Web Design Tutorial

Creating an HTML/CSS Web Page using Adobe Photoshop and Dreamweaver

Part 1

Many people have told me that they wish that they could design web sites. So I thought I'd create this tutorial, since there doesn't seem to be too many free courses online that teach both the graphic design skills and HTML and CSS necessary for creating web pages.

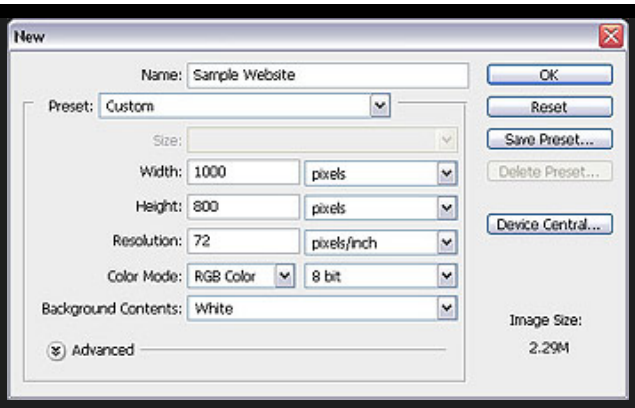
I would like to *outline* (not a good word for right brained people like me) a *workflow* (?) for creating a web page using my home page as an example and Windows as the operating system (sorry mac users). Since I am a self taught designer, I'm not sure how unconventional my methods will seem, but hope this will be helpful. As you know, technology quickly becomes obsolete, so may the expiration date on this project live long and prosper...
[as of Feb. 2008]

Adobe® Photoshop® is the industry standard for digital imaging. Since the web is a low res (72 dpi) graphics experience, the images that you create will not not need the kind of quality as print media. With photoshop, you can create RGB raster images, which basically means they're quick and easy to work with. The tiny file sizes are perfect for the web. If you ever want to use them for anything else, like a magazine ad, you'll find that the quality is not good enough (You may want to use Adobe InDesign® or Illustrator® for print media).

The types of files we will use are jpgs and gifs. Png files are the best, but we'll have to wait until everyone stops using old web browsers. I use png files all the time with Flash projects (See my Flash Tutorial) because of the transparent effect in animations.

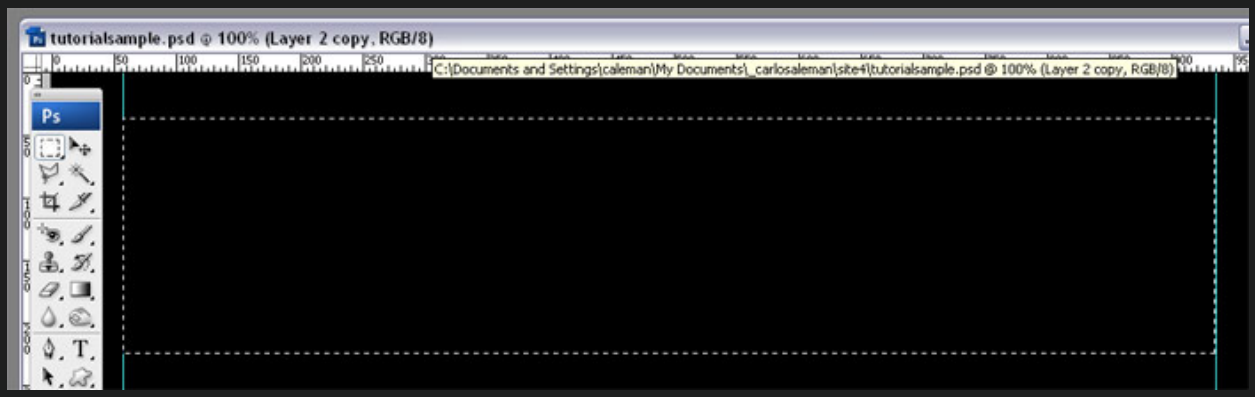
I don't know which version of Photoshop you have, so you'll have to at least play around with it for a few hours to find out how the layers link together and other basics.

First, I'll start off with a blank canvas. Because computer screen resolutions are becoming increasingly wide, very few people still have their displays set to 800x600 to surf the web. I'll start with 1000x800 pixels, because that is a comfortable size for me to work within Photoshop and it will allow me to create a site that is a good size.

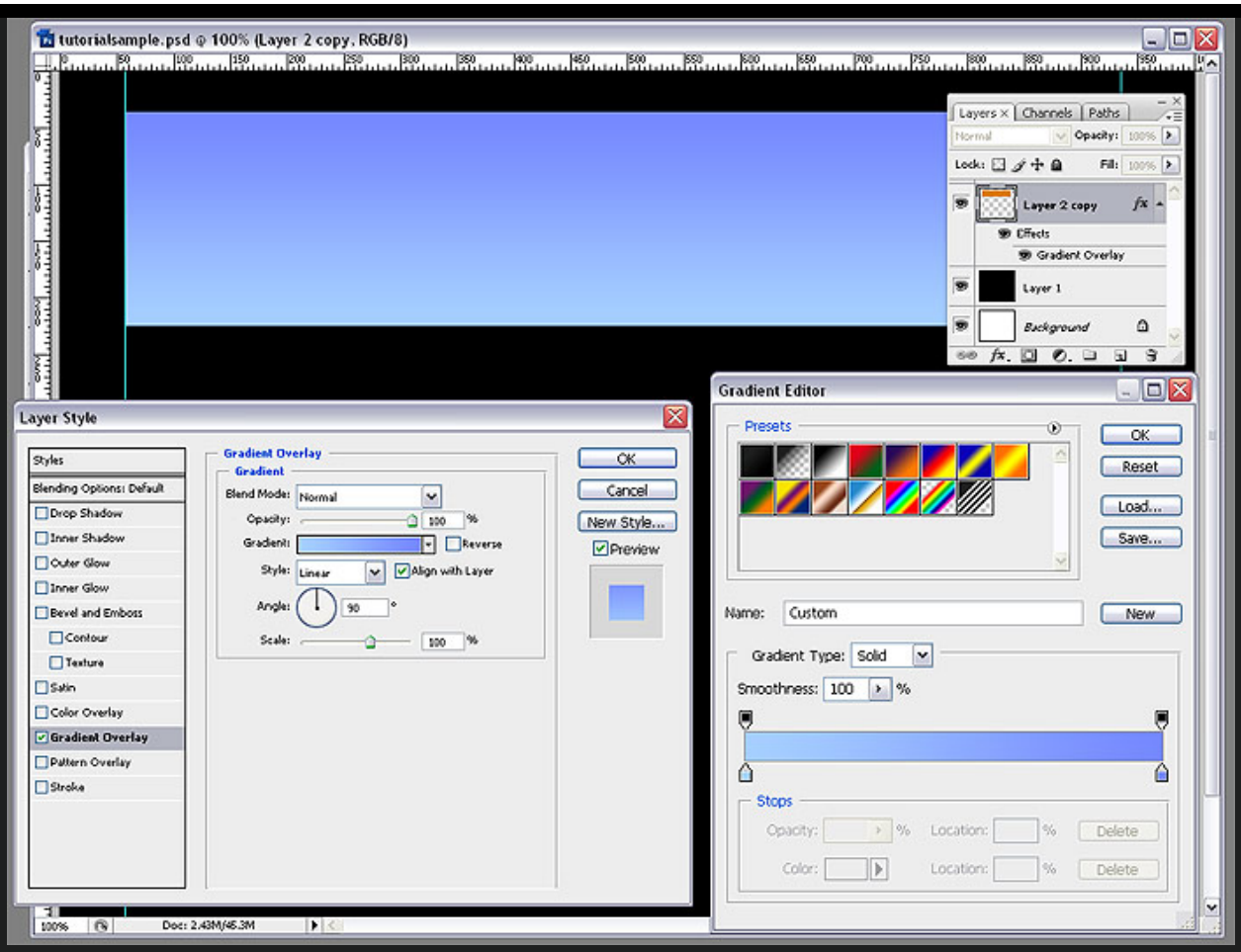


Select black (#000000) in your foreground color and then hold down Alt>Delete to fill the canvas with black as your background color. You can create gradient and textured backgrounds that tile, but here we're just using solid black.

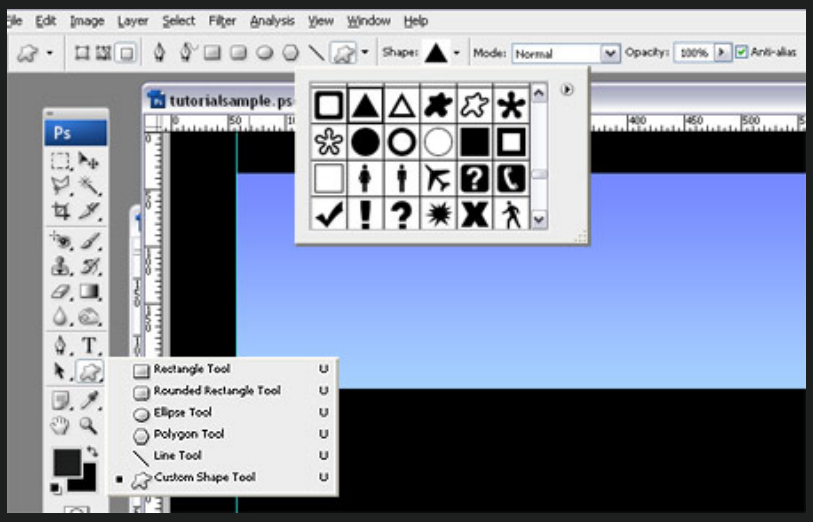
Create a new layer. Make sure that your rulers are set (View menu>Rulers). With your selection tool create a rectangle that is 880x190 pixels. You can tell the height and width by looking at the Info palette in the windows menu as you're creating the rectangle. Select a color in your foreground color picker and then hold down Alt>Delete to fill the rectangle with color. I used orange for visibility. Drag and drop vertical guide lines from the ruler area to the dotted lines of the selection rectangle. Hold Down Control>Delete to deselect the rectangle.



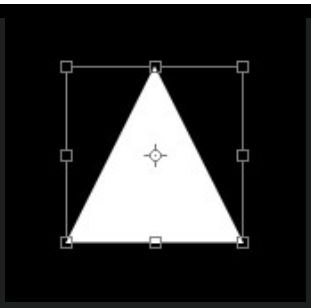
I double click on the current layer to open the Layer Style box and check the Gradient Overlay checkbox and click on the words 'Gradient Overlay' to toggle to the gradient options. I click once on the color strip to open the Gradient Editor. Double click on the bottom left color stop and choose #a6d0ff. I double click on the bottom right color stop and choose #7588ff and click okay on all open dialogue boxes. Remember to save as often as possible.



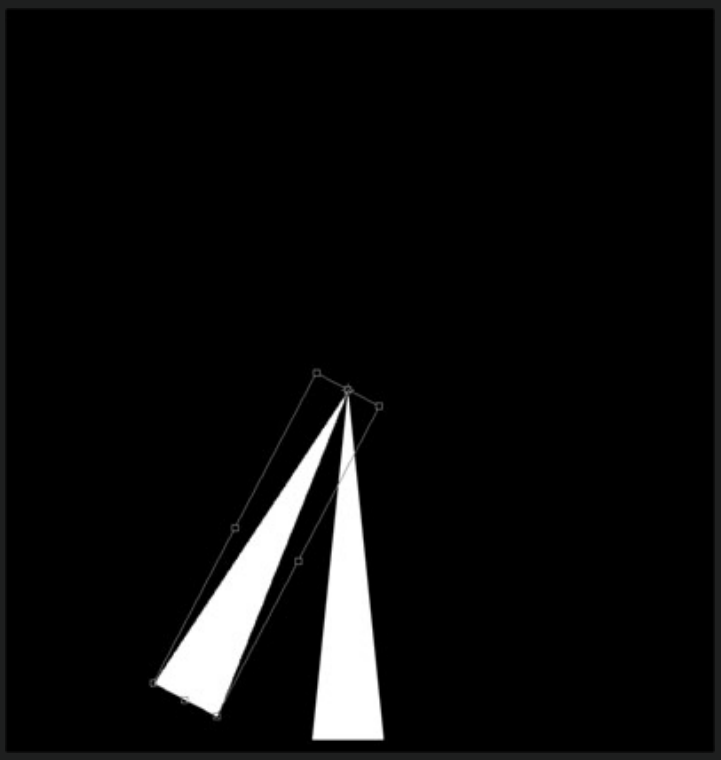
I create a new layer. We're going to create a series of radiating triangles that I like to call a 'burst'. First, hold down the rectangle tool in the tool bar until you see a menu appear. Select the 'custom shape tool'. In the tool options click on shape and select a triangle. If you don't see a triangle, click on the small arrow in a circle toward the right of the box and choose 'shapes' from the drop down menu.



