

LEARN **Adobe Dreamweaver CC** **for Web Authoring**

Adobe Certified Associate Exam Preparation

Kim Cavanaugh
with Rob Schwartz



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To mi amor, Silvia.

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Kim is a founding board member of the Adobe Education Leaders program, is a certified Adobe Education Trainer, and has taught classes on programming and design to students at every level from middle school to college. During the day, Kim is the instructional webmaster at one of the largest school districts in the US.



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 (included in ebooks and Web Edition*)

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Getting Started

Book Learning Objectives

- Learn the inner workings of the World Wide Web and how web content is published and delivered.
- Learn the key terms and common language of web developers.
- Learn to use Adobe Dreamweaver to create web pages and websites.
- Understand and write HTML using Dreamweaver's tools to visualize, write, edit, and test your web pages.
- Use modern web standards to lay out web pages and control their appearance with Cascading Style Sheets (CSS).
- Become proficient with the Dreamweaver interface and the tools used to insert and format text, hyperlinks, images, tables, and multimedia files.
- Use Dreamweaver to design web pages that look and work great on computers, tablets, and smartphones.
- Publish and update web pages to the World Wide Web.
- Apply principles of design that lead to attractive, engaging, and effective user experiences.
- Learn how to work with clients to develop project plans that lead to successful web projects.

Welcome to *Learn Adobe Dreamweaver CC for Web Authoring*! We use a combination of text and video to help you learn the basics of web programming with Adobe Dreamweaver CC along with other skills that you will need to get your first job in web design. Adobe Dreamweaver CC is a powerful program for working with the HTML, CSS, and JavaScript code that make up the modern web experience. Dreamweaver is widely used within the web design industry and by many company web production teams to manage website resources, taking advantage of its dynamic authoring environment to create great user experiences for their customers.

About This Book and Video

Learn Adobe Dreamweaver CC for Web Authoring was created by a team of expert instructors, writers, and editors with years of experience in helping beginning learners get their start with the cool creative tools from Adobe Systems. Our aim is not

only to teach you the basics of the art of web page design with Dreamweaver, but to give you an introduction to the associated skills (like design principles and project management) that you'll need for your first job.

We've built the training around the objectives for the Web Authoring Using Adobe Dreamweaver CC (2015) Adobe Certified Associate (ACA) Exam, and if you master the topics covered in this book and videos, you'll be in good shape to take the exam. But even if certification isn't your goal, you'll still find that this training will give you an excellent foundation for your future work in web design. To that end, we've structured the material in the order that makes most sense for beginning learners (as determined by experienced classroom teachers), rather than following the more arbitrary grouping of topics in the ACA Objectives.

To aid you in your quest, we've created a unique learning system that uses video and text in partnership. You'll experience this partnership in action in the Web Edition, which lives on your Account page at *peachpit.com*. The Web Edition contains 10 hours of video—the heart of the training—embedded in an online ebook that supports the video training and provides background material. The ebook material is also available separately for offline reading as a printed book or as an ebook in a variety of formats. The Web Edition also includes hundreds of interactive review questions you can use to evaluate your progress. Purchase of the book in *any* format entitles you to free access to the Web Edition (instructions for accessing it follow later in this section).

Most chapters provide step-by-step instructions for creating a specific project or learning a specific technique. Many chapters include several optional tasks that let you further explore the features you've already learned. Two valuable chapters acquaint you with other skills and concepts that you'll come to depend on as you use the software in your everyday work. Here is where you'll find coverage of Domains 1 and 2 of the ACA Objectives, which don't specifically relate to features of Dreamweaver but are important components of the complete skill set that the ACA exam seeks to evaluate. Because these chapters aren't part of the path to learning Dreamweaver itself, they aren't included in the printed book. They're included in the ebook editions and in the online Web Edition (to access the free Web Edition, see pages xiv–xv).

Each chapter opens with two lists of objectives. One list lays out the learning objectives: the specific tasks you'll learn in the chapter. The second list shows the ACA exam objectives that are covered in the chapter. A table at the end of the book guides you to coverage of all the exam objectives in the book or video.

Conventions Used in this Book

This book uses several elements styled in ways to help you as you work through the projects.

 **Video 9.5** About Copyright

Links to videos that cover the topics in depth appear in the margins.

Text that you should enter appears in bold, such as:

In the Link field in the Property inspector, type **http://www.capesnbabes.com**.

Terms that are defined in the glossary appear in bold and in color, such as:

The **web font** that's used in the header of the page is just what the client is looking for. That's a great thing.

 **ACA Objective 2.1**

The ACA objectives covered in the chapters are called out in the margins beside the sections that address them.

Notes give additional information about a topic. The information they contain is not essential to accomplishing a task but provides a more in-depth understanding of the topic:

NOTE *The default behavior for background images is to tile across and down the container where they are set.*

Working in Dreamweaver means you'll be working with code. We have used several conventions to make working with the code in this book easier to follow and understand.

In many instructions, you will be required to enter HTML code, CSS rules, and properties and other code-based markup. To distinguish the markup from the instructional text, the entries will be styled with a code font, like this:

Examine the code `<h1>Heading goes here</h1>`.

In instances where you must enter the markup yourself, the entry will be formatted in bold, like this:

Type the following code: **`<h1>Heading goes here</h1>`**.

Within the body of descriptions and exercise instructions, elements may be referenced by name or by class or ID attribute. When an element is identified by its tag name, it will appear as `<h1>` or `h1`. When referenced by its class attribute, the name will appear with a leading period (.) in code font, like this: `.content` or `.sidebar1`. References to elements by their ID attribute will appear with a leading hash (#) and in a code font, like this: `#top`. This practice matches the way these elements appear in the Tag selector interface in Dreamweaver.

OPERATING SYSTEM DIFFERENCES

In most cases, Dreamweaver CC works the same in both Windows and Mac OS X. Minor differences exist between the two versions, mostly due to platform-specific issues. Most of these are simply differences in keyboard shortcuts, how dialogs are displayed, and how buttons are named. In most cases, screenshots were made in the Windows version of Dreamweaver and may appear somewhat differently from your own screen.

Where specific commands differ, they are noted within the text. Windows commands are listed first, followed by the Mac OS equivalent, such as Ctrl+C/Command+C. In general, the Windows Ctrl key is equivalent to the Command (or Cmd) key in Mac OS, and the Windows Alt key is equivalent to the Option (or Opt) key in Mac OS.

As chapters advance, instructions may be truncated or shortened to save space, with the assumption that you picked up the essential concepts earlier in the chapter. For example, at the beginning of a chapter you may be instructed to “press Ctrl+C/Cmd+C.” Later, you may be told to “copy” text or a code element. These should be considered identical instructions.

If you find you have difficulties in any particular task, review earlier steps or exercises in that chapter. In some cases when an exercise is based on concepts covered earlier, you will be referred back to the specific chapter.

Installing the Software

Before you begin using *Learn Adobe Dreamweaver CC for Web Authoring*, make sure that your system is set up correctly and that you’ve installed the proper software and hardware. This material is based on the original 2015 release of Adobe Dreamweaver CC (version 16.0) and is designed to cover the objectives of the Adobe Certified Associate Exam for that version of the software.

The Adobe Dreamweaver CC software is not included with this book; it is available only with an Adobe Creative Cloud membership, which you must purchase or which must be supplied by your school or another organization. In addition to Adobe Dreamweaver CC, some lessons in this book have steps that can be performed with Adobe Photoshop and other Adobe applications. You must install these applications from Adobe Creative Cloud onto your computer. Follow the instructions provided at helpx.adobe.com/creative-cloud/help/download-install-app.html.

ADOBE CREATIVE CLOUD DESKTOP APP

In addition to Adobe Dreamweaver CC, some extension activities suggested in the text require the Adobe Creative Cloud desktop application, which provides a central location for managing dozens of apps and services that are included in a Creative Cloud membership. Although the central lessons in this book and the videos do not require a Creative Cloud subscription, you should explore the ways the Creative Cloud desktop application can be used to sync and share files, manage fonts, access libraries of stock photography and design assets, and showcase and discover creative work in the design community.

The Creative Cloud desktop application is installed automatically when you download your first Creative Cloud product. If you have Adobe Application Manager installed, it auto-updates to the Creative Cloud desktop application.

If the Creative Cloud desktop application is not installed on your computer, you can download it from the Download Creative Cloud page on the Adobe website (creative.adobe.com/products/creative-cloud) or from the Adobe Creative Cloud desktop apps page (adobe.com/creativecloud/catalog/desktop.html). If you are using software on classroom machines, be sure to check with your instructor before making any changes to the installed software or system configuration.

CHECKING FOR UPDATES

Adobe periodically provides updates to software. You can easily obtain these updates through Creative Cloud. If these updates include new features that affect the content of this training or the objectives of the ACA exam in any way, we will post updated material to peachpit.com.

Accessing the Free Web Edition and Lesson Files

Your purchase of this book in any format includes access to the corresponding Web Edition hosted on peachpit.com. The Web Edition contains the complete text of the book augmented with hours of video and interactive quizzes.

To work through the projects in this product, you will first need to download the lesson files from peachpit.com. You can download the files for individual lessons or download them all in a single file.

If you purchased an ebook from *peachpit.com* or *adobeypress.com*, the Web Edition and files will automatically appear on your Account page. The Web Edition will be on the Digital Purchases tab, and the files will be on the Registered Products tab (see step 5 below).

If you purchased an ebook from a different vendor or you bought a print book, you must register your purchase on [adobe.com](#):

- 1 Go to [adobe.com](#).
- 2 Sign in or create a new account.
- 3 Enter the ISBN: [ISBN](#).
- 4 Answer the questions as proof of purchase.
- 5 The Web Edition will appear under the Digital Purchases tab on your Account page. Click the Launch link to access the product.

The lesson files can be accessed through the Registered Products tab on your Account page.

- 6 Click the Access Bonus Content link below the title of your product to proceed to the download page. Click the lesson file links to download them to your computer.

Additional Resources

Learn Adobe Dreamweaver CC for Web Authoring is not meant to replace the documentation that comes with the program or to be a comprehensive reference for every feature. For comprehensive information about program features and tutorials, refer to these resources:

Adobe Dreamweaver Learn & Support: helpx.adobe.com/dreamweaver is where you can find and browse Help and Support content on *Adobe.com*. Adobe Dreamweaver Help and Adobe Dreamweaver Support Center are accessible from the Help menu in Dreamweaver. Help is also available as a printable PDF document. Download the document at helpx.adobe.com/pdf/dreamweaver_reference.pdf.

Adobe Forums: forums.adobe.com/community/dreamweaver lets you tap into peer-to-peer discussions, questions, and answers on Adobe products.

Adobe Dreamweaver CC product home page: adobe.com/products/dreamweaver provides information about new features and intuitive ways to create responsive web page layouts that display beautifully on any screen.

Adobe Add-ons: *creative.adobe.com/addons* is a central resource for finding tools, services, extensions, code samples, and more to supplement and extend your Adobe products.

Resources for educators: *adobe.com/education* and *edex.adobe.com* offer a treasure trove of information for instructors who teach classes on Adobe software at all levels.

