



HTML WEBDESIGN

MODULE1: INTRODUCTION

1 Introduction to computer networks

- i. Basics of computer networks, LAN, WAN
- ii. Concepts of Internet, services on Internet
WWW, Browser, URL
- iii. What is IP address? TCP/ IP basics

2 Principles of design and composition

- i. Web pages, Hyperlinks, Web server.
- ii. Planning a website-How to plan a website- importance of good web content.
- iii. Structuring & site navigation, browser compatibility issues, domains and hosting

3 Web tools

- I. FrontPage, Photoshop, Macromedia flash, Dream weaver
- II. Comparative study of the tools.
- III. Web programming platforms, .NET, Java
- IV. Dynamic and static websites

4 Trends in website design

- i. Server side programming/ Client side programming
- ii. Desirable site elements
- iii. Developing look
- iv. Testing the design
- v. Knowing your audience

MODULE2: HTML/FRONTPAGE

1 Introduction

- a. WEB publishing
- b. HTML tag concept
- c. <head><body>
- d. URL, hyperlinks <link> href,<A> tags
- e. Image basics,
 - i. alt attribute
 - ii. Hspace, Vspace
 - iii. Height, Width
 - iv. Image as buttons

2 Presentation and layout

- f. Text alignment
 - i. Center, left, right
 - ii. Multicol
- g. Color settings
 - i. bgcolor
 - ii. Foreground color
- h. Tables
 - i. TD
 - ii. TR
 - iii. Rowspan
 - iv. Colspan
 - v. cell padding
 - vi. Table within table

3 Lists

- a. Ordered lists Types of order list
- b. Unordered lists
 - i. Types of unordered list
- c. Nested Lists

4 Frames

- a. Frameset
 - i. Row
 - ii. Col
 - iii. % split up of row, col
- b. Frame targeting
- c. Horizontal splitting
- d. Vertical splitting

5 HTML form

- a. Input fields
 - 1 Text box
 - 2 Password
 - 3 Button
 - 4 Drop down list box v. Radio button
 - 5 Check boxes
- b. Submit /reset button
- c. Methods post/get

6 Style sheet

- a. Setting background
 - i. Setting background
 - ii. Repeating background image
 - iii. Setting background image
- b. Setting text color
 - iv. Align the text
 - v. Text decoration
- c. Font
 - vi. Setting the font
 - vii. Size, boldness of font
- d. Border
 - i. Style of four order
 - ii. Different borders on each side
 - iii. Width setting

- e. Margin
 - f. Padding
 - g. List
 - h. List-item marker
 - i. Positioning
- iv. Vertical alignment of an image
 - v. Placing an element behind another

MODULE3: PHOTOSHOP

Fundamentals

1 Graphics Basics

- i. Bitmap vs. vector-based graphics
- ii. Color/bit depth and image resolution
- iii. Graphic file formats
- iv. Optimizing web graphics
- v. Vector graphics vs. bitmap graphics
- vi. Regular text vs. anti-aliased text
- vii. Pixel resize vs. smart resize
- viii. Regular graphics vs. interlaced graphics
- ix. Lossy compression vs. lossless compression
- x. Dithered graphics vs. non-dithered graphics
- xi. Standard selection vs. floating selection
- xii. Tolerance

- xiii. Opacity

2 Introduction to Color

- i. Color modes- RGB, CMYK, grayscale, LAB, bitmap
- ii. Hue, saturation, and brightness
- iii. Browser safe colors
 - a. Shadows, highlights and midtones of an image

PhotoShop

Interface, Tools and Options

3 Photoshop Environment

- i. About *Photoshop*
- ii. The *Photoshop* Interface
- iii. Setting up a new *Photoshop* document
- iv. Saving a new document
- v. The Default palettes
- vi. Working with *Photoshop* palettes
- vii. The *Photoshop* Toolbox and *Options* bar
- viii. Using *Guides and Ruler*

4 Photoshop Image and Color Basics

- i. Supported import and export image formats
- ii. Opening an Image in *Photoshop*
- iii. Creating images In *Photoshop*
- iv. Saving images In *Photoshop*
- v. Basic image editing
- vi. Changing image size
- vii. Cropping an image
- viii. Changing color/bit depth
- ix. Optimizing Images using *Save for Web*
- x. Working with color in *Photoshop*

5 Photoshop Tools

- i. Parts of the *Toolbox*
- ii. Toolbox shortcuts
- iii. Tools options
- iv. Marquees
- v. Magic wand
- vi. Lassos
- vii. Move tool
- viii. Crop tool
- ix. Slice tools
- x. Pencil
- xi. Paintbrush
- xii. Eraser tools
- xiii. History brushes
- xiv. Gradient
- xv. Paint bucket
- xvi. Burn-dodge-sponge
- xvii. Blur-sharpen- smudge
- xviii. Shapes-line-rectangle-polygon
- xix. Path selection tool
- xx. Pen tool
- xxi. Type tools
- xxii. Notes tool-audio annotation
- xxiii. Eyedropper-color sampler- measure tool
- xxiv. Hand-zoom

- xxv. Quick mask-Screen modes
- xxvi. Jump to Image Ready
- xxvii. Back ground and foreground.