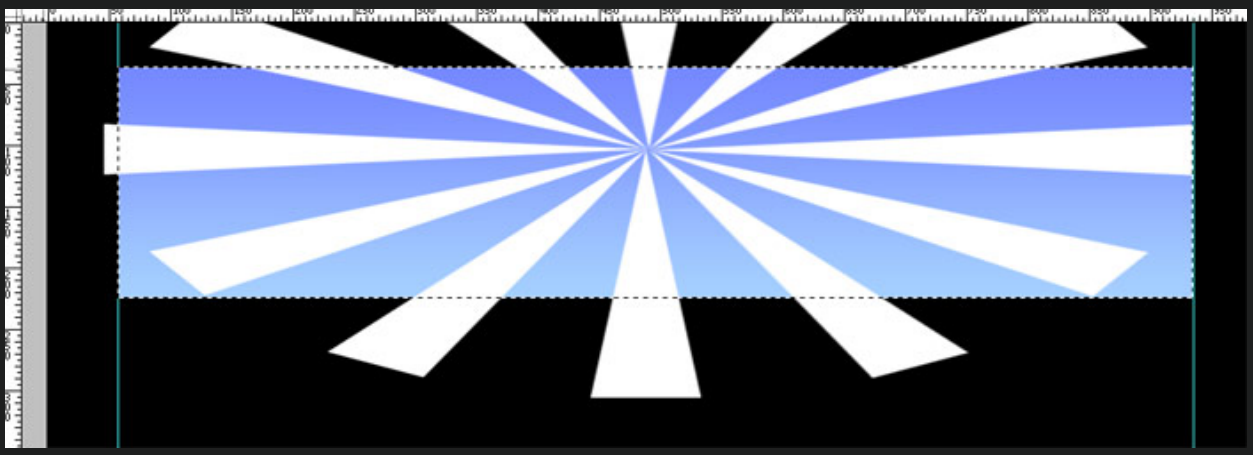
Choose white (#ffffff) as with your foreground color picker. Turn off layer 2 (the one that has the rectangle) by clicking on the eye. Make sure that layer 3 is selected and draw a white rectangle about 100x100 pixels. Hold down Control>T to transform the triangle. Grab the top anchor and stretch it. Then hold the shift key and the lower right anchor to scale it down to about 70x350 pixels.



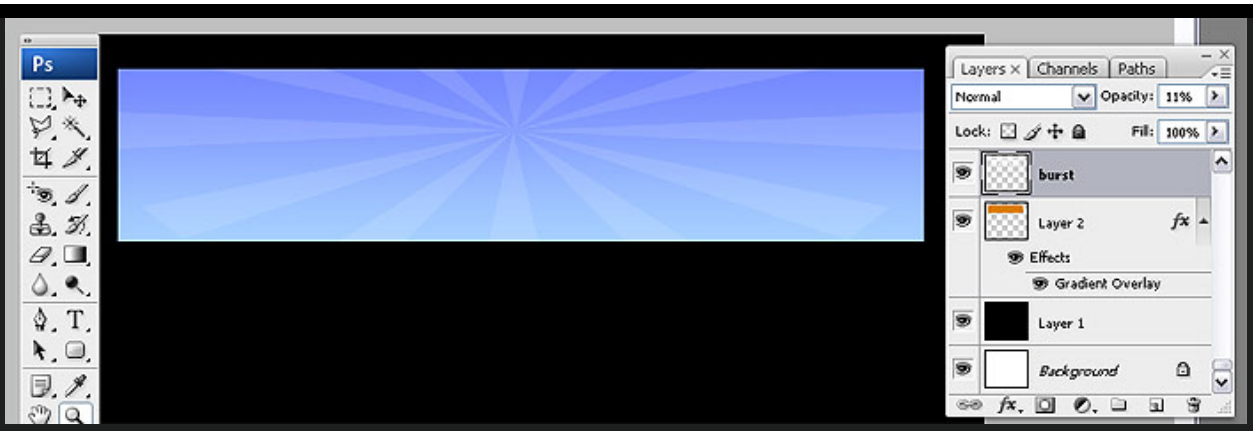
Then hold the shift key and the lower right anchor to stretch it to about 70x350 pixels. Duplicate the layer and transform this triangle also. This time move the center point to the anchor at the tip of the arrow and rotate the entire triangle so that the second triangle tip stays in the same place and the base of the triangle begins to form a circle of triangles. Remember, the center point has to be moved to the anchor at the tip for this to work. When you are rotating you'll see the rotation symbol when you mouse is just off an anchor.



Repeat this until you have formed a complete circle of triangles. Merge all the layers of triangles together (select layers and hold Control>E) to form one layer. Turn on the rectangle layer to see it. Make sure you are on the 'burst' layer and transform (Control>T) the burst and move it until it covers the rectangle and the center point is about 2 thirds of the way up on the rectangle. Then select the rectangle layer and Select the negative space (black) by selecting the magic wand tool and clicking on the black.



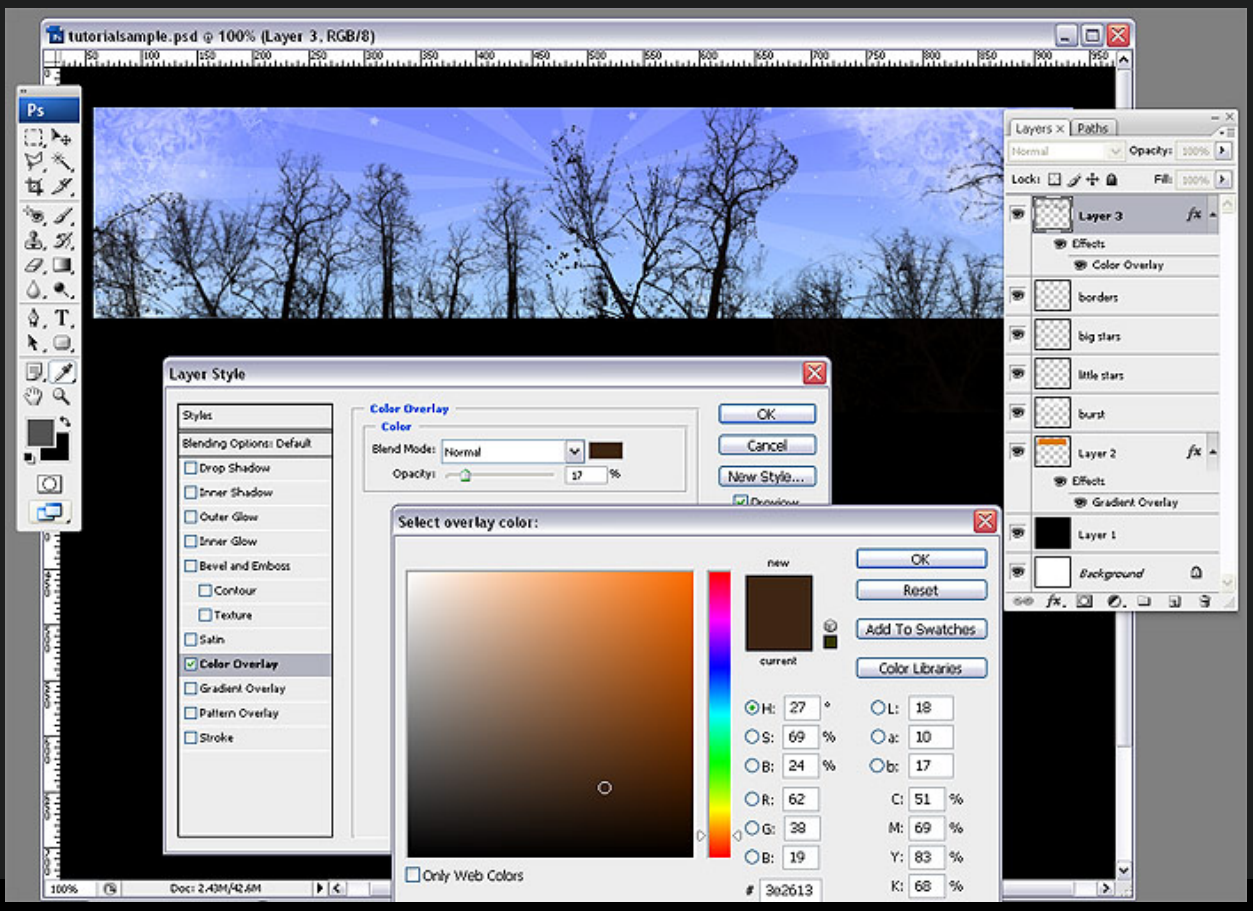
Press the delete key to cut off the burst that 'bleeds' over the rectangle. Deselect the rectangle (Hold Control>D). Select the rectangle layer again and adjust the opacity to 11%.

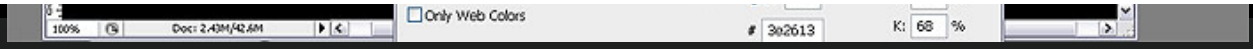


It is now fun time with brushes. Since this is a personal site, there are many free brush downloads available. Just Google 'photoshop brushes' and find something you like. Download the file and add it to the brushes folder (C:\Program Files\Adobe\Adobe photoshop-version\Presets\Brushes). I found some stars and swirley borders on http://psbrushes.net/.

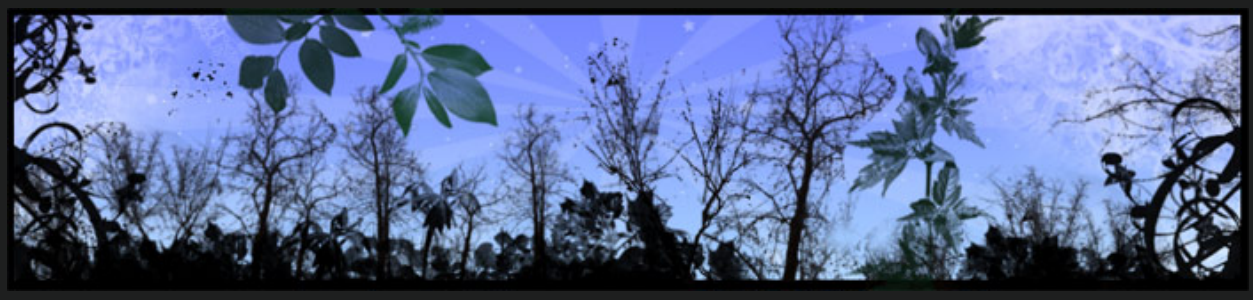
Create a new layer. Using the brush tool, and selecting a new brush, adjust the master diameter and click once over the rectangle. I added some stars on one layer and adjusted the opacity of the layer to 40%. On another layer, I added the swirley borders at 74%. The intention is to have very subtle effects that activates the plane with 'energy'. Be sensitive and find what is pleasing to the eye.

I applied some tree silhouette brushes that I also found on the web on a new layer. I didn't want these to be solid black so I double clicked on the layer to open the Layer style box. I checked the color layer checkbox and toggled to 'color overlay'. I selected #3e2613 with the color picker, clicked okay and made the opacity 17% on the color overlay color option.





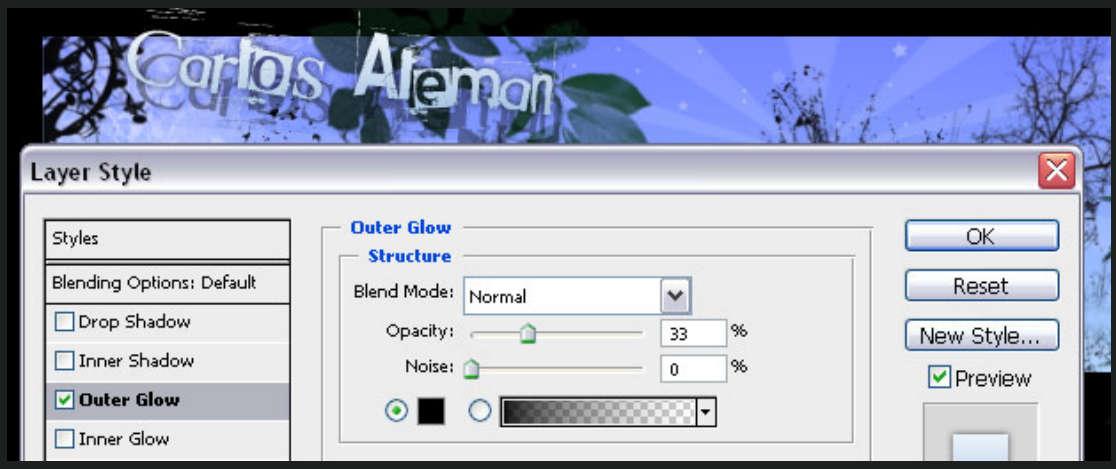
I continued to add more tree brushes on different layers with the foreground color set to black. On the leaf brushes, I adjusted the layer style to have a green color overlay even though the actual brush color is black.



Fun time with type. If this were a company logo, then we would have to make a big deal out of this by carefully creating vector graphics that could be used in all applications and possibly spending a gazillion dollars on a font. However, since this is just my personal web site, all I need is Photoshop and Google to find a nice **free** font to download. I went to 1001Fonts.com and found this interesting font by Chris Hansen called "Got Heroin?". I don't like the name, but I love the grunge look and feel.

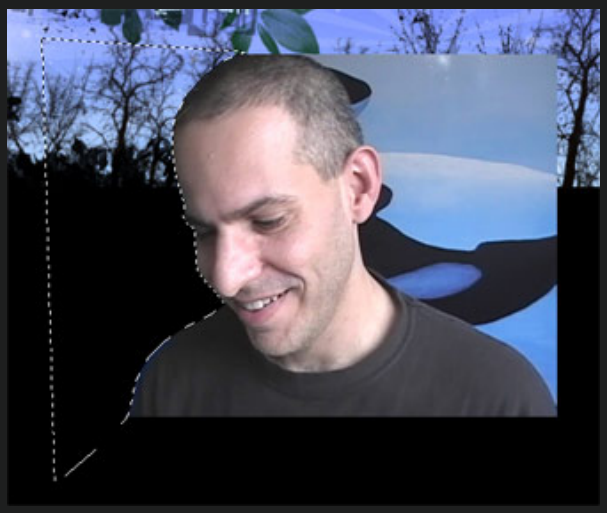
Type is a powerful graphic element. There is about as much to learn about positioning type as there is in creating representational art. Quick tip: Click in between letters and use the (Hold down Alt key/arrow left or right) arrow keys to make sure that the closest space between letters is a small gap. This is an extreme oversimplification of typography, but nice to practice.