Adobe Certification

The Adobe training and certification programs are designed to help designers and other creative professionals improve and promote their product-proficiency skills. Adobe Certified Associate (ACA) is an industry-recognized credential that demonstrates proficiency in Adobe digital skills. Whether you're just starting out in your career, looking to switch jobs, or interested in preparing for success in the job market, the Adobe Certified Associate program is for you! For more information, visit *edex.adobe.com/aca*.

Resetting the Preferences to Their Default Settings

Dreamweaver lets you determine how the program looks and behaves (like tool settings and the default unit of measurement) using the extensive options in Edit > Preferences (Windows) or Dreamweaver CC > Preferences (Mac OS). To ensure that the preferences and default settings of your Adobe Dreamweaver CC program match those used in this book, you can reset your preference settings to their defaults. If you are using software installed on computers in a classroom, don't make any changes to the system configuration without first checking with your instructor.

To reset your preferences to their default settings, follow these steps:

- 1 Quit Adobe Dreamweaver.
- 2 Hold down the key combination Windows key+Alt+Shift (Windows) or Command+Option+Shift (Mac OS), and launch Dreamweaver.
- 3 Continue to hold down the keys until the Reset Preferences dialog appears.
- 4 In the Reset Preferences dialog, click Yes.

The file containing your preferences will be deleted.

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CHAPTER OBJECTIVES

Chapter Learning Objectives

- Understand how the client-to-design process works for creating page prototypes that meet the customer's requirements.
- Create CSS styling rules that make use of background images.
- Use round-trip editing to insert a source Photoshop or Fireworks image file and edit the file from within Adobe Dreamweaver.
- Insert images on a web page and position them using CSS floats.
- Learn the location and purpose of Dreamweaver's image editing tools and the recommended methods for their use.
- Use Dreamweaver's visualization tools to troubleshoot designs and align elements on the page.

Chapter ACA Objectives

DOMAIN 1.0

SETTING PROJECT REQUIREMENTS

- 1.2 Summarize how designers make decisions about the type of content to include in a web authoring project, including considerations such as copyright, project fit, permissions, and licensing.

DOMAIN 2.0

UNDERSTANDING WEB AUTHORING

- 2.4 Demonstrate knowledge of Cascading Style Sheets (CSS) and the behavior of basic CSS tags.
- 2.6 Demonstrate knowledge of digital images, text, interactive elements, animation, and video and audio content as they pertain to web authoring.

DOMAIN 4.0

WEB AUTHORING USING ADOBE DREAMWEAVER CC

- 4.1 Define a new Dreamweaver site.
- 4.2 Create a web page and define the page layout using HTML, CSS, and div tags.

CHAPTER 4

Getting the Big Picture

Human beings are incredibly visual creatures. Our brains can process more information when we view a picture or illustration than we can by reading a long passage of text. The old saying “A picture is worth a thousand words” is certainly true.

Images and visuals are a huge part of the modern web experience, and in a world where you can snap a photo on your phone and instantly publish it online, visitors to a web page expect to see lots of images. And just like graphics, images can be used to define the layout of web pages and assist in the usability of the site—making it easier for visitors to find their way around and get to the information they’re after.

In this chapter, you’ll take a look at the ways you can use images to further define the look and feel of a design, how to insert and position images, and the tools that Dreamweaver provides to help you get those jobs done.

Bring On the Art!

Great news! Your client Chris the Cartoonist (**Figure 4.1**) has provided a *ton* of artwork for the *WULVS.com* website, and he's also given you excellent guidance on how he wants the design to proceed.

Chris Sez:

I really like the layout of the page! Those colors are kind of weird, but I know that's just temporary, right? Let me tell you a little more about the storyline and the characters in my made-up world.

WULVS is a comic strip built around a security service run by Ray the Werewolf.

In Ray's world, he works with a group of vampires, zombies, witches, mummies, aliens, and other characters who work as guards for hire by the "regular" humans of the world.

*Part of the fun of the comic strip is how Ray runs his business—and his website—just like a regular business. After all, a monster has to make a living too. What I want to do is use the artwork of the characters in the strip to create Ray's company website, *wulvs.com*.*

I'm going to break down what I want for each page and put it into a separate document. OK? I'm looking forward to seeing your work!

Lucky for you, he's happy with the layout that was made from the wireframes in the last chapter, and now you can take the big step of designing the pages the way Chris wants. Well, he isn't sure exactly what he wants quite yet, but that just means that you can put on your designer hat and start working on a prototype for this site.

To get started on all the new elements for this design, you'll need to download the files that have been provided and define your Chapter 4 website.

Get Your Files Here

As you did in previous chapters, copy the folder that contains this chapter's files to your computer.

- 1 Download the project files for this lesson, named `chapter-04.zip`, from the Lesson & Update Files tab on your Account page at www.peachpit.com, and store them on your computer in a convenient location.
- 2 Unzip the files and copy the `chapter-04` folder to the `Learn-Dreamweaver` folder you created in Chapter 1.



Figure 4.1 Chris the Cartoonist

Define the Chapter 4 Website

With the files you've been provided for this chapter in the project folder, you're ready to set up the site in Dreamweaver.

★ ACA Objective 4.1

NOTE Refer to Video 1.5, "Defining a Dreamweaver Website," if you want a quick demo of how the site definition process works.

- 1 From the application bar, select Site > New Site.
- 2 Name the site **Chapter 4**.
- 3 Browse to the **chapter-04** folder in your **Learn-Dreamweaver** project folder.
- 4 Click Save.

Image File Formats for the Web

Deciding on the right kind of image to include in a web page goes beyond simply getting the best picture available and sticking it on a page—although making that choice can be a huge chore in itself. You also need to understand which types of files will be displayed properly by the viewer's browser and the type that is most appropriate for the kind of image you are adding.

★ ACA Objective 2.6

At the most basic level, it's pretty simple. Web browsers can display three file types:

- **GIF** (Graphics Interchange Format) images have filenames that end with the .gif file extension. GIFs can display a limited number of colors, which makes them very efficient. GIFs are a great choice for graphics—such as logos, illustrations, navigation bars, and other design elements—that don't require colors with subtle shades. GIFs can have a transparent background, and of course you can animate GIFs to create miniature little movies. How else would we be able to see cats playing pianos?
- **JPEG** (Joint Photographic Experts Group) files use the .jpg or .jpeg extension, and as you can probably guess, this format is best used for photographs and other images with thousands or millions of colors. JPEG images can be compressed by changing quality settings in an image editor to get smaller file sizes. Web designers often compare different quality settings in Photoshop,

for instance, until they achieve a good balance between how good the image looks and its file size. JPEGs cannot have transparent areas and cannot be animated.

- **PNG** (Portable Network Graphics) is the newest image format. This file type was specifically developed for use on the web. The cartoon character images you've been provided all use the PNG format because images in this format can display transparency, sharp edges, and color changes—like a GIF—but still allow for subtle shades of colors like a JPEG. PNG files are by far the most common file type used by modern web designers.

All these file types are in the family of images known as **bitmaps**. In a bitmap, every color in the image is defined as a tiny block of data with a color value and other properties. If you've ever zoomed way in on a digital image, you've seen those individual blocks magnified and seen how the image is composed.

Every image in a web page must be downloaded from a remote server somewhere, which makes image **file weight**—the size of the file as measured by how much data it holds—almost as important as how it looks. Large image files are one of the primary culprits when a page loads slowly—for example, inserting an image that weighs 500 KB versus one that weighs 100 KB.

This process of choosing the right file type and adjusting image properties to get the smallest file size possible is known as **optimization**. Adobe makes two fine software programs for editing and optimizing images: Photoshop and Fireworks. In fact, the best method for working with images is to compose and edit the images in a graphics editor, then export a version that has been optimized for viewing on the web.

Whether or not you're optimizing your images or you're working with a graphic designer who will prepare the images while you take on the coding duties, you do need to know the kind of images that are appropriate for different applications. Smart designers *always* work with a source Photoshop or Fireworks file and *never* work directly on an image file or photograph without having a backup.

PROJECT 4.1

Prototyping and Designing with Background Images

Chris has been hard at work and has provided all sorts of new information to work with. In the project files for Chapter 4, Chris has supplied a bunch of images and specific feedback on how things should look going forward. Based on the instructions and the materials he has provided, you can start getting content into place.

★ ACA Objective 1.2

★ ACA Objective 2.4

★ ACA Objective 4.2

Examining Client Feedback and Requirements

Take a few moments to familiarize yourself with the new files and folders that Chris provided.

- 1 Open Dreamweaver and review the structure of the site and the new folders and images.

The folders and files you created in Chapter 3 are still in place, but new images and documents have been supplied by the client (**Figure 4.2**). The `images` folder contains lots of new cartoon characters, and the `source` folder contains Photoshop and Fireworks files. Also included are two client feedback files.

▶ **Video 4.1**
Prototyping and Designing with Background Images

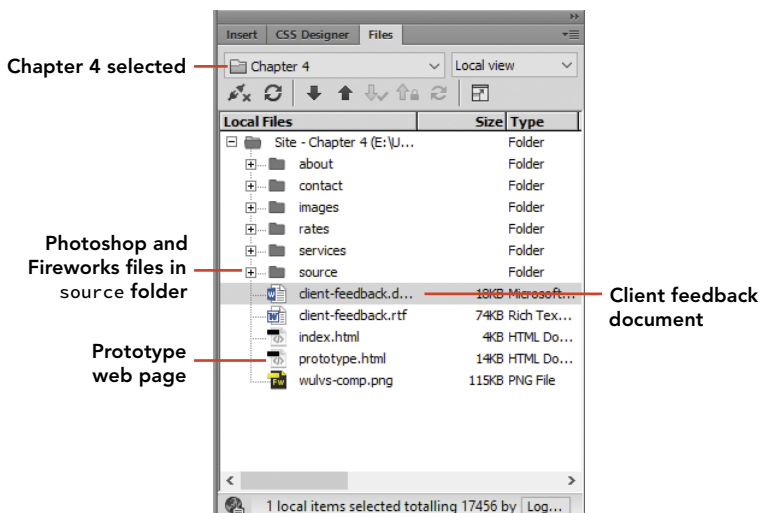


Figure 4.2 The files and folders for the Chapter 4 website

- 2 Open `client-feedback.docx` by double-clicking the file in Dreamweaver. The file opens in Microsoft Word. If you don't have Word installed on your computer, you can open the `client-feedback.rtf` file in almost any word processor.
- 3 Read through the client feedback from the client. Deciphering information from a client frequently involves a lot of detective work. What specific guidance does the client provide? What things are being left up to you as the designer? And most importantly at this stage, can you determine enough information to get a *feel* for how things should look?
- 4 Open the client's design comp by double-clicking `wulvs-comp.png`. This file opens in the default graphics editor on your computer (**Figure 4.3**).

Figure 4.3 Major design elements in the design comp provided by the client

- A** Header with character collage
- B** Page background with textured image
- C** Sidebar and navigation area
- D** Character inserted into the page



The design comp includes the major design elements that the client is requesting. The page is centered in the viewport and has a header, sidebar, footer, and main content area. You'll also see design clues as to how the client wants images to be used. This is another good time to jot down some notes on what you discover in this document.

- 5 Now open `index.html`. This is the same file that you finished at the end of Chapter 3. Compare this file to the client's composition to see the differences.

