



Adobe® Dreamweaver® CC

The Professional Portfolio

AGAINST THE CLOCK
mastering graphic technology

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Acknowledgements

ABOUT AGAINST THE CLOCK

Against The Clock, long recognized as one of the nation's leaders in courseware development, has been publishing high-quality educational materials for the graphic and computer arts industries since 1990. The company has developed a solid and widely-respected approach to teaching people how to effectively utilize graphics applications, while maintaining a disciplined approach to real-world problems.

Having developed the *Against The Clock* and the *Essentials for Design* series with Prentice Hall/Pearson Education, ATC drew from years of professional experience and instructor feedback to develop *The Professional Portfolio Series*, focusing on the Adobe Creative Suite. These books feature step-by-step explanations, detailed foundational information, and advice and tips from industry professionals that offer practical solutions to technical issues.

Against The Clock works closely with all major software developers to create learning solutions that fulfill both the requirements of instructors and the needs of students. Thousands of graphic arts professionals — designers, illustrators, imaging specialists, prepress experts, and production managers — began their educations with Against The Clock training books. These professionals studied at Baker College, Nossi College of Art, Virginia Tech, Appalachian State University, Keiser College, University of South Carolina, Gress Graphic Arts Institute, Hagerstown Community College, Kean University, Southern Polytechnic State University, Brenau University, and many other educational institutions.

ABOUT THE AUTHOR

Erika Kendra holds a BA in History and a BA in English Literature from the University of Pittsburgh. She began her career in the graphic communications industry as an editor at Graphic Arts Technical Foundation before moving to Los Angeles in 2000. Erika is the author or co-author of more than twenty books about Adobe graphic design software. She has also written several books about graphic design concepts such as color reproduction and preflighting, and dozens of articles for online and print journals in the graphics industry. Working with Against The Clock for more than ten years, Erika was a key partner in developing the Portfolio Series of software training books.

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Walk-Through

Vintage Car JavaScript Site

Your client, the president of a vintage car collectors association, wants to redesign the group's Web site to be more friendly to users on mobile devices. Your job is to incorporate JavaScript that changes various areas of the site based on user interaction.

This project incorporates the following skills:

- ❑ Creating JavaScript behaviors in Dreamweaver
- ❑ Preloading images with JavaScript
- ❑ Changing CSS properties with JavaScript
- ❑ Changing object content with JavaScript
- ❑ Creating and managing a jQuery user-interface object



Project Goals

Each project begins with a clear description of the overall concepts that are explained in the project; these goals closely match the different “stages” of the project workflow.

Project Meeting

client comments

Our old site was designed nearly ten years ago. We have always just tacked on new information to the existing files. It got very difficult to manage and almost as difficult to find specific information.

We want our new site to be compact and easy to navigate. We don't need a lot of information because our site is really just a portal for people to find the calendar of events and regional affiliate clubs.

We also want the site to work on as many devices as possible — desktop and mobile. We get a lot of traffic from people who are vacationing in the area, and they tend to find us on their tablets or smartphones.

art director comments

I've already gotten the initial site layout approved by the clients. They also like the plans for keeping all of the site content in a single, brief page.

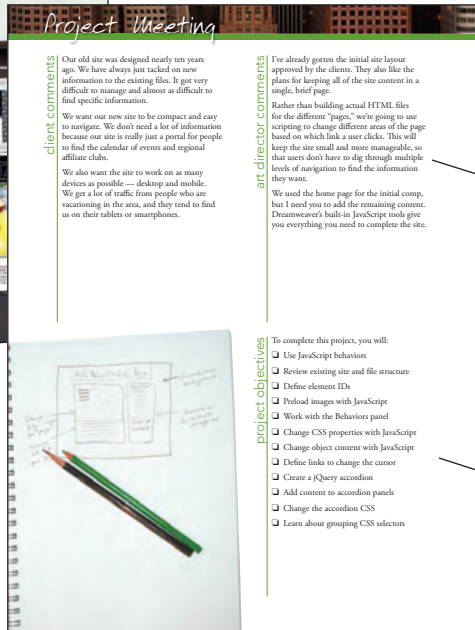
Rather than building actual HTML files for the different “pages,” we're going to use scripting to change different areas of the page based on which link a user clicks. This will keep the site small and more manageable, so that users don't have to dig through multiple levels of navigation to find the information they want.