6 Transforms

- i. Using free transform
- ii. Move
- iii. Rotate
- iv. Scale
- v. Skew
- vi. Distort
- vii. Perspective
- viii. Flip-vertical, horizontal
- ix. Invert
- x. Rotate 180°
- xi. Rotate 90° CW
- xii. Rotate 90° CCW

Layers, Channels and Actions

7 Photoshop Layers

- i. About layers-fill and adjustment layers
- ii. The layer palette
- iii. Naming layers
- iv. Creating layers
- v. Deleting layers
- vi. Viewing layers
- vii. Moving layers
- viii. Layer opacity
- ix. Locking layers
- x. Merging layers
- xi. Layer modes and blending options
- xii. Image composting using layers

8 Photoshop Channels

- i. About channels
- ii. The channel palette
- iii. Creating and viewing channels
- iv. Modifying channels
- v. Deleting channels
- vi. Alpha channels and masks

9 All about Actions

- i. Using the action palette
- ii. Recording action
- iii. Playing action
- iv. Editing action
- v. Loading a saved action

Restoring and enhancing images

10 Restoration of photos

- i. Restoring damaged photos
- ii. Photo retouching
- iii. Clone stamp-pattern stamp
- iv. Healing brush tool
- v. Retouch tool

11 Photo enhancement and Color correction

- i. Changing levels
- ii. Changing curves
- iii. Color balance
- iv. Changing brightness and contrast
- v. Changing hue saturation and brightness
- vi. Histogram
- vii. Gradient map
- viii. Desaturate
- ix. Invert
- x. Color replace

- xi. Selective color
- xii. Equalize
- xiii. Threshold
- xiv. Channel mixer
- xv. Posterize
- xvi. Changing background using layer compositing **Text editing and special effects**

12 Text editing in Photoshop

- i. About the type layer
- ii. Creating vertical and horizontal types
- iii. Point and paragraph text creation
- iv. Using horizontal and vertical type mask tools
- v. Using character palette for text editing
- vi. Choosing a font
- vii. Changing the type color
- viii. Choosing a type size
- ix. Specifying kerning and tracking
- x. Using fractional character widths
- xi. Specifying baseline shift
- xii. Applying underline and strikethrough
- xiii. Text alignment and justification
- xiv. Specifying anti-aliasing
- xv. Creating text warp
- xvi. Rasterizing type
- xvii. Converting type to shapes
- xviii. Adding effects to text

13 Photoshop Special effects and Filters

- i. About special effects
- ii. Using filters

- iii Basic filter examples
- iv Artistic filters
- v Distorting filters
- vi Filter combinations
- vii Plug-in filters

Web application and animation 14

Adobe ImageReady

- i About *ImageReady*
- ii Opening *ImageReady*
- iii The *ImageReady* Interface
- iv Image maps
- v Image slicing
- vi Basic animation

15 Photoshop for building web interface

- i. About the Interface

Module 4: Flash

1. Fundamentals

- i. Bitmap vs vector graphics
- ii. Image vs movie
- iii. Conventional animation Vs *Flash* animations
- iv. Concepts of frame rate and resolution
- v. .PAL, NTSC and film standards

2. Exploring the Flash Interface

- i. The *Flash* stage
- ii. Stage settings
- iii. Creating a new *Flash* file
- iv. The various import formats
- v. Timeline- play head/frames/key frames/ blank frames
- vi. Menus, *Toolbox* and properties
- vii. Keyboard shortcuts and preferences
- viii. Color swatches and color mixer
- ix. Rulers, guides, grids and snapping
- x. Common libraries
- xi. Debugger and output
- xii. Movie explorer

2 Working with images

- a. Discussing bitmap and vector graphics
- b. Importing and manipulating images
- c. Converting bitmaps to vector graphics

4 Basic drawing and Selections

- i. Applying the pencil and eraser tools
- ii. Drawing with the pen tool
- iii. Creating custom line styles
- iv. Selection tools -arrow tools, and lasso tool
- v. Navigation tools - hand and zoom tools

5 Shapes

- i. Basic shapes
- ii. Creating rectangles, ovals, and circles
- iii. Creating freeform shapes
- iv. Selecting and editing shapes
- v. Using the Selection and Lasso tools
- vi. Transforming shapes
- vii. Copying, moving, and deleting a shape
- viii. Grouping and aligning objects

6 Color

- i. Applying color
- ii. Using the paint bucket and ink bottle tools
- iii. Using the eyedropper and brush tools
- iv. Custom colors and gradients
- v. Creating a custom color swatch
- vi. Applying gradients
- vii. Creating a custom gradient [fill transform tool]

7 Text

- i. The text tool
- ii. Creating an extending text block
- iii. Creating a fixed text block
- iv. Text formatting
- v. Changing font styles
- vi. Modifying a text block
- vii. Aliasing small text
- viii. Adjusting the kerning of text
- ix. Setting linspacing/margins//indentation
- x. Converting text into
 - xi. Text utilities
 - xii. Using the *Find and Replace* feature
 - xiii. Using the *Spell Checker* feature
 - xiv. Using the *History* panel