6 Open `prototype.html`.

This is a file that you might have developed based on your detective work of the information your client provided. In the interest of time, the following tasks have been done for you:

- The document includes the content that will appear in several pages of the website. You'll find new Heading 1 tag sections for the Team, Services, Rates, and Contact pages.
- The Team section has character descriptions, the Services and Rates sections have tables of information, and the Contact section has a spot for a form.
- The sidebar area has text for two navigation sections and placeholder text for where advertising might go.
- New CSS styling rules have been created to assign background colors and borders to the header and footer areas of the page.

7 Open the CSS Designer panel. Select the Show Set checkbox in the upper-right corner of the panel, and examine the properties that have been applied to the `#header` and `#footer` rules in this document.

Once you've thoroughly reviewed all the changes that have been made and compared those changes to the `index.html` file, you are ready to move on to more styling. You can even close `index.html`. All the work you do from this point forward will be done in `prototype.html`.

Prototyping in Web Design

Working with a technical prototype is a very common method used by designers as they reach this stage in designing a website. By using a single document like the one you'll work on in this chapter, all the individual images, text, tables, and other elements can be placed and styled into a single page. The CSS styling rules remain in the `<head>` of the page while this work is going on, making it easier to keep track of the rules as you create, troubleshoot, and modify styles. When the styling is complete and the client has given final approval to move forward, the CSS file will be converted into a separate, external file, and the contents of each section can be copied to the pages where they'll ultimately reside.

This kind of workflow also allows you as the designer to take advantage of Dreamweaver's automation features as final designs are converted to templates and library items. These templates and library items make it easier to generate new pages and update an entire site full of web pages when a revision takes place.

LEVEL UP: SMART WORKFLOW

One of the best habits you can have as a programmer is to incrementally back up your files as you work. Throughout the course of this chapter, you'll be working on a single file: `prototype.html`. You should save a version of the file as you achieve each milestone in the design process. To do this, select `File > Save As` to make a copy of the file as you go along. For instance, at the conclusion of this project you might save this file as `prototype-project-4-1-complete.html`. You'll continue to work on `prototype.html`, but in case some tragic mishap occurs you can open a previous version of the file to recover your work.

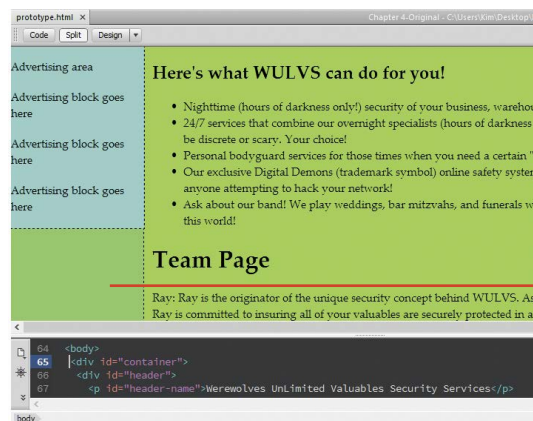
Using the Faux Column Technique to Style the Sidebar

The client's design calls for a sidebar to extend down the left side of the page. That's a very common arrangement, but it presents a challenge: How does a web designer style this area of the page in such a way that it appears correctly no matter how long the web page is? Let's understand the problem, then see a common solution.

- 1 With `prototype.html` open, place Dreamweaver in Design view. From the application bar, choose `View > Visual Aids > CSS Layout Backgrounds`. You can enable and disable this view as you examine the page.

Dreamweaver will apply color coding to help you visualize the `<div>` elements of the page (Figure 4.4).

Figure 4.4 The Design window with CSS Layout Backgrounds enabled



Sidebar content does not extend down the page

Notice how the main area content is longer than the sidebar content. You could insert your cursor into the sidebar and press Enter/Return to add a bunch of empty paragraphs until the sidebar is as full as the content area, but that's a very sloppy way to deal with the issue. Instead you will use a time-tested method of styling with a background image. This method is known as the *faux column* technique.

- 2 Double-click the `container-bg-gold.png` file inside the `images` folder to open it.

The faux column technique is perfect for a fixed-width page like the one you're working on. To create the illusion that the left column is filled up, a background image that matches the width of the container is used for the background. In this case, the `#container <div>` is set at 960 pixels wide.

The `#sidebar <div>` is 180 pixels wide. The area of the image that will provide the background color or pattern needs to be set to a matching width.

Figure 4.5 details how this image is laid out.

Notice that the image is only 20 pixels high. A background image like this one doesn't need to be any larger, because it will repeat vertically inside its container.

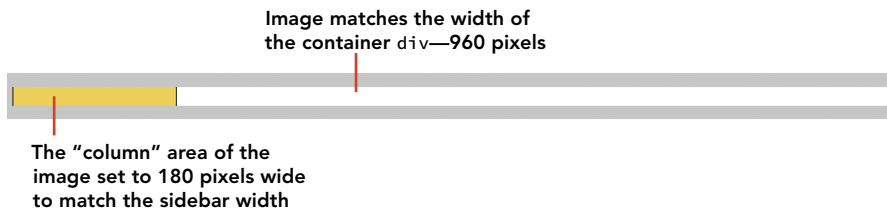


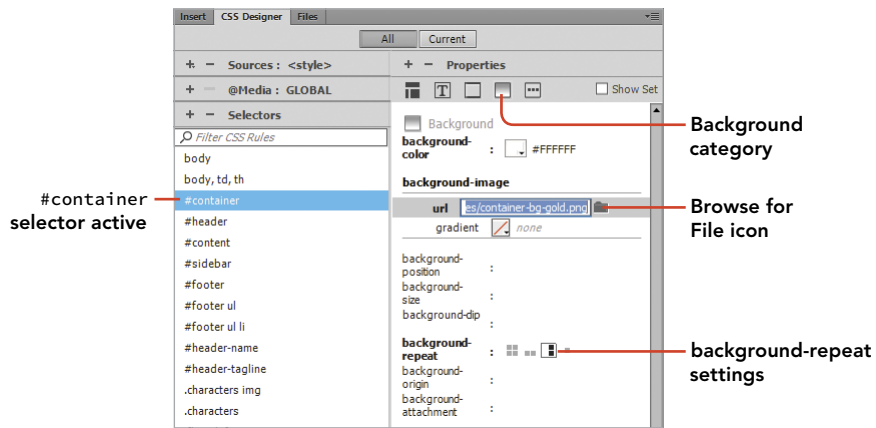
Figure 4.5 An image for use as a faux column

- 3 Open the CSS Designer panel, and select the `#container` selector.
- 4 In the Background section, locate the background-image property, click inside the field next to url, and then click the Browse for File icon to locate the image.
- 5 Browse to the `chapter-04/images` folder, and select `container-bg-gold.png`. Click OK/Open to set the image as the background.
- 6 To control how the image repeats, or tiles, down the container, set the background-repeat property to `repeat-y`. This will restrict the image to repeating only down the page and not across.

NOTE

You'll actually have to click the folder icon beside the url field twice in many cases. This might be intentional or just one of those little quirks that software programs have sometimes.

Figure 4.6 The CSS Designer panel set to the Background category



7 Compare your settings to **Figure 4.6**.

If everything looks good, it's time to preview your work in your favorite web browser.

Using Images in Page Backgrounds

The second client request to address is for an image that displays on either side of the content area of the web page. Chris has provided several different images for you to try. You might not actually use these in the final design, but it's a good opportunity to see the different background-repeat settings that CSS provides and to see how images may be used to style the entire visible window in a web browser display.

This process uses the same tools and techniques you just used on the `#container` selector, except this time you'll work with the `body` selector.

- 1 Open the CSS Designer panel, and select the `body` selector. This selector was created previously to “zero out” the page margins and to set a temporary background color.
- 2 Click the Background category, and float your mouse over the background color setting, as you see in **Figure 4.7**.

You'll see two buttons appear to the right: a button that allows you to disable a setting temporarily and a trashcan icon for deleting a property.

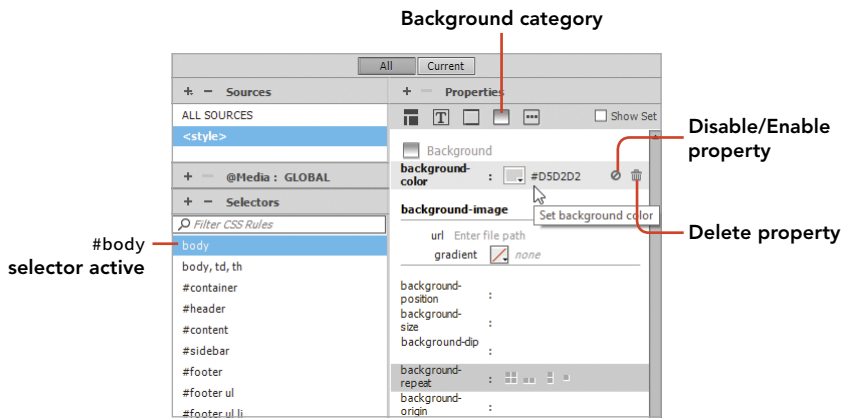


Figure 4.7 Background color settings in the CSS Designer panel

- 3 Click the trashcan icon to delete the background color setting.
Web designers frequently use tiny images set to repeat across and down the page to create a wallpaper effect.
- 4 Click the Browse icon next to the background-image url field.
- 5 Browse to the `chevron_bg.png` file in the `images` folder. Select the file, and click OK/Open.
The background-image setting will appear (**Figure 4.8**).
- 6 Set the background-repeat option to tile across and down.

NOTE *The default behavior for background images is to tile across and down the container where they are set. Although it isn't necessarily required, if you want this default behavior it's good practice to explicitly set that value.*

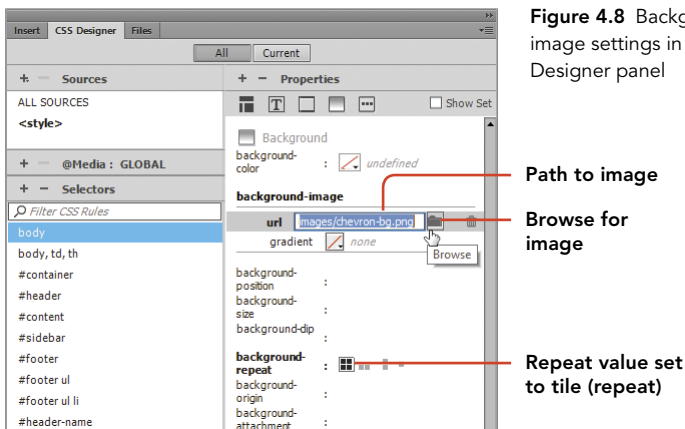



Figure 4.8 Background image settings in the CSS Designer panel

- 7 Click the Preview in Browser button () in the lower-right corner of the document window. When prompted, choose to save and view the file in your favorite browser.

You'll see this one small image tile across and down the page.

- 8 Click the Browse icon in the background-image settings area, and switch the file to `diamond-bg.png`. Preview your page in a browser again to see tiled background images in action.

The design in **Figure 4.9** might not make the final cut, but you should have a good idea of how this kind of image can be incorporated into a design.

