

CSCI 3350 Assignment 4

Dreamweaver / Photoshop

Estimated time: 10 hours (in class) or 20 hours (online)

Readings / Textbook Examples (read the following **before** starting this assignment)

- Follow examples (and do them on computer) in Dreamweaver textbook, **Ch 4, 5, 6**. Only Ch 6 is needed to finish the assignment. Ch 4, 5 are for your information.
- Follow examples (and do them on computer) in Photoshop textbook, **Ch 1, 2, 3, 4, 8**.
- You will need some files to start those examples,
 - these files can be found in D2L > content > course documents,
 - or they can be found in the online resources that comes with the textbooks.
- The end products of the Photoshop textbook examples will be used directly in this assignment.
- The techniques of the Dreamweaver textbook examples will help you to create the website for this assignment.

Objective: This assignment has you work with the basic features of Adobe Dreamweaver and Photoshop. You will build a simple (standard and boring) website.

Instructions:

- Build a website with the title **<my name>'s Photoshop Experience**, for example, Richard Ricardo's website should have the title Richard Ricardo's Photoshop Experience. (0 points for not using your name)
- If you see "richard" in any filename or in any screen capture below, replace it with your name. (0 points for not using your name)
- You are required to add your name (replace "Richard") to the end products of the Photoshop textbook examples (as shown in the screen captures below). (0 points for not using your name)
 - Extra step: You are required to export ***.psd** files to **90% or 95% quality (OR 6 or 7 quality) *.jpg** files. You may need to **export to a smaller image size**. (20 points)
 - The *.psd files are not suitable for web publishing.
- Build your website in folder **/lastname_firstname_assignment4/** (3 points)
 - Put your images in subfolder **/lastname_firstname_assignment4/images/** (3 points)
- Follow the Dreamweaver textbook lesson 6 and finish the exercises.
- Build a standard website using the Dreamweaver textbook lesson 6 template mylayout.html (then add 5 more pages, total 6 pages). The complete website should look like the example website at the end of **Dreamweaver textbook lesson 6**. Use the same layout as the textbook (starting **Dreamweaver textbook lesson 6**). In other words, use the techniques in Dreamweaver textbook lessons 6 to build this website.
- Choose a color scheme (before you start), you CANNOT use YELLOW, the textbook lesson color. (-50 points for using yellow)
- The website should have the following features (points would be awarded/deducted for each):
 - Starting with given Dreamweaver textbook lesson 6 layout "mylayout.html"
 - Page title including **<your name>** (for each html file) (2 points each, total 12 points)
 - A top banner (created using Photoshop) with web site title and **<your name>** (10 points)

