

GRC 15 Web Page Construction 1

4 units, 3 lecture 3 lab

Production methods of graphics communications systems with emphasis on page development for World Wide Web publication. Projects explore the limitations and considerations of software application programs. Students will generate a web site.

I. Introduction, Policies, Procedures

II. Overview of the Web

- A. History
- B. Rationale and Structure
- C. Terminology
- D. Protocols/file formats
- E. Bandwidth Issues
- F. Monitors/Color Space

III. Web

- A. Acronyms
- B. Browser comparison/limitations
- C. File naming conventions

IV. Page Production

- A. Design for Functionality
 - 1. Typographic
 - 2. Graphic Images
 - a. file format
 - b. image size in pixels
 - c. resolution demystified
 - d. file conversion
 - e. scaling/cropping
 - 3. Color Space(s)
 - 4. Intro HTML with corresponding projects
 - a. pages
 - b. anchors/links
 - c. tables
 - 5. Critique

V. Macromedia Dreamweaver

- A. Tool orientation, page production
- B. Tables in Dreamweaver with corresponding project
- C. Frames sample "client" project
- D. Layers, css
- E. Timeline animation
- F. Site definition/maintenance
- G. FTP
- H. HTML revisited/edited
- I. Critique

VI. Other Languages and Applications

- A. Javascript/ interactive features in Dreamweaver
- B. Javascript/interactive features in Fireworks.
- C. Fireworks
 - 1. Image editing
 - 2. Resizing images
 - 3. Cropping/scaling

4. Transparency

VII. Student website project

- A. Design/Development process
- B. Lab work
- C. Critique