I took the 'Carlos Aleman' text and rotated it (Hold Ctr>T) slightly. Then I rasterized it (Layer>Rasterize>Type) so that I would be able to cut off some of the shapes (under the m and n) with the polygon lasso tool (select a region and use the delete button). Then I double clicked on the layer and added some layer styles (Gradient overlay and outer glow). I wanted a dark outer glow so that the text would be readable against a light background. The outer glow blend mode must be 'normal' for this to work.

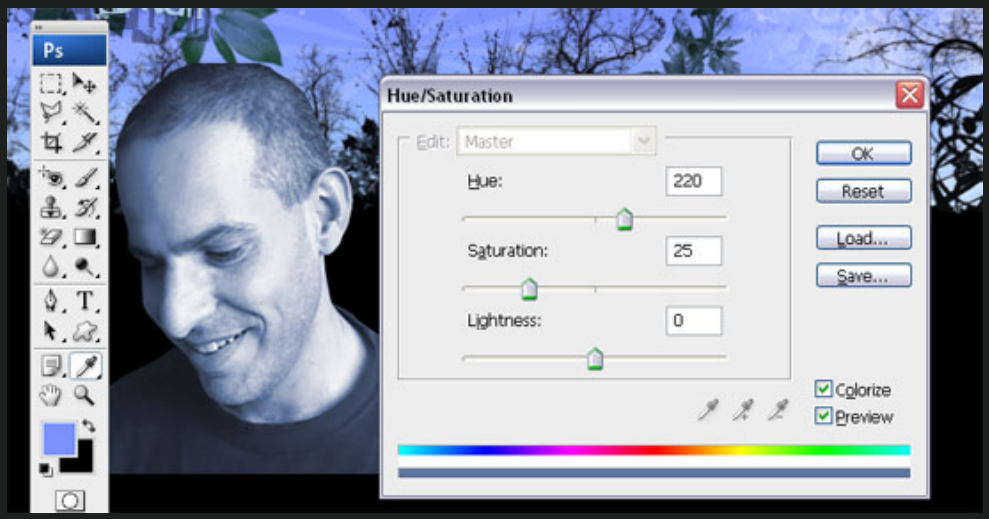


The next image shows a still from a video teaching series I had up on the web. I did a screen capture/shot of it and pasted it on a new layer. I needed to remove the background (yes, that's a mural of some killer whales). There are many techniques to removing the background such as the background eraser tool, magic wand, extract filter and countless of other complex techniques. Sometimes you need to use a combination of techniques on different layers to take advantage of the effectiveness of each method on different edges.

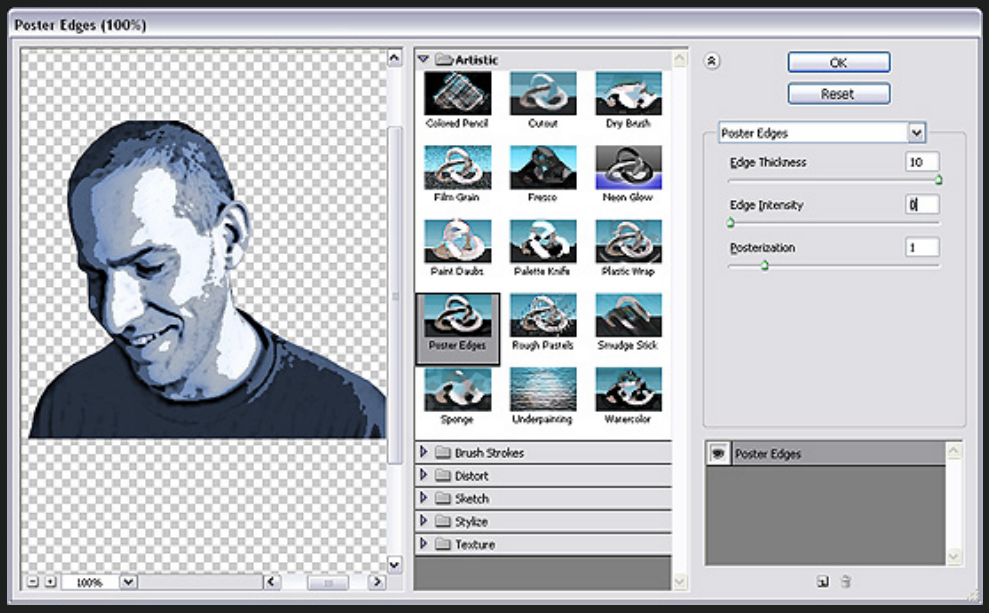
One of the easiest methods is using the polygon lasso tool with anti-alias checked in the options. Since I don't have much hair this will be an simple step. I just select areas around my head and press the delete button.



Here, I pick a color from the rectangle with the eye dropper tool and open my Hue/Saturation box (Hold Ctr>U). First I check the 'Colorize' check box. Make sure that the Preview is also checked. I slide the Hue a little into the bluer range and click okay.



Duplicate this layer by dragging the layer to the New Layer icon. I want more of a high contrast 'graphic novel' effect to compliment the trees, so on the new layer I select filter>artistic>poster edges and slide the settings until I'm happy with the posterazation.



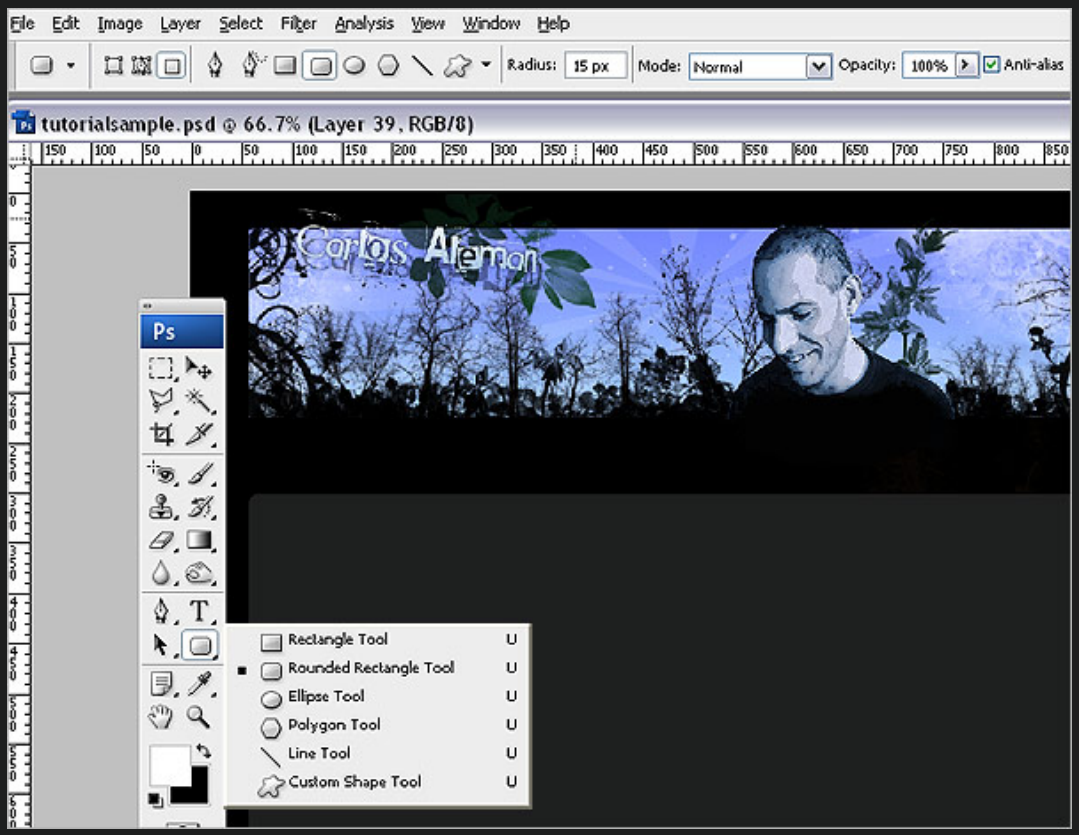
Click Okay and turn the opacity on that layer to 60% so that the filter effect 'blends' with the previous layer. Select both layers (link of shift key -depending on your version of Photoshop) and transform (Hold Ctr>T) to scale down and move over the rectangle.

Continue >

Web Design Tutorial

Part 2

We need a main content area which will be a dark gray (#1e1f1f) rounded rectangle. Hold down the rectangle tool in the toolbar until you see a drop down menu and select the rounded rectangle tool. Make sure your options are set to 'Fill Pixels' (the third symbol on the options menu), Radius: 15pixels, Mode: Normal, Opacity: 100% and the Anti-alias is checked. Click and drag your mouse to create a rounded rectangle about the same width as the header rectangle. If you want to be precise, then drag vertical guide lines from the rulers so that the margins on the header and content area line up perfectly.

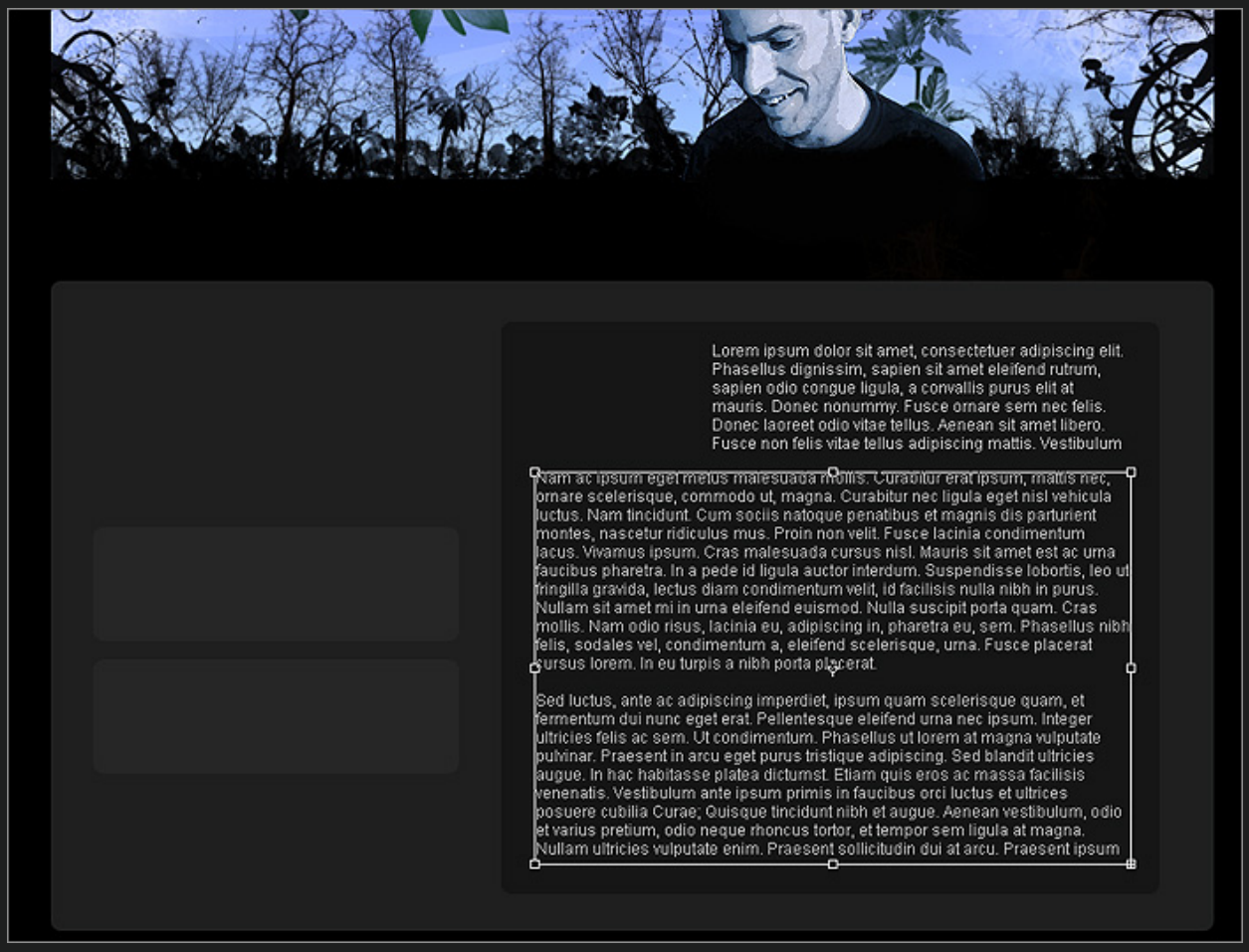


Continue working to layout content areas with rounded rectangles. Rounded rectangles are not only attractive, but they symbolize 'environment'. Without rounded corners information will seem 'boxed in' and convey a sense of not belonging to anything meaningful. With the type tool click and drag text boxes where you will want type to appear. These are just place holders to conceptualize what the blocks of text will look like. I use Lorem Ipsum (dummy text) which has been used by printers for about 500 years. You can generate as many paragraphs of Lorem Ipsum at http://www.lipsum.com/. Just copy the text from lipsum.com and paste into the text box.

When choosing type for the web it is best to use san-serif (letters without a feature called serifs at the end of strokes) because small serif type does not pixilate well on computer screens. I use Arial, Helvetica, sans-serif 'style' as the 'font' because it is common to most computers (More on styles when I get to CSS in this tutorial).

When designing a page, try to be visually sensitive to the weight colors have and how they balance each other. This is an asymmetrical design. And here is my thinking behind it: The right column is wider than the left, so my first instinct would be to make it a lighter color thus making it weigh less on the see saw, however I know that it will be mostly text and the narrow left column will be rich with graphics. So I will do the opposite and create more weight on the right to hoping that the darker larger area will balance the heavy and narrow left column. To say that this is what I'm 'thinking' isn't really accurate, this is what I am 'feeling'. And it is still debatable whether I actually achieved balance.

