GD260 week 2 class notes

HTML site architecture

Folder Structure
Root
      Images
      Css
      Js

Working with color in photoshop
- Explain RGB color model http://en.wikipedia.org/wiki/RGB_color_model
- Working with swatches of color in photoshop
- Converting RGB color to hexadecimal color http://en.wikipedia.org/wiki/Web_colors
- Saving swatches as color palette
- Using adobe kuler for color palettes

Working with text in photoshop
- Text tool
- Editing text attributes

File types
- JPG- common file format used for web graphics. Lossy compression, different levels of fidelity based on compression http://en.wikipedia.org/wiki/JPEG
- GIF- web file format that converts color in a image into a palette of up to 256 colors http://en.wikipedia.org/wiki/Graphics_Interchange_Format
- PNG- bitmap image format, not as widely used for compression, not standard in all web browsers in it's implementation http://en.wikipedia.org/wiki/Portable_Network_Graphics

Structure of an html tag
- Element
- Attribute
- value

handcoding image links to your html file
<img src="path of file here"> EX: <img src="images/mypic.jpg">

introduction to Dreamweaver and site management
- establishing a new site in dreamweaver- from the Site menu you can setup a new site or manage site a currently existing site
- creating a site definition- you can create a site definition file so that you can access your site structure quickly whenever you may be edited that site

Beginning of conceptualization of first site project

- 3 page site
- figure out the basic structure of your site(wireframe thumbnail)
- establish color palette
- find some reference images