

Hands-On Lesson

to accompany

Curriculum Webs

A Practical Guide to Weaving the Web into Teaching and Learning

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LESSON 7: Dealing with images

DREAMWEAVER MX 2004

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Goals for this lesson

- Learn about some techniques for controlling how images are displayed.
- Learn about and create image maps.
- Use image editing software with your web page editing software.

Inserting an image

Dreamweaver

- Use Insert | Image or click the Image button  on the Insert bar. Browse to the image, and click OK. The image is inserted at cursor. (If the image you selected is not in the Local Root Folder or a subdirectory of that folder, Dreamweaver will ask you if you want to move your image into your web site. Choose a location within your site.)

Changing an image's display size

You can also resize the display of an image by clicking on the image and then dragging one of the little black squares (called "handles") that appears on the edges and corners.

When you alter the display size of an image, you don't actually change the size of the image; only its display. To change the actual size of the image, you'll have to "edit" it in image editing software.

Dreamweaver

- Drag one of the handles that appears. If you don't want to distort the proportions of the image, hold down the SHIFT key while you drag a corner handle. This keeps the original proportions.

- Or click on the image and fill in Width and Height fields on the Property Inspector. Remember that if you change one (width or height) but not the other, the image may appear distorted. To avoid this, change only one (width or height) and delete the entry in the other field. (Changed values are indicated in bold type.)

Adding “alt” text

“Alt” text appears instead of the image when a browser is set so that images are not displayed. Alt text also allows visually-impaired users to know what is displayed in an image.

Dreamweaver

- Click the image.
- Enter descriptive text into "Alt" field on the property inspector.

Information about your image

Once you've placed an image into your page, there are a couple of ways that you can get information about the image's size and how it affects the loading time of the page.

Open a new file and save it as "imagetest.htm." Right now the page should be empty.

Add this image to the page (you can download it from the companion web site at

<http://curriculumwebs.com/lessons/resources.>)



This image is much less than 1K in size. When you add it into your web page, it adds an insignificant amount of size and time to the page loading. However, when you add pictures or other complex or large graphics to your page, you may drastically increase the time it takes for the page to load.

For example, if you add a 34K file, it takes about 10 additional seconds to **download** the page over a 28.8 Kbit/sec modem connection. Think about the overall size of your page and try to keep the page under about 30 seconds or, for a long page with lots of images, no more than 120 seconds.

Keep in mind that it doesn't add any additional downloading time to add the same image more than once in a page. As long as each instance of the image refers to the same file, the browser will know to display it again without downloading it.

Dreamweaver

- Look at the status bar of the page editing window. (This is the bar at the bottom of the window.) It should look something like this:



- The leftmost information represents the HTML tags that apply to the current context.
- The next piece of information is the size of the editing window. This is useful if you are designing your page for a certain size or resolution of monitor. (The example here is 689 pixels by 331 pixels, which will fit onto an 800 x 600 monitor resolution but not 640 x 480.) You can click the down-arrow here and choose from a number of preset sizes to see how your page is likely to format at each of these resolutions.
- The next information is what we're interested in now. You will see two numbers: the first represents the TOTAL size of the page including all images. 1K means less than 1024 bytes of information. (This is the smallest possible size for a web page.) The next number represents how long it would take the page to download over a modem. The speed can be set in preferences. (Click Edit | Preferences | Status Bar.) This is important because you don't want your users to have to wait too long for a given page.

Linking to a low resolution source

You can refer to "Low resolution source" file that is downloaded when someone is using a very low resolution monitor or certain kinds of older browsers.

Dreamweaver


- Click on the image. Enter a file name into the Low Src field on the Property Inspector.

- You can also add some space around the image (v space and h space) add a border (enter a number greater than 0), align the image, and also access an image editor to change the image.

Using images as links

Images can be linked to other images or pages.

Dreamweaver

- Click on an image after you have placed it in your page. On the Property Inspector, use the folder icon  to select a file to link the image to, or type a URL into the link field.
- If you want the link to open into a new window, choose "_blank" in the drop-down box in the Target field.

Creating Image maps

It is easy to create image maps, with different links for different sections of the picture, and behaviors assigned to these areas.

For example, say you want to use a picture of two people and you want to create a page about each person. By clicking on the person, you want the user to be able to access information about that person.

Find a picture that has two people in it, or visit our companion web site at <http://curriculumwebs.com/lessons/resources> to use a picture we've supplied. Download it to your Local Root Folder or subdirectory of your local root folder.

Now insert your picture into a new file. Let's say we want to link the first person's face to a page called firstperson.htm and the second person's face to a page called secondperson.htm. Create these new files. For now, just put descriptive comments in these two files, such as "This file will contain information about the first person" and "This file will contain information about the second person." Save and close these two files.

Dreamweaver

- Click on the picture. In the Property Inspector, you'll notice some tools on the bottom left-hand side. See Figure 7-1.

