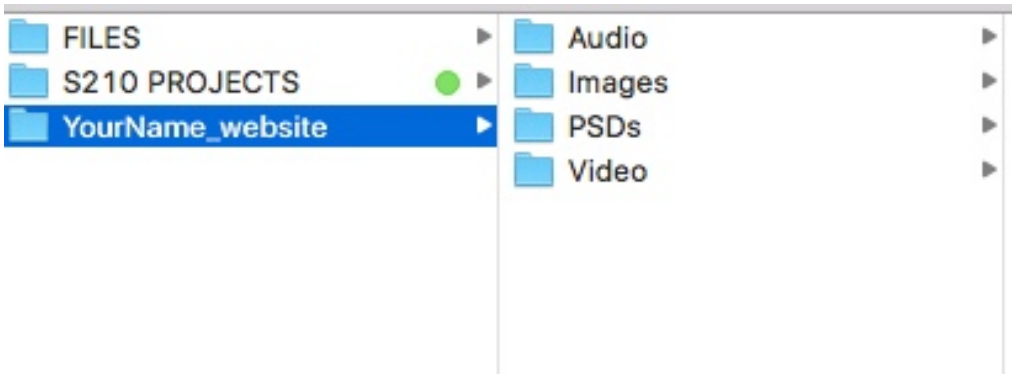
Download the zip folder “Dreamweaver_Demo1.zip” from the Canvas > Files > Demos in Class folder

Before you open Dreamweaver -

IMPORTANT: It is very important that that all files are in the website folder. Organization and asset management is key when learning HTML and web design. For this reason we will start by making a folder for this tutorial. Note: you will need to create a separate but similar folder for your own Project 2.

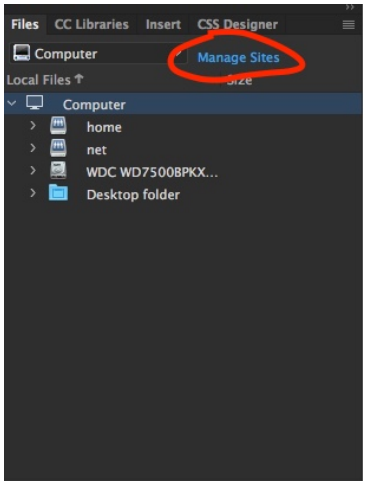
1. Go to Finder and make a new folder labeled “YourName_website” (technically this folder can be named anything)

