Week Three: Web Images

About Web Images

- First and foremost, your images that you will use in your web page need to be in the proper **format** to be viewed in a standard web browser – we will concentrate on using the **GIF** format
- Second we will be using the standard **256 color** palette – which includes the 216 browser safe palette
- We will also be saving our files as **72 ppi** (pixels per inch) – the standard **resolution** for web images
- By using a proper **size** for our images we will insure that we will create our images to have a relatively fast **speed** of download

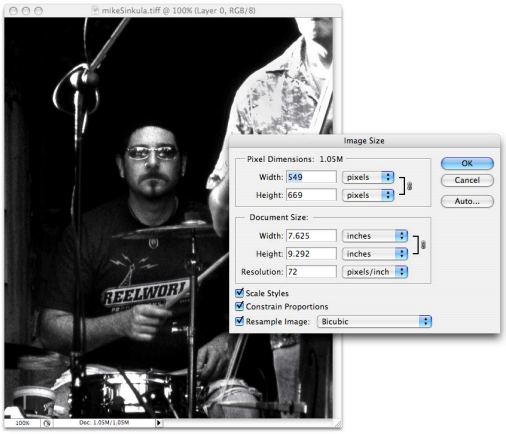
Getting Images

- For this project we will be using images that you currently have of yourself in a digital format
- You are encouraged to NEVER use images that you find thru a google search, as you most likely will be breaking the copyright laws
- For this example I will be using a photo of myself that a friend took of me playing the drums at a show during the Fremont solstice festival:

this is the original image that I will be working from – named *mikeSinkula.tiff*

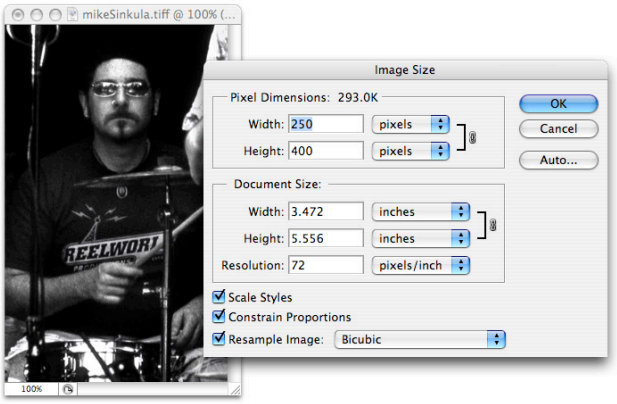
Editing Your Image

- For this exercise we will be using PhotoShop as this will be the program you will be using here at SCCC
- After you have opened PhotoShop, you will need to open your image and inspect the size and resolution:



here I can see that my image is an 549 x 669 RGB image at 72 ppi

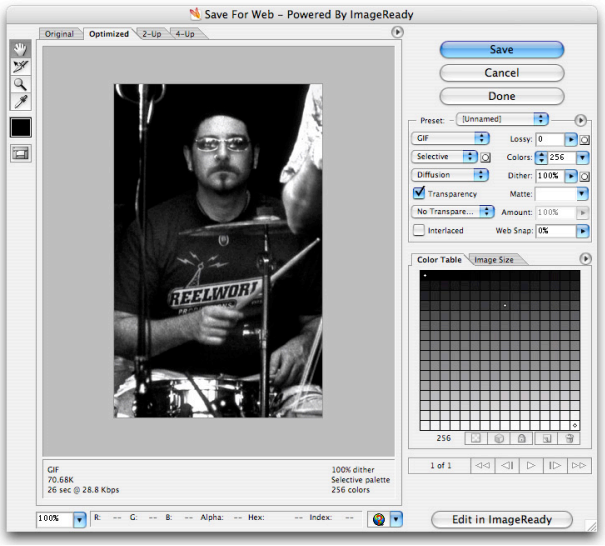
- Next, I will need to crop (or resize) my image as 549 x 669 is a bit too big for my web page
- I will be cropping my photo to 250w x 400h at 72 ppi, as this will suit my page better:



here you can see that I also cropped my photo to include just the portion of the image that I needed