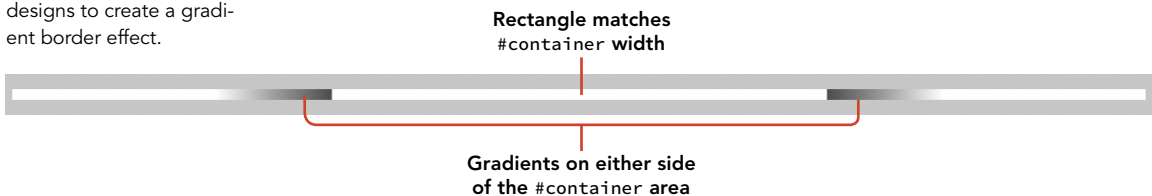


Figure 4.9 Background images are tiled inside their container when set to repeat.

Another common background image design technique is to use a wide image with gradients or other visual properties set on either side of a blank area of the canvas.

- 9 From the source folder, open either `gradient-bg.psd` (a Photoshop file) or `gradient-bg.fw.png` (a Fireworks file) (**Figure 4.10**). Note that this image is quite wide—2200 pixels—but only 20 pixels high. You'll also see that the center portion of the canvas has been filled with a white rectangle that matches the width of the `#container <div>`.
- 10 Return to Dreamweaver, and use the Browse for File icon in the background-image setting to switch the background image to `gradient-bg.png`.
- 11 Set the background-position setting to **50% left** to place this image in the center of the viewport. You can drag your mouse to apply this setting, or click inside the value field and type the value.

Figure 4.10 Background images are used in some designs to create a gradient border effect.



12 Click the repeat-y icon in the background-repeat area, and compare your settings to those in **Figure 4.11**.

When you preview the page in a browser, or switch to Live view, you'll see that the area on either side of the page contents has a gradient background that fades to white. This is another way the client's requirements might be met using background images.

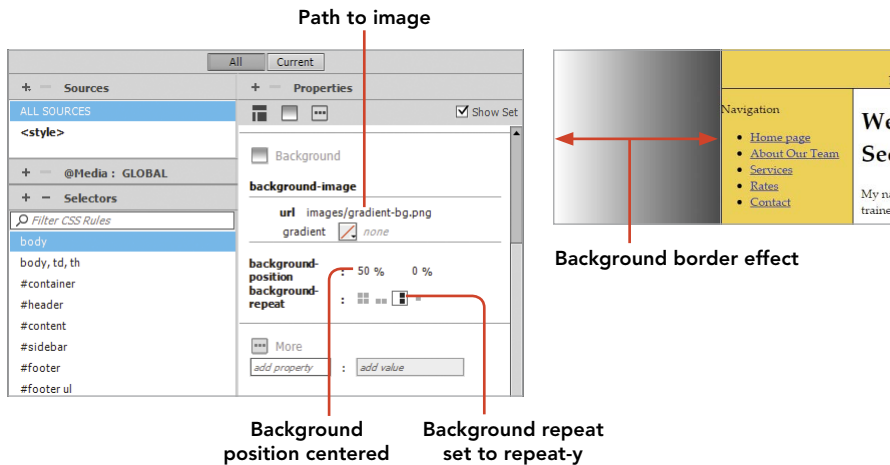


Figure 4.11 The effect of using a background image that repeats vertically down the page

In this project, you've learned how you can use background images as a layout technique where a column on the page is visually defined using a background image, and you also have seen how the entire viewable area around the page contents can be styled by applying a background to the `<body>` tag.

LEVEL UP: YOUR OWN BACKGROUND IMAGES

Now that you know how to use background image settings, you can modify the properties of the CSS styling rule that is applied to the header area with the ID `#header`.

Select the `#header` rule in the CSS Designer panel, and apply one of the background header images the client has provided.

Looks like Chris is still going with sort of a hipster vibe. The files named `argyle-bg.png` and `diamond-bg.png` are two examples you might use. Or you can work a background image into your own design comp and use your own file.

PROJECT 4.2

Inserting and Editing Images

★ ACA Objective 1.2

★ ACA Objective 2.4

★ ACA Objective 2.6

★ ACA Objective 4.2

▶ **Video 4.2** *Inserting and Editing Images*

You accomplished a lot in the first project. You've gotten some important page elements all set using background images and CSS styling rules to style the content areas of the page. Did you take the Level Up challenge? If you did, your header should also have a nice background image applied to it.

Now it's time to turn your attention to inserting images into the body of the page. Luckily for you, Chris has provided all sorts of images for you, and he's even optimized them and set the file types of the images properly so you can jump right into inserting the images. In this project you'll use the tools that Dreamweaver provides for working with images in a website, try the editing options that are available, and follow some recommended practices for modifying images.

From your review of the design comp and the instructions the client provided, you know you have a lot of images to insert into the page.

LEVEL UP: DREAMWEAVER PREFERENCES

Dreamweaver allows you to set numerous individual preference settings that determine how the software works for you. You can determine which browsers you want to have available for previewing web pages, change the colors of your Code window, and set the font size used in the Code window, to name a few.

You can also set your preference for which image editor will open when you are using the image editing tools while working on a document.

- 1 Open Dreamweaver preferences by choosing Edit (Dreamweaver CC) > Preferences.
- 2 Select the File Types/Editors category in the left column. You'll see the three image file types available for use in web pages (GIF, JPEG, PNG), and you can select which editor to use.
- 3 Choose the editor you wish to use in the right column, and click Close.

Photoshop is by far the most popular editor to use and is the one most likely to appear on your computer if you have the Creative Cloud suite installed. Many people also like to use Adobe Fireworks CS6, which is still available as part of a Creative Cloud license but is no longer under active development by Adobe.

Insert an Image Using the Assets Panel

The Assets panel is a great tool for situations in which you have many available images and want to identify which ones to use.

- 1 If the Assets panel is not already open, select Window > Assets. By default, the panel appears in the same panel group as the Files and CSS Designer panels.

The Assets panel makes it easy to sort through all the images in your site and displays a preview of the images at the top of the panel. You can slide the divider up or down between the preview area and the alphabetical list of files to see a smaller or larger preview. **Figure 4.12** shows the functional areas of this panel.

- 2 Scroll through the images to locate `ray.png`, and select it.
- 3 Place your cursor in front of Ray's introduction to the site (*My name is Ray...*), and click the Insert button in the Assets panel to place `ray.png` onto the page.

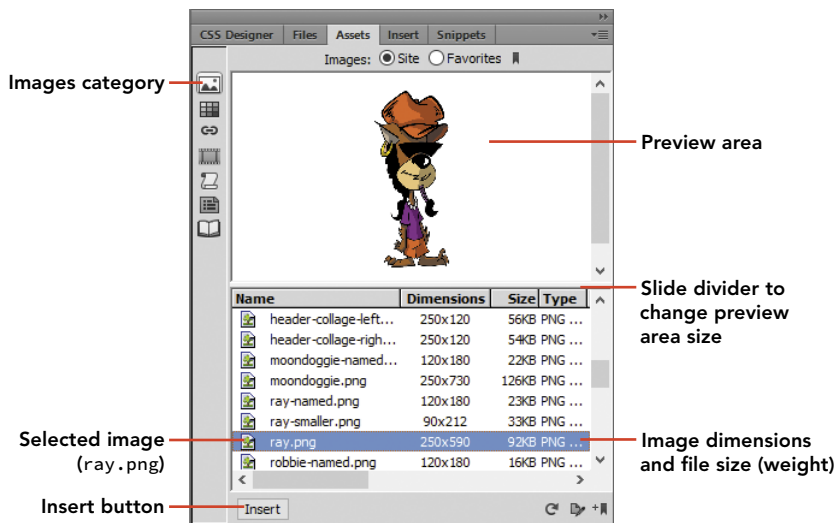


Figure 4.12 The Assets panel with the Images category selected

Scale and Size an Image

As soon as the image displays on the page (Figure 4.13), you can tell that you have a big problem. This image is way too large.

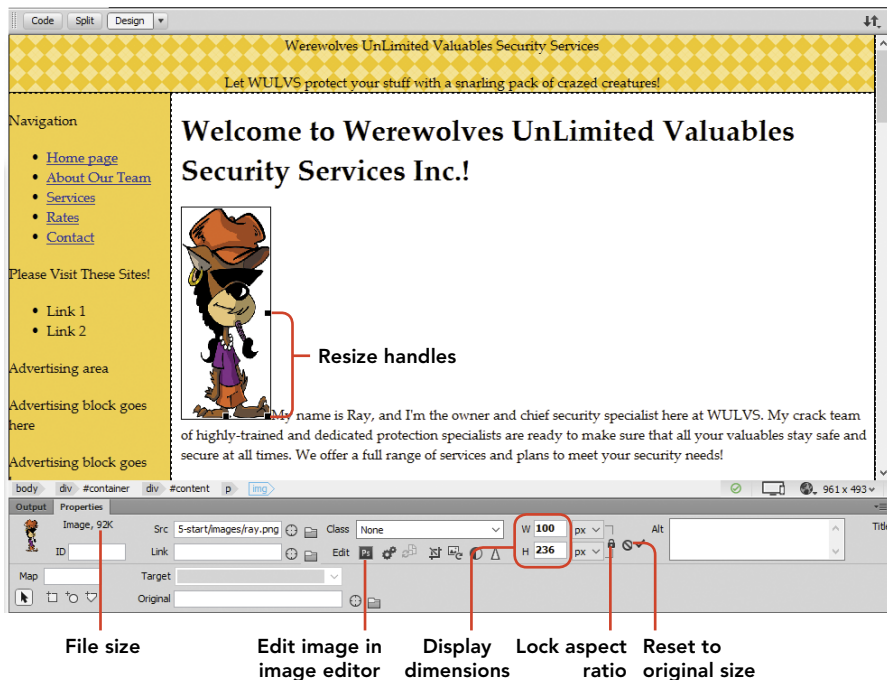
When an image is selected, you'll see a small, square resize handle appear in the image's lower-right corner. You can scale the image by holding down the Shift key while dragging this handle. Or you can click the lock icon in the Property inspector to lock the **aspect ratio** and keep the image set to the proper width and height dimensions as you drag.

- 1 Click the image, and drag the image's resize handle to what you think will be the proper dimensions for this image.

As you resize the image, dimensions will change in the Property inspector. Make note of those dimensions.

When you resize or scale an image in this manner, you are changing the width and height that the browser will use to *display* the image. The image itself is not changed in any way, and most importantly, the file size of the image is the same as always. Placing a large image onto the page and then setting a smaller width and height is a waste of bandwidth. A smaller version of this image works better in this case.

Figure 4.13 The Property inspector tools for setting image dimensions



- 2 Undo your changes to the image so it returns to its original size, or click the Reset to Original Size button in the Property inspector.

In the next steps, you'll use a better method for editing an image that is too large for the page.

Duplicate and Edit an Image

Remember that smart designers never (ever!) destroy an original image. You might be tempted to open `ray.png` in Photoshop, change the image dimensions, save the file, and plunk the smaller version onto the page. But that kind of destructive process changes the file forever. You could never make the image larger again, and because you never really know how you might want to use this image in the future, it's always better to keep the original file as it is and work from a duplicate of the file. The Adobe toolset makes this an easy process.