2. Make subfolders for Images, Audio, PSDs (this is where your original Photoshop files will go), Videos etc.

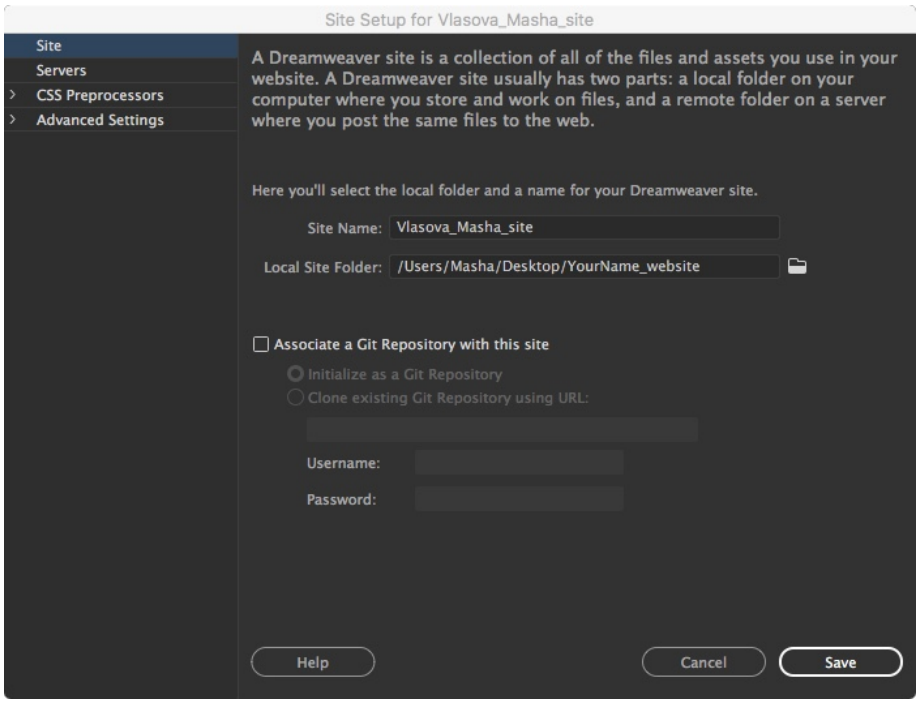


3. Open Dreamweaver

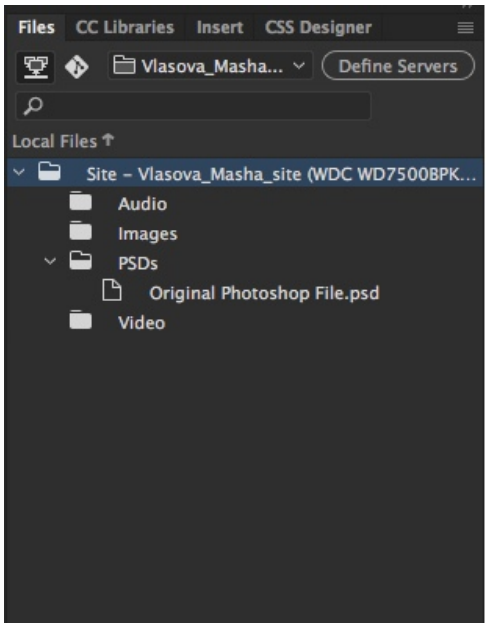
4. Choose “Create New” and make a new HTML Document
In the Files TAB on the right of the interface, click Manage Sites, New Site.



Name your site and make sure it goes into the folder you just created (YourName_website)



5. Let's start by copying and pasting the PSD document I provided (Original Photoshop File.psd) into the PSD folder you just created for this demo. When you go back to DW, you should see the PSD file appear. If it doesn't, refresh, restart, or just wait a sec for DW to catch up.



6. Go to the File menu > Save As, and save your new HMTL page as index.html Make sure that it goes to the folder YourName_website. Keep index.html loose in the folder.

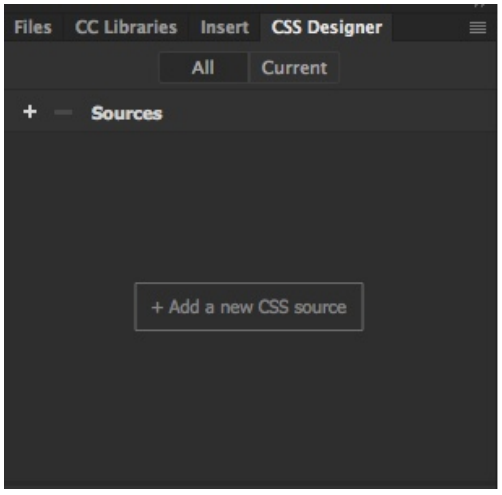
7. Make sure you're in Split View (not Code or Live Mode) and find the <title> element where it says "Untitled Document"

```
<!doctype html>
<html>
<head>
<meta charset="UTF-8">
<title>Untitled Document</title>
</head>

<body>
</body>
</html>