We used the home page for the initial comp, but I need you to add the remaining content. Dreamweaver's built-in JavaScript tools give you everything you need to complete the site.

project objectives

To complete this project, you will:

- ❑ Use JavaScript behaviors
- ❑ Review existing site and file structure
- ❑ Define element IDs
- ❑ Preload images with JavaScript
- ❑ Work with the Behaviors panel
- ❑ Change CSS properties with JavaScript
- ❑ Change object content with JavaScript
- ❑ Define links to change the cursor
- ❑ Create a jQuery accordion
- ❑ Add content to accordion panels
- ❑ Change the accordion CSS
- ❑ Learn about grouping CSS selectors



The Project Meeting

Each project includes the client's initial comments, which provide valuable information about the job. The Project Art Director, a vital part of any design workflow, also provides fundamental advice and production requirements.

Project Objectives

Each Project Meeting includes a summary of the specific skills required to complete the project.

Stage 1 Using JavaScript Behaviors

A script is a set of instructions that performs certain actions in response to an event — something the user does, such as clicking an object. Although it was once generally undesirable (or even unprofessional by some), JavaScript is now becoming considered standard for adding interactivity in Web sites. JavaScript offers a number of a *de facto* standard for adding interactivity in Web sites. JavaScript offers a number of advantages to Web developers, including (but certainly not limited to) the following:

- It is supported by all current browsers on Macintosh, Windows, iOS, and Android operating systems.
- It does not require plug-ins to add interactivity to a Web page. JavaScript scripts are interpreted and processed by the browser to produce the desired effect.
- It allows you to change a Web page without reloading the actual HTML.
- It can be used to change or remove existing content, or even add new content to the page.
- It can be used to change the CSS that is associated with various page elements.
- It can be used to change the CSS that is associated with various page elements.
- JavaScript scripts can be embedded directly into HTML pages using `<script>` tags.
- If you want to execute the same scripts on multiple pages, you can create the file to whatever HTML pages require the stored scripts.
- If you want to execute the same scripts on multiple pages, you can create the file to whatever HTML pages require the stored scripts.

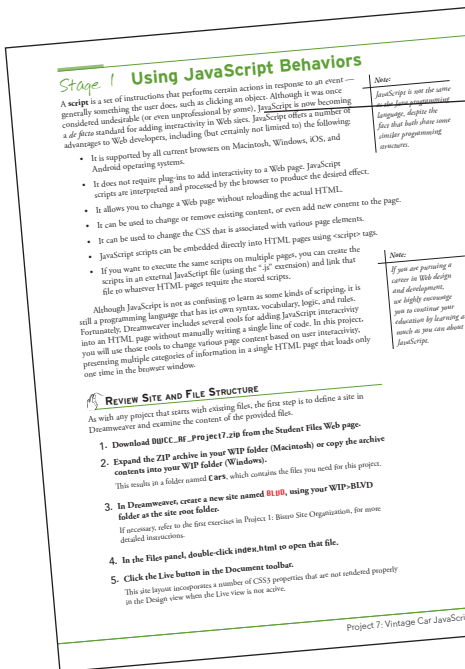
Although JavaScript is not as confusing to learn as some kinds of scripting, it is still a programming language that has its own syntax, vocabulary, logic, and rules. Fortunately, Dreamweaver includes several tools for adding JavaScript interactivity into an HTML page without manually writing a single line of code. In this project, you will use those tools to change various page content based on user interactivity, presenting multiple categories of information in a single HTML page that loads only one time in the browser window.

REVIEW SITE AND FILE STRUCTURE

As with any project that starts with existing files, the first step is to define a site in Dreamweaver and examine the content of the provided files.

1. Download `BUUC_07_Project7.zip` from the Student Files Web page.
2. Expand the ZIP archive in your **WIP** folder (Macintosh) or copy the archive contents into your **WIP** folder (Windows).
3. In Dreamweaver, create a new site named **BUUC**, using your **WIP-BUUC** folder as the site root folder. If necessary, refer to the first exercise in Project 1: Bison Site Organization, for more detailed instructions.
4. In the Files panel, double-click `index.html` to open that file.
5. Click the **Live** button in the Document toolbar. This site layout incorporates a number of CSS properties that are not rendered properly in the Design view when the Live View is not active.

