# 205: Introduction to Web Designing

**Unit : 1** [25%]

**Macromedia Dreamweaver MX:**

Introduction to Macromedia Dreamweaver MX, Features, Working with Different Views in Dreamweaver, Designing page Layout, Using Layers, Creating Roll over images, Browsing Menus, Inserting and formatting text, Inserting Images, Inserting Tables, Inserting Frames, Inserting Flash Animation into Page.

**Unit : 2** [25%]

**Macromedia Fireworks MX:**

Introduction to Macromedia Fireworks, **Getting known to Tools:** Selection Tools, Bitmap Tool, Vector Tools, Web Tools.

Working with Panels, Work with Document (Document window), Drawing Tools, Work with Paths, Vector Objects, Transform Objects, Align and Group Objects, Work with Color, Swatches Panel, Strokes, Text Basics, Text and Paths, Text Attributes, Effects and Filters, Masking with Layer.

**Unit : 3** [25%]

**Macromedia Flash MX**:

Introduction to Macromedia Flash MX Features, Difference between Vector and Raster Graphics, Using Drawing Tools, Painting and Selection Tools, Timelines and Layers, Guide Layer, Working with Shape Tween, Motion Tween, Using the Library, Working with Movie Clips, Incorporating Sounds into Animation, Working with Buttons, Flashing Your Text, Masking, Publishing a Movie.

**Unit : 4** [25%]

**Macromedia MX ActionScript**

**Working in ActionScript:**

What is ActionScript, Background of ActionScript, Writing ActionScript, Places Where ActionScript Goes.**Variables & Data types:** Variables in Flash MX ActionScript, Data types, TextFields & Variables.

**Basic Action-I:**

Action Categories, Movie Control Actions, Browser/Network- fscommand (), getURL (), Movie Clip Control- startDrag (), stopDrag ().

**Text Books:**
1. Online Help
2. Macromedia Dreamweaver MX by Macromedia Inc.
3. Macromedia Fireworks MX by Macromedia Inc.
4. Macromedia Flash MX by Macromedia Inc.
5. The Complete Reference Macromedia Flash MX ActionScript
   By William B. Sanders Publisher: TATA McGRAW HILL

# 205: Introduction to Web Designing [Practical List]

**Macromedia Dreamweaver:**

1. Create a webpage using dreamweaver to understand the following features.
   - Inserting and formatting text
   - Inserting and positioning images
   - Aligning images and text
   - Modifying page properties
   - Using page background, and more
2. Using Dreamweaver, Create a webpage understanding Hyperlinks as following.
   - Linking to other pages in your site
   - Linking to other sites
   - Linking to email
   - Linking to other points on the current page
3. Create a webpage using Tables which will use the followings.
   - Inserting a table
   - Changing a table's border, cellpadding and cellspacing
   - Changing the color scheme
   - Creating and modifying a table
   - Aligning images and text with tables
   - Sizing individual columns and the table as a whole using pixels and using percentages
4. Create a webpage which can be designed using CSS as under.
   - Adding and formatting HTML text
   - Controlling font type and size
   - Ordered and unordered lists
   - Color schemes
   - Applying HTML styles
5. Create a webpage using frames and link frames with each other.

| **HEADING.HTML** | |
|---|---|
| **LINK 1**<br>**LINK 2**<br>**LINK 3** | WELCOME.HTML |

**Macromedia Fireworks:**

1. Create a fireworks document to understand followings.
   - working with the environment, settings and various panels
   - how to use most drawing tools
   - how to modify paths and points
   - how to Create and transform shapes
2. Create a fireworks document for Text and Automation
   - How to manipulate text blocks
   - How to work with text on a path (a line or a curve)
   - How to apply transparency
   - How to create/edit/manipulate and apply masks
   - How to use the Blending modes
   - How to work using Styles
3. Create a fireworks document to understand Objects and Live Effects.
   - how to move/duplicate/transform/reshape/align/arrange objects
   - how to work with layers
   - How to create a gradient fill
   - Work with patterns and textures
   - Set and save stroke attributes and settings
   - Use the pencil
   - How to apply effects like bevel, shadow, emboss, glow, blur, sharpen, etc
   - How to use the Live Effects panel to edit each effect whenever you want

**Flash:**

1. Create a flash animation for changing the position of an object using motion tween.
2. Create a flash animation for changing the shape of an object using shape tween.
3. Create a flash animation, which uses the motion guide layer.
4. Create a flash animation, which shows the use of movie clip.
5. Create a Flash custom button with up, over, down and hit effect, also use library features to put movie clip on button.
6. Create a flash animation, which shows the use of text animation.

**ActionScripting:**

7. Create a flash animation, which shows the use of Movie Control Actions.
8. Create a flash animation, which demonstrates Mouse event on movie clips.
9. Create a flash Calculator for performing basic calculations.
10. Create a flash animation, which demonstrates use of Custom
    Drivable mouse.
11. Create a flash animation, which will demonstrate the controlling (play/stop) of sound from button.

**Web site Development**

- H.N.G. University Website.
- Hospital Website. (Example-Patan Janta Hospital)
- Company Website.
  Temple Website. (Example-Ambaji Temple)