



# Adobe Flash & Dreamweaver CS4

Web Design Portfolio

Managing Editor: Ellenn Behoriam  
Cover & Interior Design: Erika Kendra  
Copy Editors: Laurel Nelson-Cucchiara  
Proofreader: Angelina Kendra

Copyright © 2009 Against The Clock, Inc.  
All rights reserved. Printed in the United States of America. This publication is protected by copyright, and permission should be obtained in writing from the publisher prior to any prohibited reproduction, storage in a retrieval system, or transmission in any form or by any means, electronic, mechanical, photocopying, recording, or likewise.

The fonts utilized in these training materials are the property of Against The Clock, Inc., and are supplied to the legitimate buyers of the Against The Clock training materials solely for use with the exercises and projects provided in the body of the materials. They may not be used for any other purpose, and under no circumstances may they be transferred to another individual, nor copied or distributed by any means whatsoever.

A portion of the images supplied in this book are copyright © PhotoDisc, Inc., 201 Fourth Ave., Seattle, WA 98121, or copyright ©PhotoSpin, 4030 Palos Verdes Dr. N., Suite 200, Rollings Hills Estates, CA. These images are the sole property of PhotoDisc or PhotoSpin and are used by Against The Clock with the permission of the owners. They may not be distributed, copied, transferred, or reproduced by any means whatsoever, other than for the completion of the exercises and projects contained in this Against The Clock training material.

Against The Clock and the Against The Clock logo are trademarks of Against The Clock, Inc., registered in the United States and elsewhere. References to and instructional materials provided for any particular application program, operating system, hardware platform, or other commercially available product or products do not represent an endorsement of such product or products by Against The Clock, Inc.

Photoshop, Acrobat, Illustrator, InDesign, PageMaker, Flash, Dreamweaver, Premiere, and PostScript are trademarks of Adobe Systems Incorporated. Macintosh is a trademark of Apple Computer, Inc. QuarkXPress is a registered trademark of Quark, Inc. FrontPage, Publisher, PowerPoint, Word, Excel, Office, Microsoft, MS-DOS, and Windows are either registered trademarks or trademarks of Microsoft Corporation.

Other product and company names mentioned herein may be the trademarks of their respective owners.

10 9 8 7 6 5 4 3 2 1

978-0-9764324-9-4

**AGAINST THE CLOCK**  
mastering graphic technology

4710 28th Street North, Saint Petersburg, FL 33714  
800-256-4ATC • [www.againsttheclock.com](http://www.againsttheclock.com)

# Acknowledgements

## ABOUT AGAINST THE CLOCK

---

Against The Clock has been publishing graphic communications educational materials for more than 17 years, starting out as a Tampa, Florida-based systems integration firm whose primary focus was on skills development in high-volume, demanding commercial environments. Among the company's clients were LL Bean, The New England Journal of Medicine, the Smithsonian, and many others. Over the years, Against The Clock 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.

Against The Clock has been recognized as one of the nation's leaders in courseware development. Having developed the *Against The Clock* and the *Essentials for Design* series with Prentice Hall/Pearson Education, the firm works closely with all major software developers to ensure timely release of educational products aimed at new version releases.

## ABOUT THE AUTHORS

---

**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 fifteen books about graphic design software, including QuarkXPress, Adobe Photoshop, Adobe InDesign, and Adobe PageMaker. 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 seven years, Erika was a key partner in developing the new Portfolio Series of software training books.

**Gary Poysstick**, co-owner of Against The Clock, is a well-known and often controversial speaker, writer, and industry consultant who has been involved in professional graphics and communications for more than twenty years. He wrote the highly popular *Workflow Reengineering* (Adobe Press), *Teams and the Graphic Arts Service Provider* (Prentice Hall), *Creative Techniques: Adobe Illustrator*, and *Creative Techniques: Adobe Photoshop* (Hayden Books), and was the author or co-author of many application-specific training books from Against The Clock.

## CONTRIBUTING AUTHORS, ARTISTS, AND EDITORS

---

A big thank you to the people whose artwork, comments, and expertise contributed to the success of these books:

- **Robert Bunch**, Flash King Media
- **JoAnn Burkhart**, Dodge City Community College
- **Dana Myers**, Francis Tuttle Technology Center
- **Rosie Richter**, Against The Clock, Inc.
- **Alma Hale**, Southwest Minnesota State University
- **Marshall Williams**, Ferris State University
- **Christy Whitfield**, Francis Tuttle Technology Center
- **Sudha Iyer**, Teqnum Consultancy Services
- **Debbie Davidson**, Sweet Dreams Design
- **Dean Bagley**, Against The Clock, Inc.
- **Robin McAllister**, Against The Clock, Inc.

