

## Introduction

### Tip-Toe Through the Variables

File formats as they affect image quality and load time

Example Web pages:

<http://www.staceyb.com/webimage/>

Variables that affect the end user's perception of your Web pages

Browsers

Monitor settings

- Color
- Resolutions

Network speed

Platforms

### Whistle While You Work in Adobe Photoshop 5.5

Headers & Links

Activity 1: Create a Text Graphic

Activity 2: Make a Button

Discussion - Technicalities and applications

Background Do's and Don'ts

- Tiles
- Colors
- Large image backgrounds

### Bust a Move

Adobe Image Ready 2.0

Activity 3: Make a Simple Sample Nav. Bar with Rollovers

Activity 4: Make a GIF animation with Layers Seen and Unseen

Demonstration: Photoshop's Web Photo Gallery

Discussion - Technicalities and applications

**Objective: Using Photoshop 5.5, create a text graphic for a heading or link to other pages in a Web site.**

1. In Photoshop, create a New file.
  - Give it a Name.  
*related to its purpose*
  - Set Width to 216 pixels.
  - Set Height to 72 pixels.
  - Set Resolution to 72 pixels/inch.
  - Set Background to Transparent.
2. Select the Type Tool.
  - Click on your image.
  - The Type Tool window will open.
  - Designate font, size, color and other properties.
  - Type in your word/s in the preview window.
  - Make changes to font and size as you see fit.
  - When the type looks the way you want it, click OK.
3. Use Move Tool to place text where you want it.
4. Use Crop Tool to remove excess “paper.”
5. In Edit menu, Save for Web.
  - Save for Web window opens.
  - Choose the 2-up view to compare original with destination file.
  - Explore Settings options.
  - For the purposes of this exercise, make the file a GIF with transparency.
6. Save into WebImaging folder on the desktop.

**Objective: Using Photoshop 5.5, create a graphical button for a visually interesting link to other pages in a Web site.**

1. In Photoshop, create a New file.
  - Give it a Name.  
*for example: "button"*
  - Set Width to 144 pixels, Height to 144 pixels.
  - Set resolution to 72 pixels/inch.
  - Set background to Transparent.
2. Using a Selection Tool of choice, create an area/shape.  
*for example, the Lasso for a free form, the Rectangular Marquee, or the Elliptical Marquee*
3. Select a color to fill the selected area.
4. Select Paint Bucket Tool and fill the area.  
*Options for coloring shape are:  
the Gradient Tool, Painting other colors in the area, etc.*
5. Use Type tool to add text to the button. (step by step in "Text Graphic" handout)
6. Use Crop Tool to remove excess "paper."
7. In Edit menu, Save for Web.  
Save into WebImaging folder on desktop.

**Options to consider:**

- Use a photographic source, perhaps a single portion of a photo.
- Use text only.
- Create a more complex image using Filters.
- The sky's the limit.

**Objective: Using ImageReady 2.0, create a simple navigation bar with rollover effects.**

1. In ImageReady, create a New file.
  - Give it a Name  
*for example: "nav\_bar"*
  - Set Width to 72 pixels, Height to 216 pixels (1"x3")
  - Set resolution to 72 pixels/inch
  - Set background to Transparent
2. Using a Selection Tool of choice, create an area/shape for your button.  
*for example, the Lasso for a free form, the Rectangular, Elliptical, or Rounded Corner Marquee*
3. Select a color to fill the selected area and use the Paint Bucket to fill the area.
4. Copy and Paste the shape two more times to create three buttons.  
Use the Move tool to position the shapes.
5. Arrange the Layers and assign a name to each button layer.

**Now it gets detailed.**

**We'll add text, make Slices, assign behaviors, and generate the html and image files.**

**The demonstration will make the following instructions clear.**

6. Select the Layer that you want to place the text over.  
Select and click the type tool over that shape.  
Make font, color and size adjustments while in type layer with the Type Window showing.  
Repeat for each button.
7. Duplicate each type Layer, change its name, and make it a different color.