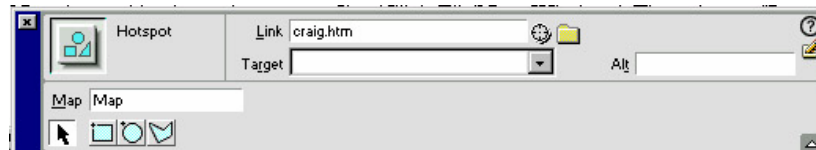


Figure 7-1: Dreamweaver's Property Inspector when you click on an image.

- Type a name into the Map field. It can be something like "map1". It just has to be unique within the page.
- The three buttons with light-blue shapes on them are the tools you use for creating a "hot spot" in the image that can be linked to another page. You can make a rectangle, circle, or polygon using these tools.
- The arrow tool is used to move or resize a hot spot after it is created.
- Experiment with these tools. If you make a mistake, press Ctrl-Z (or Command-Z on the Mac) or click Edit | Undo.
- Create two "hot spots" on the image: one over the first person's face and the other over the second person's face. See Figure 7-2.

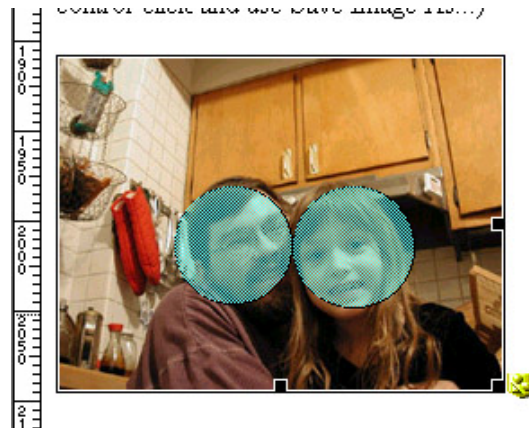



Figure 7-2: Drawing hotspots over a picture.

- You'll notice a little yellow thing  appears next to the image. This indicates a "hidden" tag, in this case the tag "map". Don't delete it or you'll lose the image map you just created.

- The green areas do not show up on the finished page, but represent the area of the image that is "hot" for a specific link or behavior.
- Each hotspot can be linked to a different page, or can have a different behavior attached to it. (Behaviors include things like making a layer visible, or setting the text of a layer to some predefined text. These are discussed in more detail in Hands-On Lesson 8.)
- For now, let's link the two hotspots on the photo of Craig and Rowan to the files you made just above, `firstperson.htm` and `secondperson.htm`. To do this, click on a hotspot. The Property Inspector should say "hotspot." See Figure 7-3. Use the folder icon to find and select the appropriate file to link to. In the figure we've linked to `craig.htm`.

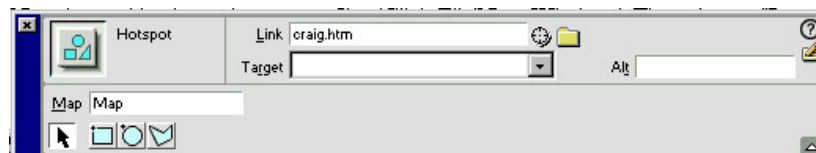


Figure 7-3: Dreamweaver's Property Inspector when you click on a hotspot.

- You could also enter a target (the window in which the link will load) and some "alt" text to display when the cursor is over the link (for example "click here to see more info about Craig.")

Using tables to arrange pictures on a page

You can use a table to place a photo and a caption. See Figure 7-4.



Figure 7-4: Using a table to format an image and caption.

Dreamweaver

- Insert a table by clicking Insert|Table. Set the table to 1 row, 6 columns, 80% of window, and border=0.

- To place the image into the table, click on the cell where you want the image, use Insert | Image, then browse to the image file you want.

You can also use the v space and h space properties on the Property Inspector for each image. This works well, but doesn't allow you to automatically adjust the spacing to fit different browser resolutions.

Using image editing software

Web editing software packages do not include built-in image editing functions. However, you can edit an image outside of your web page creation software using an image editing package such as Fireworks, Photoshop or Paint Shop Pro.

Say you want to edit an image after you have already placed it into a page. Crop an image to make it more of a close-up of the people.

Dreamweaver

- Right-click a file in the Site View, one of the choices on the pop-up menu is "Open With..."
- Choose this and browse your hard disk and look for the program you want to use (for example, in C:\Program Files\Adobe\Photoshop you'll find photoshop.exe. Click on the program you want.
- The image is then opened. Once you open a file with a program, the program will show up in the list of programs to open with, and you won't have to browse to find it again.
- Crop the image in the image editing software. Save the image, and return to Dreamweaver. The image now appears cropped.
- However, the image may be distorted. To fix this, delete the size entries in the Property Inspector or right-click and choose Refresh Size.