Project 7: Vintage Car JavaScript Site



Real-World Workflow

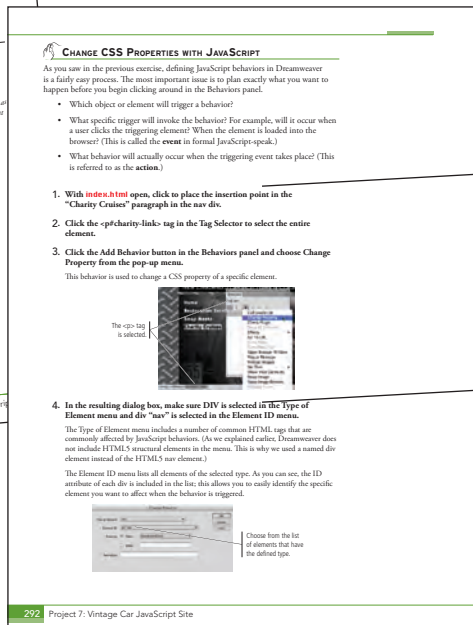
Projects are broken into logical lessons or “stages” of the workflow. Brief introductions at the beginning of each stage provide vital foundational material required to complete the task.

CHANGE CSS PROPERTIES WITH JAVASCRIPT

As you saw in the previous exercise, defining JavaScript behaviors in Dreamweaver is a fairly easy process. The most important issue is to plan exactly what you want to happen before you begin clicking around in the Behaviors panel.

- Which object or element will trigger a behavior?
- What specific trigger will invoke the behavior? For example, will it occur when a user clicks the triggering element? When the element is loaded into the browser? (This is called the **event** in formal JavaScript speak.)
- What behavior will actually occur when the triggering event takes place? (This is referred to as the **action**.)

1. With `index.html` open, click to place the insertion point in the “Charity Cruises” paragraph in the nav div.
2. Click the `-sp-charity-links-` tag in the Tag Selector to select the entire element.
3. Click the **Add Behavior** button in the Behaviors panel and choose **Change Property** from the pop-up menu. This behavior is used to change a CSS property of a specific element.
4. In the resulting dialog box, make sure **DIV** is selected in the **Type of Element** menu and `div “nav”` is selected in the **Element ID** menu. The **Type of Element** menu includes a number of common HTML tags that are commonly affected by JavaScript behaviors. (As we explained earlier, Dreamweaver does not include HTML's structural elements in the menu. This is why we used a named div element instead of one of HTML's core elements.) The **Element ID** menu lists all elements of the selected type. As you can see, the ID attribute of each div is included in the list; this allows you to easily identify the specific element you want to affect when the behavior is triggered.



Step-By-Step Exercises

Every stage of the workflow is broken into multiple hands-on, step-by-step exercises.

Visual Explanations

Wherever possible, screen shots are annotated so that you can quickly identify important information.

Understanding JavaScript Behaviors

Call JavaScript
This behavior executes a custom function or line of JavaScript code when an event occurs. You can write your own script, or copy and paste code from another source.

Change Property
This behavior changes a CSS property for a specific identified element. You used this behavior to change the background image property of the main div.

Check Plugin
This behavior evaluates a user's computer to determine whether or not a specific plugin is installed (for example, Flash Player or QuickTime). You can define different URLs (pages) to display if the plug-in is available or not.

Effects
This menu can be used to add a number of animation effects to a specific object. Each option opens a separate dialog box where you can define what object will be affected (the current selection or another identified element on the page). You can change the duration or the time it takes for the animation effect to be completed. Depending on the specific effect you choose, you can also define other attributes, for example, you can determine whether the object ends up visible or hidden (for the Fade effect), and you can define how far and how many times an object bounces (for the Bounce effect).

Drag AP Element
This behavior, available when the <body> tag is selected, can be used to allow users to reposition specific elements on the page. (This behavior requires the target element to have the CSS position:absolute property value defined.)

You can allow users to move an element unconstrained (in any direction), or constrained to one of more directions (up, down, left, and right). If you choose the Constrained option, you can define a distance limit to avoid in each direction; you can also define a specific field to prevent movement in that direction.