```

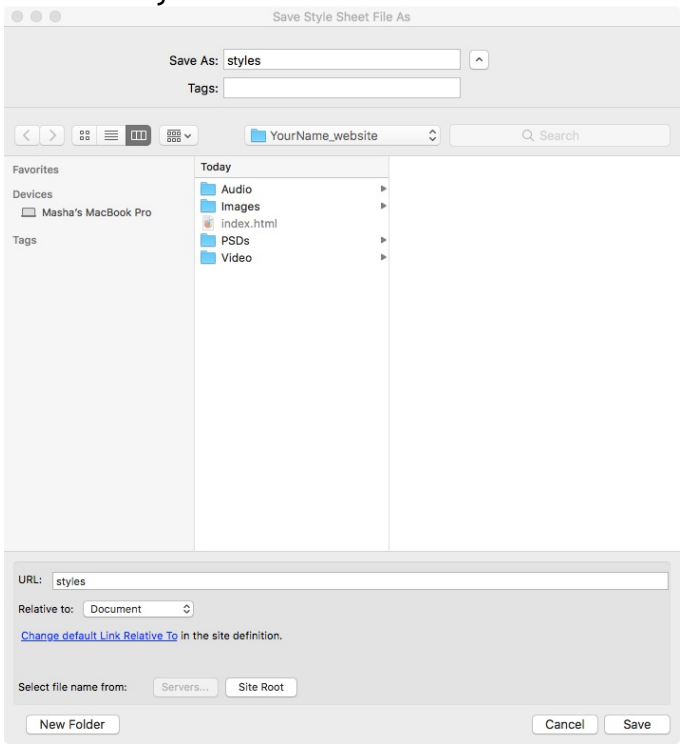
<title> is the text that will show up in the tab of an internet browser. Let's rename it to "Trippy Pets." That is going to be the title of our demo website.

```
<!doctype html>
<html>
<head>
<meta charset="UTF-8">
<title>trippy pets</title>
</head>

<body>
</body>
</html>

```

8. Next, let's connect a CSS page.
Next to the File tab, select CSS Designer tab in the top panel. You may need to drag down your Sources Panel to reveal the "Add new CCS source" button. Click on Add a new CCS source, Select Create New CSS File

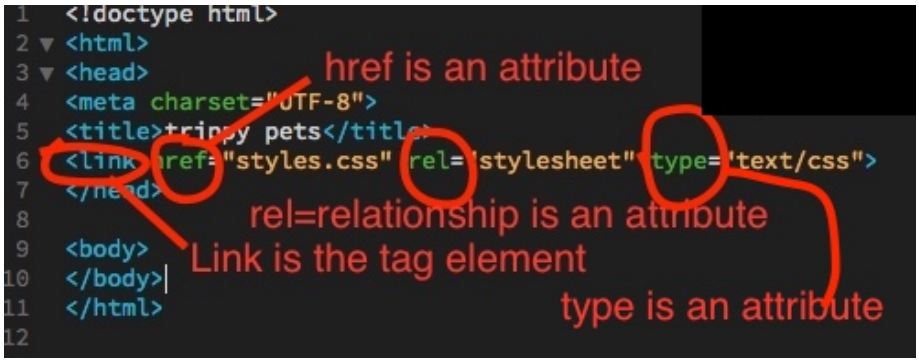


9. Click the Browse button and label your CSS file "styles.css" and make sure it is loose in your website folder.



Notice that DW immediately gives you some code:

<link href="styles.css" rel="stylesheet" type="text/css">



<link> is the tag or element
href is an attribute
rel (relationship) is an attribute
type is an attribute

10. So let's take a moment to look at the code that is already in here!

Just a reminder: the head element is metadata (which will not be visible in a browser)

UTF-8 is HTML for “Hey, we’re using an American keyboard!”
<title> is what appears on the tab in an internet browser
<link href> is the connector to our CSS file

<body>
ALL YOUR VISIBLE CONTENT GOES HERE
</body>

11. Let’s go to PS. Open up Original Photoshop File.psd

- Note that you will be spending the beginning of this project simply designing your pages in PS. For every interaction, change, effect of an image that you hope to build in HTML, you will create a separate layer in PS.

I recommend (although this may vary between projects) to start with dimensions
1920 x 1080 for your background image. It is close to what we’re using in the demo. If this works for you, use something similar.