- 1 Select the `ray.png` image, and press the Delete key to remove it from the page. You will not be using this file for this location.
- 2 Click the Files panel, and expand the `images` folder.
- 3 Select `ray.png`. Right-click, and choose Edit > Duplicate from the context menu (Figure 4.14).

Notice the other basic file operations you can perform from the Edit menu.

Anytime you duplicate a file in this way, Dreamweaver automatically appends the name with “- Copy.” In this case, Dreamweaver will create a file named `ray - Copy.png`, which you'll see listed in the Files panel.

- 4 Click twice—but not too fast—on the file named `ray - Copy.png`. The filename is highlighted in blue. Change the name of the file to `ray-smaller.png`.

This is the file you will use in your design, leaving the original image of Ray as it is, safe and sound.

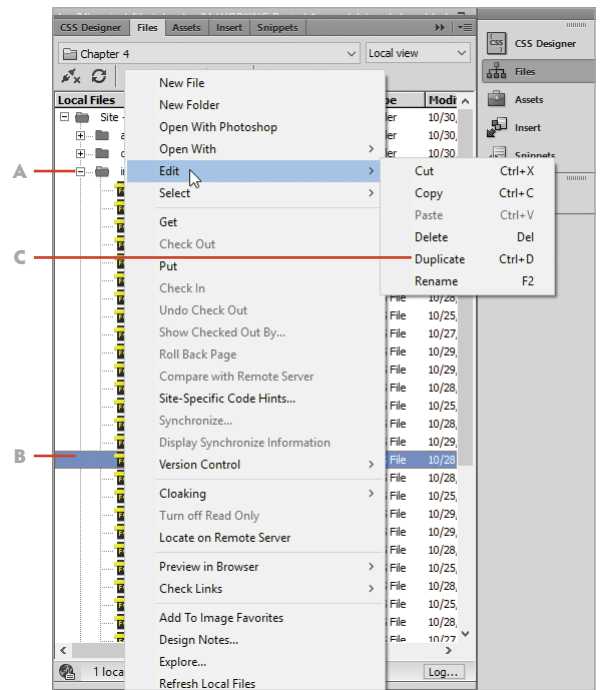
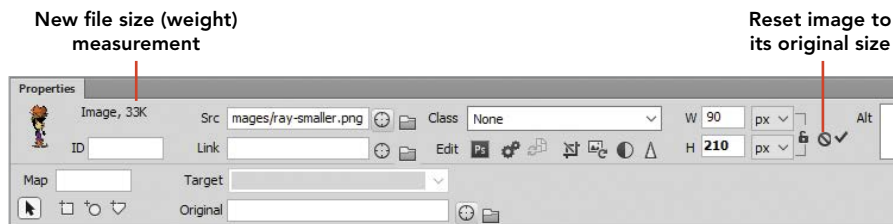


Figure 4.14 The Files panel allows you to duplicate files and perform other basic file operations.

- A Expanded `images` folder
- B `ray.png` selected
- C Duplicate an existing file

- 5 Drag the `ray-smaller.png` file from the Files panel, and drop it onto the page in front of the first sentence (“My name is Ray...”).
The image is at its original size, but now you can safely edit this image without harming the original.
- 6 With the image still selected in the page, click the Edit button in the Property inspector to open Photoshop (or the default image editor you set in Preferences).
- 7 Resize the image, and save the changes you make in your image editor. In Photoshop, you can resize the image by choosing Image > Image Size. Set the image width to 90 pixels, and save the file.
- 8 Return to Dreamweaver and note the appearance of the image. It’s still too big. The Property inspector still shows the original dimensions. To set the dimensions to the new, correct dimensions, click the Reset to Original Size button in the Property inspector (**Figure 4.15**).

Figure 4.15 Resizing an image in a graphics editor like Photoshop reduces the file size of the image and saves on bandwidth.



Notice that the image is displayed at the dimensions you set when working in your image editor. Also note the new file size of this image as shown in the Property inspector: only 33 Kb. You saved almost 60 Kb of unnecessary data that doesn’t have to be downloaded by a site visitor. And you saved bandwidth and made a backup of the original client artwork all at the same time. Good job!

Dreamweaver’s Image Editing Tools

Dreamweaver includes tools in the Property inspector for editing images and performing small adjustments directly in Dreamweaver. But be warned! These tools make permanent changes to the image once you save the Dreamweaver page you’re working on.

Figure 4.16 shows the location of these tools in the Property inspector. You can try these out for yourself, but be sure to choose Edit > Undo after you make each change so the file you are using isn't permanently altered.

- A Crop Image** displays a crop area. Use the crop area handles to set the size of the area to be cropped. Double-click to crop the image.
- B Resample Image** button is used when you have changed the dimensions of an image and you want to improve its picture quality at its new size and shape.
- C Brightness and Contrast** is used to make small changes to how dark or light an image is and how sharply the colors in the image are defined.
- D Sharpen** adjusts the focus of an image by changing the contrast of pixel edges in the image.

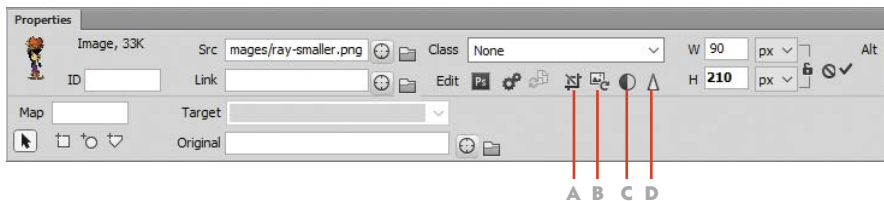


Figure 4.16 Image editing tools in Dreamweaver as seen in Design view

LEVEL UP: SMART FILE MANAGEMENT

You're probably beginning to get a feel for just how complex a website can become and just how many files and folders there are to deal with. And this is a very small website.

One file management method that most web designers use is to keep a separate folder within their site where they store all their original Photoshop or Fireworks source files. This might also be the location where files used in other creative tools, such as Adobe Flash, might be stored. These source files aren't used in the actual HTML documents you create until a version of the source is published from the editor to a format that web browsers can display. But even though these files aren't part of the final web page product, having them stored inside the main (root) folder for each site you create makes it easier to find them when it's time to make edits and export for the web.

Round-Trip Editing with Photoshop

Recall that at the beginning of this project you were told that smart designers always work from an original source file from Photoshop or Fireworks and never take actions that will destroy an original. However, web designers in particular never know where their artwork might come from or in what format. You might, for example, have the freedom to work from an original composition that you create in Photoshop, using all your own art and photos to compose something entirely new. Photoshop has awesome tools that let you compose an entire page layout and design in one PSD file and then export the images and CSS values for use in a web design project.

Web designers *also* have to work in a setting like the one you see here, where the client has provided artwork and instructions on how they should be used. Once you find that you need to modify an image in any way—changing its size, adding text, or even making color corrections to a photograph—you should create a source file so you can have a backup on hand in a format that lets you go back and make additional changes.

Dreamweaver provides a way to do this by allowing you to make **round-trip** edits from a source Photoshop file. Let's see how that works.

- 1 From the Files panel, expand the source folder and locate the file named `ronni-original.psd`.
- 2 Drag the `ronni-original.psd` file onto the page at the end of the last bulleted sentence.

Dreamweaver will display the Image Optimization window, where you'll choose the appropriate image format for the file. For this file, you'll continue to use PNG24 as the format to be saved.

- 3 Click the drop-down arrow in the Preset field, and select the PNG24 option (**Figure 4.17**).

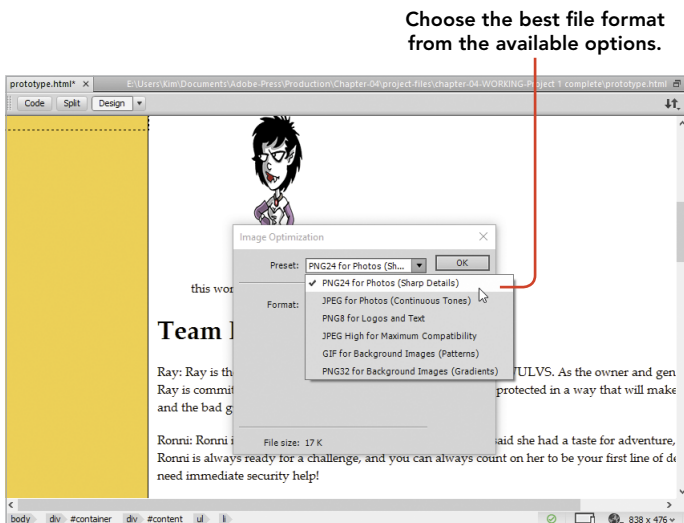


Figure 4.17 The Image Optimization window appears when you insert a PSD file in a page.

- 4 Click OK to set the format, and Dreamweaver will open an Explorer or Finder window so you can save the image into its web-ready format. Browse to the `images` folder inside the Chapter 4 site, and save the file as **ronni-edited.png**.

In the Property inspector, you'll see that Dreamweaver is now tracking the path and filename of the source image used to create this version (Figure 4.18). The next time you click the Edit button, the PSD file will be opened in Photoshop and not the version that is on the page.

Now look at the image itself. You'll see a small icon in the upper-left corner of the image that indicates this is a version of an image that came from a Photoshop source file and is available for round-trip editing.

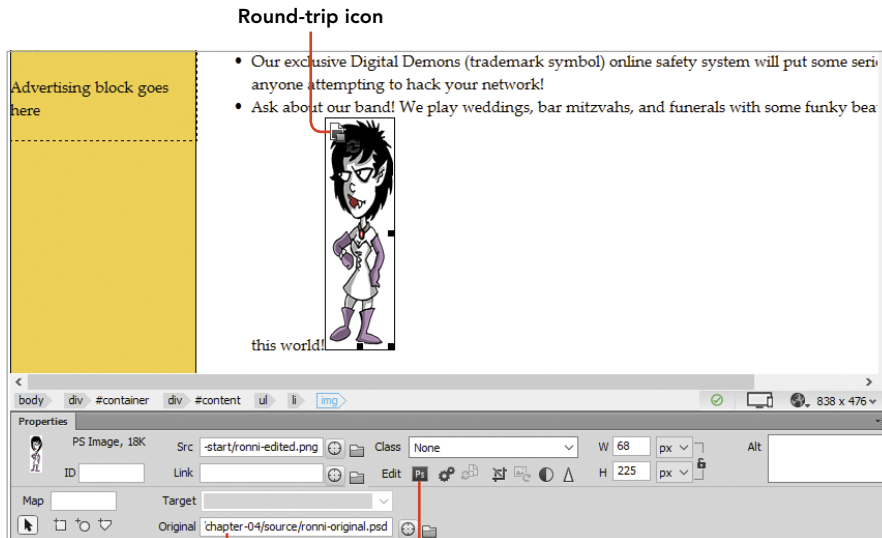


Figure 4.18 Source Photoshop files are tracked by Dreamweaver.

Path and filename of source PSD file

Open the source PSD file in Photoshop.