You can use the Drag Target field to define a location to which the user should drag the object (relative to the top-left corner of the browser window). The Snap If field defines how much "wiggle room" you want to allow when dragging an object to the target location.

In the Advanced section of the dialog box, Drag defines where a user can click to move the element. The default is to allow the user to click anywhere on the element's boundaries. (Entire Element). You can use the Within Element to define a specific area within boundaries.

By default, an object moves to the top of the <body> when a user is dragging it, when the mouse button is released, the object remains on the clicking side. If you uncheck the Bring Element to Front option, the object remains in its original position when being dragged. If you leave Bring to Front checked, you can choose to move the dragged object back to its original position.

You can use the Call JavaScript field to define a custom JavaScript function to execute while an object is being dragged. This field is available only if the Behavior has been designed regardless of whether the correct position — Only if Snapped.

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Dreamweaver Foundations

Additional functionality, related tools, and underlying graphic design concepts are included throughout the book.

- Click OK to define the behavior.
- Click the default event in the left side of the panel. Open the Event menu and choose onMouseDown.

- Open the file content-main.html from the site resources folder.
- Select and copy the text after the "Charity Cruises" heading.

Note: As you work with Behaviors in Dreamweaver, you might see a warning message at the top of the document window about "great errors." In general, you can ignore these; they will go away when you save the file, or you can toggle the Code panel on and back off.

Advice and Warnings

Where appropriate, sidebars provide shortcuts, warnings, or tips about the topic at hand.

Project Review

Fill in the blank

- JavaScript scripts can be embedded in an HTML page using the _____ tag.
- True or false: Dreamweaver's built-in behaviors require HTML5 structural elements such as <nav> and <section>.
- Elements must have a defined _____ attribute to be targeted by Dreamweaver's behaviors.
- The _____ behavior allows image files to load before they are actually called by a behavior such as Swap Image.
- Scripts attached to the _____ tag are executed as soon as they browser loads the page.

Short answer

- Briefly explain at least two advantages of using JavaScript.
- Briefly explain the purpose of preloading images.
- Briefly explain how the Code Navigator helps to work with built-in UI JavaScript.

6. In JavaScript, `on()` _____ is the thing that triggers a behavior.

7. In JavaScript, `on()` _____ is the behavior that will execute when the trigger occurs.

8. True or false: JavaScript can be used to change the CSS related to specific page elements.

9. The _____ behavior can be used to change the content in a specific heading or paragraph tag.

10. Use the _____ link without a defined destination.

Project Review

After completing each project, you can complete these fill-in-the-blank and short-answer questions to test your understanding of the concepts in the project.

Portfolio Builder Project

Use what you learned in this project to complete the following freeform exercise. Carefully read the art director and client comments, then create your own design to meet the needs of the project. Use the space below to sketch ideas; when finished, write a brief explanation of your reasoning behind your final design.

art director comments

Your local city government representatives saw the NEVINTAGE Web page at a recent convention, and they would like to create a similar site to help promote local tourism.

To complete this project, you should:

- Find images (or create your own) that highlight different events and attractions in the local area.
- Write compelling copy to promote the area to visitors. Look at the local chamber of commerce and city government Web sites for ideas or for detailed information about specific events.
- Design a Web page to highlight at least three areas of special interest in your community.

client comments

We've been trying to reach out to a larger audience to promote the "ART" attractions and events that make our city special.

We want the new site to be visually appealing, easy to navigate, and equally functional on both desktops and mobile devices.

We don't have any specific text or images in mind, so we're hoping you can find or create whatever you need to make the project successful.

project justification

Portfolio Builder Projects

Each step-by-step project is accompanied by a freeform project, allowing you to practice skills and creativity, resulting in an extensive and diverse portfolio of work.

Project Summary

JavaScript is quickly becoming a standard for interactivity in Web design. It works on all current browsers, both for desktop and mobile devices, and allows considerable flexibility for manipulating the content of various elements on the page. You also used the Insert panel to add a more complex JavaScript interface object. Then, you defined the object's content and parameters using the Dreamweaver writing a single line of code.

This project focused on using Dreamweaver's built-in tools to add JavaScript interactivity to your Web pages. If you plan to pursue a career in Web design, we highly recommend you extend your education with more in-depth study of JavaScript and jQuery.

