



Web Graphics

This class focuses on optimizing graphics for effective and efficient presentation on a website. Optimization techniques include selecting appropriate file formats, file sizes, and colors. You will then use the optimized graphics to mock-up a website in Dreamweaver. Using Fireworks' web graphic tools for implementing layers and slices, apply the principles of effective site design. The class will also discuss issues related to procuring and using existing clip art and photographs.

Who should take this course?

Anyone interested in web design and the incorporation of graphics on a website will benefit from the materials taught in this class.

Course Objectives

- Understand the web features in a graphics program.
- Select the best preference settings and effective use of colors for creating web images.
- Optimize images and save them in the proper file format for the web.
- Create user and auto slices and work with layers to create slices.
- Create text for the web and create effective background images.
- Understand the use of transparency on the web.
- Create rollovers and GIF animations.
- Create a page mockup of your design to present to a client.

Course Details

- Length: 12 hours
- Format: Classroom
- Prerequisites: Dreamweaver and experience with a professional level computer graphics program.

The above prerequisites are considered to be the basic skills and knowledge needed prior to taking this class. Instructors will assume your readiness for the class materials and will NOT use class time to discuss prerequisite materials.



Course Contents

Introduction to Web Graphics

- Appreciating the value of web graphics
- Working with graphics software
- Getting started with web design workspace
 - Manipulating bitmap images with Photoshop
 - Resolution (screen & per inch)

Optimizing Graphics for the Web

- Understanding the effect of color on file size
- Changing color depth
- Working with file formats
- Saving files as web graphics
- Optimizing images
 - GIF & JPEG (What's the difference?)
 - Controlling dither
 - Reducing color = reducing size

Displaying Web Graphics

- Preparing cross-platform images
- Defining color for the Web
- Controlling web graphics with HTML
- Avoiding common mistakes

Acquiring Images

- Using scanners
- Taking photographs
- Acquiring images from other sources
 - Copyright



Course Contents, continued

Creating and Using Web Graphics

- Navigation buttons
- Smart objects
- What makes a good or bad background image
- Creating patterns
- Background images and CSS
 - Slices

Creating Animation for the Web

- Understanding animations
- Working with animations and layers palettes
- Optimizing and saving animations
- Using animation on the web

Creating Thumbnail Galleries

- Using actions
- Performing batch processing tasks
- Creating thumbnail galleries
- Using the other automate commands