



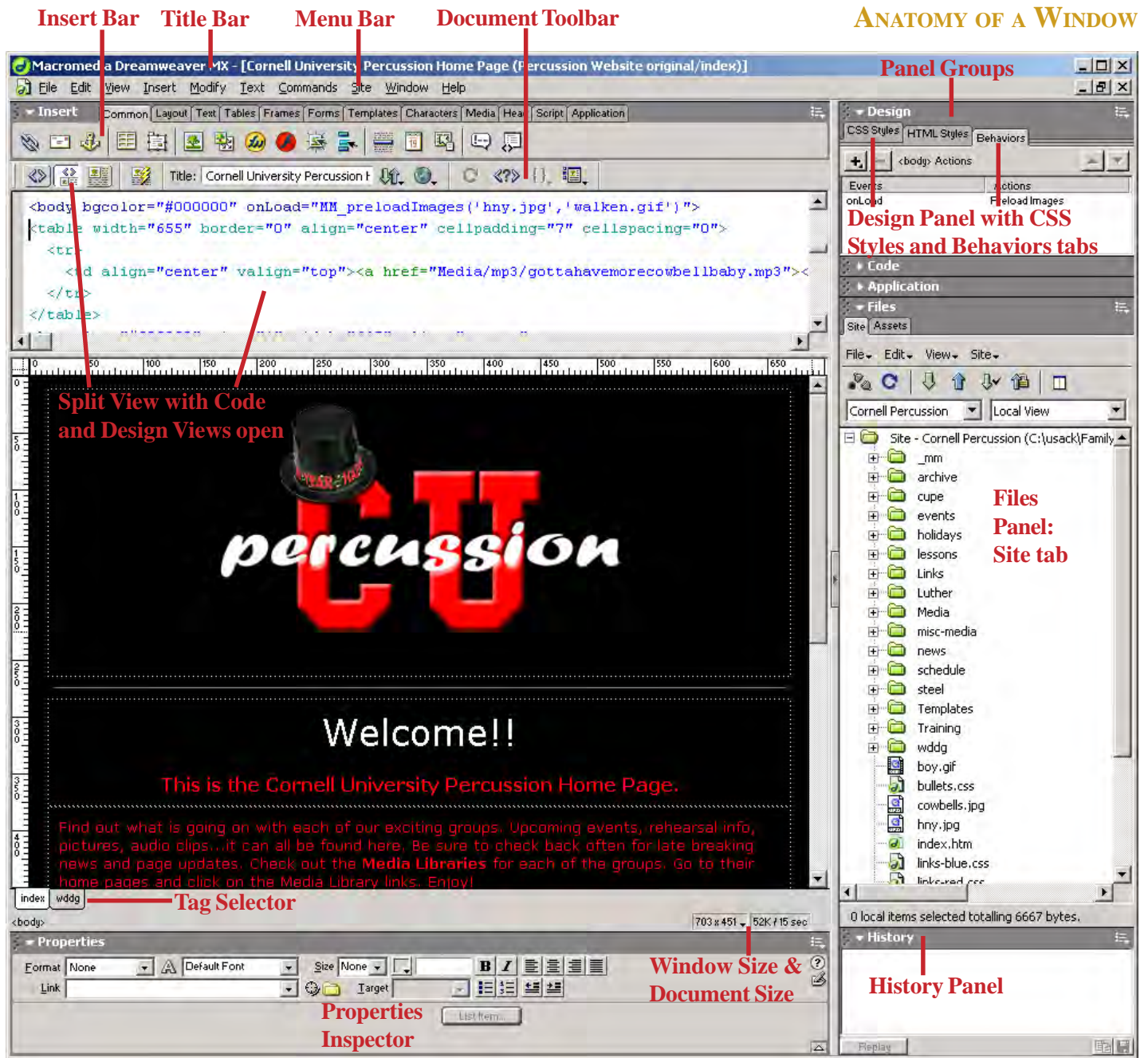
CONTENTS:	PAGE#
• Anatomy of the Dreamweaver Window	2
• Tutorials and Goals	3
• Define a New Site	4
• Creating a Web Photo Album: Fireworks	5-6
• Sprucing-up the Album: Page Properties	7
• Tables & Cells: The Properties Inspector	8
• Text Attributes	9
• Adding Graphics & Alt-text	10
• Adding Behaviors	11
• Adding Style Sheets & Hyperlinks	12
• Adding Image Borders	13
• Adding a Horizontal Line	14
• The History Panel	15
• The Site Map View	16
• Clean-up & Spell Check	17
• Previewing in a Browser	18
• Uploading Your Web Album	19-20

Note: *The tutorial presented here assumes the Windows 2000 operating system; there may be differences with the version for Mac OSX.*

WHY DREAMWEAVER?

*The example covered in this handout is the creation of a Web photo album, the result of which will be edited using many of the features available in this software. Macromedia Dreamweaver is software that offers many design options for creating Web pages and managing whole sites. It is a program that lends itself to Web page design for accessibility, and provides a clean-code environment to offer more in terms of compatibility among Web editors and browsers today. Plus, there are some really cool design features that make this a fun program to design with. Used by many employers, schools, BOCES programs, and colleges, Dreamweaver is a well established editor-of-choice. The current version available for purchase is Dreamweaver MX 2004, and education pricing at this time for single-user licensing ~\$99; the MX version is no longer available and there are differences worth noting between the two. There is a free 30-day trial version available for download at their Web site; **note the system requirements:** <http://www.macromedia.com/downloads>*

WEB PAGE DESIGN WITH DREAMWEAVER MX



Getting Started

- Launch the program by clicking the **Start** button, then select **Programs, Macromedia, and Macromedia Dreamweaver MX** from the menus. An example Web page is opened to show additional features of the program.
- The screen shot above includes some of the panels that are available, chosen here to be displayed by selecting them from the **Window** menu at the top; you can alternatively hide the ones you don't need. The view above also shows a split screen between **Code View** and **Design View** of your work space; you can also choose to have one or the other in view to work from, available at the top left as indicated above. You can learn the identity of the menu icons by placing your mouse arrow over the icon briefly whereby the identity for the icon will be displayed; these are **ToolTips**.
- When the program is launched in a blank file, regardless of the view, you will have a blinking cursor on the new Web page where you can begin to enter text, graphics and other items; you can alternatively work in code view. The HTML code is generated automatically when you work in **Design View**.