

# Adobe Dreamweaver 8

## Part 3: Working with Images

INFORMATION TECHNOLOGY SERVICES  
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### Contents

<b>Introduction.....</b>	<b>2</b>
<b>Using Adobe Fireworks 8 to Optimize Images.....</b>	<b>2</b>
Optimizing the Image .....	3
<b>Inserting an Image .....</b>	<b>5</b>
Inserting Images into a Table.....	5
Using the Image Properties to Organize the Images.....	6
Using the Image Properties to Name the Images.....	7
<b>Creating Interactive Images.....</b>	<b>8</b>
Creating a Hyperimage .....	8
Rollover Image.....	9
Creating a Hotspot Image .....	10
Flash Text and Flash Button .....	11

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## Introduction

Adobe Dreamweaver® is the widely used industry standard program for Web site creation. Using a design view to create the layout, code views to create scripting and backend, or split screen view to work on both simultaneously, users can easily create the page they desire. The added ability to integrate other Adobe Creative Suite software such as Photoshop, Illustrator, Fireworks, and Flash into the final page design is another benefit of the program.

This Part introduces users to hyperimage, rollover image, hot spot image, including Flash text and Flash button. Not only that images are used to decorate page layout, they also have interactive functions which are crucial in Web site development.

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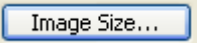
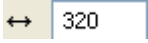
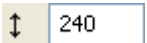
## Using Adobe Fireworks 8 to Optimize Images

The ultimate goal in Web graphics is to have quality images that can be downloaded as fast as possible. To do that optimization can be used. It is very helpful in reducing loading time in a Web site with a lot of images. The **Editing** tool that will be used is Adobe Fireworks 8.

To launch Fireworks 8:

1. Select the **Start Menu ► All Programs ► Macromedia ► Macromedia Fireworks 8.**

To resize an image:

1. Click  **Open...** under the **Open Recent Item** section. The *Open* dialog box appears.
2. In the *Open* dialog box, select the drive where the file is stored in the **Look in:** list box. Double-click the file name "**pic01.jpg.**"
3. Once the file is opened, click in the gray area around the image to view the image properties in the **Properties** panel (see Figure 1).
4. Click the  **Image Size...** button. The *Image Size* dialog box appears.
5. Under *Pixel dimensions*, change the Width  to 100 Pixels and the Height  will automatically change proportionately to 75 (see Figure 2).

**NOTE:** When the **Constrain proportions** check box is checked, any change of the width or height will automatically match the proportion.

6. Click the **OK** button.
7. Repeat Steps 2-6 for images "**pic02.jpg, pic03.jpg, and pic04.jpg.**"

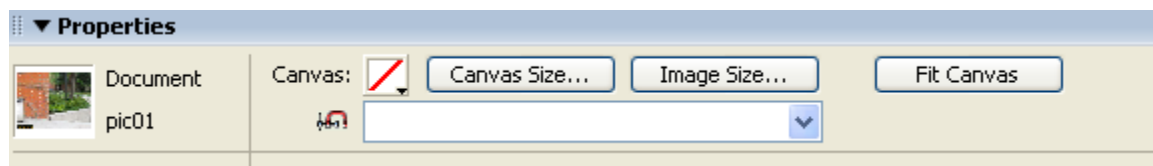
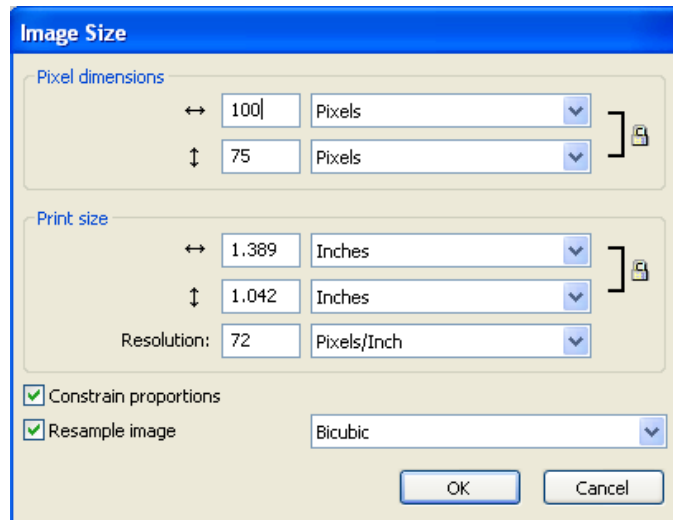


Figure 1 - Image Properties

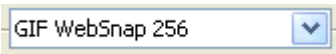


**Figure 2 - Resizing an Image**

## **OPTIMIZING THE IMAGE**

To efficiently utilize images on a Web site, a low resolution images with smaller file size is preferable. The .Gif file format, for example, usually has smaller file size and is a preferred file format for Web pages. By optimizing the image, users can customize what is best for their needs.