Identify tags for JavaScript behaviors
Create links to change the color icon

Define behaviors to change CSS properties
Define behaviors to change object content

Add a Query accordion
Change content to multiple accordion states

Adjust CSS for the Query of object

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Visual Summary

Using an annotated version of the finished project, you can quickly identify the skills used to complete different aspects of the job.

Projects at a Glance

The *Against The Clock Portfolio Series* teaches graphic design software tools and techniques entirely within the framework of real-world projects; we introduce and explain skills where they would naturally fall into a real project workflow. For example, rather than including an entire chapter about site management, we teach site management where you naturally need to do so — when you begin building a new site in each project.

The project-based approach in the *Portfolio Series* allows you to get in depth with the software beginning in Project 1 — you don't have to read several chapters of introductory material before you can start creating finished artwork.

The *Portfolio Series* project-based approach also prevents “topic tedium” — in other words, we don't require you to read pages and pages of information about marking up text (for example); instead, we explain text-related mark-up as part of a larger project (in this case, as part of a digital book chapter).

Clear, easy-to-read, step-by-step instructions walk you through every phase of each job, from creating a new file to saving the finished piece. Wherever logical, we also offer practical advice and tips about underlying concepts and graphic design practices that will be important as you enter the job market.

The projects in this book reflect a range of different types of Dreamweaver jobs, from organizing a client's site and links to developing a functional site template to building a dynamic site. When you finish the eight projects in this book (and the accompanying Portfolio Builder exercises), you will have a substantial body of work that should impress any potential employer.

The eight Dreamweaver projects are described briefly here; more detail is provided in the full table of contents (beginning on Page viii).

project 1

Bistro Site Organization

- ❑ Exploring Site Structure
- ❑ Organizing the Site Navigation
- ❑ Naming and Titling Documents
- ❑ Making Files Public



project 2

Digital Book Chapter

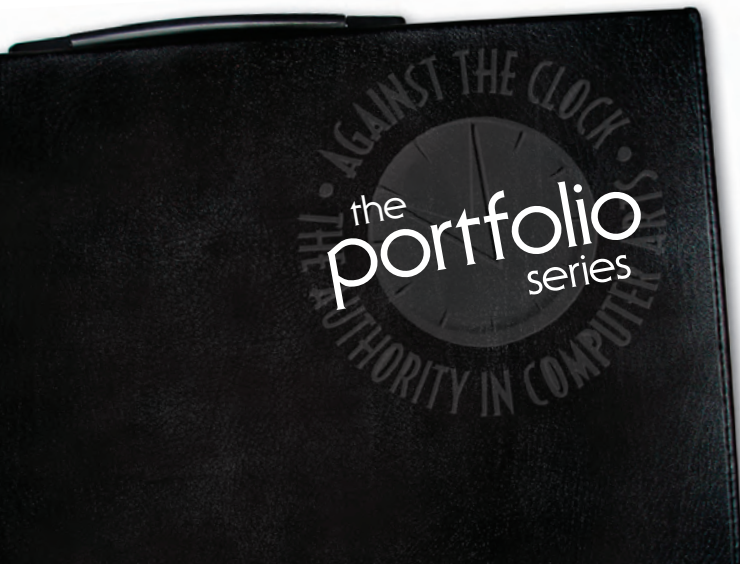
- ❑ Preparing the Workspace
- ❑ Working with Semantic Markup
- ❑ Working with Special Characters
- ❑ Creating Lists
- ❑ Attaching an External CSS File



project 3

Photographer's Web Site

- ❑ Working with Static Images
- ❑ Controlling Backgrounds with CSS
- ❑ Working with Other Image Types



project 4

Yosemite CSS Layout

- ❑ Creating Layouts with Style Sheets
- ❑ Working with a Template
- ❑ Using CSS to Control Content



project 7

Vintage Car JavaScript Site

- ❑ Using JavaScript Behaviors
- ❑ Adding jQuery UI Elements



project 5

Cupcake Bakery CSS Site

- ❑ Working with Classes
- ❑ Creating Online Forms



project 8

BLVD Fluid Grid Site

- ❑ Working with Fluid Grids
- ❑ Creating CSS3 Transitions



project 6

Kayaking HTML5 Site

- ❑ Working with HTML5 Tags
- ❑ Working with CSS3 Selectors
- ❑ Working with Web Fonts
- ❑ Adding Video in HTML5
- ❑ Creating a CSS3 Image Gallery



Our goal in this book is to familiarize you with the Dreamweaver tool set, so you can be more productive and more marketable in your career as a graphic designer.