Special thanks also to the companies whose sites are used in this book:

- Biltmore Village Inn, [www.biltmorevillageinn.com](http://www.biltmorevillageinn.com)
- Showcolate Fondue Express, [www.showcolate.com](http://www.showcolate.com)

Finally, thanks also to **Laurel Nelson-Cucchiara**, editor, and **Angelina Kendra**, proofreader, for their help in making sure that we all said what we meant to say.

# Walk-Through


## project 2

### Ocean Animation

Your client, Bay Ocean Posters, wants to add an interactive animation to the kids' side of its Web site. As part of the Flash development team, your job is to build the required animations, and then prepare all the pieces for the programmer who will script the interactivity.

This project incorporates the following skills:

- Importing and managing artwork from Adobe Illustrator
- Using the Library to manage complex files
- Understanding the different types of Flash symbols
- Building frame-by-frame animations
- Creating motion tweens to animate various object properties
- Animating in three dimensions
- Adding various button states
- Preparing symbol instances for scripting



## 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**

We've been getting a lot of inquiries about our franchise business, and want to create a new Web site to help answer some of the preliminary questions so our administrative time can focus on those with serious interest.

We have a site already but we can't figure out how it was built, so it's extremely difficult to change even a comma. We called the site designer, but he can't work us into his schedule for more than a month—and we don't have the time to wait.

The new site should be very easy to manage and, more importantly, easy to change—whether it's a comma or the entire site layout.

In addition to being impossible to manage, our site doesn't appear very high on search engine rankings. The original site designer said this is because we insisted on controlling the appearance of the text on the pages. He said it would take several weeks—and a lot of money—to redesign the site for search engine compatibility. We hope you can take care of this problem in less time and at much less cost.

**art director comments**

I asked the graphic designer to put together the look and feel of the new site. She created a copy image that shows the overall layout, which you should review carefully to see what elements of the new site you need to implement in Dreamweaver.


The client wants to be able to make his own changes to the actual page content, but we don't want him to be able to destroy the integrity of the page layout. Cascading style sheets are the best way to accomplish this goal because the actual HTML pages will be almost entirely text. The layout will be defined in the CSS file, so the client can edit the text all he wants without touching the layout.

CSS separates the page content from the presentational issues like containers and backgrounds, so search engines can more easily scan and rank the actual page content. Although this won't get around the issue of companies that pay for higher rankings, the ShowOnline site should appear much higher on the list than the old site, which was designed entirely using images of the page text.

**Project objectives**

To complete this project, you will:

- Define a tracing image
- Create and link an external CSS file
- Create ID selectors
- Understand the CSS box model
- Create a layout with div elements
- Edit CSS rules to adjust the layout
- Use the float property to control nested div
- Use margins and padding to affect element placement
- Define properties for the body tag
- Define HTML tag selectors
- Create compound tag selectors
- Create pseudo-class selectors
- Create a template file
- Add and modify selectors to meet design requirements



## The Project Meeting

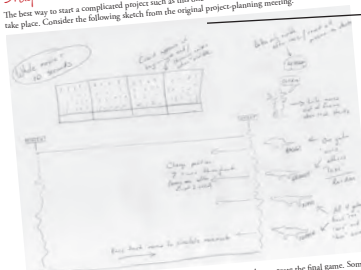
Each project includes the client's initial comments, which provide valuable information about the job. The Project Art Director, a vital part of any design workflow, also provides fundamental advice and production requirements.

## Project Objectives

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

### Stage 1 Preparing for ActionScript

The best way to start a complicated project such as this one is to develop a clear plan of what needs to take place. Consider the following sketch from the original project-planning meeting.



As you can see, you need to complete a number of different tasks to create the final game. Some of these tasks—such as the various actions for each character—can be accomplished with frame animations and tweens. The rest of the tasks, however, require more complicated interaction between animations and tweens. Fortunately, ActionScript provides the mechanism for creating and the elements of the movie. Fortunately, ActionScript provides the mechanism for creating and controlling this type of interaction.