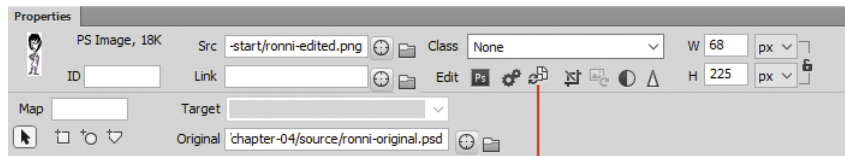
- 5 Click the Edit button and the PSD file will open in Photoshop.
Let's look at a quick demonstration of how round-trip editing works.
- 6 In Photoshop, choose Image > Image Rotation > Flip Canvas Horizontal. The cartoon character will rotate to face right instead of left.
- 7 Save the PSD file, and return to Dreamweaver.
Everything looks the same. No worries. To see the change you made in Photoshop, you have to tell Dreamweaver to update the image.

- 8 Click the Update from Original button in the Property inspector (Figure 4.19).

The character is now looking to the right, just as she is in the source file.

- 9 Save the `prototype.html` file you've been working on. This project is complete.

Figure 4.19 The Property inspector when working with a round-trip image



Update from
original source file.

You've just learned a lot about how images are inserted into web pages using Dreamweaver's toolset. You've also seen how you can use Dreamweaver's built-in image editing tools for making minor corrections to an image and how Dreamweaver and Photoshop can be used together in the recommended workflow, where the designer makes edits to a source PSD file that can be easily updated in Dreamweaver. And don't forget to always back up your originals!

PROJECT 4.3

Floating Images into Position

You have inserted the images for the home page into your prototype page, but they still don't look like the design comp. The two images are currently resting on the baseline of the paragraph that contains them. But you can nudge them to the location you want using the CSS `float` property.

In this project, you'll float the two images into place. You'll also learn some of the principles of floating images, learn how to set the `clear` property so your floats behave themselves, and use some Dreamweaver tools that make this kind of work go more quickly.

★ ACA Objective 1.2

★ ACA Objective 2.6

▶ Video 4.3 Floating Images into Position

Create and Apply a CSS Class Selector

By default, images that are inserted into a web page rest on the **baseline** of the element where they've been placed. When images are inserted into a paragraph, the image will set along this invisible line along the same line of text that is adjacent to them. The CSS `float` property is used to disengage the image from the baseline and allow the text to flow around the image.

- 1 Open `prototype.html` in Dreamweaver, and make sure the two final versions of the cartoon characters—Ray and Ronni—that you inserted in the last project are positioned where you want them on the page.
- 2 Open the CSS Designer panel, and click the + at the top of the Selectors section, as you see in **Figure 4.20**. Dreamweaver will create a new blank Selector field where you can name the selector.

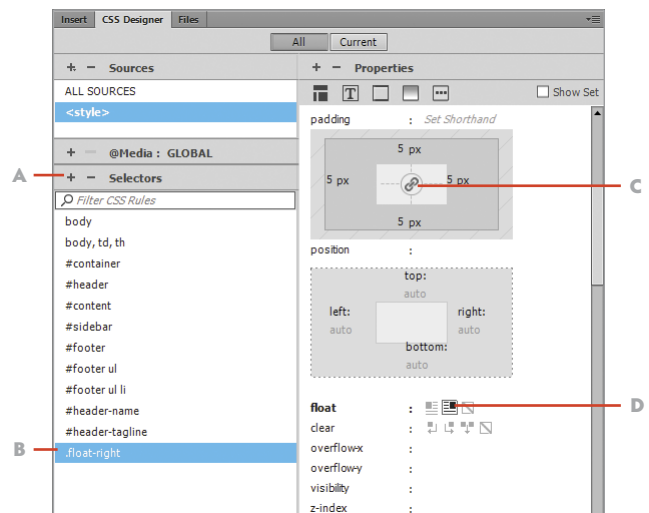


Figure 4.20 Adding a class selector in the CSS Designer panel and assigning properties

- A Click the + to add a new selector.
- B The new selector is listed once a name has been entered.
- C Click to apply padding values to all four sides.
- D `.float-right` property applied

TIP

Class selector names always begin with a dot (.). One way to remember this is that your classes at school are usually divided into periods as well—just remember that school classes have periods and so do CSS class selectors.

- 3 Name the new selector **.float-right** and press Enter/Return to accept the name.
- 4 In the Layout Properties category, click the **float-right** property button. You have now created and named a new class selector that can be used over and over again within the document.

It's a good idea to apply a bit of padding to an image so that text doesn't jam up against the side of the image, making the text harder to read.

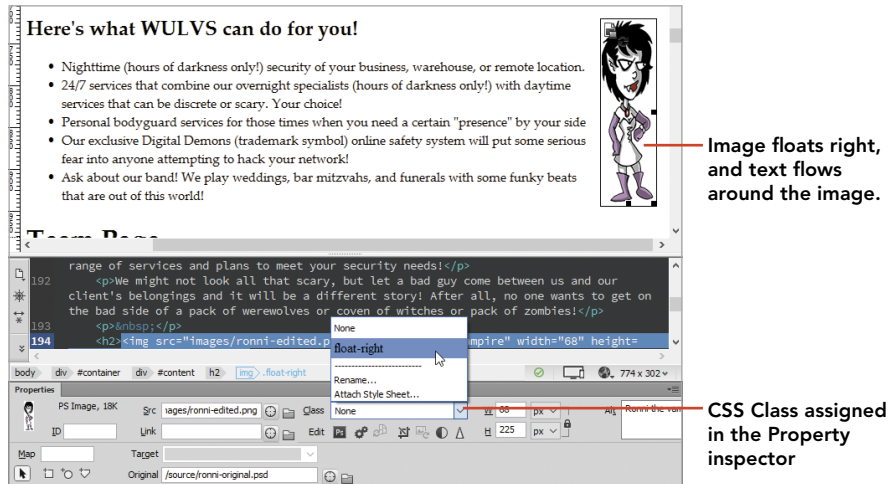
- 5 Click the symbol in the middle of the padding properties section (Figure 4.20). Set a padding value of **5 px** in one location, and Dreamweaver will duplicate the setting to the other three sides all at once—slick!

Now you can assign the **.float-right** property to one of your images.

- 6 Select the Ronni character on the page.
- 7 From the Class drop-down menu in the Property inspector (Figure 4.21), select **.float-right**.

The image floats to the right of its container, and the text flows around the image. You can drag the image into different areas of the page, but the image will always float to the right of its container no matter where you drop it.

Figure 4.21 Applying a float selector to an image



Duplicate and Apply a CSS Class Selector

You still need a class selector to float an image to the left, but Dreamweaver has a nice way to make this process quick and easy. You can duplicate the existing selector, modify the name, and change the values for the new selector.

- 1 Right-click the `.float-right` selector, and select Duplicate from the context menu. Dreamweaver makes a copy of the selector, and your cursor will be positioned inside the name of the new rule.
- 2 Change the name of the new selector to `.float-left` and press Enter/Return to accept the new name.
- 3 In the Properties section of the panel, change the float setting to `left`.
- 4 Use the Classes setting in the Property inspector to apply the `.float-left` class to the Ray the Werewolf image. The image floats to the left side of the content container.

Modify CSS Float Properties and Apply Clear Values

The design is looking good, but the image of Ronni floated to the right is smashed up against the right border of the container. And you could have an issue with overlapping images when you begin floating more images into place. In the next steps, you'll adjust the padding on the `.float-right` class and set the Clear properties that will prevent the floated images from overlapping other elements that have been floated.

- 1 In the CSS Designer, select the `.float-right` selector.
- 2 In the Properties panel, click the center of the Padding section to unlock the settings, and change the right padding setting to `15 px`, as in [Figure 4.22](#).

The other settings will remain the same as you change this one value. Setting the Clear values for each float class is just as easy.

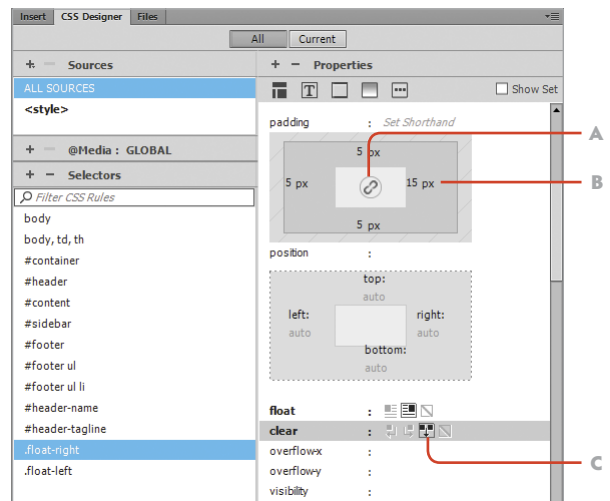


Figure 4.22 Modifying the `.float-right` class selector and setting the Clear value

- A** Unlock the padding settings to change individual padding values.
- B** Set padding right to 15 pixels.
- C** Set clear value to Both.

- 3 With the `.float-right` selector still selected, click the Both value for the Clear setting (Figure 4.22).
- 4 Select the `.float-left` selector, and repeat the process of setting the Clear value to Both.

With both float classes properly set to `clear: both`, the next image you float will position correctly without any overlap.

Add Alternative Text to Images

For web pages to be accessible to individuals with vision and other disabilities, web page images must always include alternative text. Many government agencies require web pages to meet **accessibility** standards, and it's also just a good practice to follow because the description will display in the event the image doesn't display for some reason. Assistive devices, such as screen readers, will read the **alt text** to an individual who might not be able to see the image clearly. It's also helpful when your site is indexed by search engines, so it's never a bad thing to be thorough and include alt text. This task is usually handled with the Property inspector.

- 1 Select the image of Ray.
- 2 In the Alt field in the Property inspector (Figure 4.23), type **Ray the Werewolf**. Click anywhere on the page to accept the value.

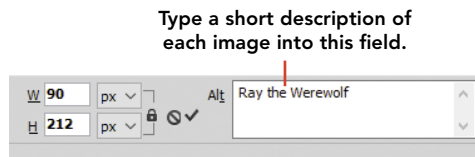


Figure 4.23 The Alt text field in the Property inspector

- 3 Select the image of Ronni.
- 4 In the Alt field, type **Ronni the Vampire**, and click outside the field to accept the value.

That's it; pretty simple.

This project introduced you to the concept of floating images—the process where a CSS rule is applied to an image so that text can flow around the image. You know now how to use Dreamweaver to create a new class selector, how to assign the properties and values you want to the selector, and even how to duplicate a selector to make the design process go a little faster. You've also learned about how to assign alt text to images so that your work meets accessibility standards. Another nice piece of work!

PROJECT 4.4

Creating Structured Layouts with Images

In the last two projects, you worked a bit with client-provided artwork to float images onto the page. Where there are single images like the ones you've used so far, inserting images and applying a float to move the graphic into position is relatively easy.

But the About Our Staff page features blocks of text with the name and description of each character in the comic strip. In the olden days, layouts like this—where an image is aligned and positioned next to a paragraph of text—would have been done using tables. In the modern world of web design, designers use more efficient methods that take advantage of advances in browser support for CSS.

Dreamweaver accommodates the kinds of efficient, CSS-based designs that have become the industry standard but also adds some visualization features that allow designers to get things just right.