It is important to keep in mind that Dreamweaver is an extremely versatile and powerful application. The sheer volume of available panels, options, and features can seem intimidating when you first look at the software interface. Most of these tools, however, are fairly simple to use with a bit of background information and a little practice.

Wherever necessary, we explain the underlying concepts and terms that are required for understanding the software. We're confident that these projects provide the practice you need to be able to create sophisticated artwork by the end of the very first project.

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Getting Started

PREREQUISITES

The Professional Portfolio Series is based on the assumption that you have a basic understanding of how to use your computer. You should know how to use your mouse to point and click, as well as how to drag items around the screen. You should be able to resize and arrange windows on your desktop to maximize your available space. You should know how to access drop-down menus, and understand how check boxes and radio buttons work. It also doesn't hurt to have a good understanding of how your operating system organizes files and folders, and how to navigate your way around them. If you're familiar with these fundamental skills, then you know all that's necessary to use the Portfolio Series.

RESOURCE FILES

All of the files you need to complete the projects in this book — except, of course, the Dreamweaver application files — are on the Student Files Web page at againsttheclock.com. See the inside back cover of this book for access information.

Each archive (ZIP) file is named according to the related project (e.g., **DWCC_RF_Project1.zip**). At the beginning of each project, you must download the archive file for that project and expand that archive to access the resource files that you need to complete the exercises. Detailed instructions for this process are included in the Interface chapter.

Files required for the related Portfolio Builder exercises at the end of each project are also available on the Student Files page; these archives are also named by project (e.g., **DWCC_PB_Project1.zip**).

WEB HOSTING

To make Web files accessible to the browsing public, you need to have access to some type of server. On the inside back cover of this book, you have a code that you need to gain access to the required resource files. The same code also provides access to a six-month, free trial Web hosting account at Pair Networks (www.pair.com).

If you don't already have access to an online server, go to **www.pair.com/atc/** to sign up for your hosting account. You must enter your contact information, and the code from the inside back cover of your book.

(Further details are provided on Page 51.)

SYSTEM REQUIREMENTS

The Professional Portfolio Series was designed to work on both Macintosh or Windows computers; where differences exist from one platform to another, we include specific instructions relative to each platform. One issue that remains different from Macintosh to Windows is the use of different modifier keys (Control, Shift, etc.) to accomplish the same task. When we present key commands, we always follow the same Macintosh/Windows format — Macintosh keys are listed first, then a slash, followed by the Windows key commands.

Minimum System Requirements for Adobe Dreamweaver CC:

Windows

- Intel® Pentium® 4 or AMD Athlon® 64 processor
- Microsoft® Windows® 7 or Windows 8
- 1 GB of RAM
- 1 GB of available hard-disk space for installation; additional free space required during installation (cannot install on removable flash storage devices)
- 1280×1024 display with 16-bit video card
- Java™ Runtime Environment 1.6 (included)
- Internet connection and registration are necessary for required software activation, membership validation, and access to online services.*

Mac OS

- Multicore Intel processor
- Mac OS X v10.7 or v10.8
- 1 GB of RAM
- 1 GB of available hard-disk space for installation; additional free space required during installation (cannot install on a volume that uses a case-sensitive file system or on removable flash storage devices)
- 1280×1024 display with 16-bit video card
- Java Runtime Environment 1.6
- QuickTime 7.6.6 software required for HTML5 media playback
- Internet connection and registration are necessary for required software activation, membership validation, and access to online services.*

** This product may integrate with or allow access to certain Adobe or third-party hosted online services. Adobe online services, including the Adobe Creative Cloud™ service, are available only to users 13 and older and require agreement to additional terms and Adobe's online privacy policy. The applications and online services are not available in all countries or languages, may require user registration, and may be subject to change or discontinuation without notice. Additional fees or membership charges may apply.*