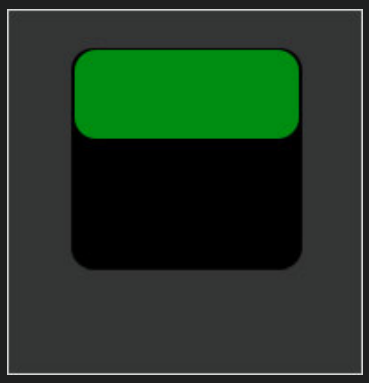
Another thing to keep in mind is that this is a personal web site, so I have total control over how much every element is going to affect the overall design. When designing professionally you have to anticipate that content will be in a state of flux and that the design has to be flexible. This may limit your creativity but it will also challenge you. Technical work-arounds offer the opportunity to demonstrate a different kind of creativity..



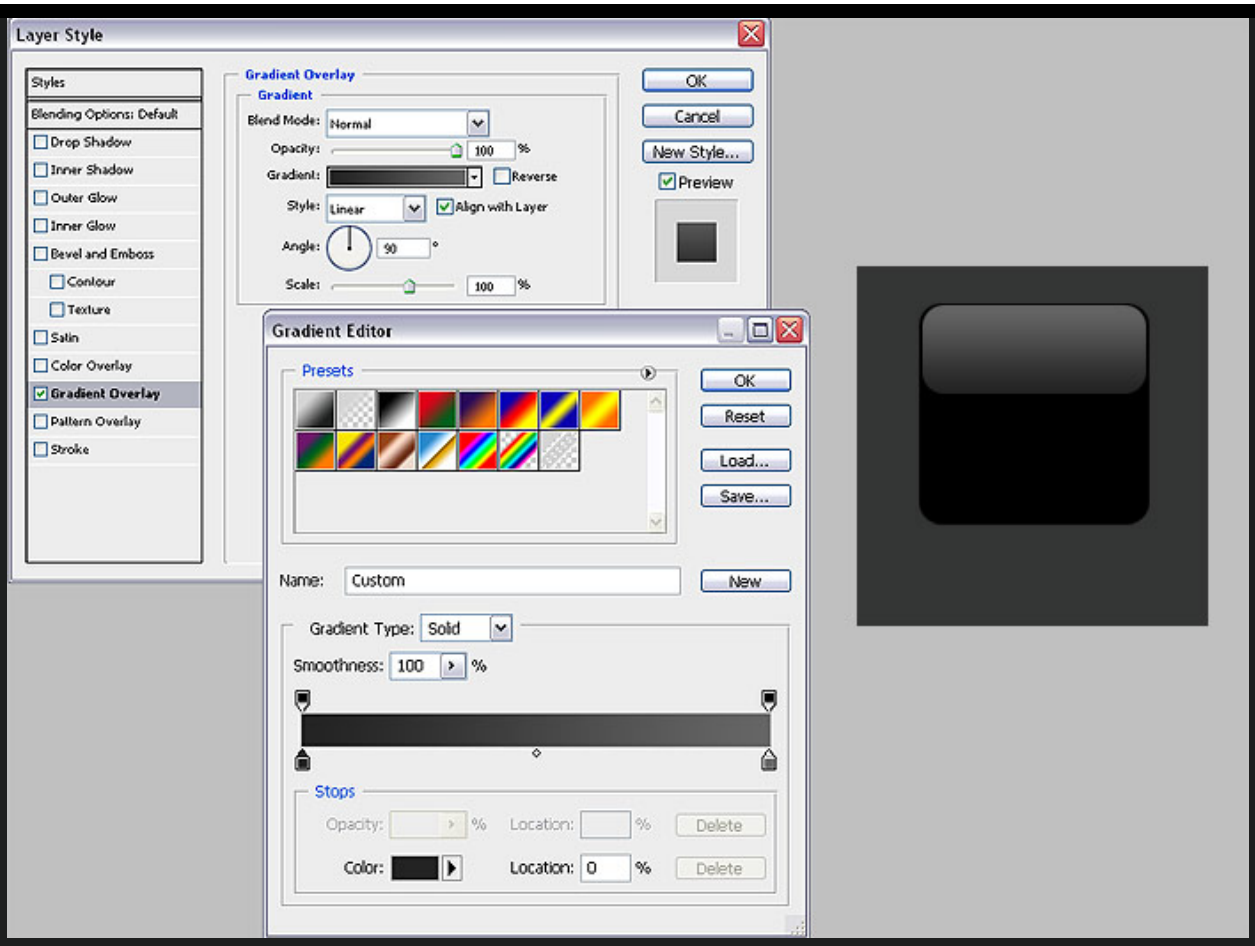
I've laid out some body content by adding layers and scaling images. Notice that I left a gap between the header and the main content area. That is where the navigation menu is going to be positioned.

If you're wondering how I create the graphics with the reflection, here's the technique for the 'download css' button. First of all, the reflection is an old advertising trick. Have you ever noticed in car commercials how the car is driving down a wet road. That's because the advertisers know how beautiful cars look with a reflection and they want you to fall in love with the car and spend lots of money. Symbols with reflections are very popular 'web 2.0' graphics. They may become dated eventually, but then again, no one is getting tired of cars on wet roads.

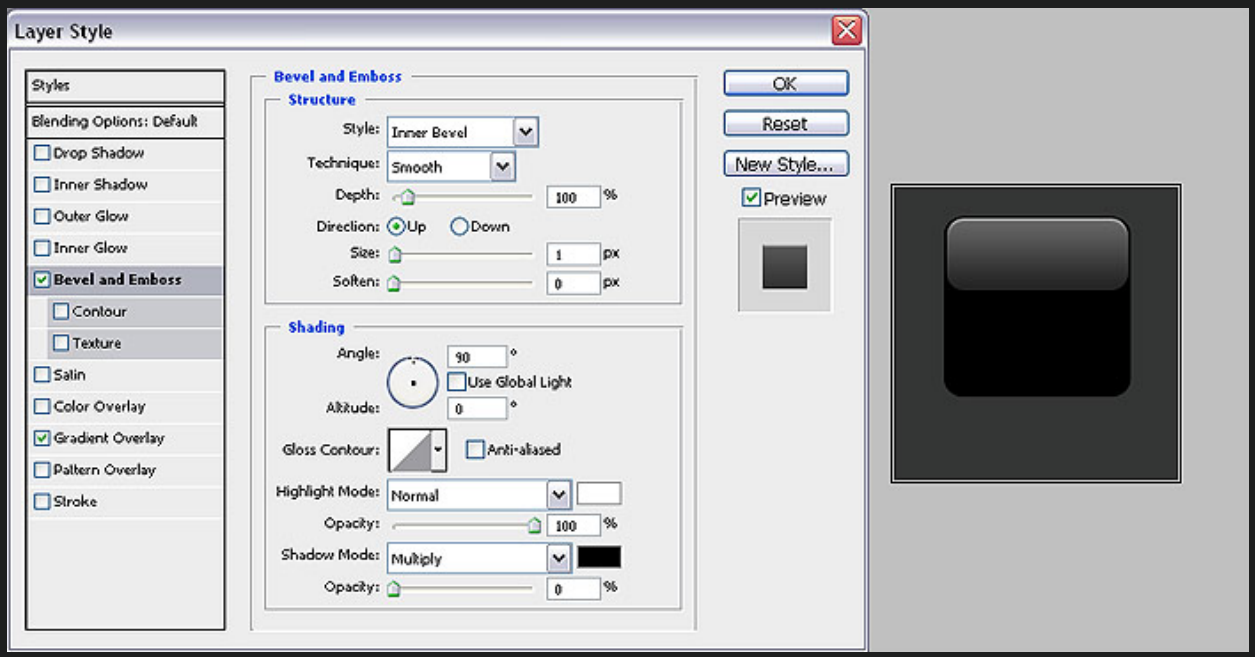
To make a shiny reflective 'web 2.0' graphic begin with two overlapping shapes on different layers. I made these with the rounded rectangle tool. One shape is green for better visibility.



I double click the layer with the green rectangle to open my Layer Style box. Then I toggle to the Gradient Overlay and click once on the gradient color strip which opens the Gradient Editor. Make sure all the settings are as shown below. Double click on the bottom left color stop and pick a color that is almost as dark as the shape on the other layer. In this case it would be a dark gray that is close to black but light enough to create a visible distinction between the two. Click okay and double click on the bottom right color stop and pick a color that is lighter than the first. You'll have to experiment with the transition until it looks like light actually reflecting on the top of a 3D shape.

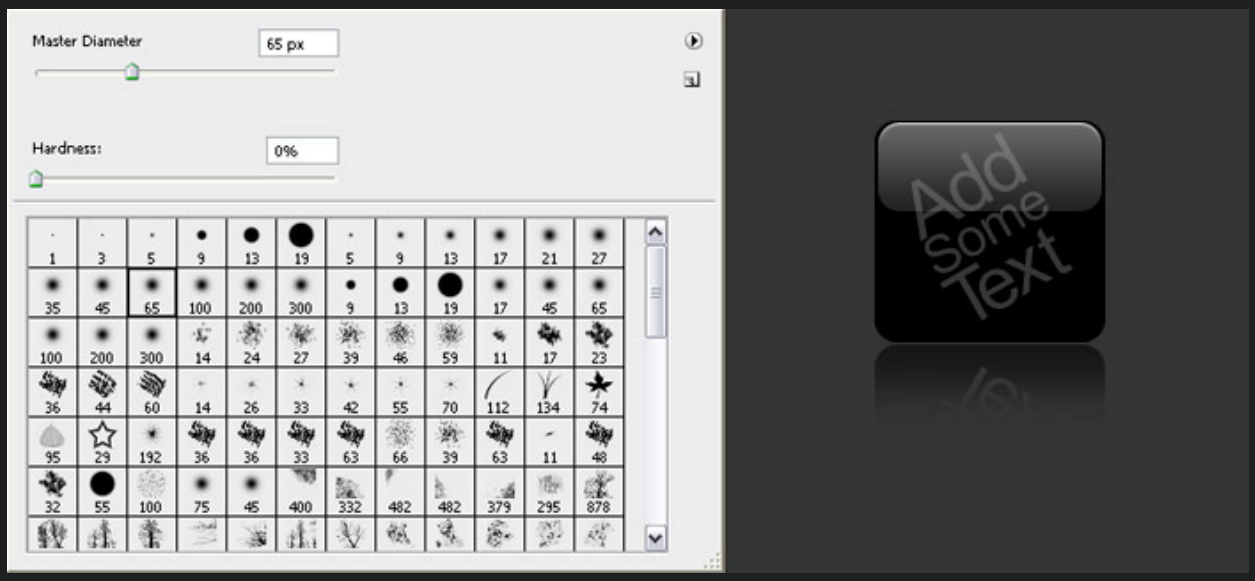


Click okay on the gradient editor and select the 'Bevel and Emboss' style. Use the settings below, remember to uncheck the 'Use Global Light' checkbox. Click okay after you're done.



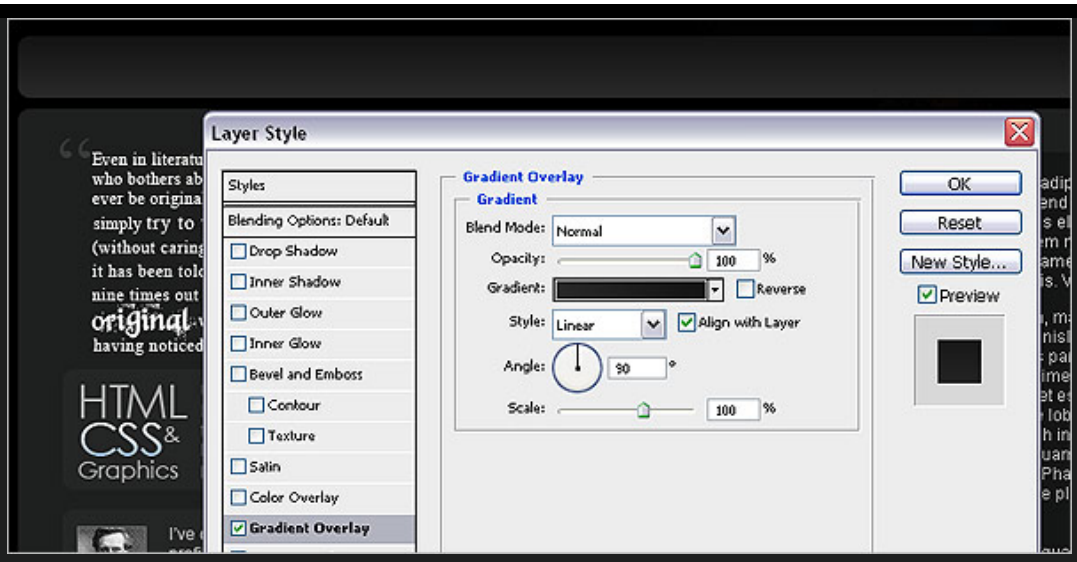
Create a new layer and add anything you want. I added some random text. Select the three layers (2 rectangles and text layer) and drag them to the new layer icon to duplicate them. Now take the new 3 layers and merge them (Hold Ctr>E) together. From the menu select Edit>Transform>Flip Vertical. Move the new upside-down shape below the first.

Make sure the layer with the new shape is selected and click on the eraser tool and choose a brush with a 0% hardness and begin erasing the bottom of the shape until the reflection looks convincing.



Now that I know what the content will look like, I can create a menu navigation bar that visually compliments both the header and body. First, I create a white nav bar with the rounded rectangle tool.