- Use public domain (or similar) photos from websites like <https://unsplash.com/>.
- Background for the footer (to create effect similar to the example, **different** color from textbook) (5 points)
- Background for the header (to create effect similar to the example, **different** color from textbook) (5 points)
- Heading text for each page as shown (1 point each, total 6 points)
- Content text and images for each page as shown (covered below)
- Interactive menus similar to the example (10 points)
- The content of the website should be about Photoshop techniques. It should include the following:
 - 6 pages (html files), stated/include below
 1. Home Page, **index.htm**: (2 points)
 - Links to other pages (2 points)
 - a brief introduction to what this site is about (2 points)
 2. Work Area (Photoshop textbook lesson 1), **workarea.htm**: (2 points)
 - Brief introduction to the techniques (1 short paragraph) (2 points)
 - **01Working_Richard.jpg** (end product of Photoshop textbook lesson 1, add “Richard” to file name and image as shown, export *.psd files to 90% or 95% quality (OR 6 or 7 quality) *.jpg) (4 points)
 3. Photo Corrections (Photoshop textbook lesson 2), **photo_corrections.htm**: (2 pts)
 - Brief introduction to the techniques (1 short paragraph) (2 points)
 - **02Working_Richard.jpg** (end product of Photoshop textbook lesson 2, add “Richard” to file name and image as shown, export *.psd files to 90% or 95% quality (OR 6 or 7 quality) *.jpg) (4 points)
 4. Selections (Photoshop textbook lesson 3), **selection.htm**: (2 points)
 - Brief introduction to the techniques (1 short paragraph) (2 points)
 - **03Working_Richard.jpg** (end product of Photoshop textbook lesson 3, add “Richard” to file name and image as shown, export *.psd files to 90% or 95% quality (OR 6 or 7 quality) *.jpg) (4 points)
 5. Layer Basics (Photoshop textbook lesson 4), **layer_basics.htm**: (2 points)
 - Brief introduction to the techniques (1 short paragraph) (2 points)
 - **04Working_Richard.jpg** (end product of Photoshop textbook lesson 4, add “Richard” to file name and image as shown, export *.psd files to 90% or 95% quality (OR 6 or 7 quality) *.jpg) (4 points)
 6. Vector Drawing (Photoshop textbook lesson 8), **vector_drawing.htm**: (2 points)
 - Brief introduction to the techniques (1 short paragraph) (2 points)
 - **08Practice_Working_Richard.jpg** (4 points)
 - **08Working_Richard.jpg** (4 points)
 - all files above are the end products of Photoshop textbook lesson 8, add “Richard” to file name and image as shown, export *.psd files to 90% or 95% quality (OR 6 or 7 quality) *.jpg)
 - All *.psd files are to be exported to **90% or 95% quality (OR 6 or 7 quality) jpg** using Photoshop, before being put up to the website. Do NOT insert original psd files. (-2 points each *.psd file) The D2L may not be able to accept the psd files, due to file size limitations.
- Submit the following
 - A zipped file **lastname_firstname_assignment4.zip** to the D2L digital dropbox. (2 points)
- You are restricted by the following:
 - Web site title **<my name>'s Photoshop Experience** (0 point if not using your name)
 - Must have page titles for all pages, include **<my name>** in all page titles (2 points each)
 - Choose a color scheme, you CANNOT use YELLOW (-50 points)
 - Relative link (pathname) only, unzipped website must work anywhere (10 points)

- Use jpg for images
- Hints
 - Refer to the textbook, but you do not have to follow every instruction (just pick instructions useful to you)
 - Keep it simple, you only have 10 hours (or 20 hours for online students)
- Validations
 - When you view page source in a web browser, **<!DOCTYPE html>** must be at the top of every page. In other words, all pages must be written in HTML5. **(-20 points if not)**
 - All html files must pass html validation at <http://validator.w3.org/> without any **error** (with only 2 warnings). **(-2 points for each error/warning, 2 warnings allowed)**
 - All css files (create by you) must pass css validation at <http://jigsaw.w3.org/css-validator/> without any **error**. **(-2 points for each error, warnings are acceptable)**