This project was designed to give you an idea of what you can do with ActionScript. To enhance your marketability as a professional Flash programmer, we encourage you to continue your ActionScript education beyond this book.

#### REVIEW THE FILE STRUCTURE

When you work as part of a development team, it's always best to review the various elements in a file before you begin any programming activities.

- On your desktop, copy the Gator's folder from the WIP folder on your Resource CD to the WIP folder where you are saving your work. Save all files for this project in your WIP-Gators folder.
- In Flash, choose File>Open. Navigate to the RF\_Web-Gators folder. Select gator\_race fla and click Open.

The base file for this movie has already been created, with some of the pieces in place. Each element (characters, buttons, and the search background image) is a different movie clip on a separate layer. Your task is to turn the various symbols into an animated, interactive game.

Project 3: Gator Races

## 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.


### USE THE FLOAT PROPERTY TO CONTROL NESTED DIVS

As you might have noticed, nested div elements automatically align, based on the horizontal alignment properties of the containing element. If no specific alignment is defined, the nested div aligns to the left side of the container. The float property allows you to attach a nested div to the left or right edge of the containing element, which gives you greater flexibility when creating complex layouts such as the one in this project.


In the previous exercise, you created ID selectors and placed div elements using the selectors you had already defined. If you are experimenting with a layout, or you want to work from within the context of an existing layout, you can also insert div tags and create ID selectors at the same time.

- With the design.html page active, select and delete the placeholder content in the header div.

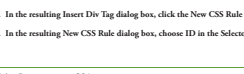
When you delete the placeholder content, the header div collapses to the smallest possible size. The insertion point remains within the div tag, as you can see in the Code pane.



When you delete the placeholder content, the div collapses to the smallest possible size.



- Choose Insert>Layout Objects>Div Tag.



- In the resulting Insert Div Tag dialog box, click the New CSS Rule button.
- In the resulting New CSS Rule dialog box, choose ID in the Selector Type menu.

## 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 students can quickly identify important information.



# 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 an entire chapter about printing (which most students find boring), we teach printing where you naturally need to do so — when you complete a print-based 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 project-based approach of the *Portfolio Series* also prevents “topic tedium” — in other words, we don't require you to read pages and pages of information about type (for example); instead, we explain type tools and options as part of larger projects.

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 benefit students as they enter the job market.

The projects in this book reflect a range of different types of animation and Web design jobs using Adobe Flash and Dreamweaver. When you finish the seven projects in this book (and the accompanying Portfolio Builder exercises), you will have a solid foundational knowledge of the two most popular applications in the Web design market — and have a substantial body of work that should impress any potential employer.

## project 1

### *Rocket Ship Artwork*

- ❑ Using Layers to Develop Artwork
- ❑ Drawing in Flash
- ❑ Painting and Coloring
- ❑ Using Gradients



## project 2

### *Ocean Animation*

- ❑ Working with Graphic Symbols
- ❑ Creating Animation
- ❑ Defining Button States



## project 3

### *Gator Race Game*

- ❑ Working with ActionScript 3
- ❑ Creating Custom Functions
- ❑ Working with Variables and Arrays
- ❑ Scripting Loops
- ❑ Adding Sound



project 4

### Digital Book Chapter

- ❑ Preparing the Workspace
- ❑ Working with Special Markup
- ❑ Working with HTML Character Entities
- ❑ Creating Lists and Tables
- ❑ Fitting a Page into an Existing Site



project 6

### Showcolate CSS Layout

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



project 5

### Biltmore Web Site

- ❑ Working with Static Images
- ❑ Creating Image Links
- ❑ Controlling Backgrounds with CSS
- ❑ Editing Images in Dreamweaver
- ❑ Working with Other Image Types



