

## Photoshop CS2 for the Web

### Duration: 1 day

This course is aimed at Photoshop users who wish to learn efficient techniques for production and optimisation of web graphics, from simple images through to complex page layouts. As the majority of relevant features are now contained within Photoshop itself, we make little reference to Adobe ImageReady, other than in the context of creating 'rollover' buttons.

Requirements: A basic familiarity with Photoshop is expected. Some familiarity with Dreamweaver would be useful.

### Overview

- Using Photoshop for designing web pages and content.
- Setting up the software for web production - color settings and palettes, pixel measurements.
- Integration with web development software such as Dreamweaver and Flash.
- Targeting the screen - about pixels, resolution, screen size and colour depth.
- Understanding colour models (RGB, HSB) and hexadecimal notation.

### File formats

- About GIF, JPEG and PNG - features, when to use.
- Optimising images - balancing quality vs. file size.
- Using the Save for Web feature to compare images.
- Transparency - dealing with solid and complex backgrounds, matting and anti-aliasing.
- Working with colour tables - colour reduction, dithering, palettes.

### Design techniques

- Using masks and other layer features.
- Creating tiling images for efficient backgrounds.
- Layer styles - techniques, creating custom styles.
- Using vector shape layers.
- Using Adjustment and Fill layers.
- Working with type - specifying anti-aliasing methods.

### Productivity

- Batch processing images with Actions.
- Creating buttons, toolbars and other screen objects.
- Matching colours across applications.
- Creating animated GIFs - optimising, creating from Photoshop layers, converting video to animation.
- Creating ads.

### Page layout techniques

- Creating HTML content from Photoshop.
- Creating multiple images from a layout via 'slicing'.
- Using Guides and Grids for pixel accurate design.