To optimize an image:

1. Select the **Window** menu and choose the **Optimize** option. The **Optimize** panel appears on the right side (see Figure 3).
2. Click on the first drop down box to select an image type.
3. Select the GIF WebSnap 256  option.

NOTE: The Websnap option is chosen to convert all colors to its best matching Websafe color. Therefore more complex colors such as scarlet or crimson may simply be converted to red. Websafe colors are the 256 most common colors that can be processed on the simplest of computers for both Macintosh and Windows with a display setting of 256 colors. Most modern computers far exceed this limit with even lower end displays exceeding 200,000 colors, but to increase the viewing audience, the simplest possible choice is usually best. (see Table 1 for detailed information).

4. All the other options can be left alone.
5. Repeat steps 2-3 for images “*pic02.jpg*, *pic03.jpg*, and *pic04.jpg*.”

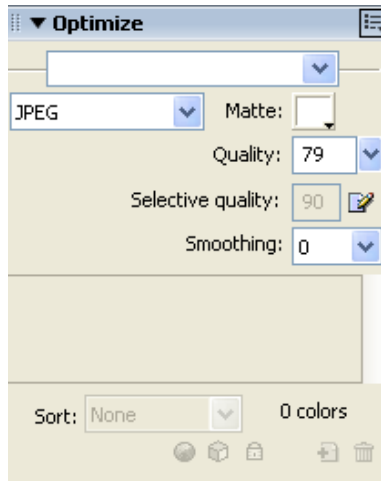


Figure 3 - Optimizing Image

Table 1 - Optimization Options

Optimization Setting	Description
GIF Web 216	Converts all colors to Websafe colors. The color palette contains up to 216 colors
GIF WebSnap 256	Converts non-Websafe colors to the closest Websafe color. The color palette contains up to a maximum of 256 colors.
GIF WebSnap 128	Converts non-Websafe colors to their closest Websafe color. The color palette contains up to 128 colors.
GIF Adaptive 256	A color palette that contains only the actual colors used in the image. The color palette contains up to a maximum of 256 colors.
JPEG - Better Quality	Set the quality to 80 and smoothing to 0, resulting in a high- quality but larger graphic.
JPEG - Smaller File	Set the quality to 60 and smoothing to 2, resulting in an image size smaller than a Better Quality JPEG, but with reduced quality.

To save the optimized image:

1. Go to **File** menu ► **Save As...**
2. Click the **Save in:** drop-down arrow and select the location to save the files.
3. In the **File Name:** text box, type “*t1*” to change the file name.
4. Select “**GIF (\*.gif)**” from the **Save as type:** drop-down arrow (see Figure 4).
5. Repeat Steps 1-4 for the images “*pic02.jpg*, *pic03.jpg*, and *pic04.jpg*.”

