

HTML, CSS, & Fundamentals of Development

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Week 5

- Fun CSS Tricks
- Embedding Audio & Video
- Preview: Responsive Design
- Preview: JavaScript, CMS's, Frameworks
- Paths Ahead: Apps, Games, and Artwork
- Class Projects

Recap

HTML Tags

`<h1>`

`<h2>`

`<h3>`

`<p>`

``

``

``

``

`<u1>`

``

``

HTML Tags

`<main>`

`<section>`

`<article>`

`<header>`

`<footer>`

`<div>`

CSS Review

Typography

`color`
`font-family`
`font-size`
`line-height`
`letter-spacing`

`font-style`
`font-weight`

`text-align`
`text-transform`
`text-decoration`

Sizing

`width`
`height`

Spacing

`margin`
`padding`

Backgrounds

`background-color`
`background-image`
`background-repeat`
`background-size`

Borders

`border`
`border-radius`

Special Selectors

`:hover`
`:active`

CSS Review

```
h1 {  
    font-size: 32px;  
}
```

```
body {  
    background-color: black;  
    font-family: serif;  
    color: white;  
}
```

ID & Class

```
<p id="intro">
```

The only intro paragraph.

```
</p>
```

```
<p class="highlighted">
```

One of many possible
highlighted paragraphs.

```
</p>
```


Select HTML Element

Use the element (tag) name

`<body>`

`body { }`

`<h1>`

`h1 { }`

CSS Selectors

Select by ID

Use the # sign

```
<div id="top">
```

```
div#top { }  
#top { }
```

```
<ul id="nav">
```

```
ul#nav { }  
#nav { }
```

Select by Class

Use a . (dot)

<code></code>	<code>a.selected { }</code>
	<code>.selected { }</code>

<code><h1 class="special"></code>	<code>h1.special { }</code>
	<code>.special { }</code>

CSS Selectors

Select "descendent"

Use space between two selectors

```
<ul>                                ul li { }
  <li>Item</li>
</ul>
```

```
<h1>                                h1 em { }
  <em>Hi</em> there!
</h1>
```