The Design Challenge

The page that features all the characters from the comic strip should have a photo of the character, with their name and “bio” alongside the image. The client helpfully provided all the character images at the same width and height, which will make the design work a bit easier.

The challenge for this layout is to maintain the association between the text and the image. You might consider inserting the image and using the CSS floats that were created in the last project to slide the image into place. The problem with this approach is that floated images don't create a new “break” within the content on the page. You would have to insert a number of empty paragraphs by pressing Enter/Return over and over until each image appeared next to a line of text and had blank areas between each character. Or you might consider inserting a table and placing the images into the left column and the text into the right column. Both of those approaches are semantically incorrect, difficult to maintain, and just a bad idea.

★ ACA Objective 1.2

★ ACA Objective 2.6

▶ **Video 4.4** *Creating Structured Layouts with Images*

The better approach is to create a container that holds both the image and the text, and then use the power of CSS classes to define the container and all the content that applies to each character. The result of this project's work will have the image of each character appear next to its information (**Figure 4.24**).

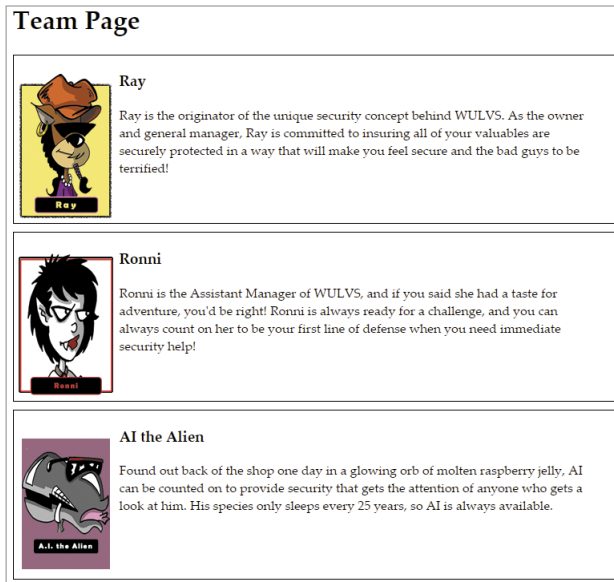


Figure 4.24 When this project is complete, each character will have its own content box to display its image and bio.

Preparing Content for the First Character Container

The client provided the name of each character and their bios in the Team Page area of `prototype.html`. With that file open, it's time to begin.

- 1 Place your cursor after the first character's name (Ray), and press Enter/Return to insert a new paragraph. Clean up any extraneous characters or spaces until your text appears as follows:

Ray

Ray is the originator of...

- 2 Place your cursor in front of Ray's name, and use the Property inspector to assign the Heading 3 format to the character's name.
- 3 In the Assets panel, locate the `ray-named.png` file, and insert it into the page in front of the character's name.

Inserting a <div> for the Character Content

Now you need to create the container that will hold all the contents for each character: their image, their name, and their description.

- 1 Drag to select the image and all the text associated with Ray (Figure 4.25).

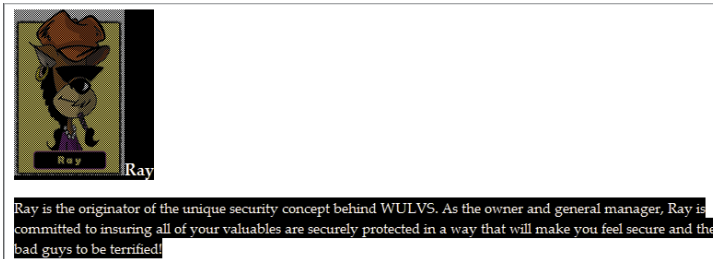


Figure 4.25 The content on the page selected and prepared for styling

- 2 Choose Insert > Div in the application bar. The Insert Div dialog appears.
- 3 Leave the Insert field in this window set to Wrap Around Selection, and click the New CSS Rule button at the bottom of the dialog. The New CSS Rule dialog appears.
- 4 With the Selector type at the top of the window set to Class, name the new rule **.characters**. Click OK. The CSS Rule Definition dialog appears.
- 5 Select the Box category in the Category column, set the Float property to **left** and the Clear property to **both** (Figure 4.26), and click OK. You return to the Insert Div dialog.
- 6 Click OK in the Insert Div dialog to complete the process of inserting the <div>.

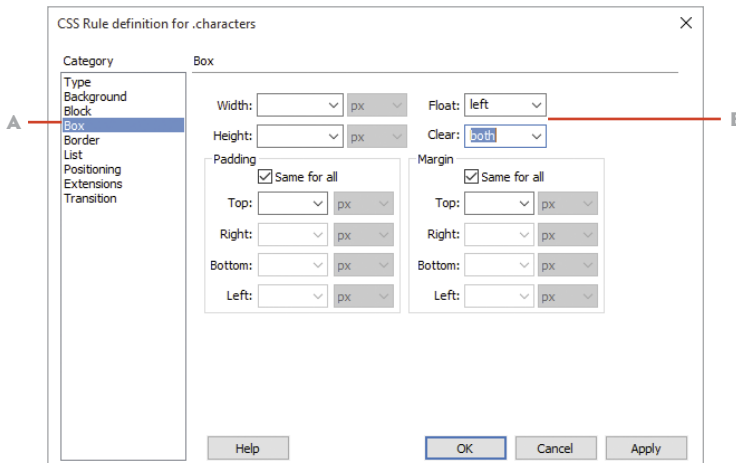


Figure 4.26 The CSS Rule Definition dialog for the new **.characters** rule

- A** Select the Box category.
- B** Set the float and clear properties as shown.

The image and all the text are now contained inside their own container with the attribute of `class="characters"`. Dreamweaver displays this container with a dotted line around it when you are in Design view.

Floating an Image Inside a Container

Now it's time to style the elements that are contained within this new `<div>`. Take note that these styling rules will use descendent selectors to create styling rules that will apply to *any* content found inside a `<div>` with the class name of `.characters` applied.

- 1 Select the image of Ray.
- 2 In the CSS Designer panel, click the + in the Selectors section to create a new rule based on the item selected on the page.

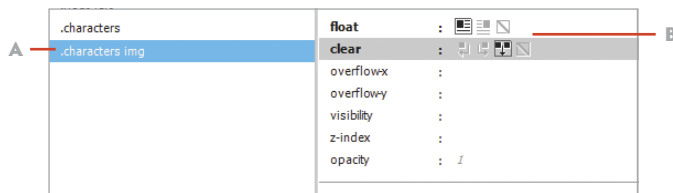
Dreamweaver will suggest that you name this rule `.characters h3 img`. Do you see how the cascade works? This rule will apply to any image that is inside an `<h3>` tag that is located in a `<div>` with the `.characters` class. But this is a little more specific than you need in this case.

- 3 Delete the `h3` descendent so that your rule name is `.characters img`. This rule will now apply to any image found within the `.characters <div>`.
- 4 In the Layout category in the Properties section, set the float property to `left` and the clear property to `both` (Figure 4.27).

The text that's associated with Ray jumps up beside the image, just like you want. Don't be too concerned about the position of other characters on the page. Once all the containers are in place, things will sort themselves out.

Figure 4.27 Settings for the `.characters img` rule

- A** Choose the selector name.
- B** Apply float and clear properties.



Create a Second Character `<div>`

To see the interplay between two boxes that contain a character, let's repeat the process you just followed for the Ronni character and insert a `<div>` around that area of the page.

- 1 Edit the text so that Ronni's name is on a new line with her description below her name.
- 2 Format the character's name as an `<h3>`.
- 3 Insert the image `ronni-named.png` to the left of her name.
- 4 Select all the text and the image, and then choose Insert > Div from the application bar or from the Insert panel.
- 5 In the Insert Div dialog, select the existing CSS `.characters` class from the Class drop-down menu (Figure 4.28). Click OK.

The contents of this new `<div>` snap into place, and you now have two content boxes that you can use to adjust the styling.

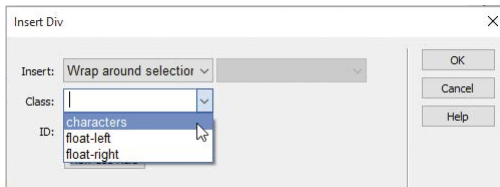


Figure 4.28 You can assign an existing CSS class when you insert a new `<div>`.

Styling the Content Containers

Now that you have two character containers, you can fine-tune the styling properties for their contents. The beauty of using CSS rules is that once you adjust the settings for one container, all the other containers with the same class applied will be automatically updated.

- 1 In the CSS Designer panel, select the `.characters` selector, and apply a border to the box. Make the border 1 pixel wide, with the style set to solid and the color set to black (`#000000`).

You can select the Show Set checkbox to see only those properties assigned to the selector. Your settings should match those in Figure 4.29.

When you switch to Live view, you'll see that the two containers have no space between their respective boxes. Text within the box is too close to the image, and the boxes are jammed up against the right side of the page. You'll adjust these settings using the margin and padding properties.

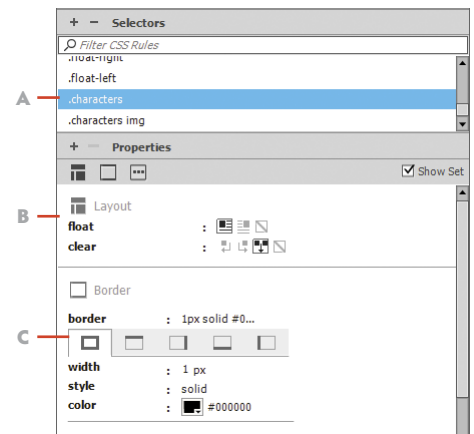


Figure 4.29 Border properties added to the `.characters` selector

- A** Choose the selector name.
- B** Existing float and clear properties
- C** New border property settings

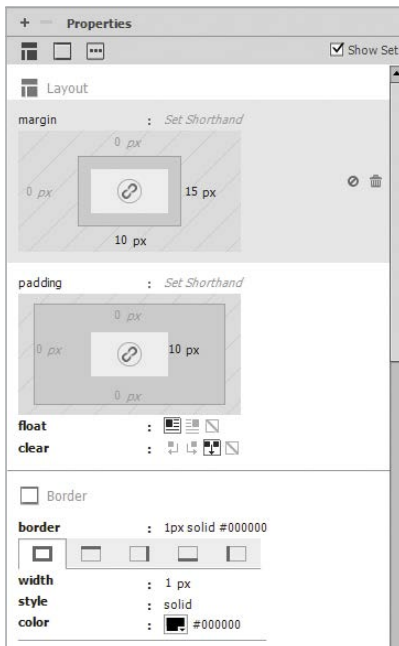


Figure 4.30 Final settings for the `.characters` rule

- 2 With the `.characters` rule still selected, turn to the Layout category of the CSS Designer panel, and set the bottom margin of the container to **10 px**. This adds space between the two boxes and separates them from each other.
- 3 Apply a right margin of **15 px**. This moves the right edge of the container away from the edge of the page.
- 4 Apply a right padding of **10 px**. This moves the text within the box away from the right border of the box.

The final settings for the `.characters` rule should appear as in **Figure 4.30**.