On the nav bar layer, double click to open the Layer Style box. Select the Gradient Overlay and choose a gradient that goes from dark to a slightly lighter gray while still visible against the black background.

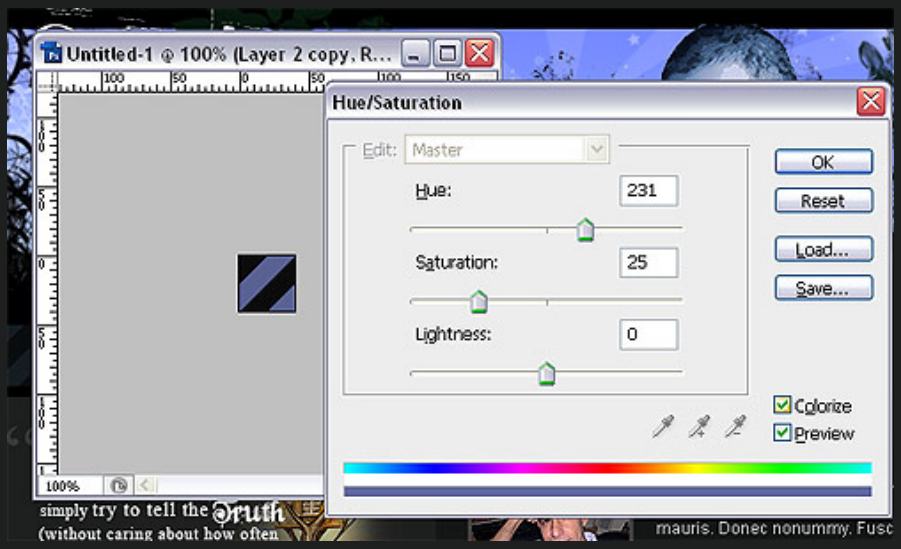


On a new layer create another white rectangle with the rounded rectangle tool that covers the top half of the nav bar.

Using the same technique as the 'download css button' example add a gradient and a bevel effect.

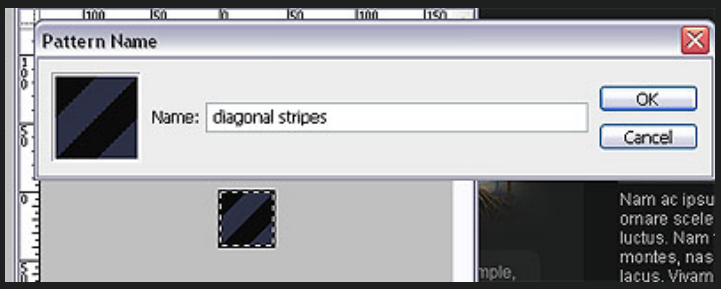
As I write this, diagonal stripes are a popular web design element. I will add some soft stripes to my nav bar. First, you need a pattern that will tile (repeat) and form a perfect stripe effect. I went to stripegenerator.com/ and created the image below.

Now I want to tweak this image a little to match the color scheme of the design. Using the eye dropper tool, I select a color from the header and open the Hue/Saturation box (Hold Ctr>U) and click the 'Colorize' check box and click okay.



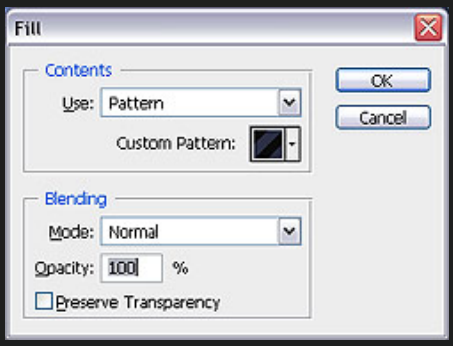
Now I want to create a more subtle contrast, so I open the Brightness/Contrast box (Image>Adjustments>Brightness/Contrast) and move the levels to the left (Brightness minus 150 and Contrast minus 50). Click Okay.

Now select the entire canvas of the stripe image (Hold Ctr>A) and define a pattern (Edit>Define Pattern). Give it a name and click okay.

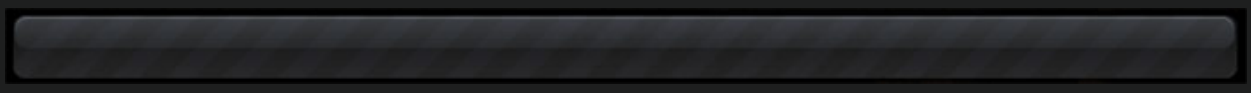


Go back and select the main canvas that we have been designing the site on. Select the layer with the nav bar and duplicate it by dragging it to the new icon layer. Now take this new layer and drag it up one layer so is above the layer that we created the overlapping rectangle on. Take the magic wand tool and click once on the duplicated rectangle to select it.

Double click on the layer and turn off all the layer styles by unchecking them. Open the fill box (Hold Ctr>F5) and select 'Pattern' from the drop down menu and then select the stripped pattern from the 'Custom Pattern' drop down list.



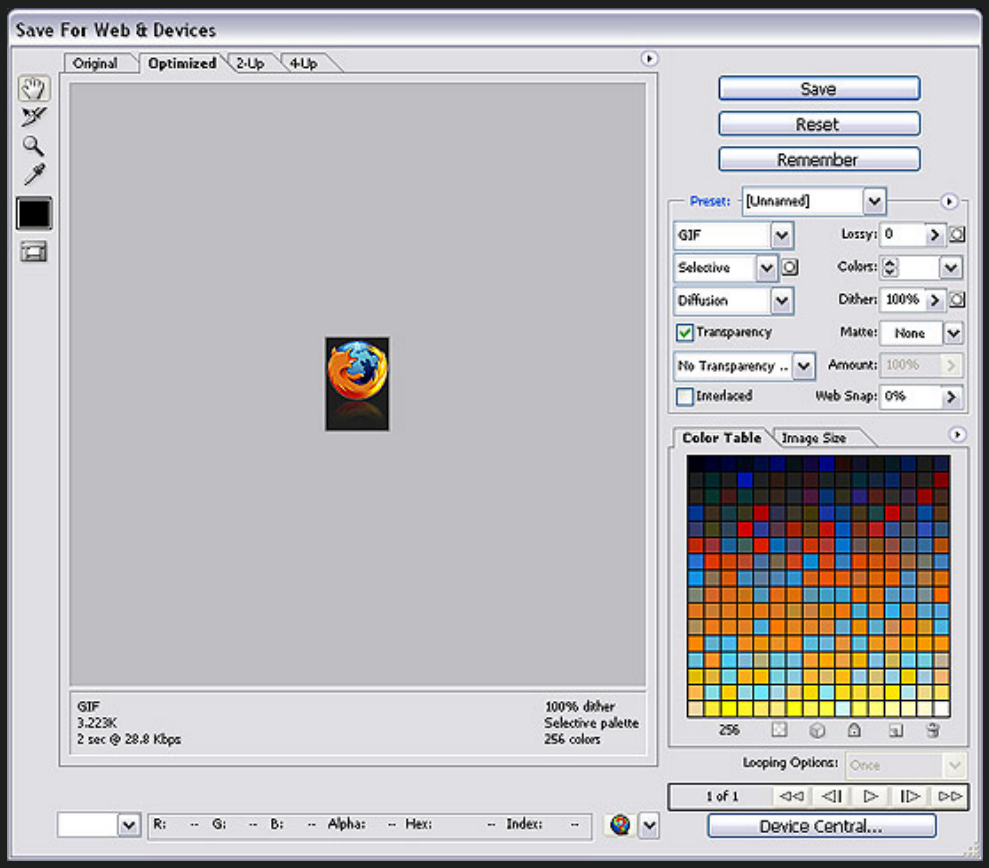
Click okay and turn down the opacity of the layer to about 10%. Keep in mind that people will have their laptop screens at different angles thus creating different contrast effects for the stripped menu. Experiment with opacity and find a happy medium which will work with different screen effects.



With your rulers on (Hold Ctr>R), drag and place guidelines from the ruler to divide up the design into the images that you will use for the web page. You don't want one very large image that will take long to load and you don't want tons of tiny images that make the design of the page too complicated. You can just create some place holder images now to get you started and go back and improve on them later.

Duplicate the entire canvas (Image>Duplicate) and flatten all the layers on the new canvas (Layer>Flatten Image). With the Rectangular Marquee tool, select one area and copy (Hold>Ctr>C). Create a new layer (Hold>Ctr>N) (the new layer will automatically have the correct proportions) and paste (Hold>Ctr>V).

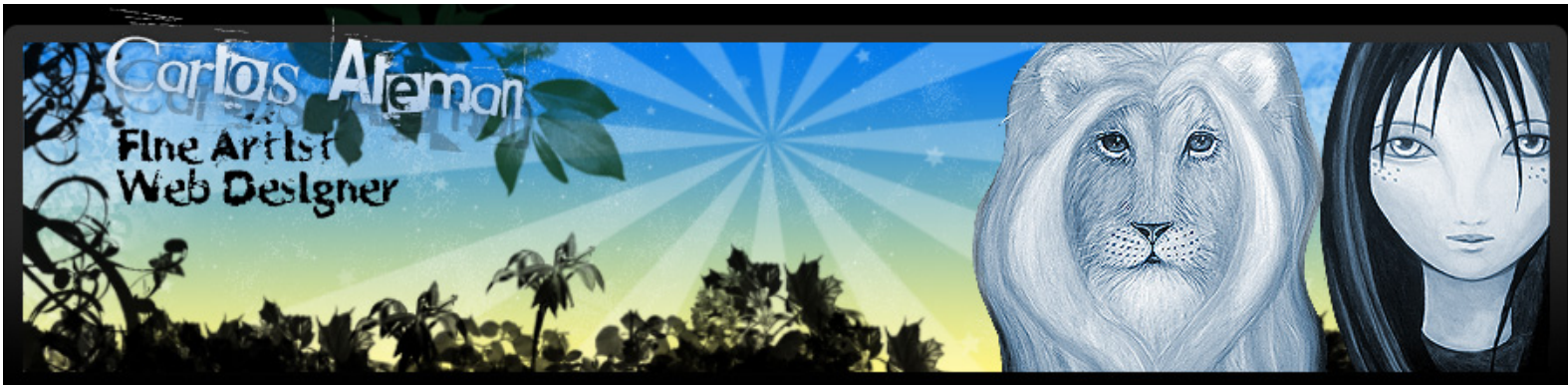
Now you have to optimize the image for the web. Save for web (Hold Ctr>Shift>Alt>S) or File>Save for Web). You will have to experiment for the lowest file size with acceptable quality. For small graphics, sometimes .gifs have a lower files size. This Firefox logo is being saved at about 3K as a .gif. Sometimes jpgs will give you lower file sizes for larger images, but text will become pixilated if the quality is below a certain percentage (65% works well for me on text oriented jpgs). With high speed connections becoming ubiquitous, I'm not as obsessive about file size as I use to be, but small is very important. Create a folder for your project and create a sub folder called images. Save all your images to the images folder.



Now we're done with the design stage for now and we'll move on to creating an actual web page...

Back

Continue >



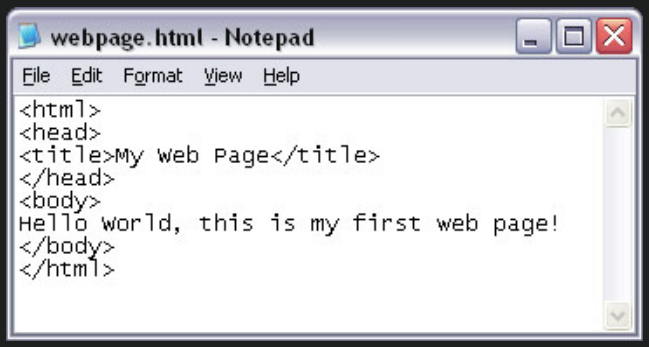
Web Design Tutorial

Part 3

I try to tell people all the time how simple HTML is, but people don't seem to believe me. HTML (**HyperText Markup Language**) is not like most programming languages. I don't create any complex behaviors or rules for computers using HTML. With HTML I'm just displaying text and media so that a web browser knows what kind of data a web page contains. To learn HTML all you have to do is memorize some 'tags' surrounded by angle brackets (<>) and a lot of practice. You can learn HTML for free on w3schools, but I will show you some basic tags. If this tutorial seems complicated, it probably has more to do with the use of CSS than HTML.

I use Adobe® Dreamweaver® as the coding environment for my web design. Dreamweaver is built for both designers and developers, by giving you the option to toggle between the Design view, Code view and Split View. Dreamweaver saves you time by auto-completing your tags and highlighting your errors. There are many features to help you build web sites in Dreamweaver, but we are just going to focus on a few important things...

Just type the following code in MS Notepad, name the file with a .html extension and, voilà, you have a web page! Really, it was *that* easy. As you can see, the file begins and ends with an <html> tag. Each opening tag has a corresponding closing tag, usually with a forward slash in it. After the opening <html> tag there is a <head> tag which contains a <title> tag which, you guessed it, contains the title of your page which will appear on the title bar of the browser. Type anything between the two <body> </body> tags and it will be displayed on your web page. Find the file that you just created on your computer and double click it and it should open up in a browser.