Organizing large projects, symbols and animation

8 Introduction to Layers

- i. Layer basics
- ii. Merging and rearranging layers
- iii. Deleting a layer
- iv. Modifying layers
- v. Renaming a layer
- vi. Layers folders
- vii. Locking and hiding layers
- viii. Masking a layer
- ix. Creating layer folders
- x. Guide layers
- xi. Creating a guide layer

xii. Controlling the speed of a motion tween

xiii. Arranging and extending frames

9 Scenes and Frame labels

i. Creating a scenes

ii. Organizing scenes

iii. Creating frame labels

10 Symbols and instances

i. About symbols and Instances

ii. Using and managing the symbol library

iii. Graphic symbols

iv. Movie clip symbols

v. Button symbols

vi. Managing the timeline of movie clip with the main timeline

vii. Creating and editing a button symbol

viii. Controlling tints, brightness and transparency of instances

11 Animation

i. Animation basics ii. Timeline, frames and key frames iii. Creating a basic text animation iv. Creating and manipulating animations

- v. Creating a basic frame-by-frame animation
- vi. Using onion skin to modify an animation
- vii. Using shape tweening and hinting
- viii. Using motion tweening

tweening

- ix. Using motion tweening with a

guide x. Mask animations **Action Scripting and Interactivity**

12 Introduction to *ActionScript*

- i. Understanding object oriented programming
- ii. When to use *ActionScript*

- iii. Introducing the *Actions* Panel

- iv. Working in *Normal* mode
- v. Working in *Expert* mode

- vi. Using the *Reference* panel
- vii. Understanding *ActionScript* syntax

13 Creating *ActionScript* movies

- i. About *Flash* symbol types
- ii. Adding an action to your script
- iii. Adding an action to a keyframe
- iv. Adding an action to an object

- v. Adding an action to a button
- vi. Planning your *ActionScript* movie
- vii. Tips for creating code
- viii. Dissecting an *ActionScript*

14 Controlling the timeline with *ActionScript*

- i. Starting and stopping the movie
- ii. Navigating to frames and scenes
- iii. Creating an interactive animation
- iv. Navigating to URLs
- v. Opening a URL in a different browser window

15 Controlling movie content with *ActionScript*

- i. Creating presentations
- ii. Working with *Flash* levels
- iii. Using the *LoadMovie* and *UnloadMovie* action

16 Creating *ActionScript* loops

- i. About loops
- ii. Looping between frames
- iii. Creating a for loop
- iv. Creating a while loop
- v. Creating a do while loop

17 Working with variables and arrays

- i. About variables and arrays
- ii. Understanding variable data types
- iii.

Variable and array naming conventions

iv. Declaring a variable v. Creating an array

vi. Working with arrays vii. Getting data from an array

18 Modifying an object with *ActionScript*

i. Creating a movie clip ii. Creating movie clip instances iii. Using the set property action iv. Changing an object's properties v. Getting an object's properties

19 Using *ActionScript* with text

i. Creating input text blocks
ii. Creating dynamic text blocks iii. Loading text from an external document iv. Creating rich formatted text

20 *Flash UI* components

- i. Macromedia *Flash UI* components
 - ii. PushButton component
 - iii. CheckBox component
 - iv. RadioButton component
 - v. MessageBox component
 - vi. ComboBox component
 - vii. ListBox component
 - viii. Linking a *ComboBox* with a *ListBox*
 - ix. Creating a master-detail view
 - x. ScrollBar component
 - xi. Changing the look and feel of components

Adding Media and publishing a *Flash* movie 21

Working with sound

- i. Event vs. streaming sounds
- ii. Importing and placing sounds
- iii. Putting a sound in the 'over' state of a button

22 Embedding video

- i. Importing video files
- ii. Modifying and controlling videos

23 Testing and publishing a *Flash* movie

- i. Selecting your publishing Settings
- ii. Previewing and publishing files
- iii. Evaluating download performance
- iv. Optimization factors
- v. Exporting and publishing movies

Module 5: Dreamweaver

1 Getting Started

- i. Introducing *Dreamweaver*
- ii. Learning the interface
- iii. Defining a local site
- iv. Creating a website

2 Adding content to a site

- i. Adding content
- ii. Controlling document structure
- iii. Making lists
- iv. Adding horizontal rules
- v. Adding special characters

3 Formatting with cascading style sheets

- i. Formatting text
- ii. Introducing cascading style sheets
- iii. Creating styles
- iv. Exporting CSS rule definitions
- v. Creating class styles
- vi. Attaching external style sheets
- vii. Creating advanced styles
- viii. Creating a new external style sheet
- ix. Displaying styles
- x. Understanding cascading order and inheritance of styles
- xi. Creating internal styles with the property inspector

4 Working with Graphics

- i. Using graphics on web pages
- ii. Placing graphics on the page
- iii. Modifying image properties
- iv. Editing images

- v. Doing roundtrip editing with fireworks
- vi. Customizing the Insert bar
- vii. Adding *Flash* content
- viii. Adding *Flash* video

5 Navigating your site

- i. Understanding site navigation
- ii. Linking to files in your site
- iii. Linking to sites