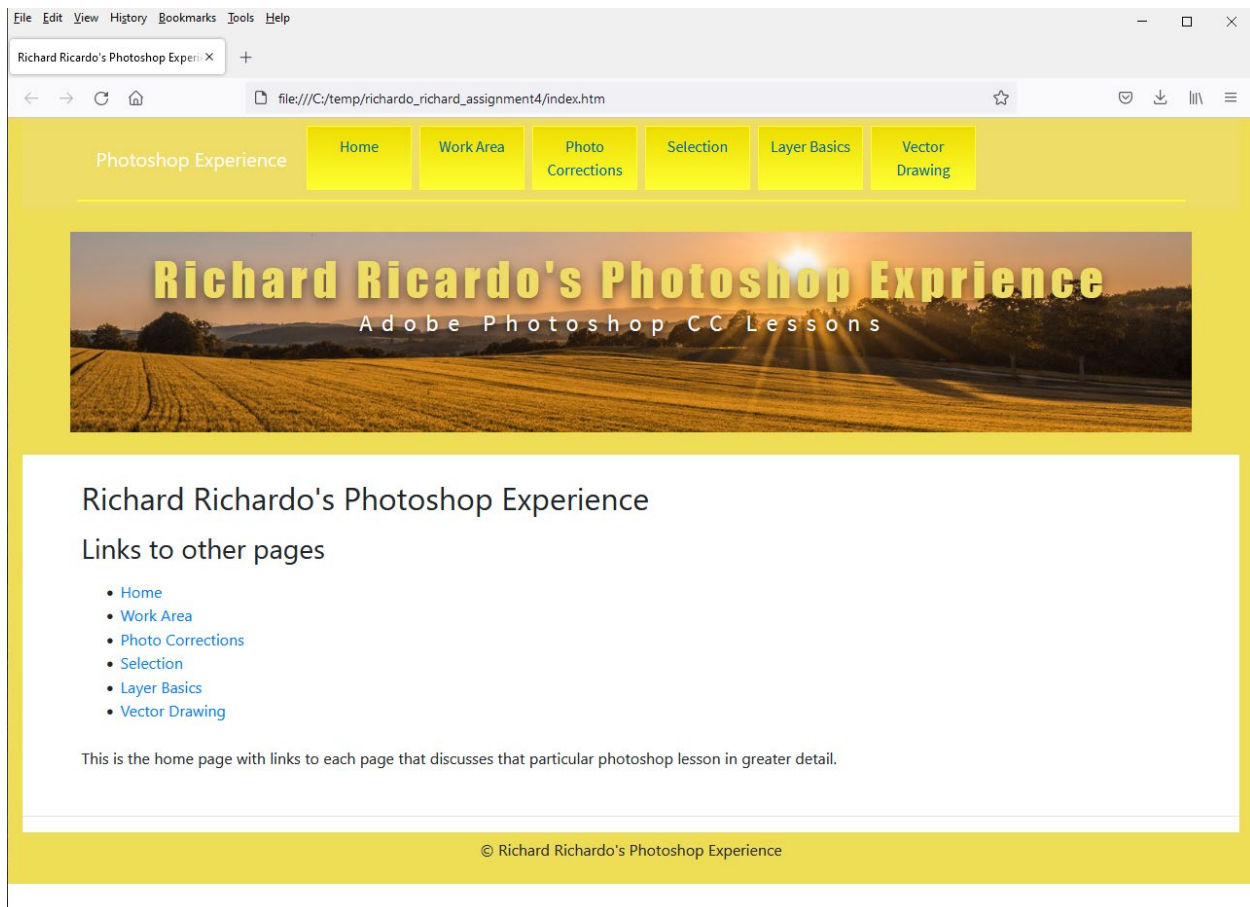
Grading guidelines (programming questions):

Your programs will be judged on several criteria, which are shown below.