project 7

### California Tourism Site

- ❑ Creating a Flash Video Module
- ❑ Creating an AP Web Layout



<b>ACKNOWLEDGEMENTS</b>	<b>III</b>
<b>WALK-THROUGH</b>	<b>IV</b>
<b>PROJECTS AT A GLANCE</b>	<b>VI</b>
<b>THE FLASH CS4 USER INTERFACE</b>	<b>1</b>
Navigating Menus in Adobe Creative Suite Applications . . . . .	1
Explore the Flash Interface . . . . .	2
Identifying and Accessing Tools in Flash . . . . .	7
Create a Saved Workspace . . . . .	8
Customizing Flash Behavior . . . . .	9
Explore the Flash Document Window . . . . .	10
Understanding the Flash View Options . . . . .	12
Managing Multiple Documents . . . . .	14
<b>Project 1 ROCKET SHIP ARTWORK</b>	<b>15</b>
<b>Stage 1 Setting up the Workspace</b> . . . . .	17
Create a New Document . . . . .	17
Import Objects from Other Programs . . . . .	18
Bitmap Images vs. Vector Art . . . . .	19
Change Document Properties . . . . .	20
Align Objects . . . . .	20
Aligning Objects to Each Other . . . . .	21
<b>Stage 2 Using Layers to Develop Artwork</b> . . . . .	22
Create Layers for Organizing Artwork . . . . .	22
Organize Layers into Folders . . . . .	23
Expanding and Reducing the Timeline . . . . .	24
<b>Stage 3 Drawing in Flash</b> . . . . .	25
Destructive vs. Non-Destructive Editing . . . . .	26
Use the Oval Tool to Create Shapes . . . . .	27
Work with the Line Tool . . . . .	30
Draw with the Pen Tool . . . . .	32
Pen Tool Basics . . . . .	35
Work with Anchor Points and Curves . . . . .	36
Use Groups to Control the Interaction between Objects . . . . .	39
Use the Pencil Tool . . . . .	42
Drawing Preferences . . . . .	44
Cut, Copy, Paste, and Paste in Place . . . . .	45
Use Strokes to Create Complete Objects . . . . .	48
Using Rulers, Guides, and Grids . . . . .	49
Editing Line Properties . . . . .	50
Convert Strokes to Fills . . . . .	51



<b>Stage 4</b>	<b>Painting and Coloring</b> . . . . .	52
	Fill Artwork with the Paint Bucket Tool . . . . .	52
	Change Stroke Colors with the Ink Bottle Tool . . . . .	54
	Use the Eyedropper Tool . . . . .	55
	Using Outline View. . . . .	58
	Use the Brush Tool . . . . .	59
	Brush Tool Options. . . . .	61
	Add Backgrounds . . . . .	62
<b>Stage 5</b>	<b>Using Gradients</b> . . . . .	63
	Apply a Standard Gradient to Selected Objects . . . . .	63
	Softening the Edges of a Fill . . . . .	63
	Change the Direction of a Gradient. . . . .	65
	Editing Gradients . . . . .	65
	Transforming Gradients. . . . .	66
	Use Radial and Custom Gradients. . . . .	68
	<b>Project Review</b> . . . . .	71
	<b>Portfolio Builder Project</b> . . . . .	72

## **Project 2 OCEAN ANIMATION 75**

<b>Stage 1</b>	<b>Working with Graphic Symbols</b> . . . . .	77
	The Library Panel in Depth. . . . .	77
	Import Adobe Illustrator Artwork . . . . .	78
	Import Files to the Library . . . . .	82
	Illustrator and Photoshop File Import Preferences . . . . .	85
	Copy Assets from an External Library . . . . .	86
	Convert an Object to a Symbol . . . . .	88
	Free Transformations. . . . .	91
	Using the Transform Panel. . . . .	92
	Use the Spray Brush . . . . .	93
	Transformations in the Modify Menu . . . . .	93
	Edit a Symbol in Place. . . . .	95
	Using Different Symbol Editing Modes. . . . .	98
	Edit Symbol Properties . . . . .	99
	Organize Your Library with Folders. . . . .	102
<b>Stage 2</b>	<b>Creating Animation</b> . . . . .	104
	Create a Basic Frame Animation in a Movie Clip Symbol . . . . .	106
	Animate a Graphic Symbol . . . . .	109
	Create an Object-Based Animation . . . . .	113
	Edit the Shape of the Motion Path . . . . .	116
	Motion Tween Properties and Presets. . . . .	119
	Use the Motion Editor . . . . .	120
	Using Onion Skins . . . . .	122
	Controlling Animation Speed with Easing . . . . .	123
	The Motion Editor Panel in Depth . . . . .	126