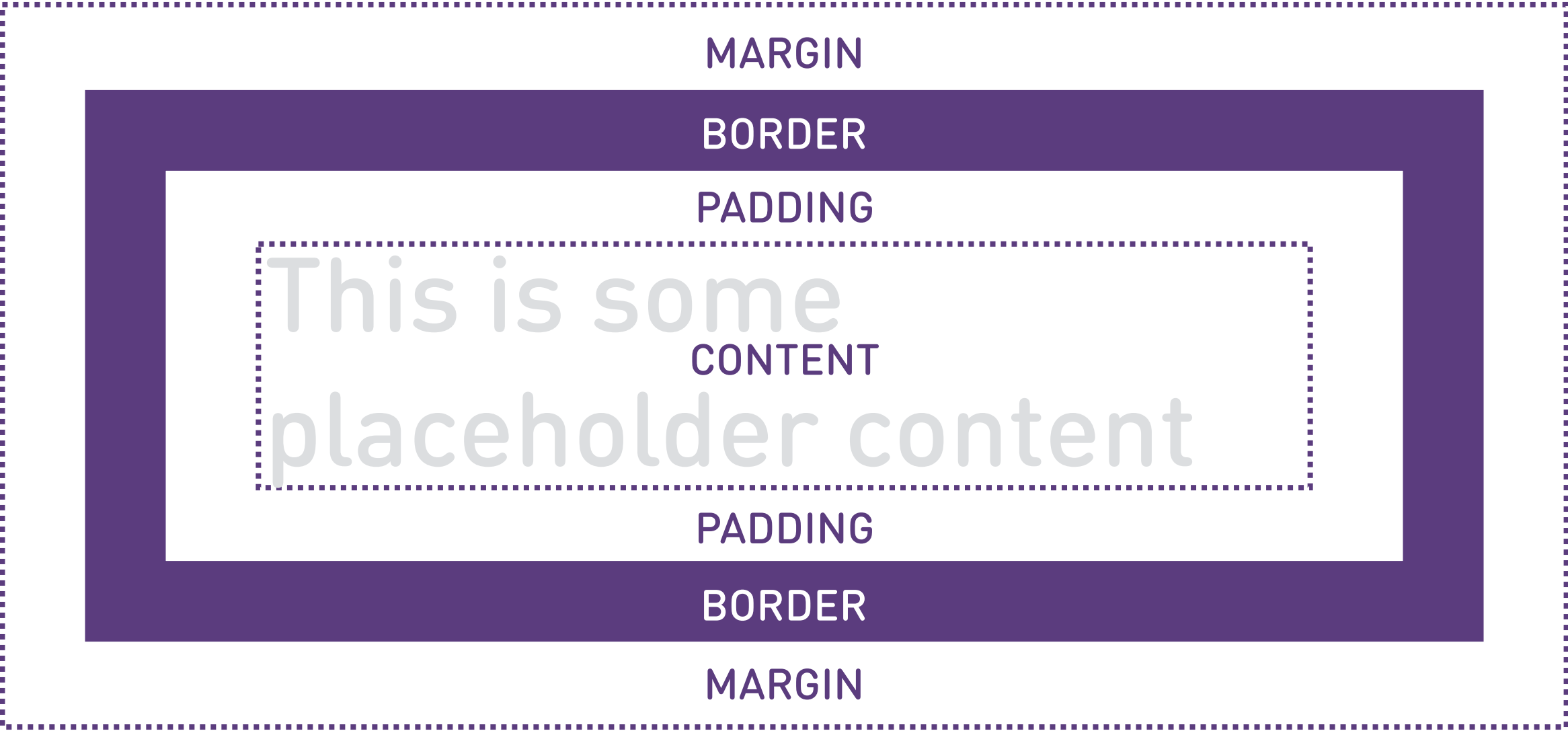
CSS Selectors

Mix & Match

`ul#nav li a { }`

```
<ul id="nav">  
  <li>  
    <a href="#">Link</a>  
  </li>  
</ul>
```

The Box Model



Block vs Inline elements

Block



Inline



Positioning methods

- **relative**: position in relation to the flow of the page
- **absolute**: position in a specific place outside of the flow of the page
- **fixed**: position relative to the browser window, unaffected by scrolling

Positioning

How it works

You set **(a)** the positioning method, and **(b)** the distance from the left/right and top/bottom in CSS.

```
div {  
    position: absolute;  
    left: 25px;  
    top: 25px;  
}
```

Coding based on a design

Process Overview

- Put content in HTML
- Add structural HTML elements
- Style elements in CSS, one chunk at a time, from top to bottom of the page; adjust HTML as needed

Fun CSS Tricks!

Transitions

CSS Transitions

- Lets you animate properties between states
- For us, this mainly means transitions in and out of the **:hover** state

Transitions

CSS Transitions Syntax

```
a {  
  transition: color 0.5s;  
}
```

Transitions

CSS Transitions Syntax

```
a {  
  transition:  
    color 0.5s,  
    width 0.5s;  
}
```

Transitions

CSS Transitions Syntax

```
a {  
  transition:  
    color 0.5s ease,  
    width 0.5s ease;  
}
```


Transform

Transform

CSS Property: transform

- Lets you manipulate an element by skewing, rotating, moving, or scaling

```
.bigger {  
    transform: scale(3);  
}
```

Transform

CSS Property: transform

- **scale()** changes an element's size
- **rotate()** rotates an element
- **translate()** moves an element
- **skew()** tilts an element

Transform

CSS Property: transform

- Each requires it's own unique set of values inside the parentheses.
- Use a reference:
 - CSS Tricks Transform
 - W3 Schools Transform