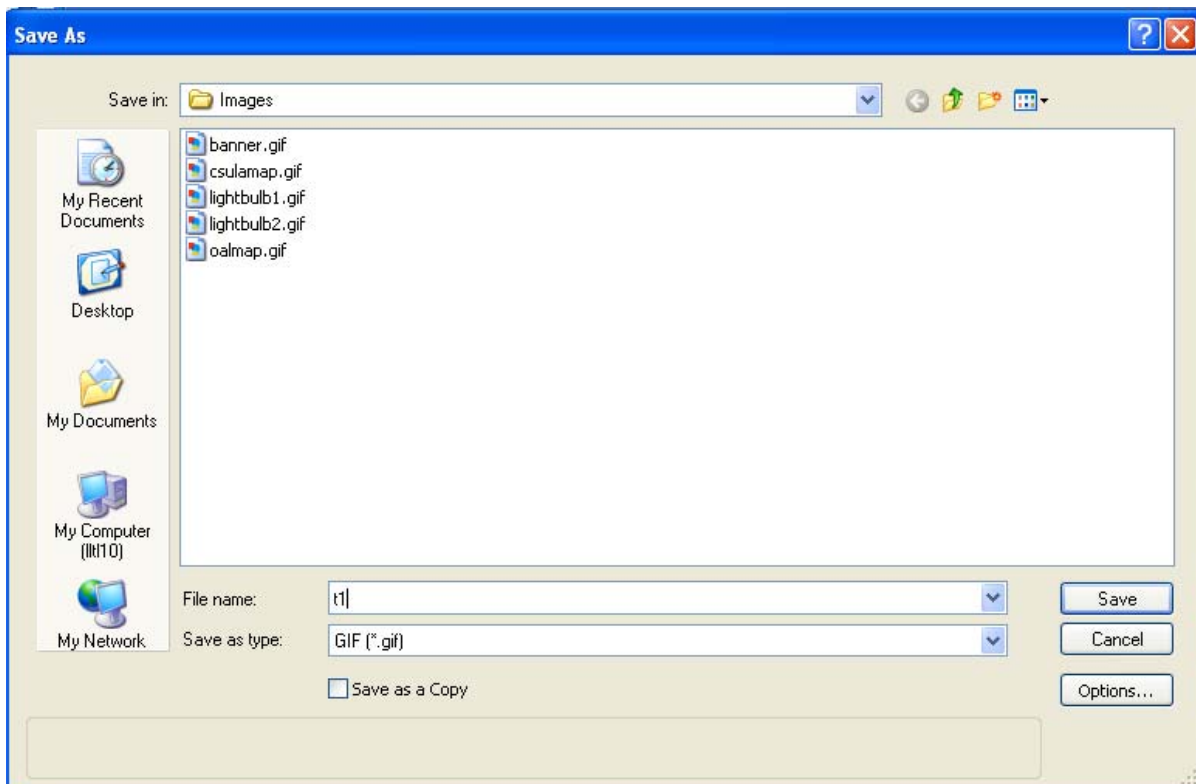


Figure 4 - Saving the Optimized Image



## Inserting an Image

Images enhance a Web page and provide interactivity. Images can be inserted alone, within tables, or in layers. Since inserting large image files will cause the Web page to load slower. To solve the problem, image thumbnails will be inserted onto the actual Web page while hyperlinks to the larger files will be created.

### INSERTING IMAGES INTO A TABLE

Once the images are optimized and ready to be used as thumbnails, they will be inserted into a table.

To insert multiple images into a table:

1. Launch Dreamweaver.
2. Click  **Open...** under the **Open Recent Item** section. The *Open* dialog box appears.
3. In the *Open* dialog box, select the drive where the file is stored in the **Look in:** list box. Double-click the file name "*part3\_index.htm*."
4. Click in the second row of the table under the "Picture" title.
5. Select the **Image**  button on the **Insert** tool bar ► click the drop down arrow ► **Image** ► select "*t1.gif*" and click **OK** (see Figure 5).
6. The *Image Tag Accessibility Attributes* dialog box appears. Click **OK** (see Figure 6).

NOTE: If the picture is not shown properly, entering alternate text for the picture inside the *Alternate text:* text box can offer users more information about the picture. This step is optional.