12. In PS, we’re going to save each of the layers out as individual images. Make sure that you save all your images to the “Images” folder in your website folder.

13. First, toggle visibility off all the layers except “Layer 0” and save it as a JPEG
titled “room_orig.jpg”. This will be our base, or background, image.

14. Now save each additional layer individually, so that all 4 layers (green/blue dog and red/yellow cat) are their own PNG file trimmed to just the content of the layer.

We need to trim them because we want a change to occur only when the mouse rolls over the dog or cat portion of the overall image.

To save them as trimmed PNGs, turn on all four animal layers but keep Layer 0 turned off, and go to File > Export > Layers to File

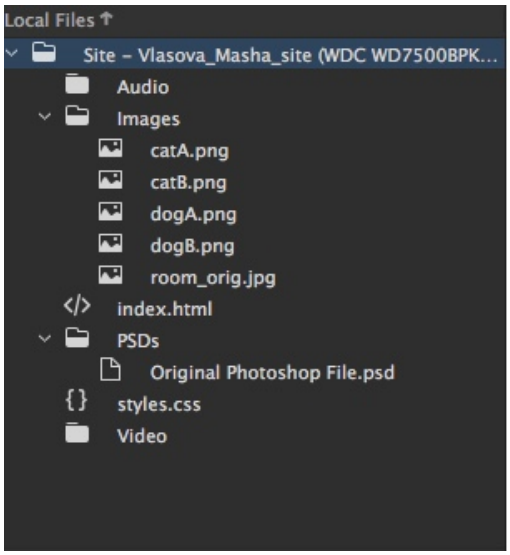
Go into Browse and tell PS where you want these to go (your “Images” folder)

Select VISIBLE LAYERS because we’re only exporting images with visibility toggled on
Choose File Type: PNG_24
Make sure Transparency and Trim Layers are both selected.

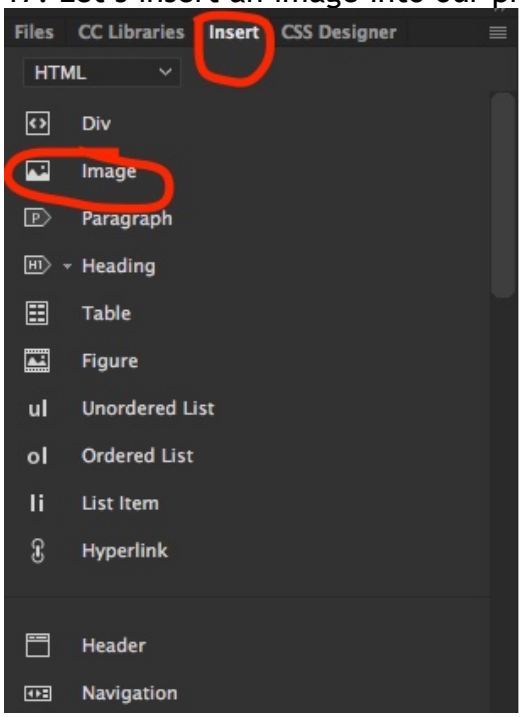
Hit Run

15. Hide PS. Go to your website folder and rename your png files. PS gives them funny names, so let's rename them dogA.png, dogB.png etc.

16. Go back to DW.
Now all these newly added files should appear in the Files tab in DW!



17. Let's insert an image into our project



In the Files Panel, locate the Insert tab

Click “Image” and navigate to the Images Folder
Select “room_orig.jpeg”

18. Look at the code that was created for you:

width and height are attributes used to rescale an image with code. We are keeping this image in it’s native size, so we can delete width="1588" height="938"

Your code now looks like this:

