

This lecture will cover some of the tools necessary to create a web page layout in Photoshop. It will also emphasize organization of your web graphics in Photoshop for use on the web.

WEB PAGE LAYOUT IN PHOTOSHOP

- Creating a New Document
- Guides and Grids
- Layers and Layer Groups
- Shape Tools
- Transformation
- Type

STEPS FOR CREATING A NEW DOCUMENT

STEP 1 COLOR MANAGEMENT

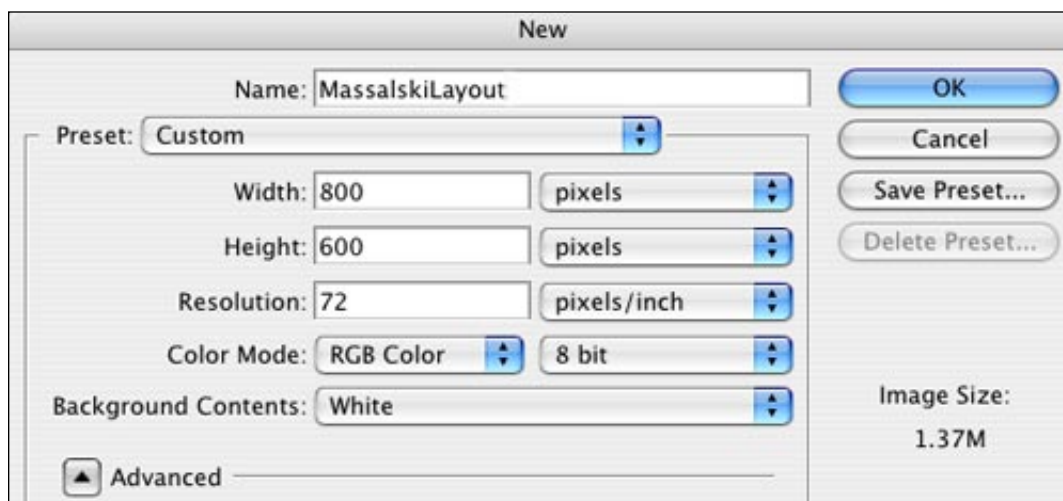
Set up your Color Settings and Proof Colors as described in Lecture 01.

STEP 2 NEW DOCUMENT

Go to the menu File > New > Preset Sizes. Photoshop CS2 has 3 preset sizes for the web, 640x480, 800x600, 1024x768. These are typical web page sizes to use. Older versions of Photoshop have an additional banner size included. You can make your page any size you want but these are a starting point. The size has to do with how much image will be displayed within a web browser window. But you will also have to think about what resolution the user's monitor is set to. We will talk about this more in Lecture 04, for now let's just say the norm today with many designers is 800x600 pixels.

In the New Document window you will have to set the Mode and Background Contents. Usually the Mode is set to RGB and the Background Contents to white.

It is possible to set up a custom document size, or instance if you are just doing a banner or you are given a specific size to use. Just type in the appropriate sizes you need to use. If it is a size you will use often, you may want to save it. Click Save Preset and it will be added to the Preset Sizes list in the File menu.



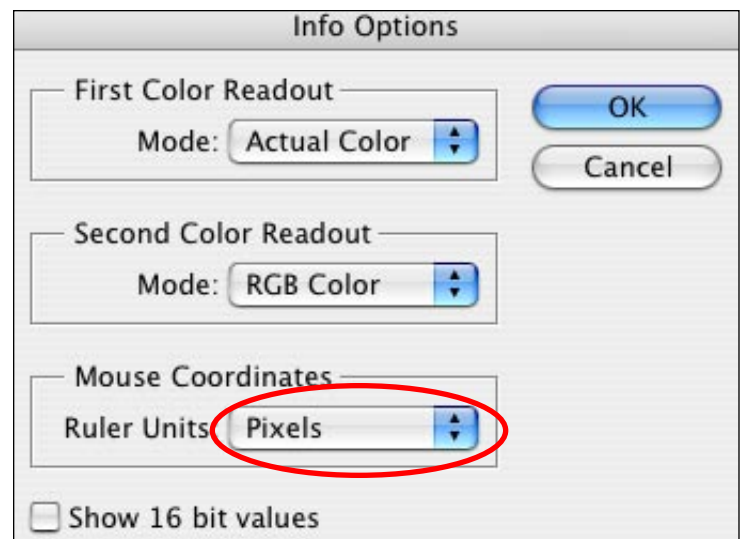
GUIDES AND GRIDS

GRIDS are an excellent tool for designing web graphics too. To control how the Grid looks go to Preferences under the Edit menu or Photoshop menu depending on your operating system. You can change the color and style of the Grid. Lines is the only style that will allow you to see subdivisions. Subdivisions are lines between gridlines. Pictured below there are no subdivision since it is set to 1, set to 2 it will divide in half between each gridline area. To see the Grid on your image go to View > Show > Grid. You should now see a grid over your image. If you have a file open while making the preference settings you will see how the different styles and adjustments look in the document window. This grid is non-printing.