Work with the Bone Tool . . . . .	127
Animate the Bone Armature . . . . .	130
Creating and Controlling Shape Tweens . . . . .	133
Animate Effects and Filters . . . . .	134
Animate in 3D . . . . .	138
<b>Stage 3 Defining Button States . . . . .</b>	<b>140</b>
Create Button Symbols . . . . .	141
Use Hit States . . . . .	144
Prepare Symbol Instances for ActionScript . . . . .	145
<b>Project Review . . . . .</b>	<b>148</b>
<b>Portfolio Builder Project . . . . .</b>	<b>149</b>

## **Project 3 GATOR RACE GAME 151**

---

<b>Stage 1 Preparing for ActionScript . . . . .</b>	<b>153</b>
Review the File Structure. . . . .	153
Define Instance Names . . . . .	155
Add Motion to the Background. . . . .	156
Move the Starter Off the Stage. . . . .	159
<b>Stage 2 Working with ActionScript 3 . . . . .</b>	<b>161</b>
Planning Your Script . . . . .	162
Use Functions to Control Movie Clip Timelines . . . . .	162
Understanding the Actions Panel. . . . .	164
Getting Help in the Actions Panel . . . . .	167
Use Functions to Loop Frame Animations. . . . .	168
Use Scripting to Control Object Properties . . . . .	172
<b>Stage 3 Creating Custom Functions . . . . .</b>	<b>175</b>
Create an Event Listener . . . . .	175
Define a Custom Function . . . . .	177
<b>Stage 4 Working with Variables and Arrays . . . . .</b>	<b>181</b>
Script with Variables and Random Numbers . . . . .	181
Translating ActionScript to Plain English . . . . .	185
Create an Array to Store Object Positions . . . . .	186
<b>Stage 5 Scripting Loops . . . . .</b>	<b>188</b>
Define a for...in Loop to Evaluate Array Elements . . . . .	189
Use an If Else Condition to Call Movie Clip Frames . . . . .	193
Translating ActionScript to Plain English, Part 2 . . . . .	193
Program the Restart Button Functionality . . . . .	197
Test the Movie and Change Cursor Styles . . . . .	200
<b>Stage 6 Adding Sound with ActionScript . . . . .</b>	<b>202</b>
Create Access for Sound Files in the Library . . . . .	202
Create Scripts to Call Sounds . . . . .	204
Publish the Final Movie. . . . .	207
Export Movie File Types . . . . .	208
Understanding Publish Settings . . . . .	210
<b>Project Review . . . . .</b>	<b>212</b>
<b>Portfolio Builder Project . . . . .</b>	<b>213</b>

## THE DREAMWEAVER CS4 USER INTERFACE 215

Explore the Dreamweaver Document Window . . . . .	216
Preview Files in Dreamweaver and Browsers . . . . .	221
Using Live View . . . . .	222
Browser Preferences . . . . .	223
Remove the Site from Dreamweaver . . . . .	224

## Project 4 DIGITAL BOOK CHAPTER 225

<b>Stage 1 Preparing the Workspace . . . . .</b>	<b>227</b>
Create a Site Definition . . . . .	227
Advanced Site Definition Categories . . . . .	229
Create a New XHTML Document . . . . .	230
Understanding File Names and Document Titles . . . . .	231
(X)HTML Versions . . . . .	232
The Files Panel In Depth . . . . .	233
Managing Files and Folders in the Files Panel . . . . .	234
Paste Content in Code View . . . . .	235
Element Names, Tags, and Attributes . . . . .	236
Structure is Visual Formatting — Plus a Whole Lot More . . . . .	238
<b>Stage 2 Working with Special Markup . . . . .</b>	<b>238</b>
Format Lines of Text as Paragraphs . . . . .	238
Controlling Code Hints . . . . .	241
Create a Heading in Code View . . . . .	242
Headings and Search Engines . . . . .	243
Understanding Code View Formatting . . . . .	244
Format Heading Levels in the Properties Panel . . . . .	244
Formatting Text with the Properties Panel . . . . .	247
Formatting Inline Quotes with the q Element . . . . .	248
Format a Block Quote and Inline Quotes . . . . .	249
Using the Tag Chooser to Add a q Element . . . . .	249
Format a Citation . . . . .	250
Mark Up Abbreviations in Code View . . . . .	251
Mark Up Acronyms in Design View . . . . .	254
Format with Strong and Em Elements . . . . .	255
<b>Stage 3 Working with HTML Character Entities . . . . .</b>	<b>257</b>
Using the Text Insert Panel . . . . .	257
Insert Special Characters . . . . .	258
Insert Special Characters Manually . . . . .	260
<b>Stage 4 Creating Lists and Tables . . . . .</b>	<b>262</b>
Create an Ordered List of Web Resources . . . . .	262
Methods for Creating Links . . . . .	264
Using Relative Paths in Links . . . . .	265
Create a Definition List . . . . .	266
Create a Table of Quotation Characters . . . . .	268