The final bit of tweaking needs to take place on the image, adding a bit of padding to the image to provide some “air” between the image and the text.

- 5 Select the `.characters img` rule.
- 6 In the Layout category, assign the padding values that you think look best for the right, bottom, and left padding properties. This is a great time to work in Live view so you can clearly see the changes that you make as they are applied.

Aligning Elements with Guides

One of the big advantages to using Dreamweaver to create and style web pages is the ability to put visualization tools into place that let you fine-tune your design. Guides are horizontal and vertical lines that Dreamweaver displays as you’re working. You can use these guides to check the alignment of elements on the page.

- 1 With your document in Design view, choose View > Rulers > Show to display rulers on the top and left side of the document window.
- 2 Choose View > Guides > Show Guides. With this option selected, you can click one of the rulers and drag a guide onto the page.
- 3 Click the top ruler, and drag to position a guide directly above the first character’s name. If you’re having problems getting the guide into just the right place, deselect both View > Guides > Snap To Guides and View > Guides > Guides Snap To Elements.

As you can see in **Figure 4.31**, the image isn't perfectly aligned with the text. But you can fix that easily enough.

Rulers appear on the left and top of the Document window.

Drag guides onto the page to check alignments.

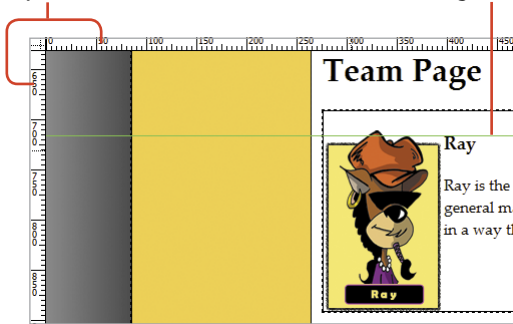


Figure 4.31 Rulers and guides allow you to check alignment of page elements.

- 4 In the CSS Designer panel, select the `.characters img` rule, and adjust the top padding property to push the image down until it perfectly aligns with the character's name.
- 5 Drag a guide from the left ruler and position it in line with the right border of the character box.

As you scan up the page, you'll be able to see whether everything falls into alignment with this guide. Everything looks good in your character boxes, but the text in the paragraphs contained in the `#content <div>` are not in line with the borders of the character containers.

- 6 Click anywhere in the first line of the introductory text on the page, then click the + in the Selectors section of the CSS Designer panel. Dreamweaver will suggest that this rule be named `#container #content p`.
- 7 Press the Up Arrow key on your keyboard to make this rule a little less specific. The actual name you're after here is `#content p`, which is specific enough for your purposes.
- 8 Apply a right padding setting to this rule until the text in this paragraph and in others on the page is aligned with the guide.
- 9 Save your page, and preview it in your favorite browser. Look for alignment issues that need to be addressed and return to Dreamweaver to make adjustments to the styling rules you've just created.

Completing the Character Page Listing

You're almost finished with this project; you have just one more task to complete. Following the same steps you used to get the Ray and Ronni character containers constructed, you need to edit the text, apply a Heading 3 to the character's name, and then insert the character's image next to the name. You'll then wrap the character's contents into a new `<div>` and assign the `.characters` class. As you complete each container, the styling rules you've created will be applied to the contents, and before long all the employees of WULVS will have their own neatly aligned listing on the page.

PROJECT 4.5

Styling the Header Area

From the client feedback document you reviewed, you know that the final design needs to feature some of the characters from the comic strip at the top of the page in the header area. That's going to be a relatively easy task to accomplish since you can use CSS floats and a couple of collage images that the client has provided.

While you're styling this area, you should tend to some other matters as well. In this project, you'll insert and float the images into the header area, add links to the home page of the site, and use a web font to style the name of the company.

★ ACA Objective 1.2

★ ACA Objective 2.6

▶ Video 4.5 Styling the Header Area

LEVEL UP: YOUR DREAMWEAVER SKILLS

Throughout this book, you've seen lots of detailed instructions on how to apply settings and where to find the different working areas of Dreamweaver's user interface. But now it's time for you to build your confidence in using the application by following the steps provided for this project without a great deal of extra instruction. You can follow along with the video of course, but at this point I'm confident that you're capable of doing more on your own. You'll be more confident too if you endeavor to do more and more on your own as you go forward.

Inserting and Floating the Header Images

Your client has provided new images that he wants to include at the top of the page to the left and right of the company name. In the following steps, you'll insert these images into the header area of the page and then place them into position.

The header area will need some additional room for the images to fit within the container. So let's do that first.

- 1 In the CSS Designer panel, choose the `#header` selector, and set the height in the Layout category to 136 pixels. You're now ready to insert the collage images.
- 2 Place your cursor in front of the first letter in the first line of text in the header area.

- 3 Using the Assets panel, insert the images `header-collage-left.png` and `header-collage-right.png`. These images will be floated, so you can just place them side by side. Name the images in the Alt field of the Property inspector.
- 4 Select `header-collage-left.png`, and assign the `float-left` class to the image in the Property inspector. The image snaps into place on the left side of the header.
- 5 Select `header-collage-right.png`, and assign the `float-right` class to the image.

This time the image *isn't* positioned properly; it falls outside the header. That's not good, but more than likely the issue has to do with the `clear: both` property that is assigned to this rule. Since you don't want to change the existing `float-right` class that's in use in other parts of the design, you need a new rule for this image.
- 6 Right-click the `.float-right` rule in the Selectors area of the CSS Designer panel, and select Duplicate.
- 7 Change the name of the rule to `.float-right-header`.
- 8 In the Layout category of the CSS Designer, change the clear value for this rule from `clear: both` to `clear: right`. This change allows the image to properly float into place within the header.
- 9 Select `header-collage-right.png`, and assign the `float-right-header` class to the image. This image snaps into place.

Adding Links in the Header

It's common—even expected—for a visitor to a website to be able to click the header at the top of the page and go to the site's home page. You'll add links to the two images and to the company name to make this possible. Later, when this prototype is converted into a template, the links will be in place and ready to go.

- 1 Click the `header-collage-left.png` image. In the Property inspector Link field, enter the filename of the home page: `index.html`.
- 2 Click the `header-collage-right.png` image. Link this image to the `index.html` home page.
- 3 Select the name of the company in the center of the header area on the page. Link the text to the `index.html` home page.

Removing Default Styles from Text Links

Text links by default have always been shown in blue, underlined text. This obviously won't work for the design the client is after, so you'll remove those properties from the `<a>` tag with a new CSS styling rule.

- 1 Place your cursor anywhere within the company name in the header.
- 2 Click the + in the Selectors area of the CSS Designer panel. Press the Up Arrow key once so that the new selector name is set as **#header-name a**. Press Enter/Return to accept the name.
- 3 In the Text category, set the text color to black and text-decoration to none. Looking at the CSS you just wrote, you should see the following code block:

```
#header-name a {  
    color: #000000;  
    text-decoration: none;  
}
```

Styling the Company Name with Edge Fonts

The client asked for some “weird- or scary-looking” text for the company name. To get text that goes beyond the common fonts that are standard across browsers, you can use Adobe Edge Fonts, which is a free service, to find more interesting fonts to work with. The company name in this document already has a rule applied to which you can easily add additional properties and values to make the name “weird or scary.”

- 1 Select the `header-name` rule in the Selectors area of the CSS Designer panel.
- 2 Set the text color to black (`#000000`).
- 3 Click inside the font-family field. From the menu that appears, select Manage Fonts.

Adobe Edge Fonts are free font packages that will be loaded into the page with a little snippet of JavaScript that is inserted into the `<head>` of the document. The Manage Fonts dialog you see in **Figure 4.32** allows you to choose one of these fonts to use in your page.

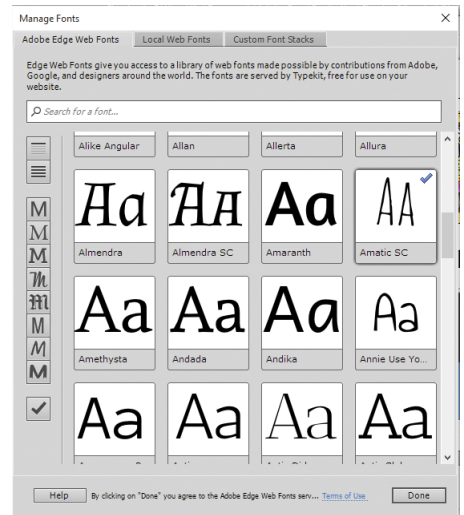


Figure 4.32 Adobe Edge Fonts can be selected from this window and loaded into a font library on your computer.

- 4 Select the font `amatic-sc` or try out another font that you like. Click Done to load the font into your library.
Once you load a font into your library, you can assign the font as a property.
- 5 Click inside the font-family field, and select the `amatic-sc` font (or whichever font you loaded) for this rule.
- 6 Switch to Live view to see the appearance of the text. Edge and Web fonts display properly only in Live view.
- 7 Use the font-size and font-weight settings for this rule to make the text appear the way you like. For this example, your styling rule might appear as follows:

```
#header-name {  
    margin-top: 0px;  
    color: #000000;  
    font-family: amatic-sc;  
    font-weight: 700;  
    font-size: 36px;  
}
```

Styling the Company Tagline

One more job to take care of. You need to style and position the tagline that falls below the company name. Here's the styling rule that was created to get this done in the video demonstration:

```
#header-tagline {  
    margin-bottom: 0px;  
    color: #1B1B1B;  
    font-family: "Gill Sans", "Gill Sans MT", "Myriad Pro",  
    →"DejaVu Sans Condensed", Helvetica, Arial, sans-serif;  
    font-style: italic;  
    font-size: 14px;  
    margin-top: -36px;  
}
```

Can you figure out where to apply these settings in the CSS Designer panel?

In this project you've taken another step in becoming proficient with Dreamweaver by diving in on your own to insert images and links and apply styling to the header of the page. Another job well done! Do you feel your confidence rising?

Challenge! Create Your Own Design with Photoshop

As you've worked through the material in this chapter you've no doubt thought of lots of ways that this design might be done. The client provided only some general guidance, and the examples you've seen here took off in sort of a hipster-look direction. But you're heartily encouraged to do better by creating your own design.

To help get you started, the project folder for this chapter has two files in the `source` folder that you can use to create your own design comps. You'll find a file for Photoshop (`wulvs-layout.psd`) and one for Fireworks (`wulvs-layout.fw.png`). Both files are already organized into layers that match the dimensions used in developing this prototype. It's up to you to open those files and use your own creative ideas to make a totally new design.

Conclusion

Although the title of this chapter is "Getting the Big Picture," it might as well have been named "Working with Backgrounds, Inserted Images, Named CSS Class Rules, and Dreamweaver Visualization Techniques." Well, that's a little long, but that's just what you've accomplished as you've worked through these projects.

Along the way to learning how to use Dreamweaver to include the visual elements that images provide, you've also learned more about the principles of web design, how CSS styling rules are used to position elements on a page, and even how to style text using CSS and fonts that are located on a web service.

And the great news is that your design work is nearly complete. In the next chapter, you'll work to get the final elements of this design wrapped up as you learn how to style navigation bars, tables, and more.

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