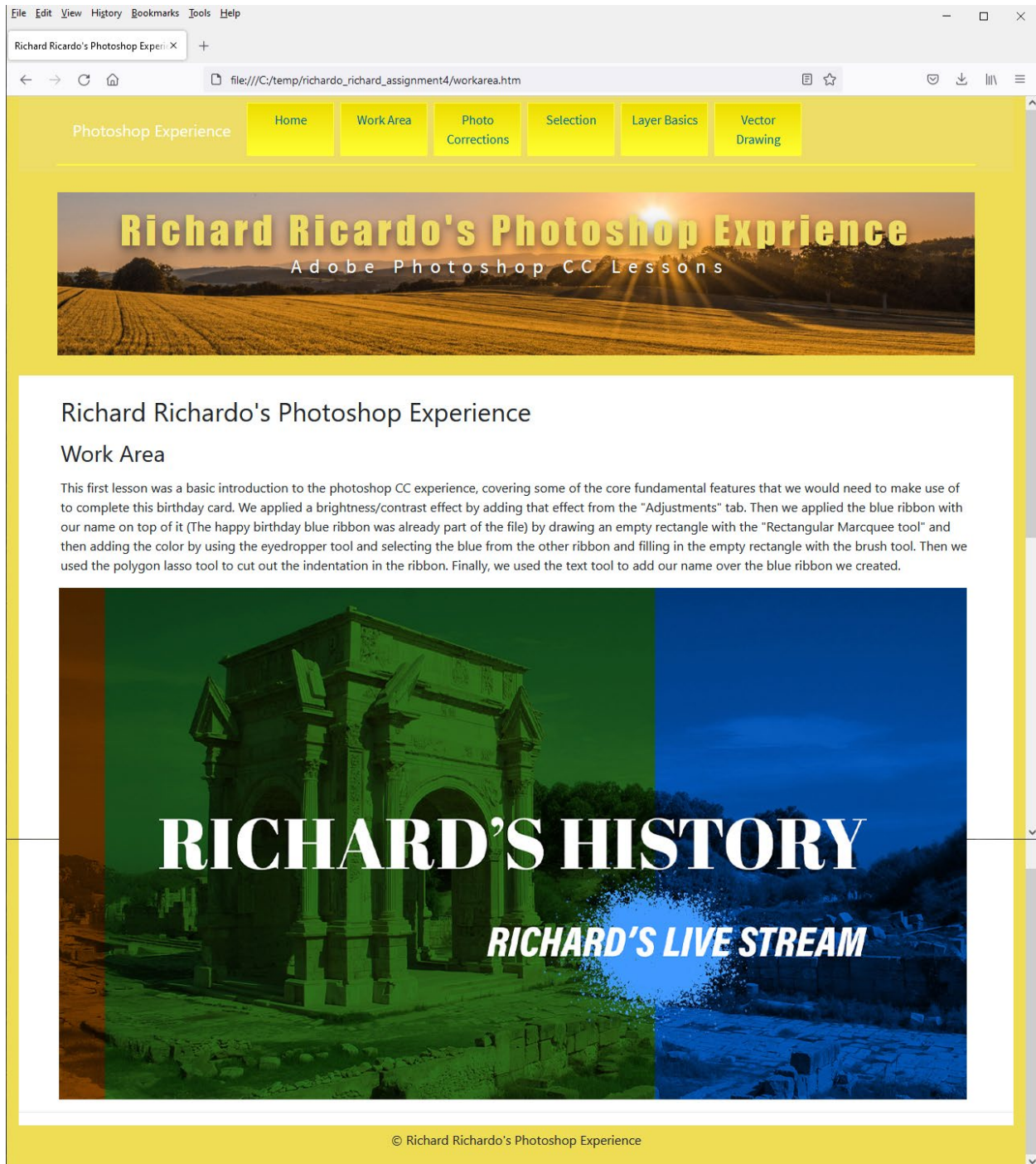
- Correctness (50%): correct techniques, following instructions above
- Design/Idea (30%): following design principles
- Presentation (20%)

Sample Assignment:

index.htm (note: CANNOT use YELLOW, the textbook lesson color, -50 points for using yellow)



work_area.htm (note: CANNOT use YELLOW, the textbook lesson color, -50 points for using yellow)



photo_corrections.htm

(note: CANNOT use YELLOW, the textbook lesson color, -50 points for using yellow)

FileEditViewHistoryBookmarksToolsHelp

Richard Ricardo's Photoshop Experience

file:///C:/temp/richardo_richard_assignment4/photo_corrections.htm

HomeWork AreaPhoto CorrectionsSelectionLayer BasicsVector Drawing

Richard Ricardo's Photoshop Experience

Adobe Photoshop CC Lessons


Richard Ricardo's Photoshop Experience

Photo Corrections

This section covers how to crop out parts of a photo and fix blemishes to make it look nicer.

First we used the crop tool to crop out the white border that was there, and to straighten the photo as it was at an angle in the original version. We then applied the Curves effect from the Adjustment tab, which allowed us to select the white point eyedropper tool to select a white color and apply it to the image to make it brighter. Then we used the levels feature to adjust the black tone, mid tone and high tones of the image, to give a more dynamic range of brightness and darkness. We combined all these layers into one by using the flatten image feature from the layers menu.