GUIDES are lines that can be used for positioning, cropping, slicing, and overlay directions for production work. Guides are a great way to align and position elements on the page. Another use of a guide line is to position it to show where the monitor will cut off a page, then graphics can be created that straddle this line so viewers know the page scrolls. You get guides from dragging them out of the Rulers. To view the rulers go to View > Rulers. You will see a ruler along the top under the Options bar and along the left side of the document window. Click and drag from one of these rulers to get horizontal or vertical guides. The rulers use whatever unit is specified in the Preferences.

You can also change the units of measure in the Info palette. Open the Info palette under the Windows menu and from its pop-out menu choose Palette Options. Set the Ruler Units to pixels.



RULERS are found under the View menu. Notice the upper left corner of your document is zero on the rulers. You can change this zero placement by clicking and dragging into your image from the upper left corner where the two rulers meet. There are crosshairs in this corner. Click and drag onto your image and a new zero placement will occur where you release the mouse. This can be handy to measure objects such as a photo within an already created layout.



LAYERS

Layers in Photoshop are a way to keep your graphic elements separate from each other. This allows flexibility and change. For the web designer this is often used to create changing elements such as rollovers, links, and image maps discussed later. It is also a way to keep your elements organized, especially if there are many on one page.

CREATING LAYERS

There are many ways to do the same thing in Photoshop. Layers are no exception. You can create a layer from the Layers menu or Layers palette. When working in Photoshop, you should always have your Layers palette open. It is found under the Window menu. To open a Layer from the Layers palette, click on the icon at the bottom of the palette that looks like a turned up paper and resides next to the trash icon. OR from the pop-out menu, drag down to New Layer. OR go to the menu Layers > New. I prefer the first method.

NAMING LAYERS

Once a layer is created you can rename it to what you like. Just double click on the layer name and type in your new name. The *Background* layer has special properties and when you double click on it a dialog box will come up where you can rename it. It will then not be a Background layer any longer. Background layers are created by scanned images, images brought in by digital cameras, and when creating a new document. They cannot move up in the layer stacking order and they have no transparency...but these are things you will experience later.

MOVING LAYERS

In the Layers palette, click and drag a layer up or down to move it to a new position. Since the top most layer will cover what is below it, you may want to move your layers around like this. If you want to move an element on the layer, use the Move tool and click and drag the element where you want it to be. Make sure first that you have the correct layer activated by clicking on it.

You can move and select more than one layer at a time. In Photoshop CS2 click on the first layer you want to move, then Ctrl/Command click on another layer. You can select as many layers as you want to move together. In other versions of Photoshop you will need to lock the layers to move them together. Do this by selecting one layer and then click the square next to the eye icon. You should see a little chain link icon. Once the layers are selected, use the Move tool and click and drag the elements where you want them to be.

ALIGNING LAYERS

In Web design there are many times when you might want to align layers or elements in layers. In Photoshop CS2 you can select multiple layers as described above and then align the elements in them to one another. After selecting the layers, click one of the alignment options from the Options bar. In other versions of Photoshop, you must link the layers and then go to the menu Layers > Align Linked or Distribute Linked. We will use this when we cover creating navigational elements.