**continued:**

8. Select the Slice tool and make a slice over each button.
9. In the Rollover Window assign values for each mouse action, hide and reveal appropriate Layers as necessary.
10. Upon completion of assigning behaviors for each button, go to:  
File: Save Optimized As  
Make sure that **Save HTML File** and **Save Images** are both checked.  
Click Save.

When ImageReady has completed the Save, you will find a nav\_bar.html file and an Images folder in your “WebImaging” folder (if you saved in the correct location).

Open the html file in a browser and check out your rollovers!

When working on your pages in an html editor, you will need to paste the nav\_bar.html file into the appropriate area of your pages. (Actually it's more like pasting the complete image of the navigation bar into your pages.)

**Objective:** Using ImageReady 2.0, create a simple GIF animation.

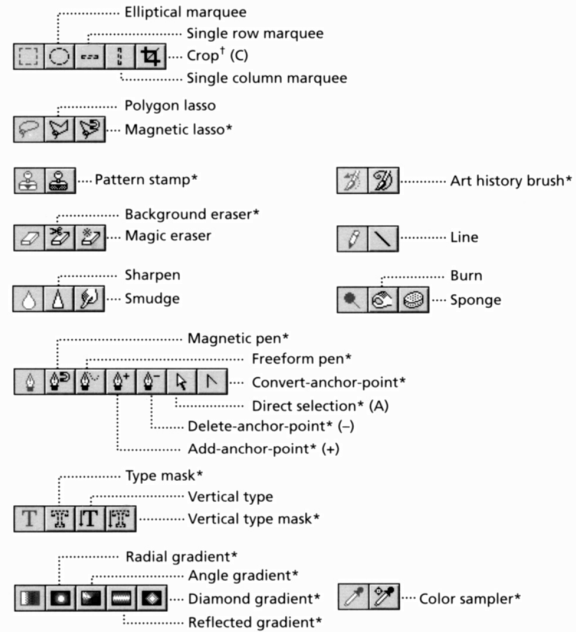
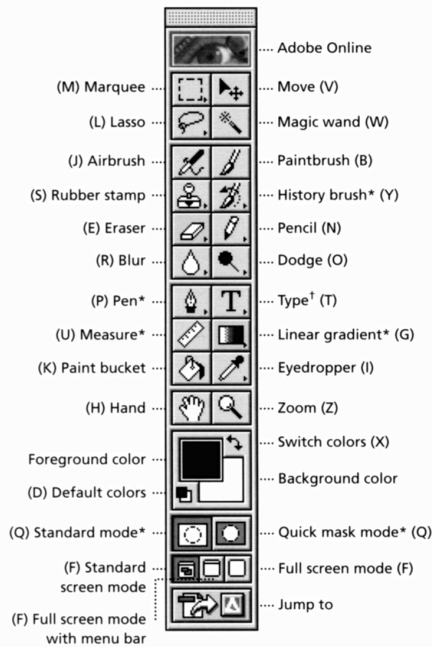
In this activity Layers, once again, play an important role.  
Take notes on the demonstration, and then Play. :-)

**Notes:**

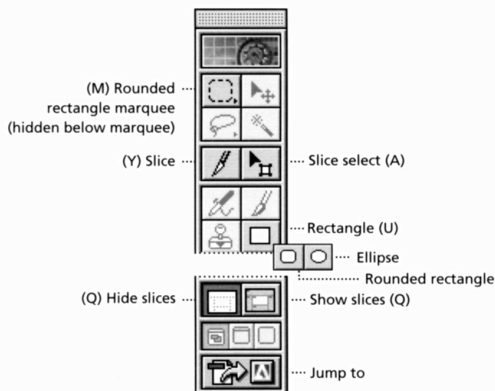
# Adobe® Photoshop® 5.5 with Adobe ImageReady™ 2.0

Mac OS

## QUICK REFERENCE CARD



### Additional ImageReady Toolbox items



*\* Not in ImageReady*

*<sup>†</sup> In a different location in the ImageReady toolbox.*