Next, the spot healing brush tool was applied to remove a blemish going down the left side of the photograph. In the original photo there was an extra person in the photograph who was not supposed to be there, so to cut him out we used the patch tool and made a mask around the boy, and then cut him out by dragging the mask to a different part of the image to replace him with. To fix the effect that it looks like we cloned part of the image, we used the clone stamp tool to select parts of the image and clone them to the section where replaced the boy. This allowed us to create a smoother looking image. We then applied a filter called "Noise - dust and scratches" to remove the scratches and minor blemishes from the photo. Then we also applied a sharpen filter to reduce the blurriness that this causes. Finally, we added a background with our text over it like we had done in the previous lesson.



Richard

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selection.htm (note: CANNOT use YELLOW, the textbook lesson color, -50 points for using yellow)

File Edit View History Bookmarks Tools Help

Richard Ricardo's Photoshop Experience X +

file:///C:/temp/richardo_richard_assignment4/selection.htm

Photoshop Experience

Home Work Area Photo Corrections Selection Layer Basics Vector Drawing

Richard Ricardo's Photoshop Experience

Adobe Photoshop CC Lessons


Richard Ricardo's Photoshop Experience

Selection

This lesson focused on using various selection tools to move images to different spots on the photo and cut out backgrounds.

1. The first tool we used was the quick selection tool, which was used to select the shell and move it to its current location.
2. The second tool used was the Elliptical Marquee tool, which draws an oval elliptical shape that you can modify the shape of. We drew this circle and then moved the furry creature on a plate to its current spot.
3. The third shape used two tools. For the choral, the background was white. So we drew a rectangle around the choral and then used the magic wand tool to remove the white background and leave only the image, which we moved to its current spot.
4. The fourth tool is called the Lasso tool which was used to draw a rough trace around the choral rock. Then we rotated it 90 degrees by going to the edit tab and selecting "Transform - rotate".
5. The fifth tool we used was called the Magnetic Lasso tool, which is a variant of the lasso tool that automatically refines the edge around an object to be more precise. We used this to cut out the shrimp and place it at its current position.
6. To add the nails onto each edge of the picture, we once again used the Elliptical Marquee tool to cut out the nail and move it to the corner. Then we made a copy of each nail and rotated it on each edge so it didn't look like the same nail.

Finally to crop out the backgrounds these images were cut from, we used the crop tool and cropped out just the top image where we placed all the objects to. Then we added our name and the photo was complete.



Richard

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layer_basics.htm (note: CANNOT use YELLOW, the textbook lesson color, -50 points for using yellow)

File Edit View History Bookmarks Tools Help

Richard Ricardo's Photoshop Experience X +

file:///C:/temp/richardo_richard_assignment4/layer_basics.htm

Photoshop Experience Home Work Area Photo Corrections Selections Layer Basics Vector Drawing

Richard Ricardo's Photoshop Experience

Adobe Photoshop CC Lessons

Richard Ricardo's Photoshop Experience

Layer Basics

This lesson covers the basic use of layers. The layers functionality was used to display various images to the photo at once and modify each image individually. First we created a pineapple and used an overlay blending mode on it to give it a richer look. Then we took a beach photo from another psd file and inserted it into this photo and used the transform tool to resize it. We also applied a white stroke around it to give it more of a photo look. Then we reduced the opacity of the postage to make it look noticeable, but not so much so that it attracted attention away from the rest of the image.

Next, we took a filter from the filter tab called "Clouds" which gives an effect that looks like a bunch of clouds and placed it in the background of the image. Then we took a second flower from a separate psd file called flower2 and imported it into our image, resizing it to fit the edge of the screen parallel to the red flower. Then we added the text island paradise, and applied some effects to the text:

1. For the island paradise we added in a drop shadow to give it a more professional look
2. For the Hawaii text, we applied a green stroke with a yellow gradient. We also added a hue/saturation layer to adjust the color slightly.


Then we finally added our name to the top of the image and the project was finished.



