Slices

- Slicing an image in Photoshop
- Create Slices from Guides
- Slice Sets
- Viewing Slices
- Modifying Slices
- Converting Slices to HTML Tables
- Exporting as HTML

Animating GIF Images

- Creating Animation
- Animating by hiding and showing layers
- Animating with layer opacity and position
- Using vector masks to create animation
- Animating with layer masks

Automation

- Batch process
- Web gallery



Day2 : DREAMWEAVER

Define a Local Site

Site structures, design and planning: Local, remote sites

Local sites

Root folders

Creating a local site -procedure

Cloaking

Files Panel

Web Page Creation

Web building basics

Creating a new HTML page

New document -preferences

Page titles

Document Properties

Background colour /image

HTML/ hexadecimal colour values

Page sizes/ view options

Live view

Tables

Creating tables, editing tables

Table formatting, content

Nested tables

Standard and layout mode

Layout tables, auto stretch, spacer images

Modify tables

Working with Graphics

Rules for using Graphics on web pages

Photoshop Integration

Inserting Images, image paths (relative vs. absolute)

ALT text and image properties

Linking Images

Rollover images

Editing images from DreamWeaver

Navigation

Understanding site navigation



Adobe



Linking to files in your site

Linking to sites

Setting Targets

Creating links from images

Creating Named Anchors

Creating e-mail link

Creating a jump menu

Image map Hotspots

Importing tabular data

HTML data sets

DreamWeaver Templates

Creating DreamWeaver Templates

Setting up DreamWeaver Template regions

Editable regions, optional editable regions

Creating new pages from templates

Default templates

Working with Text

Structural elements: headers, paragraphs, line breaks

Horizontal rules

Coding content in Code View, refreshing

Lists

Special characters

Font sets

Quick tag editor

Day3: DREAMWEAVER

Cascading Style Sheet Files

Introducing cascading style sheets (Class styles and tag styles)

Understanding cascading order and inheritance of styles

Styles -page styles (auto) and external styles

Creating, editing and updating page styles

Creating, editing and updating cascading style sheets (.CSS)

Importing/ attaching/ linking .CSS (pages and sites)

Tag inspector

CSS best practices

Layers

Using layers

Controlling page structure with layers

Layers palette, options

Layer overflow options



Adobe



Layers and the Timeline palette (advanced only)

Adding CSS to layers

Using absolute and relative positioning

Designing with DIVs

Forms

Form functioning

HTML forms and form objects

Action, Method property

Form buttons

Text fields

Check boxes and radio buttons

Lists and menus

Form focussing

Form validating

Site Management and Maintenance

Testing your site (Check links / change links site wide)

Clean up HTML, Word HTML

Browser Compatibility Check

Maintaining your files and folders

Connecting to a remote site

Day 4.5: Flash

Layers & Timeline

Working with layers (Lock, Visibility & Outline)

Organising Layers

Guide Layers

Working with the Timeline

Creating Graphic Assets

Using the drawing tools (Oval, Rectangle, Poly Star, Line, Pen)

Making Selections

Using object and merge drawing

Working with the colours & gradients

Aligning & manipulating objects

Masking

Importing Graphics

Working with different graphic formats

Importing bitmap graphics

Tracing Bitmaps

Using Bitmaps as Fills



Using Text Effectively

- Using the Text tool
- Adding and formatting static text
- Changing font rendering methods
- Embedding fonts in input text fields
- Using font best practices
- Paragraph and Text settings
- Creating Hyperlinks
- Reshaping Text
- Distributing Text to Layers

Creating Symbols

- Importing vector graphics from Illustrator
- Using the Library & explain elements it can contain
- Differentiate between Graphic Symbols & Movie clips & Buttons
- Converting objects to symbols
- Creating and using Movie Clip symbols
- Adding Transparency
- Blends and Filters

Animations

- Using animation best practices
- Organizing a Movie Clip Timeline
- Using keyframes, blank keyframes, and frames
- Creating Frame By Frame Animation
- Creating motion tweens (with & without Guide Layers)
- Creating shape tweens (morphing)
- Fading Objects
- Creating transition effects
- Tween Properties

Publishing Flash Documents

- Testing a flash document
- Using different publishing formats
- Using publishing profiles
- Adding Flash Player detection

Workshop