**Web Design**

Unit D: Adding Graphics and Multimedia

Inline images- Images displayed as content on the page

Call- “Pull in” images from the server

DSL- Digital Subscriber Line; a high speed technology that allows faster download time

ISDN- Integrated Services Digital Network; a high speed technology that allows faster download times

Alt Attributes- Tags that supply text in the browser if for any reason the image doesn’t appear

Optimize- Make sure an image is properly formatted for web display

Resolution- number of pixels (individual points of color) contained on a display monitor

Pixels- Points of color that make up the display

Dimension- The physical size of your image

Color depth- The number of colors an image uses

File Type- Format in which your file is saved

Text Jumping- Where a page loads text that jumps out of the way for images that load later

Hspace- Horizontal Space

Vspace- Vertical Space

Background images- graphic that appear behind the website information

Tiled- a site the fits the entire page and is seamless

Seamless- a flawless website

Image map- a graphic that has different areas linked to different sites

Hot spots- the areas on a image map

Multimedia- any form of media

Bandwidth- the data transfer capacity

Animated gif- a moving picture with no sound

Object tag set- used for flash data sets

Webcasting- broadcasting radio or tv to a site

Embedded media- adding music or a video to your site

Embed tag- To add media to a page

Hidden- allows the player to chose what they display

Autostart- automatically starts some media when the page is opened