7. Click in the next table cells to insert "*t2.gif*", "*t3.gif*", and "*t4.gif*" images by repeating steps 2-6.

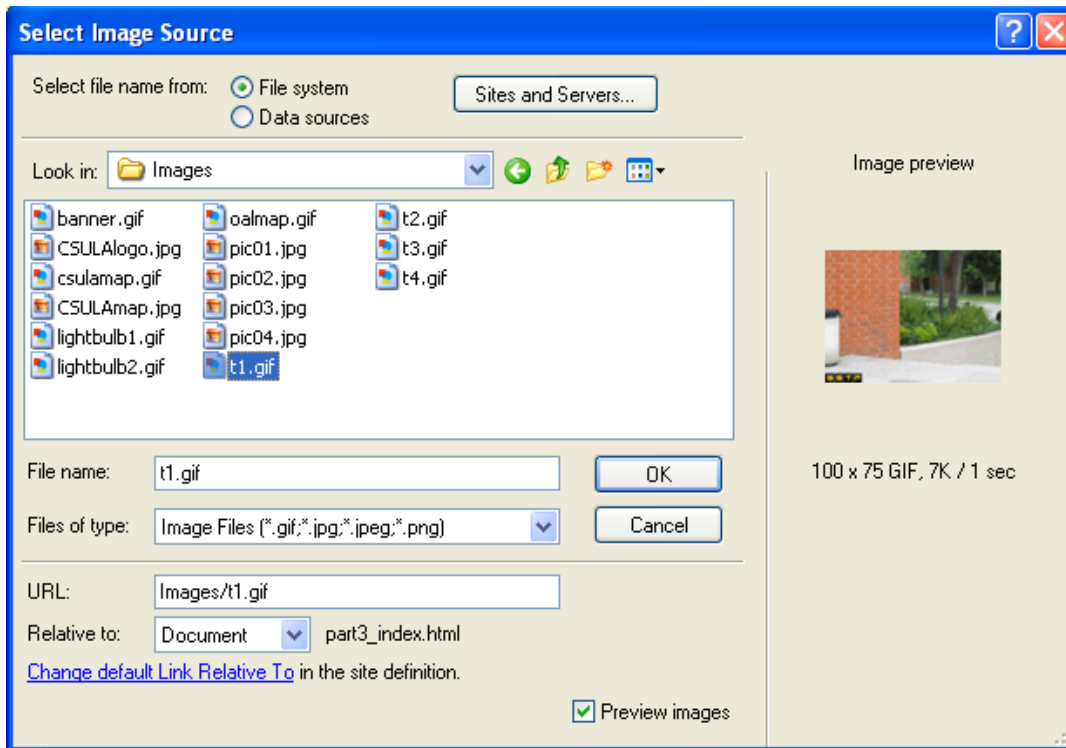


Figure 5 - Select Image Source Dialog Box

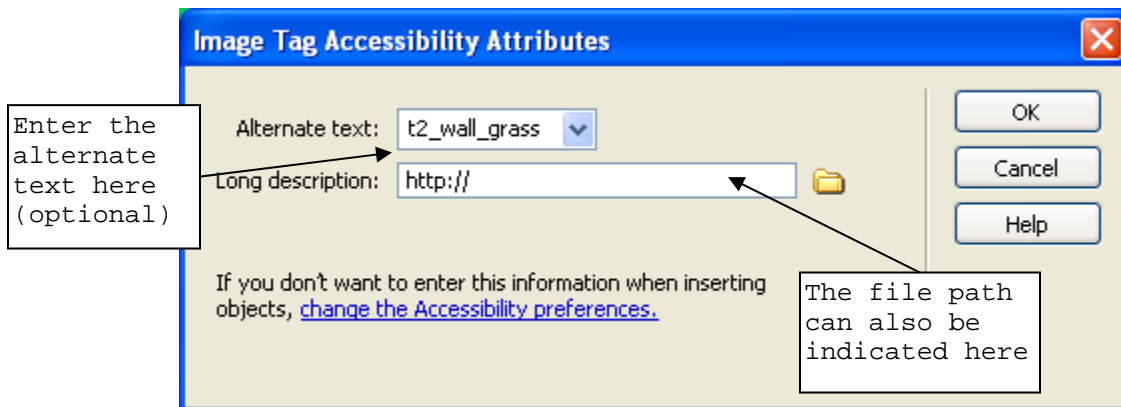



Figure 6- Image Tag Accessibility Attributes Dialog Box

## USING THE IMAGE PROPERTIES TO ORGANIZE THE IMAGES

The image properties have many options to edit the images such as resizing the image and naming the image. Aligning the picture in the table is also possible in the image properties.

To align the images in each of the table's cells:

1. Select the second row ► image “*t1.gif*.”
2. Select the **Align center**  button under the image properties (see Figure 7).
3. Repeat step 2 for the rest of the images in the table.

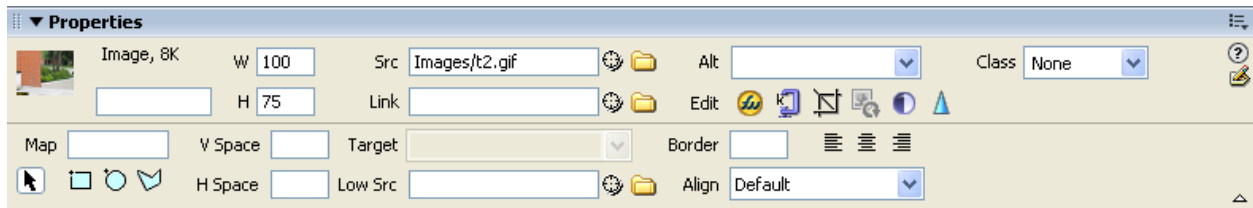

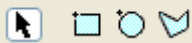







Figure 7 - Image Properties

Table 2- Image Properties

Field	Description
 Image, 7K t2	Naming every image helps identify what each image is when using other features within Dreamweaver.
W 100 H 75	The <b>Width</b> and <b>Height</b> textboxes show pixel size of the image. Images can be resized by changing the values in the textboxes.
Map 	The <b>Hotspot</b> tools, which include <b>Rectangular</b> , <b>Oval</b> , and <b>Polygon</b> , are used in creating hotspots on an image. The <b>Arrow</b> is used for selecting images.
Src Images/th1.gif Link Images/pic01.jpg	This is the <b>Source</b> and <b>Link</b> box. The <b>Source</b> shows where the image source file is and the <b>Link</b> shows where the image links too.
Target	<b>Target</b> is used for hyperimages or hyperlinks. Options are as the following: <ul style="list-style-type: none"> <li>• <b>"_blank"</b> means the target will open in a new window.</li> <li>• <b>"_parent"</b> will open the target in the parent frameset or window of the frame that contains the link.</li> <li>• <b>"_self"</b> means the target will open in the same frame or window.</li> <li>• <b>"_top"</b> will open the target in the full browser window, thereby removing all frames.</li> <li>• <b>"_parent"</b>, <b>"_self"</b>, and <b>"_top"</b> are only useful when applying framesets inside the Web page.</li> </ul>
Alt	The <b>Alternate</b> textbox allows users to display a screentip when a cursor is placed over an image or hyperimage.
 	These two icons are used for editing images in <b>Adobe Fire Works</b> which is an image editor program.
	The <b>Crop</b> icon is for cropping a part of image.
	The <b>Brightness</b> and <b>contrast</b> icon has option to change the brightness or contrast of that image.
	The <b>Sharpen</b> icon allows the user to sharpen the image (this option can cause distortion in the image).
Border 0	The <b>Border</b> textbox allows user to put a boarder around the images.