<b>Stage 5 Fitting a Page into an Existing Site</b> . . . . .	271
Add the Header Paragraph . . . . .	271
Add the Footer Paragraph . . . . .	273
Create a List of Links . . . . .	274
Prepare the Unordered Lists for CSS . . . . .	276
Wrap the Content in a <div> Tag . . . . .	278
The Role of Div Tags for CSS . . . . .	279
Attach the CSS File . . . . .	280
<b>Project Review</b> . . . . .	282
<b>Portfolio Builder Project</b> . . . . .	283

## **Project 5 BILTMORE WEB SITE 285**

---

<b>Stage 1 Working with Static Images</b> . . . . .	287
Define the Biltmore Site . . . . .	287
Insert Graphic Text Using the Common Insert Panel . . . . .	289
The Image Properties Panel . . . . .	292
Replace One Image with Another . . . . .	293
File Formats for Web Graphics . . . . .	294
Insert an Image from the Files Panel . . . . .	295
Color Depth and Image Format . . . . .	295
<b>Stage 2 Creating Image Links</b> . . . . .	297
Use Image Links in a Navigation Bar . . . . .	297
Create a Header Image Link . . . . .	299
Create Title Attribute Text . . . . .	301
Alt Text, Title Text, and Tool Tips . . . . .	303
Insert an Image with an Empty Alt Attribute . . . . .	304
<b>Stage 3 Controlling Backgrounds with CSS</b> . . . . .	305
Insert a Background Image in the Footer . . . . .	305
Set the Background Color of the Navigation Bar . . . . .	308
Hexadecimal Color Codes . . . . .	311
Use Repeat and Position Background Properties . . . . .	312
<b>Stage 4 Editing Images in Dreamweaver</b> . . . . .	316
Crop an Image . . . . .	316
Resize, Resample, and Sharpen an Image . . . . .	319
Finish the Photo Gallery for the Alabama Room . . . . .	322
Set Image Transparency . . . . .	323
<b>Stage 5 Working with Other Image Types</b> . . . . .	326
Insert a Flash Animation . . . . .	326
Insert and Configure a Flash Slideshow . . . . .	329
Insert a Flash Video . . . . .	332
Add a Favicon . . . . .	334
<b>Project Review</b> . . . . .	336
<b>Portfolio Builder Project</b> . . . . .	337

## Project 6 SHOWCOLATE CSS LAYOUT

339

<b>Stage 1</b>	<b>Creating Layouts with Style Sheets</b> . . . . .	341
	Define a Tracing Image . . . . .	341
	The Page Properties Dialog Box in Depth . . . . .	345
	Create an External CSS File. . . . .	346
	The CSS Styles Panel in Depth . . . . .	348
	Create ID Selectors . . . . .	350
	The CSS Rule Definition Dialog Box in Depth . . . . .	353
	Understanding the CSS Box Model. . . . .	355
	Create a Layout with Div Elements . . . . .	357
	Comparing the <span> and <div> Tags . . . . .	361
	Edit CSS Rules to Adjust the Layout. . . . .	362
	Use the Float Property to Control Nested Divs . . . . .	366
	Use Margins and Padding to Affect Element Placement. . . . .	372
<b>Stage 2</b>	<b>Using CSS to Control Content</b> . . . . .	375
	Define Properties for the <body> Tag . . . . .	375
	Define HTML Tag Selectors . . . . .	377
	Place Common Page Content . . . . .	379
	Grouping Selectors . . . . .	379
	CSS Mode of the Properties Panel . . . . .	383
	Create Compound Tag Selectors . . . . .	384
	Create Pseudo-Class Selectors . . . . .	387
	Create a Template File . . . . .	389
	The Modify>Templates Menu in Depth . . . . .	391
	Add and Modify Selectors to Meet Design Requirements . . . . .	393
	The Insert>Template Objects Menu in Depth . . . . .	393
	Device-Specific Cascading Style Sheets . . . . .	396
	Create the Navigation Links and Finish the Site . . . . .	397
	<b>Project Review</b> . . . . .	399
	<b>Portfolio Builder Project</b> . . . . .	400