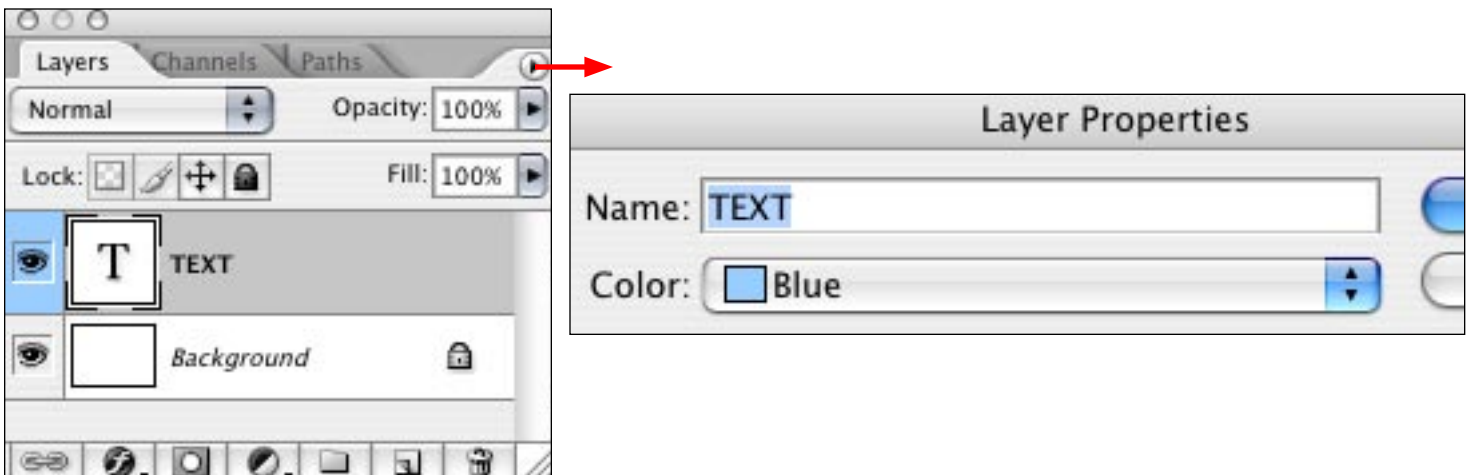
LAYER GROUPS

When you want to organize your layers into folders, these are called groups (sets in previous versions of Photoshop to CS2). Layer groups is a great way to keep from scrolling through a multitude of layers. If you do not have CS2, where I refer to groups, they will be called Sets. There are many ways to create these groups. To create a folder first, go to the menu Layer > New > Group or from the pop-out menu of the Layers palette choose New Group. An empty folder will be created. Click and drag into it the layers you want in it.

If you have already created the layers and know which ones you want to be placed into the folder, select the multiple layers (link them in previous versions of Photoshop) and go to the menu Layer > New > Group from Layers... or from the pop-out menu of the Layers palette go to New Group from Layers. This will automatically put the layers into the folder.

COLOR LABELS

Both Layers and Layer Groups can be color coded or labeled. This is an organization feature that allows you to associate a color with the information of the layer or layer group. To give a layer or layer group a color, go to the pop-out menu of the Layers palette and choose Layer Properties. Set the color you like. You can also go to the Layer menu and then to Layer Properties.



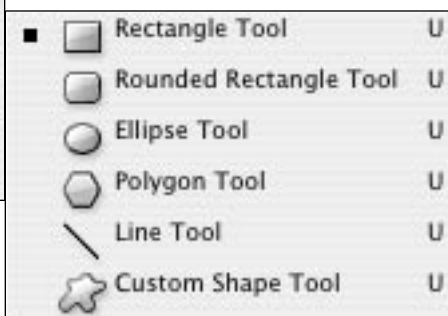


SHAPE TOOLS

The Shape tools are a way to create all kinds of shapes. They can be used for creating graphic elements on your pages such as bars, bands, buttons and logos. They can also be used as placeholders for images that you are not ready to put into your layout yet. These tools can be applied three different ways: as a Shape layer which is filled, as a path, and as pixels. The first two methods are vector graphics. Vector graphics are mathematically determined by algorithms. Fortunately we don't need to understand algorithms to use them. Vector graphics consist of shapes and text. Photographs can not be vectors unless you turn them into a drawing by retracing or converting them. Using shapes can take up less space but it also allows for scaling and other manipulations without resolution or quality problems. That's because there are no pixels to manipulate. This is the basic difference between bitmap and vector images, bitmap meaning pixels and vector meaning mathematical calculation. This will be discussed more later. For now, I will just introduce how to use the Shape tools with a fill.

STEP 1 CHOOSE THE SHAPE TOOL FROM THE TOOLBAR

Hold the mouse down on this tool to see its many options.



The Shape tool has six different tools for creating shapes. The Rectangle tool can be used as an image placeholder graphics or making rectangle shapes. The Rounded Rectangle tool is often used for buttons. The Line tool can create nice accents to your web page dividing areas. The Custom Shape tool has numerous choices and can be used to create logos, symbols such as copyright, buttons, etc.

STEP 2 SET THE SHAPE TOOL TO A FILL SHAPE

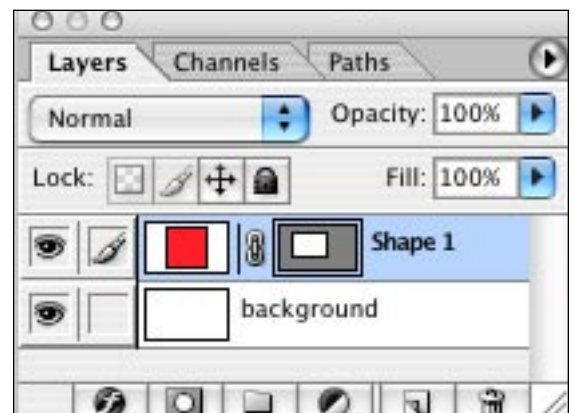
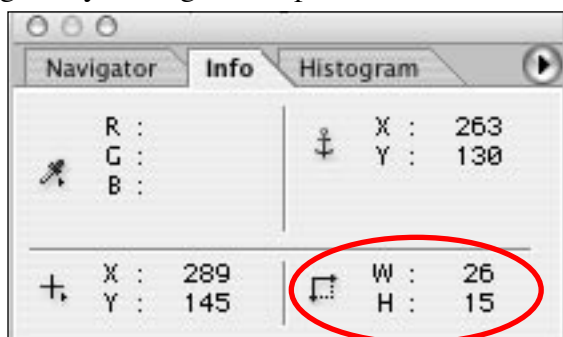
In the Options bar of the Shape tool, click on the second icon as circled below (the first icon is for selecting which shape tool you want to use, which we did in Step 1). This must be done before using the tool. It is also from the Options bar that you choose the color for the shape although this can be changed later. It is also possible to add, subtract and intersect a shape. This will change the form of the shape.