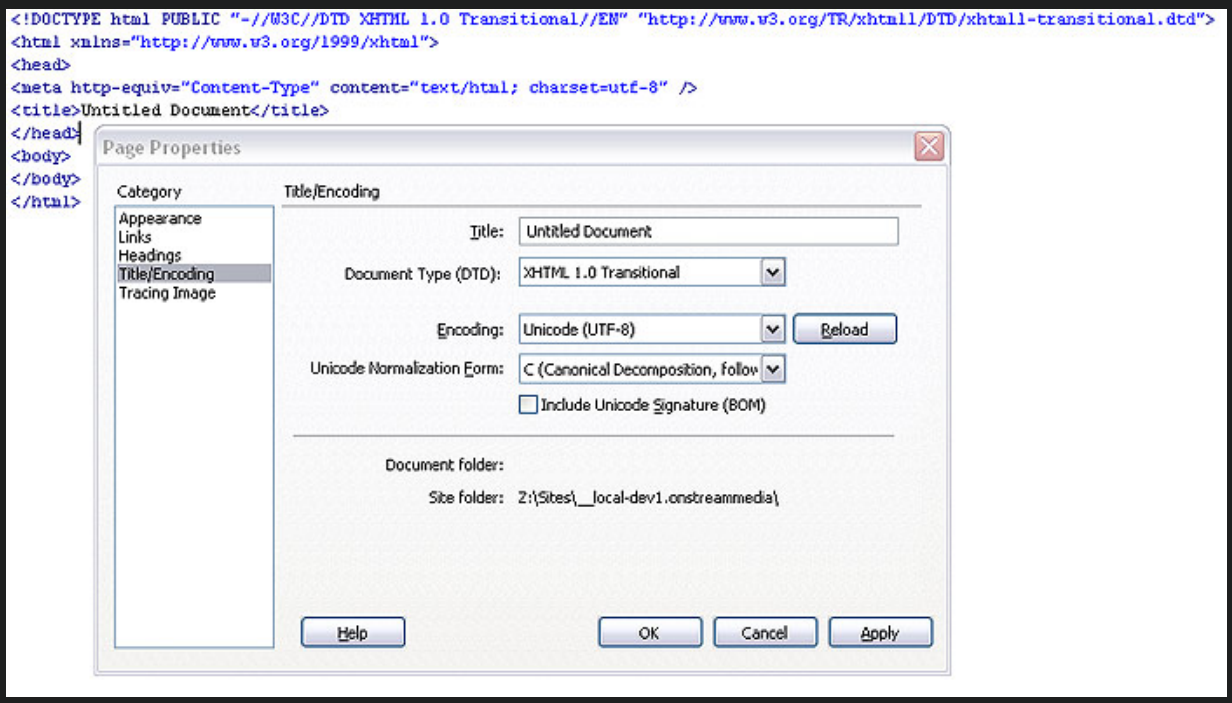


But we don't want any old web page. We want the most technologically advanced, sophisticated, ground-breaking, cross-platform, cutting edge site possible (Don't laugh too hard ;-) if this code becomes obsolete in few days). Using Dreamweaver, create a new blank page and you will get the following code (depending on your version):

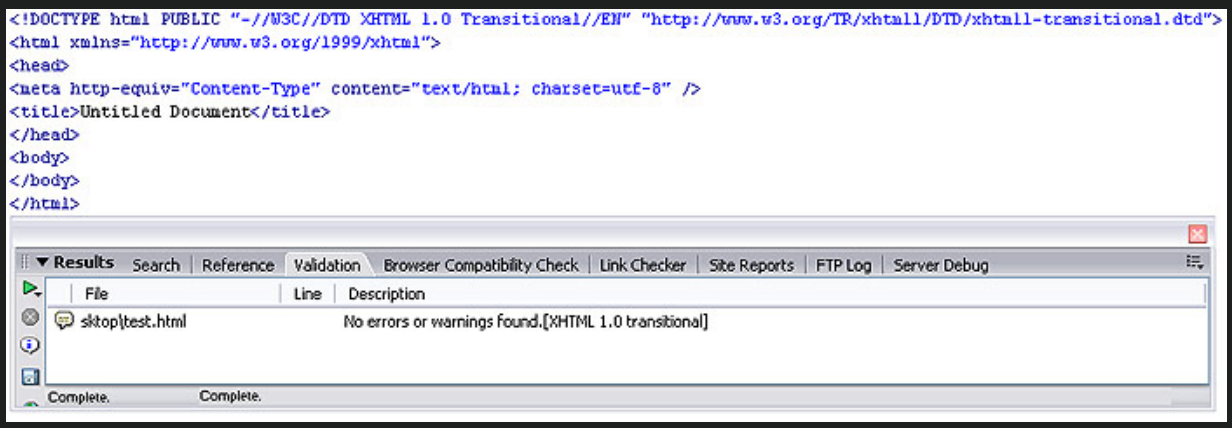
```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>Untitled Document</title>
</head>
<body>
</body>
</html>
```

Notice in the code above that there is some DOCTYPE code which tells browsers how to parse the page. I let Dreamweaver decide what is relevant. If you want to change the DOCTYPE you can open the Page Properties box (Hold Ctr>J) and select Title/Encoding to change the Document Type and Encoding. Unicode allows the characters in your code to be transported through as many systems and platforms as possible without corruption. I will use the default settings.

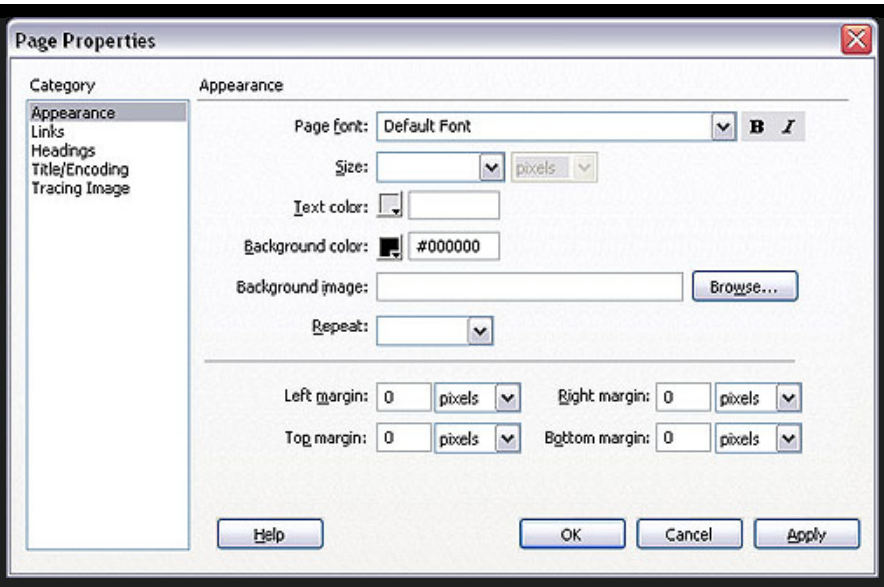
It is also in the Page Properties box that I can add a title and set other properties to the page. This will write the code for you. If you don't know HTML yet, look at the code to see how the code was modified by the information that you entered into the Page Properties box. Typing a title into the 'Title' field will simply insert the title text between the two <title></ title> tags.



This all looks very technical, but don't worry too much about it. Dreamweaver will help you create the best HTML document possible and come up with the DOCTYPE, XMLS and 'meta content' for you. If you think you're going to have trouble sleeping tonight because you're not sure if you're using the right DOCTYPE, validate your page (Hold Shift>F6) to get the report below. Thankfully no errors were found!



Open the Page Properties box again and let's start with the 'Appearance' settings. I like to keep all my margins at 0. Here is where I can quickly set my background color at black (#000000).



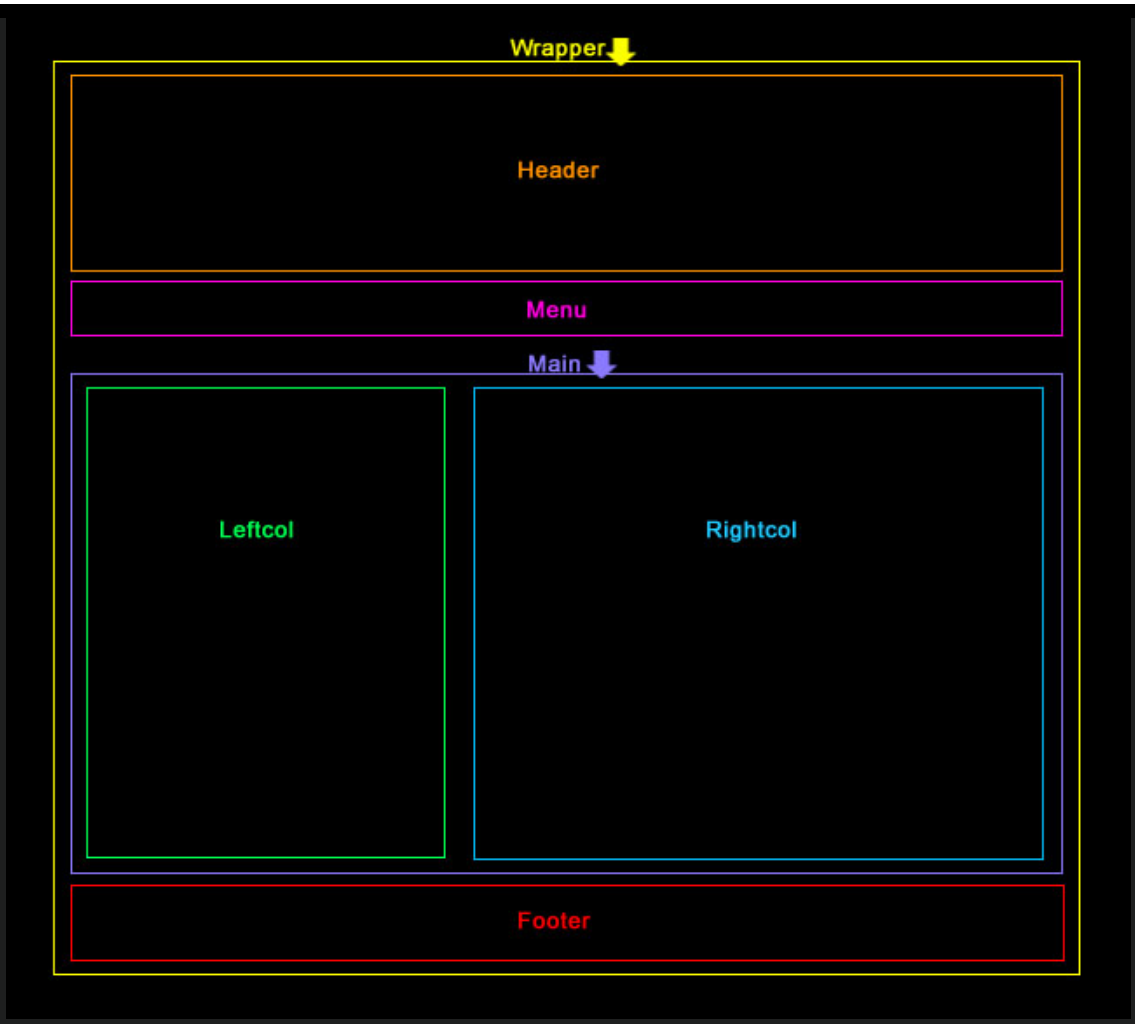
If you look at the code now, you'll notice that something very strange has happened. We have now left the old world of HTML 3.2 behind and entered the brave new world of HTML 4.0.

4.0 introduced the use of 'styles' to HTML documents. Styles or 'Cascading Style Sheets' (**CSS**) keep the formatting of text and media separate from the HTML. If you have multiple pages to your web site, you'll be able to control the overall look by just updating only one .css file.

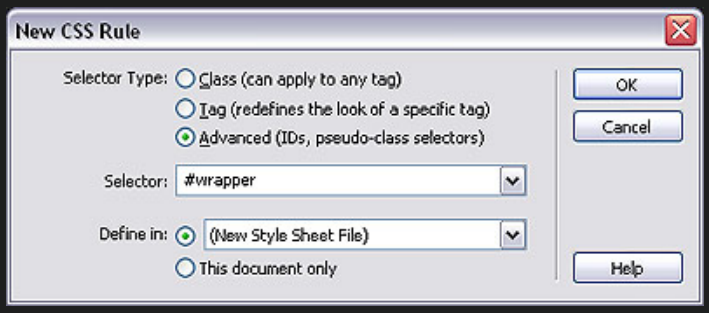
I'll remove the body style later and insert it into a separate .css file. But here you can begin to see how CSS works. The main thing I want you to notice is that the CSS syntax is made up of the: Selector {property:value} (Ex. **body {margin-left: 0px;}**). You don't need to remember these terms, just be aware that each style has a name followed by curly brackets containing properties.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN" "http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>My Web Page</title>
<style type="text/css">
<!--
body {
    margin-left: 0px;
    margin-top: 0px;
    margin-right: 0px;
    margin-bottom: 0px;
    background-color: #000000;
}
-->
</style></head>
<body>
</body>
</html>
```

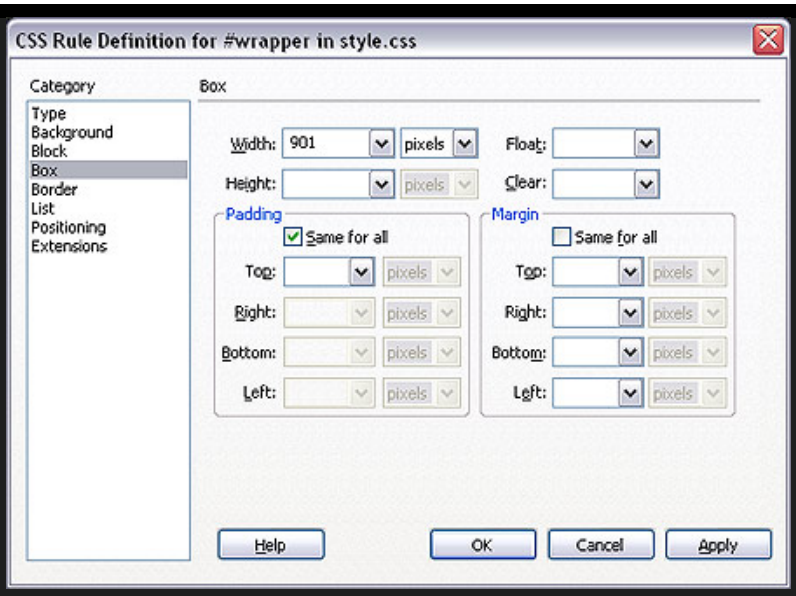
The graphic below illustrates how I want to break my web page into separate div elements. Each is a block of content that will be identified by a name (div id='wrapper").



The first div that I will create is the wrapper. The wrapper will contain all of the other divs and center them on the page. From the menu, select **Text>CSS Styles>New**. Select the 'Advanced' radio button and call the selector: #wrapper. Select the radio button for 'New Style Sheet File' and click OK. Save the file as style.css.



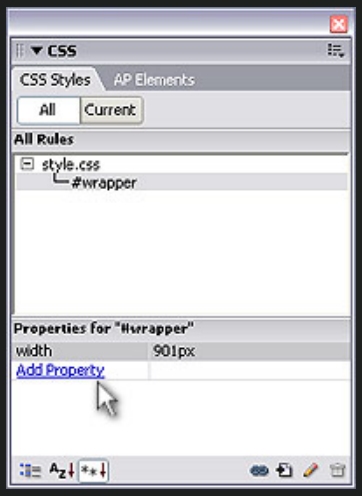
The CSS Rule Definition box will appear. I will select the 'box' category and create a width large enough to hold all the content (width:901). Deselect the "Same for all' check box under Margin. Click OK and Save.



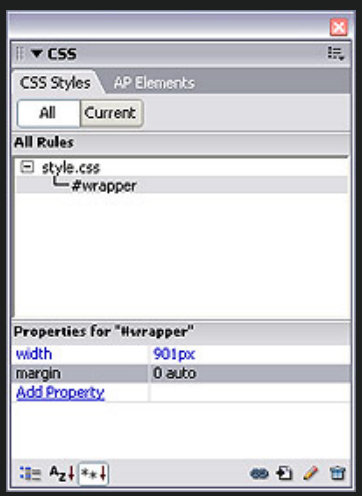
Now that style.css has been created it should look something like this:

```
@charset "utf-8";
#wrapper {
    width: 901px;
}
```

From the menu, select **Windows>CSS Styles** or **Hold Shift>F11** to open the Styles palette. Click once on '#wrapper to select it and click on the 'Add Property' link and select 'Margin' from the drop down menu.



Then type **0 auto** in the text field. This will cause the main container (#wrapper) to always be centered on the web page no matter how wide the browser window is open.



Now that we have an external CSS file, we don't need any CSS defined in the HTML. So we'll copy the body style from the HTML and paste it into the CSS file above the **wrapper** selector.

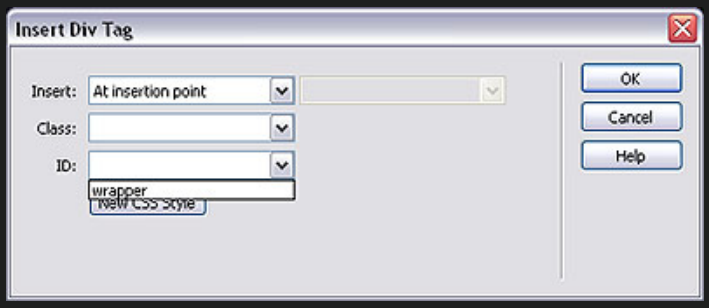
```
@charset "utf-8";

body {
    background-color: #000000;
    margin-left: 0px;
    margin-top: 0px;
    margin-right: 0px;
    margin-bottom: 0px;
}
#wrapper {
    width: 901px;
    margin: 0 auto;
}
```

Now back to the HTML file. Make sure you completely delete the CSS from the HTML file. The next time you create a web page, you can start with an external CSS file and skip having to remove it from the HTML. I just wanted you to see that CSS can be embedded in a web page or in it's own separate file. The advantage of having CSS as an external file is that you can modify the look of several pages (global edits) by only updating one CSS file.

Notice that in between the <head></head> tags (just below the title tags) there is now a link tag referencing the CSS file that we have created. If it's not there, type it in: **<link href="style.css" rel="stylesheet" type="text/css />**

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>My Web Page</title>
<link href="style.css" rel="stylesheet" type="text/css" />
</head>
<body>
</body>
</html>
```

Now we're going to insert our first div tag. This will be the 'wrapper' that we have just created. From the menu, select **Insert>Layout Objects>Div Tag.** The word 'wrapper' should be in the ID drop down menu. Select wrapper and click OK.



Notice that the div has been added in between the <body></body> tags in the HTML file:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>My Web Page</title>
<link href="style.css" rel="stylesheet" type="text/css" />
</head>
<body>
<div id="wrapper">Content for  id "wrapper" Goes Here</div>
</body>
</html>
```

Next, I create a 'header' div which will contain the top graphic and/or flash animation. I used an image named flash-placeholder.jpg which appears on most of the landing pages. On some of the pages I used a flash animation - in this portion of the tutorial we will only be discussing the jpg image not the flash.

To create the header div, use the **Text>CSS Styles>New** method that we used to create the wrapper div. This div will be positioned inside of the wrapper and needs to be justified left (float:left). I will make the height and width the same size as the header image, which happens to be 901 pixels wide and 223 pixels high. I will insert flash-placeholder.jpg as a background image and also add the property and value **background-repeat: no-repeat**. The 'no-repeat' will keep

the image from tiling (repeating) if the div ever becomes larger than the image.

```
@charset "utf-8";

body {
    background-color: #000000;
    margin-left: 0px;
    margin-top: 0px;
    margin-right: 0px;
    margin-bottom: 0px;
}
#wrapper {
    width: 901px;
    margin: 0 auto;
}
#header {
    float: left;
    height: 223px;
    width: 901px;
    background-image: url(images/flash-placeholder.jpg);
    background-repeat: no-repeat;
}
```

In the HTML file, use the **Insert>Layout Objects>Div Tag** method again to insert the header div within wrapper div. Make sure to delete the text '**Content for id "wrapper" Goes Here**' and insert the header div here:

Content for id "header" Goes Here

The next div we will create will contain the navigation menu. We will use the image that we created in Photoshop (menu-bg.jpg) as the background and it will determine the width and height of the div itself. We will also float this div left and and give it the 'no-repeat' property.

In this div we can also control what the text will look like (font:Arial, align:center). I want the text to be centered vertically, so I'll add some top padding (17 pixels). Because of the padding, I will have to decrease the div height by 17 pixels which results in a height of 33 pixels.

I want the links in the menu to have a uniformed space between them, so I'll add the word-spacing property. This will work good with single word navigation links. If you want to use more than one-word links like 'Contact Me', then you will have to create a separate style; perhaps a non breaking space with a word-spacing class (more on classes later).

```
#menu {
    background-image: url(images/menu-bg.jpg);
    background-repeat: no-repeat;
    float: left;
    height: 33px;
    width: 901px;
    text-align: center;
    font-family: Arial, Helvetica, sans-serif;
    padding-top: 17px;
    word-spacing: 70px;
}
```

Let's create a few more divs.

Main:
We need a 'main' div under the menu that will contain two columns. The height for the main div will be set to 'auto' so that it will scroll and increase in size as the content in the columns increase.

Leftcol:
This will be the left column and should float left. The height is also auto and we'll give it width, top, right, bottom, and left padding.

Rightcol:
This will be the right column and should float right. Let's make this column wider and give it a 0 pixel right margin.

Footer:
The footer will create a region at the bottom of the page that will add some separation space between the HTML content and the browser window. We can also use this area for any text we want including copyright information and more navigation links.

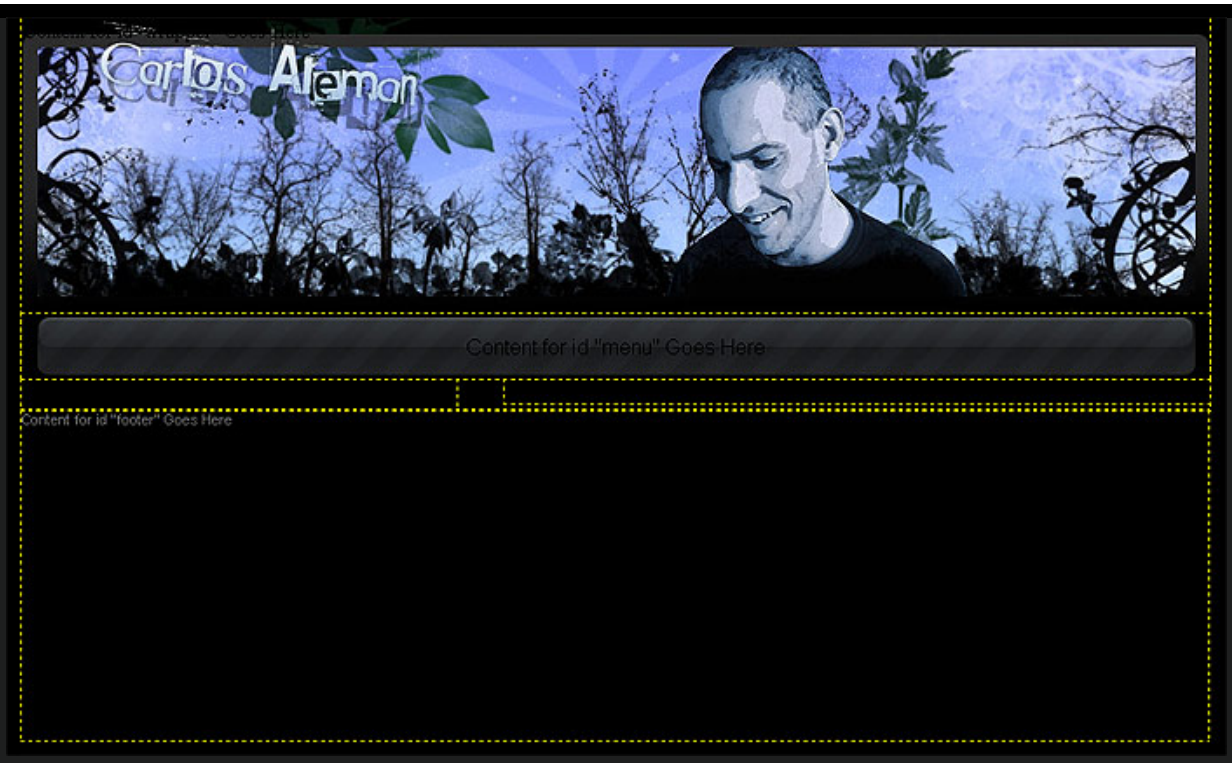
These four new divs should look like this within the CSS file:

```
#main {
    float: left;
    height: auto;
    width: 901px;
}
#leftcol {
    float: left;
    height: auto;
    width: 300px;
    padding-top: 5px;
    padding-right: 0px;
    padding-bottom: 0px;
    padding-left: 30px;
}

#rightcol {
    float: right;
    height: auto;
    width: 500px;
    padding-right: 35px;
    margin-right: 0px;
}
#footer {
    font-family: Arial, Helvetica, sans-serif;
    font-size: x-small;
    float: left;
    height: 250px;
    width: 900px;
    color: #666666;
    clear: both;
}
```

In the HTML file, use the **Insert>Layout Objects>Div Tag** method again to insert the new divs. Notice below how the wrapper contains all of the divs. The header and menu divs are the first divs inside of the wrapper. The next div will be the 'main' div which will contain the columns., so make sure that the column divs are nested inside the main div. The footer div is the last div inside the wrapper.

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>My Web Page</title>
<link href="style.css" rel="stylesheet" type="text/css" />
</head>
<body>
<div id="wrapper">
  <div id="header">Content for  id "wrapper" Goes Here</div>
  <div id="menu">Content for  id "menu" Goes Here</div>
  <div id="main">
    <div id="leftcol">Content for  id "leftcol" Goes Here</div>
    <div id="rightcol">Content for  id "rightcol" Goes Here</div>
  </div>

  <div id="footer">Content for  id "footer" Goes Here</div>
</div>
</body>
</html>
```

If you select the 'Design View' in Dreamweaver, you should see the header and the navigation menu background images along with some dotted lines that represent the divs.



Back

Continue >

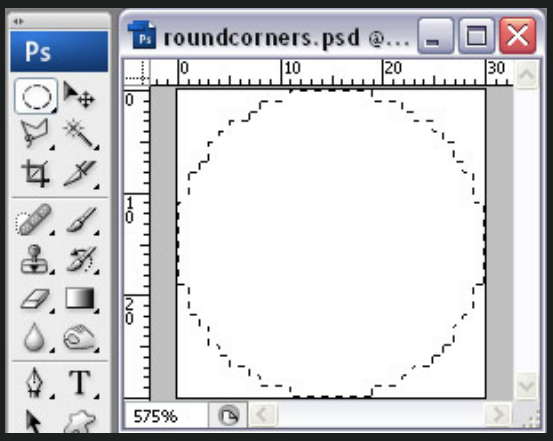
Web Design Tutorial

Part 4

As I mentioned earlier, rounded corners are attractive and play a significant role in web site design. Creating rounded corners in CSS is a bit tricky. There are many different techniques, most of them being very complicated, however I found one technique by Adam Kalsey which seems to be the holy grail of rounded corner. You can learn more about it on his website/blog http://kalsey.com/2003/07/rounded_corners_in_css/.