## Project 7 CALIFORNIA TOURISM SITE

403

<b>Stage 1</b>	<b>Creating a Flash Video Module</b> . . . . .	405
	Import Video into Flash . . . . .	405
	Define FLVPlayback Component Parameters . . . . .	411
	FLVPlayback Component Parameters . . . . .	412
	User Interface Components . . . . .	414
	Use the TextArea Component for Captions . . . . .	414
	TextArea Component Parameters . . . . .	416
	Add Thumbnail Navigation Objects . . . . .	417
	TileList Component Parameters . . . . .	418
	Add Content to the TileList Component. . . . .	419
	Adjust TileList Parameters . . . . .	421
	Use a Change Event to Link Images, Movies, and Captions. . . . .	423
	Edit an Interface Component Skin . . . . .	426

<b>Stage 2 Creating an AP Web Layout</b> . . . . .	429
Define the California Site . . . . .	429
Define a Fixed Background Image . . . . .	430
Insert AP Divs . . . . .	432
Use the Drawing Method to Create an AP Div . . . . .	435
Edit the Video Module File Paths . . . . .	440
Create a Spry Menu Bar . . . . .	443
Modify Menu Subitems . . . . .	446
Manually Edit Menu Bar List Items . . . . .	449
Use the Code Navigator to Review Related Styles . . . . .	452
Manually Edit CSS Selector Code . . . . .	454
Use Code Hints to Write CSS Code . . . . .	455
Use Live View to Review Behavior . . . . .	458
Change Z-Index Values to Control Stacking Order . . . . .	461
The AP Elements Panel in Depth . . . . .	462
Define Remote Connection Info for the Site . . . . .	464
Upload Files to a Remote Site . . . . .	466
<b>Project Review</b> . . . . .	469
<b>Portfolio Builder Project</b> . . . . .	470

# Getting Started

## PREREQUISITES

---

The entire 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 that you need to complete the projects in this book are on the provided Resource CD in the **RF\_Web** folder. This folder contains nine subfolders, one for each project in the book (including the Interface chapters); you will be directed to the appropriate folder whenever you need to access a specific file. Files required for the related Portfolio Builder exercises are in the **RF\_Builders** folder.

The Resource CD also includes a **WIP** folder, which also contains (mostly empty) subfolders for each project in the book. This is where you will save your work as you complete the various projects. In some cases, the location of a file will be extremely important for later steps in a project to work properly; that's why we've provided a specific set of folders with known file names.

Before you begin working on the projects in this book, you should copy the entire WIP folder to your hard drive or some other recordable media such as a flash drive; when we tell you to save a file, you should save it to the appropriate folder on the drive where you put that WIP folder.

## SYSTEM REQUIREMENTS

---

As software technology continues to mature, the differences in functionality from one platform to another continue to diminish. The 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 command.

# PROJECT PORTFOLIO *Design Awards*



The **Against The Clock Project Portfolio Design Awards** are your chance to gain recognition for your creative and technical design skills. Prizes range from your work being displayed in the Against The Clock Web Gallery, to cash prizes, to having your design published in an upcoming ATC book.

The **Project Portfolio Design Awards** are designed to test both your creative talents and technical skills. Submit your Portfolio Builder project from any of the Professional Portfolio Series books for your chance to win. Entries will be judged on design quality, originality, understanding of client needs, and technical skills.

Go to [www.againsttheclock.com/contest.html](http://www.againsttheclock.com/contest.html) for complete contest details and rules, and to download the official contest entry form.

**AGAINST THE CLOCK**  
mastering graphic technology



Use our portfolio  
to build yours.



The Against The Clock Professional Portfolio Series walks you step-by-step through the tools and techniques of graphic design professionals.

Order online at [www.againsttheclock.com](http://www.againsttheclock.com)  
Use code **PFS409** for a 10% discount

Go to **[www.againsttheclock.com](http://www.againsttheclock.com)** to enter our monthly drawing for a free book of your choice.

**AGAINST THE CLOCK**  
mastering graphic technology