## USING THE IMAGE PROPERTIES TO NAME THE IMAGES

All images should be named to prevent confusion in later activities. Some advanced options such as the swap option require users to name the image.

To name the images:

1. Select the second row ► image **"t1.gif"**.

2. Locate the text box on the left hand side of the image properties next to the mini image displayed of the original image (see Figure 8).
3. Type in a desired name for the image. Make sure the image name is recognizable and contains no spaces.
4. Repeat steps 1-3 for all the images in the Web page, “*t2.gif*”, “*t3.gif*”, and “*t4.gif*.”

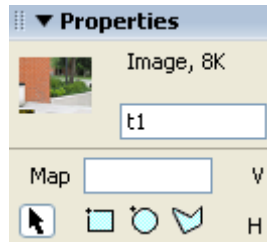


Figure 8 - Naming the Image

## Creating Interactive Images

Interactive images help enhance the Web page. The three types of interactive images are hyperimages, rollover images, and hotspot images. These three types of images have different functions and can be applied to images for different purposes.

### CREATING A HYPERIMAGE

Hyperimages are used to create an image as a hyperlink which will redirect users to another location once the image is clicked. Any image can be converted to a Hyperimage.

To create a hyperimage: (Click the thumbnail to see enlarged picture).

1. Click on the “*t1.gif*” picture.
2. Go to the *properties* panel.
3. In the  box under the **Properties** toolbar, click on the **Browse for File** button to look for “*pic01.jpg*” (see Figure 9).
4. Press the **OK** button.
5. Set the **Target** drop down list   to be “\_blank”.
6. Repeat steps 1- 5 for “*t2.gif*, *t3.gif*, *t4.gif*.”

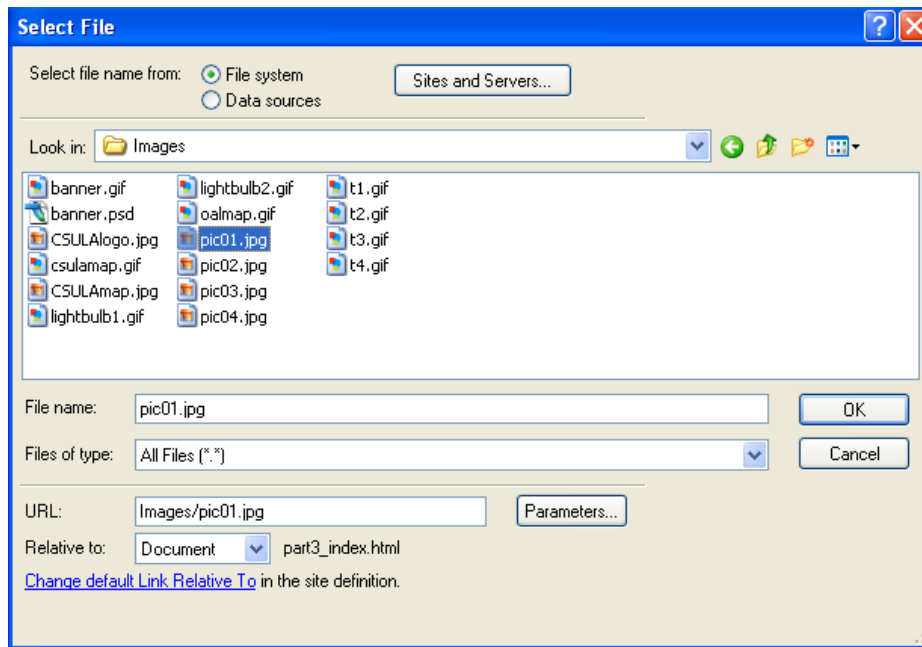




Figure 9 - Use Browse Button to Select File

Practicing the concept: (Click the picture to link to another page)


1. Press **[Enter]** after the “[Back to Top](#)” link so the cursor is at the very bottom of the page.
2. Go to the **Image**  button on the **Insert** tool bar ► click on the drop down arrow ► **Image** ► Browse for “*CSULAllogo.jpg*” and press **OK**.
3. To link the picture, click on the  button ► locate and select “*part3\_map.html*” in the *part 3 image* folder ► press **OK**.
4. Change the Target to “\_blank” to open the linked page in a new window.

NOTE: When inserting the URL address, the completed address including “http://” is required at the beginning.

## ROLLOVER IMAGE

The rollover image technique replaces the static image with another image once the mouse is hovering over it. For example, Image B is used as a rollover image for a static Image A. When a user hovers the mouse over Image A, what the user will see is Image B.

