

Raffles

College of Design and Commerce

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Web Design Short Courses 2010

Course Dates:

- 8 Feb – 6 Mar
- 17 May – 12 Jun
- 6 Sep – 2 Oct

Every Mon & Wed: 6.30pm - 9.30pm, and every Sat: 10.00am - 2.30pm.

Duration: 4 weeks

Fees: \$756

Course Description

4 weeks of intense web design training with major focus on .HTML, Dreamweaver and Flash.

Learn how to make rich, visually stunning websites that will absolutely blow you away!! We will teach you how to understand and write your own HTML code from scratch and then you will put together websites in Dreamweaver CS4. You will learn the new (CSS) cascading style sheets; we will show you how to make roll-over buttons, and how to slice up your artwork to put into Dreamweaver, and much more.

Learn how to animate! This programme is what makes the internet awesome! Everything that you see moving on any web page on the internet has probably been made in Flash. We will show you how to put this content that you make into web pages so you can upload to the internet. You will be amazed at what you will be able to produce once you have finished this course!

*A basic working knowledge of Photoshop and/or Illustrator is required for this course.



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Course Outline

Intro to Web:

- Introductions
- History of the Internet
- Web technologies (terminologies, client/server, browsers, search engines)
- Web standards

Intro to HTML:

- Basic web design standards
- What is HTML?
- HTML basics (tags, HTML structure, DOM)
- Simple HTML tags for text structuring

HTML basics:

- Tags and attributes
- links
- tables

Web colours and images:

- web colour
- background colours using tag attributes
- background colours using CSS
- images
- image formats for the web
- resizing and exporting images for the web
- creating a gradient

Introduction to CSS:

- Introduction to Stylesheets
- CSS and HTML
- Simple CSS rules
- Tags, classes and ids
- External stylesheets

HTML forms:

- Forms
- How do forms work?
- Form elements

HTML basics and tools:

- Header tags
- Doctype
- Useful tools for web design
- Useful resources
- Embedding generated html code

Introduction to Dreamweaver:

- Introduction to Dreamweaver
- The Dreamweaver user interface
- Views
- Insert bar
- Property inspector
- Panels
- Preferences

Dreamweaver basics:

- Web design principles (usability, dos and don'ts)
- Creating a basic page
- Defining the site
- File and folder management
- Understanding paths
- File browser
- Creating a document
- Images
- Lists
- Creating a basic page (continued)
- Modifying page and element properties
- Observing changes in the source code
- Selecting elements
- Meta tags
- More web design principles (usability)
- Linking
- External and internal links
- Links for file downloads
- Email links
- Anchors
- Image maps
- More web design principles (fonts, colours, contrast and readability)
- Text formatting
- Inline elements for text formatting
- CSS text formatting
- Tables
- Creating, sorting and modifying tables
- Selecting table elements
- Table attributes (border, width, etc)
- CSS equivalents to some attributes
- Tables as layout elements
- Div elements
- Divs as layout elements
- Resizing and positioning divs
- Overlapping elements
- Limitations of div elements
- Other layout elements
- The attributes panel
- Rollovers and visual effects
- Examples
- CSS rollovers
- What is Javascript? (very basic, no coding)
- The behaviour panel
- Visual effects using the behaviour panel
- Creating a web photo album
- What is FTP?
- Creating a free webspace account
- FTP programs
- Uploading the web photo album
- Dreamweaver remote editing
- Forms
- Form elements
- What are CGI and scripting languages (very basic)
- Processing forms
- Form elements as variables
- Server responses
- Examples
- processing a form using a free web service

- creating the form
- uploading the form
- using the form

Multimedia content:

- embedding multimedia content
- Quicktime
- Sounds
- Flash content
- Common multimedia file types
- A note on bandwidth, file size and codecs
- Embedding external content (YouTube, Google Maps, Google Docs forms, etc)

Introduction to Flash:

- Introduction to Flash
- When and when not to use Flash
- Examples
- The Flash user interface
- Creating simple shapes
- Symbols and instances
- The symbol library
- Importing an image

Introduction to Flash animation:

- Introduction to Flash animation
- How does animation work?
- Key frames
- Frame-by-frame
- Previewing the animation
- Tweening
- colour tweening
- motion guides
- orient to path
- text tweening
- shape tween modifiers
- more Flash animation
- creating a movie clip symbol
- adding sound
- publishing the animation
- embedding the flash file into a website
- cleanup the site
- upload
- review and wrap up
- feedback form

If you have any further enquiries, please do not hesitate to contact us at 09 369 1906 or info@raffles.ac.nz