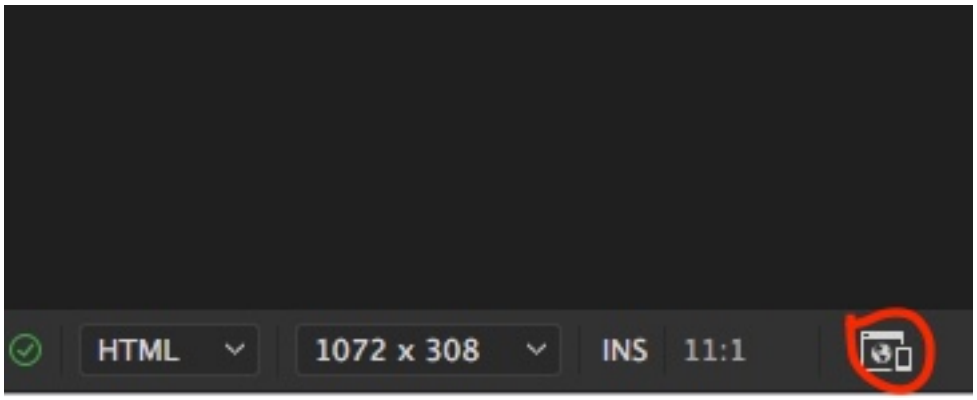
alt="" attribute provides alternative information for an image if a user for some reason cannot view it (because of slow connection, an error in the src attribute, or if the user uses a screen reader). You may put something in between quotation marks such as “background image of a boy and his pets”.

19. Next I want to bring in dogA.png (green dog) and we’re going to type this one out (because it’s good practice to type out code). Hit enter after <img> tag for “room_orig.jpeg” and based on the code above, how do you think you will write the code to import the dogA.png image? You got this!

20. As of now, we don’t have any CSS written to tell us where the dog needs to be placed. When an image is added with no CSS it is give a position value of static, which means that everything is loaded in a stack according to its order in the HTML.

Let’s view our page in a browser. Notice that on the bottom of the panel there is a Real-time Preview button. You can also access it by going to File > Real-time Preview
Click the button and choose Google Chrome or Safari.

Note: If you have not saved your project you will be asked to do so before a Live Preview can be shown. It is good practice to constantly save your work (Command + S)



21. Now that we have our website opened in a browser, you can see that there is a white border around the image. Let's start by getting rid of that border.

22. In DW, click on the "style.css" tab at the top of your window. Type:

```
body {
        padding: 0;
        margin:  0;     }
```

23. Next, we need to change all of our images from *static* position to *absolute*

img {position: absolute;}

This tells DW that we want all images to be absolute, which means they can be hard placed anywhere in the window. However, because we haven't set specifications yet, DW will placed them in the left upper corner by default. (left: 0, top: 0)

24. Let's move the green dog into place over the dog in the background image. How do we tell CSS that this is the image we want to move? We're going to use "selectors" *class* and *id*

Go back into Source HTML code and type
class="dogA" after in <img src="Images/dogA.png">

It should look like this:
<img src="Images/dogA.png" class="dogA">

In styles.css window, type:

```
.dogA {
        }
```

We need to put coordinates in between the brackets

24. To get coordinates, go back into PS
Select the layer for dogA in the Layers panel
Go to the Layer menu > Copy CSS

It appears that nothing happened. However it did!

25. Keep a fresh text editor open.
Go into your text editor and Paste your CSS content with Command + V

You will now see all of your CSS info for the dogA layer:

```
.dogA {
  background-image: url("dogA.png");
  position: absolute;
  left: 279px;
  top: 439px;
  width: 548px;
  height: 499px;
  z-index: 5;
}
```

26. In this code, we only need "left" and "top" values

left: 279px;
top: 439px;

27. Go back into DW, styles.css window and add the “top” and “left” values for dogA.

It should look like this:

```
.dogA {
left: 279px;
top: 439px;
}
```

You have now successfully positioned one layer over another in Dreamweaver!

Next week, we will add code to make this into a rollover image so the dog changes from green to blue when the mouse passes over this area of the website.