To create rollover image:

1. Click inside the first row, second column of the picture table.
2. Go to the **Image**  button on the **Insert** tool bar ► click on the drop down arrow ► **Rollover Image** to open the *Insert Rollover Image* dialog box (see Figure 10).
3. Type “Rollover” in the **Image Name:** text box.

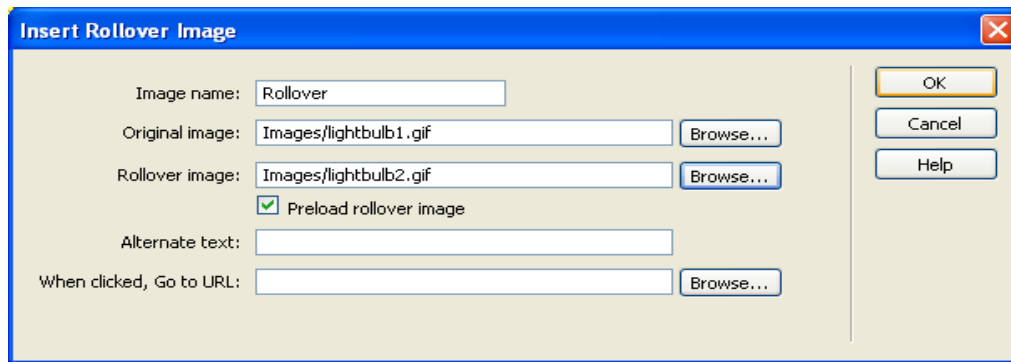


Figure 10 - Insert Rollover Image Dialog Box

4. For the **Original Image** textbox, click on the **Browse...** button. Find and select the file “*lightbulb1.gif*”.
5. For the **Rollover Image** textbox, click on the **Browse...** button. Find and select the file “*lightbulb2.gif*”.
6. Leave the “**Preload Rollover image**” checkbox checked.
7. Press the **OK** button.
8. Press **[F12]** to view the Web page in Internet Explorer.
9. Move the cursor over the image inserted. The image changes from “*lightbulb1.gif*” to “*lightbulb2.gif*” (see Figure 11 and Figure 12).

NOTE: When using the rollover image function, Dreamweaver uses the original image size as default. For the best result, the two images should be the same size.



Figure 11 - Rollover Before




Figure 12 - Rollover After

## CREATING A HOTSPOT IMAGE

Creating a hotspot on an image allows a specific area of the image to link to a certain place. One image can contain multiple hotspots at one time.

To create a hotspot:

1. Click under the Map section.
2. Go to the **Image**  button on the **Insert** toolbar ► click the drop-down arrow ► **Image** ► “*oalmap.gif*”
3. Click the “*oalmap.gif*” and use the **Hotspots** tool located under the **Properties** panel (see Figure 13).
4. Click the **Rectangular** hotspot tool. Draw a rectangle over the ITS Office on the map (see Figure 14).
5. After drawing the rectangle over the ITS Office, the **Properties** panel changed (see Figure 15).

- Enter the URL address: [<http://www.calstatela.edu/its>] into the **Link** text box to set the hyperlink. Enter “Go to ITS Web site” into the **Alt** text box as the screen tip. Set the **Target** to “\_blank” to have the target open in a new window.
- Save the Web page and view it in **Internet Explorer** by pressing [**F12**] on the keyboard.

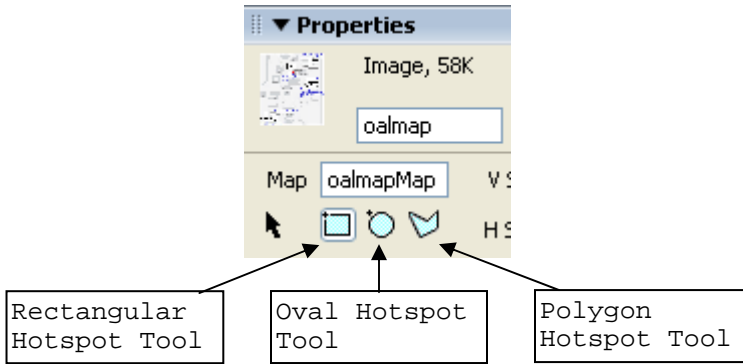


Figure 13 - Hotspot Tool



Figure 14 – Drawing a Hotspot

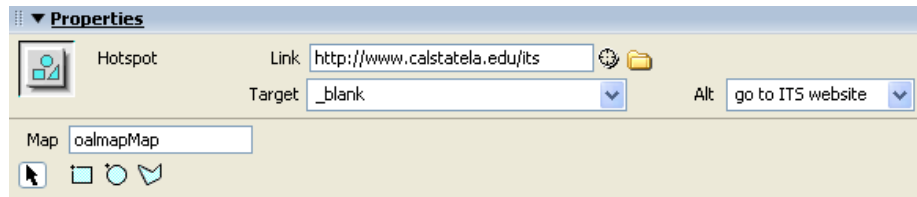


Figure 15 - Set Up the Hotspot Properties

Practicing the concept:



