Imagemap Practice

Introduction: This practice provides an introduction on creating an ImageMap. The information for this tutorial is supplemental information to our textbooks. You can also find additional tutorials and help online.

You can view a screencast of your instructor completing the practice if you need additional guidance.

Download the Imagemap.zip file from the Imagemap Practice in Canvas. Extract the Imagemap folder to your desktop.

Step 1. **Opening a Web Site and Creating Pages**
Create a site using the Imagemap folder in Dreamweaver, Site > New Site.
Name the site **Imagemaps**.

**Step 2.** **Creating an ImageMap**
From the Files panel, drag and drop the map.gif image just below the ImageMap heading on the ImageExamples.html page. An ImageMap is an image with one or more linked hotspots.
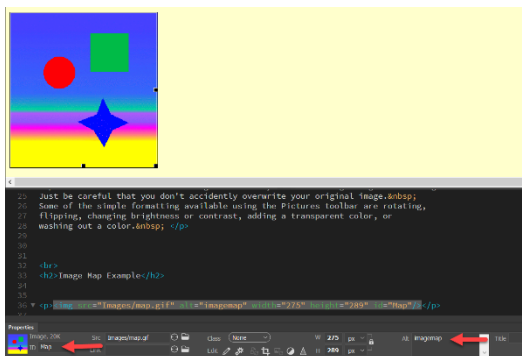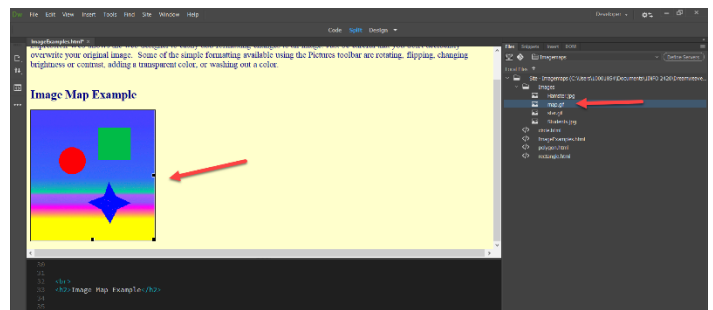
With the image still selected provide alt text and and a unique id. Then save the ImageExamples.html document.

There are three types of hotspot tools: circle, rectangle and polygon and are all available on the Properteries Inspector when the image is selected. If you can't see the hotspot tools, be sure to expand your Properties Inspector as shown:
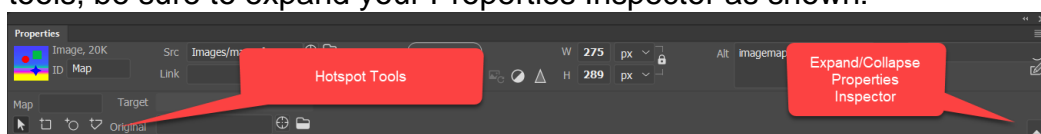
The image used for the ImageMap will automatically have a usemap attribute added to the <img> tag when you add the first hotspot.

Add a Circle hotspot over the circle part of the map image by clicking on the Circle hotspot on the toolbar, then click in the middle of the circle on the image and drag outward until you get the size you want. The hyperlink should link to the **circle.html** page.

Add a Rectangle hotspot over the square part of the map image. Click on the Rectangle hotspot on the toolbar, then click on the corner of the square and then drag until you get the rectangle shape you want. The hyperlink should link to the rectangle.html page.

Add a Polygon hotspot to the star part of the image. Click on the Polygon hotspot on the toolbar, then work your way around the star by clicking in and out of the shape and double-click to complete the polygon.
The hyperlink should link to the polygon.html page.

Go to each of the circle.html, rectangle.html and polygon.html pages and link each back to the ImageExamples.html page.

Save your changes to these pages. Click the Preview icon in the lower-left corner of the document window to view your page in a browser. Choose the browser you prefer.
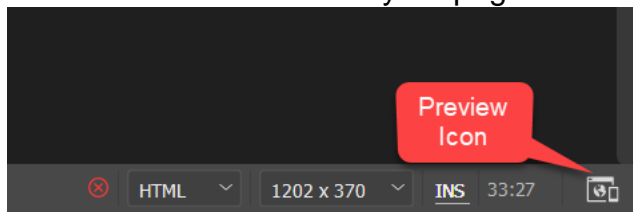
Step 7. **Validating and Closing the Site**
Be sure to delete any spaces among the coordinates on your hotspots (see example below).

Your page will validate much easier if you delete these spaces.
When you have completed work on your Web site, you should close your Web site by using the File > Close All menu option.
Please validate all pages and upload your Imagemap folder to your Practices file in GitHub.

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Conclusion: Dreamweaver has many methods available to a web designer for adding, manipulating and formatting content on a web page. Moving inline CSS to an embedded CSS stylesheet can be

an important step is separating content from presentation. While many of these techniques can make you more productive, remember, you can always use the Code View to add or modify your tags and styles. ImageMap hotspots are used to link different parts of the image to other pages. We will be using an ImageMap on our Splash page for Project 7.