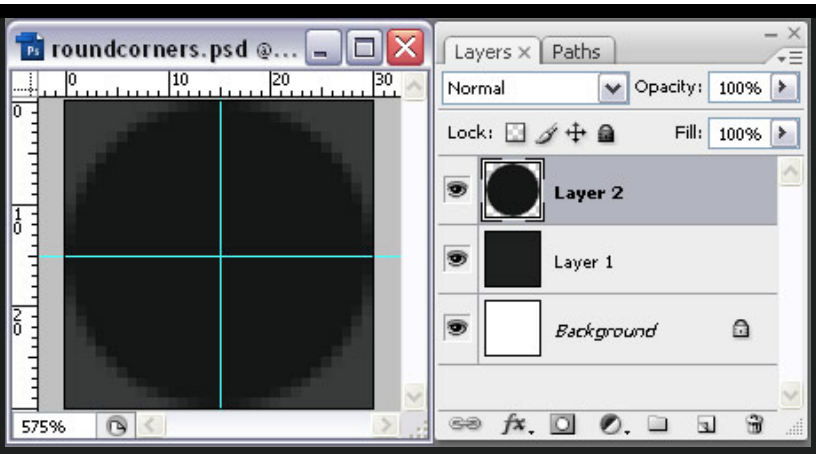
Before I add the rounded corners to the HTML, I will first create the graphics. So let's go back to Photoshop.

Create a new canvas 30 pixels by 30 pixels (Hold Ctr>New). Magnify the canvas several times so that it will be easier to see and work with. Create 2 new layers and select layer 2. In the toolbar, hold down the 'rectangular marquee tool' and select the 'eliptical marquee tool' from the tool options. Make sure that anti-alias is checked in the options. Click the most upper left part of the canvas and drag a circular section region down to the bottom right:



Double click on 'set foreground color' in the toolbar and select the color that you want the rounded corner to be. You can also use the eye dropper tool to click on the design file (assuming it's open) to select the color you want. Fill the circle with the foreground color (Hold>Alt>Delete).

Pick the color for the negative space of the rounded rectangle. Select layer 1 and fill the layer with the foreground color (Hold>Alt>Delete). I made it much lighter so that you can see it in the graphic below. Select both layer 1 and 2 and merge them together (Hold Ctr>E). Drag the guides so that you divide the canvas into 4 equal parts, each 15 pixels by 15 pixels (use the info palette to get the right measurement). Select each quadrant seperately, copy them and paste them all into new canvases and save for web. Name the tl.gif, tr.gif, bl.gif and br.gif (top-left, top-right, bottom-left, bottom-right).



Adam Kalsey's rounded rectangles code is fairly straight forward, but since I wanted to create nested rounded rectangles, I had to modify the code quite a bit. Since I'm a designer and not a programmer, the code is probably not too pretty, but it seems to work. There are seperate sets of rounded corner graphics so that the inner rounded rectangle is a different color. I had to go back into photoshop to create the other set (mtl.gif, mtr.gif, mbl.gif and mbr.gif).

Here's the code in the HTML file which will create rounded corners around the main div and the righcol div:

```
  <div id="main">
  <div class="roundcont">
   <div class="roundtop">
     <img src="images/mtl.gif" alt=""
     width="15" height="15" class="corner"
     style="display: none" />   </div>

     <div id="leftcol"></div>
     <div id="rightcol">
<div class="roundcont2">
   <div class="roundtop2">
     <img src="images/tl.gif" alt=""
     width="15" height="15" class="corner"
     style="display: none" />
</div>
</div>
     <div class="roundbottom2">
     <img src="images/bl.gif" alt=""
     width="15" height="15" class="corner"
     style="display: none" />   </div>
</div>
     <div class="roundbottom">
     <img src="images/mbl.gif" alt=""
     width="15" height="15" class="corner"
     style="display: none" />   </div>
</div>
  </div>
```

And here is the code in the CSS:

```
.roundcont {
    width: 877px;
    background-color: #1e1f1f;
    color: #fff;
    margin-top: 8px;
    margin-right: auto;
    margin-bottom: 0;
    margin-left: auto;
    float: none;
}
.roundtop {
    background: url(images/mtr.gif) no-repeat top right;
}
.roundbottom {
    background: url(images/mbr.gif) no-repeat top right;
    clear: both;
}
img.corner {
   width: 15px;
   height: 15px;
   border: none;
   display: block !important;
}
.roundcont2 {
    color: #afafaf;
    margin-top: 8px;
    margin-right: auto;
    margin-bottom: 0;
    margin-left: auto;
    float: none;
    background-color: #151616;
}
.roundtop2 {
    background: url(images/tr.gif) no-repeat top right;
}
.roundbottom2 {
    background-color: #151616;
    background-image: url(images/br.gif);
    background-repeat: no-repeat;
    background-position: right top;
}
.roundcont p {
    margin: 0 23px;
    font-family: Arial, Helvetica, sans-serif;
    font-size: small;
    color: #afafaf;
}
```

Now let's add some dummy code to the HTML to test and see how well the rounded corners code is working:

```
  <div id="main">
  <div class="roundcont">
   <div class="roundtop">
     <img src="http://www.carlosaleman.com/images/tl1.gif" alt=""
     width="15" height="15" class="corner"
     style="display: none" />   </div>
     <div id="leftcol">Fusce pretium pede in velit. Donec massa nunc, facilisis
id, auctor vitae, egestas eget, nunc. Duis turpis purus, convallis id, pharetra
sit amet, vehicula eu, eros. Sed ultricies vehicula metus. In hac habitasse platea
 dictumst. Praesent interdum, arcu at placerat congue, orci est lacinia erat, a
imperdiet urna turpis a quam. Sed semper. Quisque tincidunt tellus. Cras at purus.
 Morbi varius enim ac magna.
     </div>
     <div id="rightcol">
<div class="roundcont2">
   <div class="roundtop2">
     <img src="http://www.carlosaleman.com/images/tl.gif" alt=""
     width="15" height="15" class="corner"
     style="display: none" />   </div>
<p>Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Nunc ac est a  tellus
 malesuada tempor. Class aptent taciti sociosqu ad litora  torquent per conubia
nostra, per inceptos hymenaeos. Mauris vel dolor  eu elit iaculis gravida. Class
aptent taciti sociosqu ad litora  torquent per conubia nostra, per inceptos
hymenaeos. Duis facilisis  metus at velit placerat nonummy. Mauris dignissim.
Quisque a turpis.  Nullam mi nibh, feugiat eget, gravida a, porta sit amet, leo.
Suspendisse dignissim est fermentum mauris. Ut venenatis porttitor  felis.
Vestibulum ante ipsum primis in faucibus orci luctus et ultrices  posuere cubilia
Curae; Cras odio metus, iaculis ac, tincidunt sit amet,  facilisis eget, lorem.
Duis id nulla. Proin eu eros. Sed iaculis  viverra nisl. Nam ut neque. Vivamus
facilisis sem a nisl. Pellentesque  cursus ante et augue. Quisque auctor aliquam
pede. Morbi gravida nisi.</p>
</div>
     <div class="roundbottom2">
     <img src="http://www.carlosaleman.com/images/bl.gif" alt=""
     width="15" height="15" class="corner"
     style="display: none" />   </div>
     </div>

     <div class="roundbottom">
     <img src="http://www.carlosaleman.com/images/mbl.gif" alt=""
     width="15" height="15" class="corner"
     style="display: none" />   </div>
</div>
```

```
    style="display: none" />   </div>
</div>
  </div>
```

'Save All' in Dreamweaver and double click on the HTML file wherever you saved it to on your computer. The web page should open in a browser and you should be able to see your progress. The rounded rectangles seem to be working...

After you've given a great deal of thought about 'information design' (how the user will navigate the site, will the user have a sense of ownership and know where they are at all times? -what kind of content will the site feature? -will information flow in the most intelligent way possible?), add some links to the navigation menu with anchor tags (**somewhere**).

If you're not sure what your landing pages will be, just use place holder links, but be consistant with your naming conventions to avoid confusion. Try to give web landing pages and images similar names.

Since there will be more than one color for the links that the user will mouse over, we will create some classes for the anchor tagss (<a **class**="menu" href="...)

```
<div id="menu">
<a class="menu" href="index.html">Home</a>
<a class="menu" href="gallery.html">Gallery</a>
<a class="menu" href="prodigalpup.html">Kidz</a>
<a class="menu" href="artlog/">Artlog</a>
<a class="menu" href="vlog/">Vlog</a>
<a class="menu" href="mailto:brotherkarloz@yahoo.com">Contact</a>
</div>
```

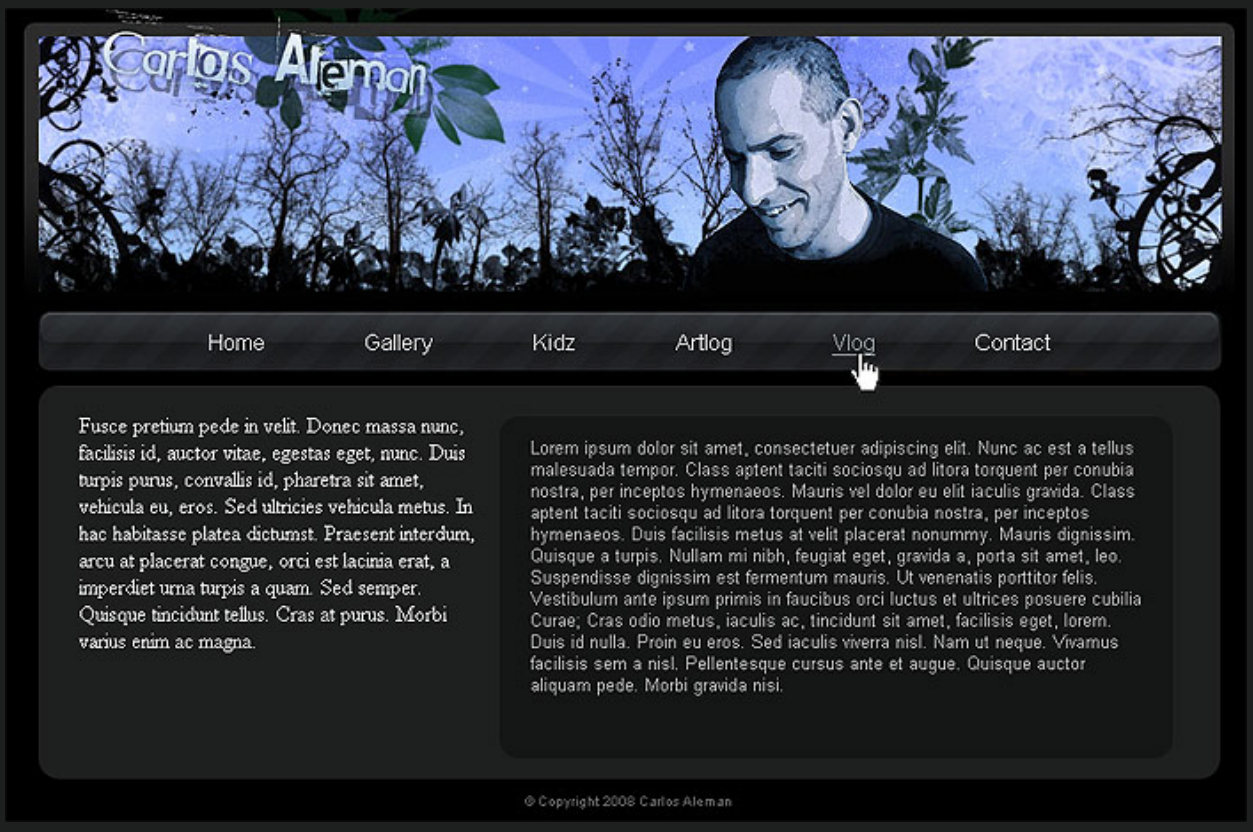
In the CSS add the anchor style for the nav text. The a.link style is the color and properties of the menu links as they appear before you mouse over or click them. The a.visited style is the color and properties of a link that a user has recently clicked on and the a.hover style determines how the link will behave as the user mouses over it. In the example below, the link will change colors and become underlined becuase of the text-decoration operator and value. The class 'menu' is inserted in the style (a.menu.link) to distinguish it from other anchor styles.

```
a.menu:link {
    color: #ffffff;
    text-decoration: none;
    font-family: Arial, Helvetica, sans-serif;
    font-size: 17px;
}
a.menu:visited {color: #ffffff;
    text-decoration: none;
    font-family: Arial, Helvetica, sans-serif;
    font-size: 17px;
}
a.menu:hover {color: #9ba6ab;
    text-decoration: underline;
    font-size: 17px;
}
```

Since the text on the page will have links that are a different color from the menu links, let's create another class of achor tags for the text links:

a.text:link {
color: #d2d2d2;
text-decoration: underline;
font-family: Arial, Helvetica, sans-serif;
}
a.text:visited {color: #d2d2d2;
text-decoration: none;
font-family: Arial, Helvetica, sans-serif;
}
a.text:hover {color: #9ba6ab;
text-decoration: none;
}

Save All and open the file in your browser and you should see links that change as you mouse over them.



Now you're ready to add content to the page. You can insert graphics by using the image tag:
<img src-"nice-picture.jpg" border ="0">

and text links by adding anchor tags:
click here

and image links by a combination of both:
<img src-"nice-picture.jpg" border ="0">

There is much, much more to learn about HTML and CSS. You can learn it all for free at W3Schools.com. Also, get into

the habit of viewing the source code for web pages. In Firefox, just Hold>Ctr>U.

Once you create a web site, you will have to purchase your own domain (www.somedomain.com) and find someone to host it. You can use an FTP program or Dreamweaver to upload your files to the site.

I hope that by showing you how I created this site, you have a better understanding of web design. Just Email me if you have any questions...

Carlos