- Click on **File** ► **Open** ► Find “*part3\_map.html*” and press **OK**.
- Make sure the image is selected and choose the **Oval Hotspot**  tool.
- Draw a circle on the  below the Library North building on the image (see Figure 16). In the **Link Box** Enter [<http://www.calstatela.edu/library>].
- Change the target to “\_blank” and enter “Go to CSULA library Web site” in the **Alt** box.



Figure 16 - Hotspot Tool

## **FLASH TEXT AND FLASH BUTTON**

Dreamweaver contains some easy-to-use flash objects that users can apply for a fancier interface. Flash text and Flash buttons offer special effects that activate when users hover their mouse over the text or button.

To create a Flash text:

1. Open the “*flashtext1.htm*” file.
2. Click after the text “For example:” in the Flash text section.
3. Go to **Insert** ► **Media** ► **Flash text**
4. The *Insert Flash Text* dialog box shows (see Figure 17).
5. Enter the desired text in **Text:** text box and check the **Show font** check box to preview the result.
6. Change the other defaults for font, size, font color, rollover color, and background color.
7. Enter the hyperlink address and set the Target as “\_blank”.
8. Click **OK**.
9. The *Flash Accessibility Attributes* dialog box shows. Click **OK** (see Figure 18).
10. Save the file and view it in **Internet Explorer**.