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vector_drawing.htm (note: CANNOT use YELLOW, the textbook lesson color, -50 points for using yellow)

File Edit View History Bookmarks Tools Help
Richard Ricardo's Photoshop Experience
file:///C:/temp/richardo_richard_assignment4/vector_drawing.htm
Home Work Area Photo Corrections Selections Layer Basics Vector Drawing



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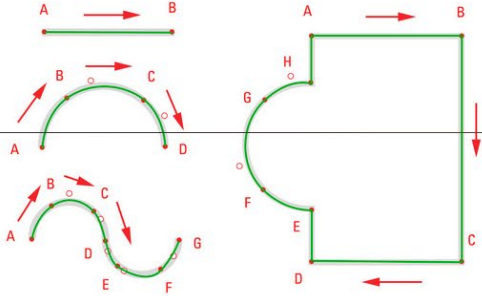
Vector Drawing

This lesson covers how to use the technique Vector Drawings to draw shapes that can be used as logos in a photo.


For this lesson we did two photos. The top image was us practicing vector drawings while the bottom one is applying vector drawings to create a logo.

For the practice drawing we used the pen tool to draw these shapes. First, we selected the stroke to be green so we can see the green lines that we drew. Then we got to work. For straight lines we could just point and click. For curved lines however, we would point, click and hold, then drag the line to each blue dot outside of the curves. This gave our line a curved effect that would curve once we clicked on the next point to place our dot. Then we added our name on a background.

For the logo picture, we used the same tool and techniques for vector drawing, but a bit more advanced. We added in layers and drew a shape.

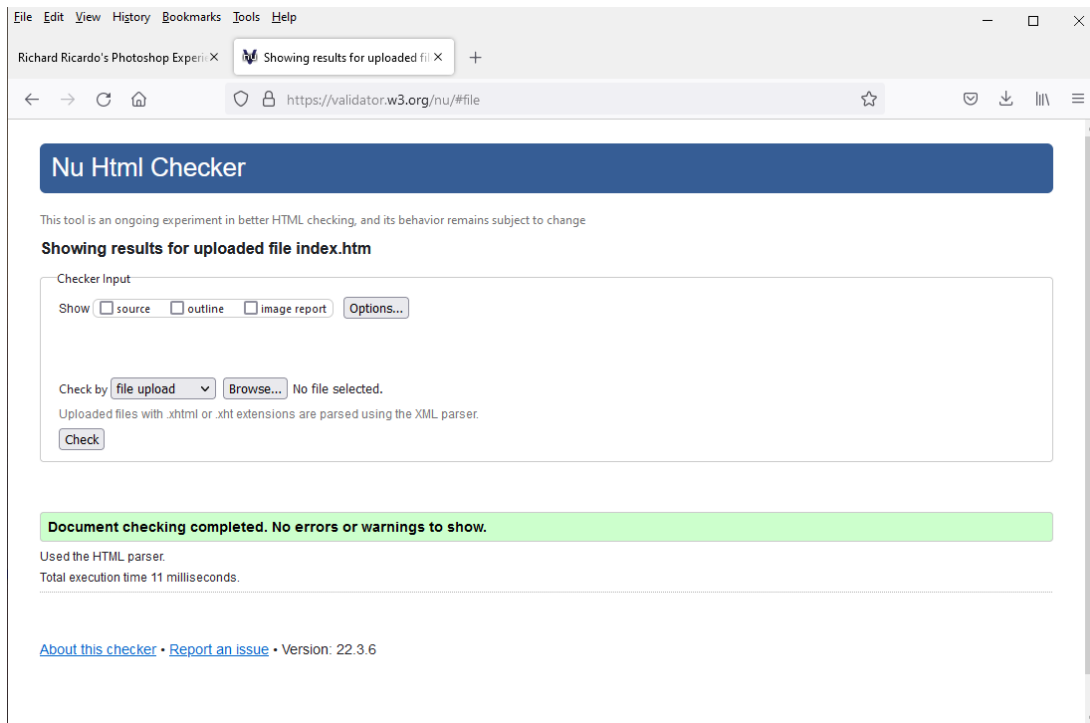


Richard



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HTML Validation, all html files (-2 points for each error/warning, 2 warnings allowed)



CSS Validation, all css files created by you (-2 points for each error, warnings are acceptable)