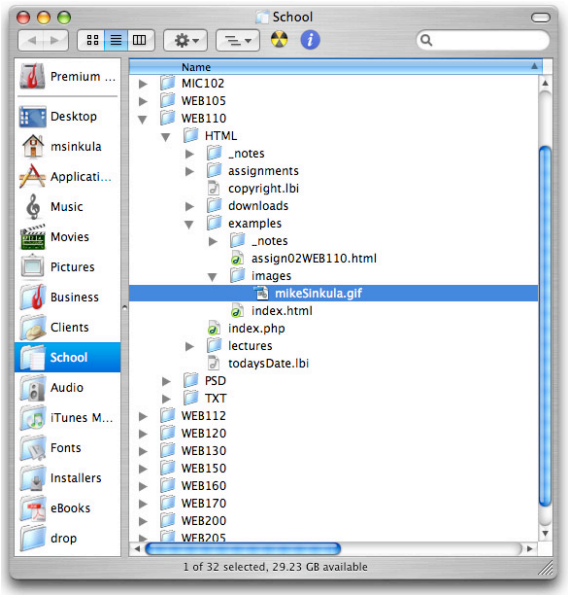
Saving Your Image

- When we save our image we will be using the ***save for web*** command – choose ***File > Save for Web***
- We will also be saving our image as a **256** color **GIF** file:



in general you will be saving your logos, menu items and most pictures as GIF images with the 256 color palette as this will give you the most color and clarity for it's file size

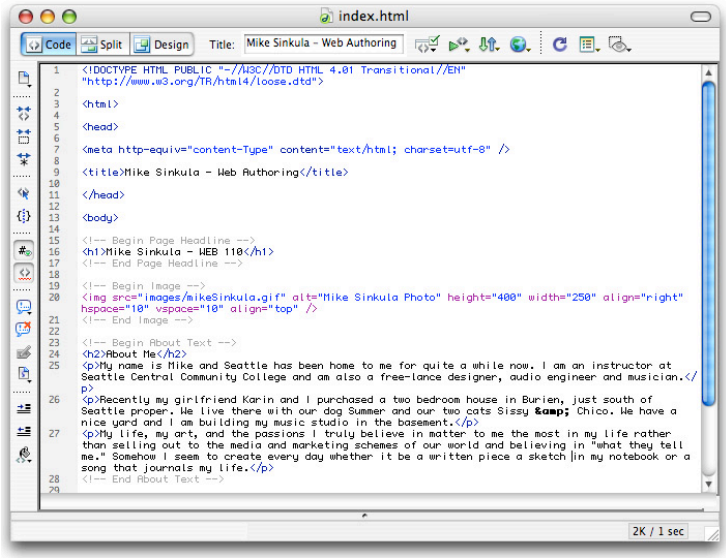
- You will also need to save the image in an ***"images"*** folder:



here you can see that my ***"images"*** folder is within my "examples" folder within the "HTML" folder for WEB110 – we will see why this is important in a few minutes

Using Images

- Once you have created your image to your liking, it is then time to implement your image into your HTML page for the class by using an IMAGE tag:




```
<img src="images/mikeSinkula.gif" />
```

where `<img` is the beginning of your image tag, `src` is the *attribute* of the image and `images/mikeSinkula.gif` is its *value and* `/> is` the closing image tag

notice that the value of the image has the path `images/` as this refers to the folder that the actual image file is in

notice that I am also using *comments* to divide up my page

- after you place your image in your page, I recommend taking some additional steps
- lets add an ALT attribute with a value as well as this will serve a couple of different purposes:

```
<img src="images/mikeSinkula.gif" alt="Mike Sinkula Photo" />
```

where `alt` is the *attribute* that allows us to display the *value* (text), `Mike Sinkula Photo`, instead of our image in cases of where the user has images turned off or when the user is using a screen reader the value will get read aloud to that user – and in some older browsers the value will be used as a tool tip

- now, lets add some height and width properties:

```
<img src="images/mikeSinkula.gif" alt="Mike Sinkula Photo" height="400"
width="250" />
```

this will do two things – it will make sure that your picture does indeed appear in the browser at this *size* and may even speed up the download process because the browser doesn't need to read the dimensions from the image itself

if you want your image to appear at a different size in the browser you may change these *values* – however this may cause some distortion in your image

notice that we do not need to specify "pixels" as the browser will automatically use that *unit*

- if you would like your image to appear to be floating, let's say to the right of your text, you may use the ALIGN attribute to do so:


```
<img src="images/mikeSinkula.gif" alt="Mike Sinkula Photo" height="400"
width="250" align="right" />
```

where `align` is the *attribute* that will make your image float – in this case I have floated my image with the *value* of `right`

- I also think I want to add some space between the picture and the text and bring it down from the top a bit to make it look a little better:


```
<img src="images/mikeSinkula.gif" alt="Mike Sinkula Photo" height="400"
width="250" align="right" hspace="10" vspace="10" />
```

where `hspace` is the *attribute* to give the image some horizontal room and `vspace` is the *attribute* that will give the image some vertical room – both have a *value* of `10` pixels

Assignment: “Page” Image
Reading: Chapters 5 & 6