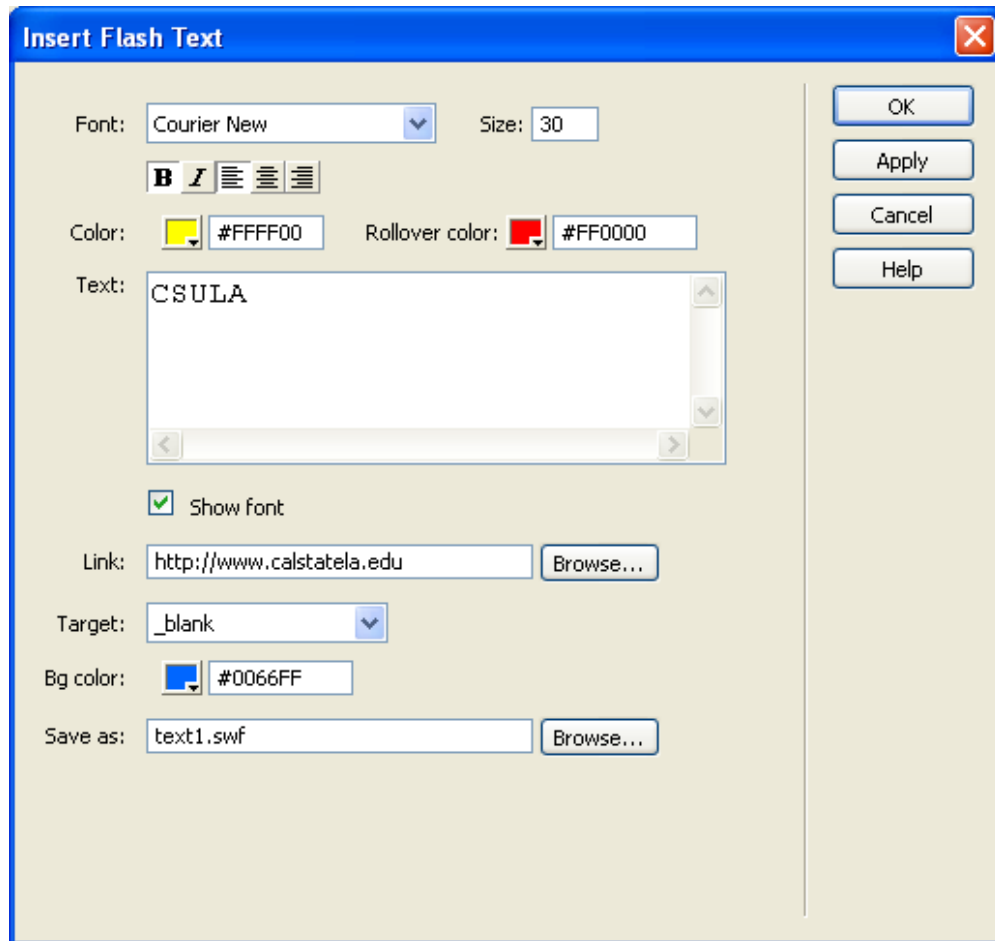


Figure 17 - Insert Flash Text Dialog Box

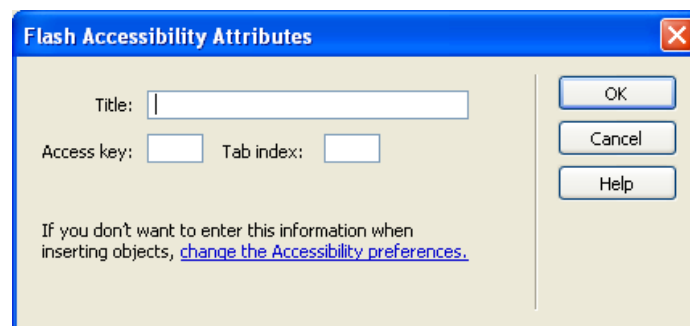


Figure 18 - Flash Accessibility Attributes Dialog Box

To create a Flash button:

1. Click after the text “For example:” in the flash button section.
2. Go to **Insert** ► **Media** ► **Flash button**.
3. The *Insert Flash Button* dialog box shows (see Figure 19).
4. Select one button template from the **Style** spinbox.

NOTE: Move the mouse to **Sample**: box on the particular template to preview the result.

5. Enter desired text into the **Button text**: text box.
6. Change the Font, Size, and background color as desired.
7. Enter the link location including “http://” and set the Target as “\_blank”.
8. Click **OK**.
9. Click **OK** again.
10. Save the file and view it in **Internet Explorer**.

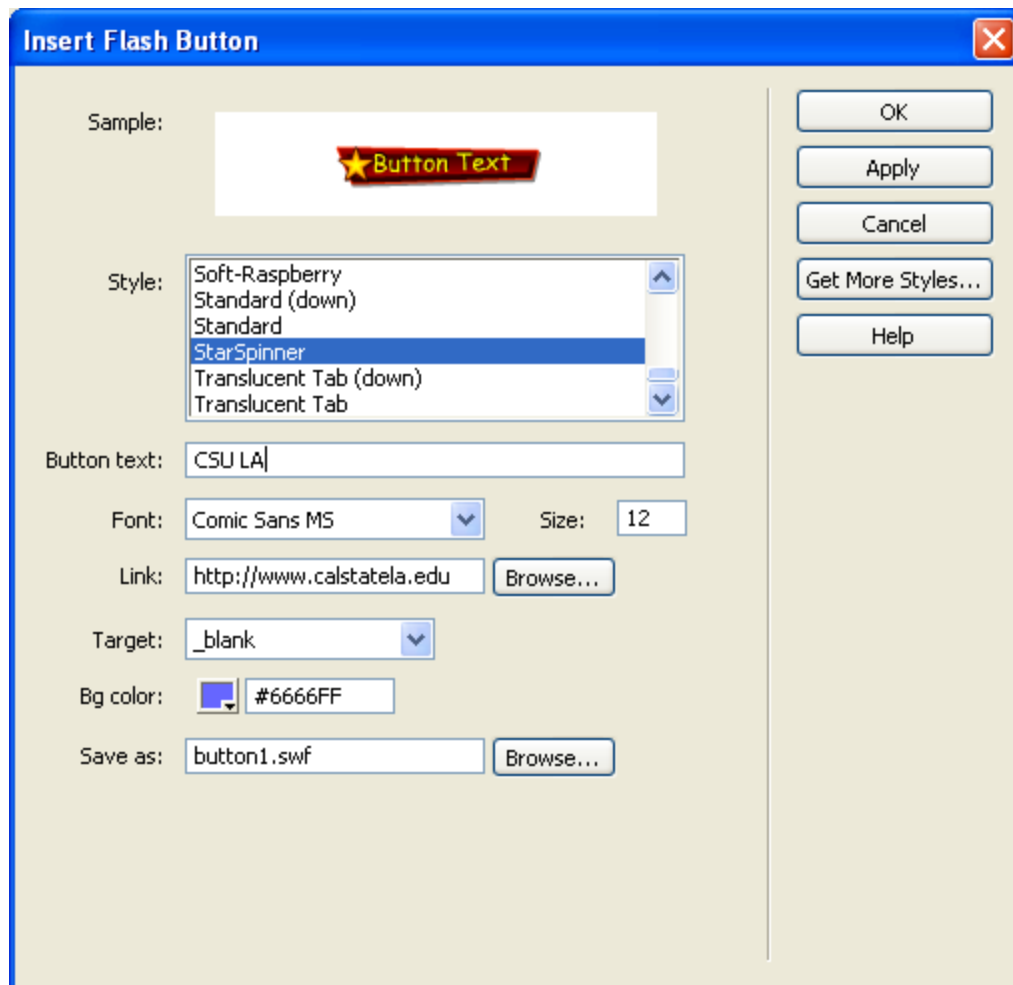


Figure 19 - Insert Flash Button Dialog Box