Filters

Filters

CSS Property: filter

- Lets you achieve various visual effects (like Photoshop for the browser)

```
.blurry {  
  filter: blur(20px);  
}
```

CSS Property: filter

- **blur()** blurs an element
- **saturate()** adjusts color intensity
- **invert()** inverts color values
- **brightness()** adjusts brightness level
- **contrast()** adjusts contrast level
- **hue-rotate()** shifts color hue

CSS Property: filter

- Each requires it's own unique set of values inside the parentheses.
- Use a reference:
 - CSS Tricks Filter
 - W3 Schools Filter

Embedding Audio & Video

Two Approaches

- Like images, we can keep audio and video assets with our web files, and use HTML tags to put them on the page:

```
<video></video>
```

```
<audio></audio>
```

Two Approaches

- Or, we can use the embed tools provided by media hosts like YouTube, Vimeo, SoundCloud, etc

Preview: Responsive Design

What is Responsive Design?

- Responsive design means your layout functions on a continuum of devices and screen sizes
- i.e., not just a desktop + mobile site

Coding Responsiveness

- We use Media Queries to apply different CSS to different devices.
- We can apply different rules depending on screen size, device orientation (landscape or portrait), the screen's resolution

Media Query Syntax

```
@media (max-width: 480px) {  
    h1 {  
        width: 100%;  
    }  
}
```

Media Query Syntax

```
@media (min-width: 768px)
  and (orientation: landscape) {
    h1 {
      width: 768px;
    }
  }
}
```


Media Query Resources:

- <https://css-tricks.com/css-media-queries/>
- https://www.w3schools.com/css/css_rwd_mediaqueries.asp

Preview: Content Management Systems

What is a CMS?

- A tool that lets you manage (add/remove/edit) content on your site without changing the code

CMS's

Popular CMS platforms:

- Blogging: WordPress, Tumblr
- Website builders: Squarespace, Wix
- Online shops: Shopify, Big Cartel

CMS's

"Pure" CMS's:

- Many popular ones: Drupal, Joomla, Magento
- My fav: Craft (<http://craftcms.com>)

Preview: JavaScript

What is JavaScript

- A programming language that runs in your browser that can:
 - Listen for user interaction
 - Manipulate any element on the page

Where to put JavaScript

- Simple scripts can go in your HTML inside a script tag:

```
<script>
```

```
    alert("Hello, I am some JavaScript!");
```

```
</script>
```


What is JQuery?

- A popular JavaScript library that simplifies locating and manipulating elements.

What else can JavaScript do?

- 3D!
- Games! Tools! Art! (really anything inside the browser)
- Things outside the browser too! Desktop applications, tablet/mobile apps, server-side applications

Preview: Frameworks & Libraries

What is a Framework/ Library?

- A bunch of code meant to help you solve common web development problems and write more complex applications

Bootstrap

<http://getbootstrap.com>

- HTML, CSS, and JS library with a bunch of nicely designed, reusable components
- A CSS grid system that makes it easy to create responsive layouts

Frameworks & Libraries

D3.js

<http://d3js.org>

- JavaScript library that lets you create powerful data visualizations

React

<http://reactjs.org>

- Library that builds out your HTML for you using JavaScript
- Makes it easier to make applications where the page changes frequently

Paths Ahead: Apps, Games, & Artwork

Apps

Encompasses all manner of software solving all kinds of problems—tools to let people create & learn, interact with each other, organize information, etc.

Games

Create enjoyment, tell rich stories, build an emotional connection with a player.

Recommended resources:

[Udemy course](#)

[PICO-8](#)

Artwork

Amazing, underutilized way to learn coding and explore coding ideas more intimately.

Recommended resources:

<http://p5js.org>

<http://thecodingtrain.com>

Class Projects!

That's all folks!

Please provide feedback for
this class:

<http://svcseattle.com/evaluations>

& Keep in touch!

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