

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

GoLive

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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

GoLive

- Drag the Image Object  from the Object palette to the document window, and drop it on the line where you want the image. Click on the Basic tab of the Inspector. Click on the folder icon next to the Source field. Browse to the image you want.

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.

GoLive

- Click on the image. The display size is shown in the Basic tab of the Inspector. You can enter the size in pixels or change it to percent using the drop-down boxes. Remember that if you change one (width or height) but

not the other, the image may appear distorted. To change back to the actual image size for display, choose "Image" from the drop-down box.

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.

GoLive

- Enter text into "Alt text" field on the Basic tab of the 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 you 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.

GoLive

- Right-click on the image. Choose “Show Properties.” Listed on the resulting screen is the image file’s location and size, as well as when it was last modified.
- Or Use Special | Document Statistic. This shows the total number of bytes for the page, and for all the images in the page, and shows download times for various connections.

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.

GoLive

- Click on the image. Choose the More tab in the Inspector. Put a check into the box marked Low. Use the folder icon to find the lower resolution version of your image.
- GoLive will also generate a low resolution image for you. Simply press the “Generate” button under the Low filename field. If you want GoLive to update the low resolution image if the higher resolution image changes, put a check into the Auto Update box.

Using images as links

Images can be linked to other images or pages.

GoLive

- Click on the image. Choose the Link tab in the Inspector. Click on the link icon. Then type a URL into the Link field or use the folder icon to browse to the file.
- Use the right-arrow next to the Target field and select “_blank” if you want the link to open into a new window.

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.

GoLive

- Click on the image. Choose the More tab in the Inspector. To create an image map, put a check into the box next to Use Map. GoLive automatically creates a new image map with an automatically-generated name.
- The toolbar automatically changes to include tools to help you create the image map. See Figure 7-1. The tools, from left to right are used for:
 - ❖ Selecting regions in the image map
 - ❖ Creating a rectangular region (click and drag)
 - ❖ Creating a circular region (click and drag)
 - ❖ Creating a polygon region (click on each corner of the polygon)
 - ❖ Showing or hiding the URLs directly on the image maps (applies to all image maps on the page)
 - ❖ Showing or hiding a frame around the regions (applies to all image maps on the page)

- ❖ Toggling between colored and clear regions (applies to all image maps on the page)



Figure 7-1: The GoLive toolbar for creating and managing image maps.

- As you create the regions, the Inspector allows you to specify the URL and target for links.
- The Actions palette allows you to specify actions to apply to the regions. We will cover this in Lesson 8.


Using tables to arrange pictures on a page

You can use a table to place a photo and a caption. See Figure 7-2.



Figure 7-2: Using a table to format an image and caption.

GoLive

- To create a new table, click the Table Object  and drag it onto the page where you want to put the Table.
- The Table will have a default size of 3 rows and 3 columns. If you want to change the size, change the entries on the Table tab of the Inspector.
- You can also change the overall size of the table (in pixels or percent of the window), whether the table has a border, the color of the cells in the table, padding within cells (between the walls and the contents), padding between cells (in the border), and whether you want the table to be aligned left or right.

- To put an image into a cell, drag the Image Object into the cell you want, and then specify the image file in Basic tab of the Inspector.

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.

GoLive

GoLive is especially well-suited for integrating with Adobe Photoshop. “Smart Objects” allow you to associate an image with Photoshop when you first insert it.

- When you want to edit the image, double-click on it, and it is loaded into Photoshop. If the original file format is not web compatible, the image is automatically converted.
- If you are using an image editor other than Photoshop, just use the regular Image Object to insert your image. To edit the image file, right-click the image and choose Open in Explorer. This will open the file into whatever program the file type is associated with by the operating system.