

Outline for introduction to Dreamweaver

1. What is the web
How Long has it been around and where did it come from, what is it's function in modern life
Information and hierarchy
What do you want to present, how do we want to present it, who are our viewers
Who else presents art on the web for the web
The languages of the web, HTML CSS and EcmaScript, what are they what do you do?
2. What DW is what DW isn't
Planning a web site, breaking down information into blocks or chunks
Introduction to the DW Interface
Navigation, planning and preparation
Frames, linked pages or open browser windows
3. Creating folders / pages. Creating text links on a page and between pages.
4. Creating coloured text and formatting text, [using HTML]
5. Creating coloured text and formatting text, [using CSS]
6. Creating a series of pages that link in a linear fashion
7. Creating a series of pages that link in a non linear fashion
8. Images and image size for web browsing. Image types and formats, what to use and why
9. Interface design creating a 'look and feel' for your site. Using Layers
10. Rollovers/buttons and inter activity Putting it all together, user experiences testing, cross browser testing
11. Revision/Work on Projects
12. Work on Projects
13. Work on Projects

Successful completion

- All class excercises
- A series of sketches of each page's interface
- A sketches of the navigation map of your site
- A fully functional website, with no broken links, whose size is under 10 megabytes
- Five internal links/pages
- Five external links, one of which must link back to the school
- A means of contacting you via the web
- Look aesthetically pleasing
- Optional [Some inter-activity]

Resources

- White board
- White board Markers
- Data Projector
- Computer with internet Connection

Web Design, making a multipage site

Week 7

This week will create a series of pages and link them together based on a pre-existing plan, of your own creation.

Exercise 1

Design/draw a house, it must as a minimum have 5 rooms, each to have one door, except the main central room, which has doors to all other rooms.

Make one room a central room and accessible to all other rooms.

Make all the other rooms accessible to only the central room.

Now make a page for each room, colour code it and label it.

Next, on the central room page list all the other rooms in the house.

In the remaining rooms in the house, add the name of the central room, i.e. Hallway.

Now, link all the pages up firstly from the central room, then all the other rooms.

Save as you work and test frequently.

Exercise 2

Sketch up a map/plan of a house where ALL rooms are accessible to and from all other rooms.

Successful completion

A multipage website, that functions correctly, in accordance to your house plan, with no broken links and a clear navigation scheme.

Resources

- Data Projector
- Computer with internet Connection
- White board/Markers
- Paper Pencils
- Example house sketch

Layers in Dreamweaver™.

Week 9

Pros

Allows more flexible designs

Allows visibility and invisibility to be used

Cons

Technically a little more challenging

Some older browsers do not support them, getting rarer and rarer these days.

How to create a Layer in Dreamweaver

Choose Layout mode from the insert tool bar

Make sure you are in 'standard' edit mode

Choose the draw layer tool

You are now able to draw a layer anywhere on the page that will hold it's current position.

You can even have different layers with different content on different parts of the page.

You can have a layer within a layer within a layer and so on.

Some points to be aware of:-

Name the layers AS YOU WORK, give them common sense names and no spaces or fancy characters.

Use the properties inspector to accurately position the layers on the page and change other properties of the layers themselves.

By default they are transparent, you can however add colour as well as objects to them.

Turn on your grid, View>Grid>Show Grid

Turn on your rulers as well, View>Rulers>Show

Make sure the prefs are set to allow nesting and to add the Netscape "fix" is applied

The layer is active when it has the handles showing around the edges

The layer is ready for text or object insertion when the cursor is blinking inside the layer.

Rollovers Dreamweaver™

Week 10

There are 2 stages to creating a rollover in Dreamweaver.

1. Creating the graphics
2. Adding the graphics/rollovers to the page

Creating the graphics

1. Create ALL images in Photoshop
- 1.1 both states for button rollovers
- 1.2 show hide layer images require need to be correct size.

Add rollovers in Dreamweaver™ Method 1

- 2.1.0 draw layer
- 2.1.1 name layer, click inside layer
- 2.1.2 go to >insert> image objects> rollover image
- 2.1.3 in the new dialog box do the following,
 - 2.1.3.0 Name the image
 - 2.1.3.1 Browse for the original image
 - 2.1.3.3 Browse for the rollover image
 - 2.1.3.4 Make sure Pre-load images check box is checked
 - 2.1.3.5 Give the image some alternative text
 - 2.1.3.6 Browse to the location of the page that the link leads to.
- 2.1.4 Click ok

Adding rollovers to Dreamweaver Method 2

- Draw layer
- 2.2 name layer
 - 2.2.1 add image to layer
 - 2.2.3 click on image
 - 2.2.4 add null link
 - 2.2.5 draw second layer
 - 2.2.6 name layer
 - 2.2.7 add second image
 - 2.2.8 set 2nd layer visibility to hidden
 - 2.2.9 add behaviour
 - 2.2.10 choose show/hide layer
 - 2.2.11 change action from onLoad, to chosen action
 - 2.2.12 add second and opposite behaviour
 - 2.2.13 change action from onLoad, to chosen action which is opposite of,
 - 2.2.10

Exercise 1

Make some button like images in Photoshop.

Save them to the appropriate format.

Using the insert rollover menu command in Dreamweaver make 2 buttons, with 2 states

Exercise 2

Using the show hide behaviour, from the behaviours palette, make 2 disjointed rollovers.

Successful completion:-

2 Graphic buttons made to act like real buttons.

2 images, to change with the mouse action.

All images **MUST** be the correct size and proportions.

Each page's weight must be under 100 kilobytes

Submit at the end of class.

Resources

White board

White board Markers

Data Projector

Computer with internet Connection