STEP 3 MAKE A SHAPE

Click and drag out your shape in the document window. You will see a new layer appear. This is your shape layer. It will have a color square with a vector mask next to it. Double-clicking on the color square to change the color. It's that simple.

Here's a trick if you want to see the dimensions of a rectangle as you drag it out. Open the Info palette. Follow the Width and Height as you drag the shape. Make sure it is set to pixels.



This example shows a shape that is 26 pixels wide by 15 pixels high.

TYPE

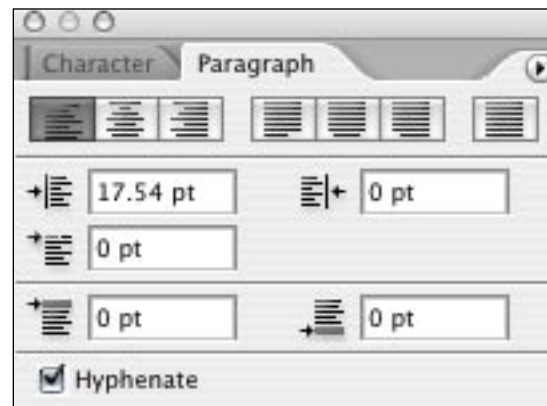
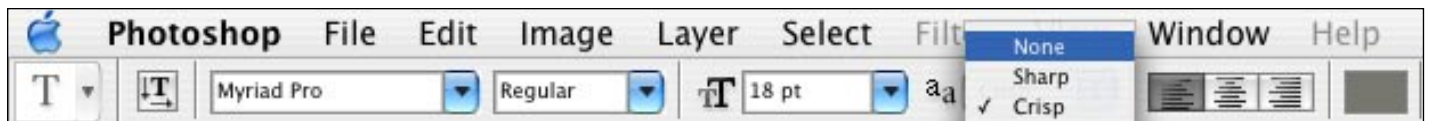
Text on your web page may be set either as HTML or as a picture. When you set type in Photoshop, that text will become a gif or jpg image for the web. Designers often like to use this method for flexibility in creating a more unique look than is possible with HTML. However you may want to use text in Photoshop just to show where the HTML text will reside on the page, as placement.

Type is vector based allowing you to edit and transform it. When you optimize that text, change it to a gif or jpg, it then becomes rasterized or pixel based and cannot be edited easily.

CREATE TYPE

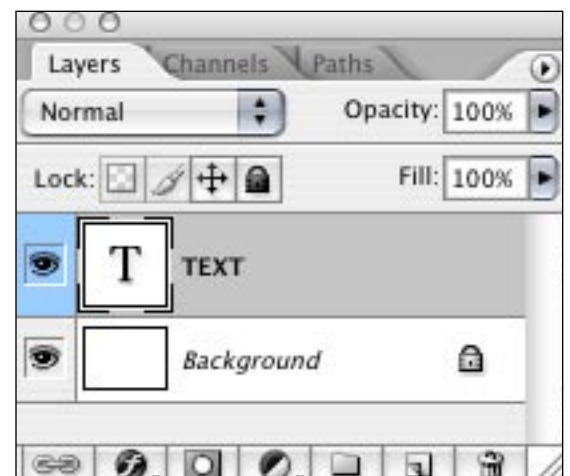
Use the Type tool to create text. Click anywhere in the document window to start typing. A new layer will automatically be created. There are three places where you can format type: Type Options bar, Character palette, Paragraph palette. Use whichever fulfills your needs. Be aware that these are used for applying color to text and NOT the Color Picker or Swatch palette. The Paragraph palette works mainly for paragraphs or body text but it is also where you can align your text to the left, center or right.

Note: In CS2 you can simulate HTML text. Select the text you want to simulate and from the pop-out menu of the Characters palette go to System Layout. It will make your text look like it would in HTML.



EDIT TYPE

To edit text you have already created, double click on the T icon in its layer. It will automatically be highlighted in the document window and you can change its attributes or click in the text to change spelling or select one character. For instance, you might want to colorize each letter of a word a different color, by highlighting just that letter you can apply a color to it individually.

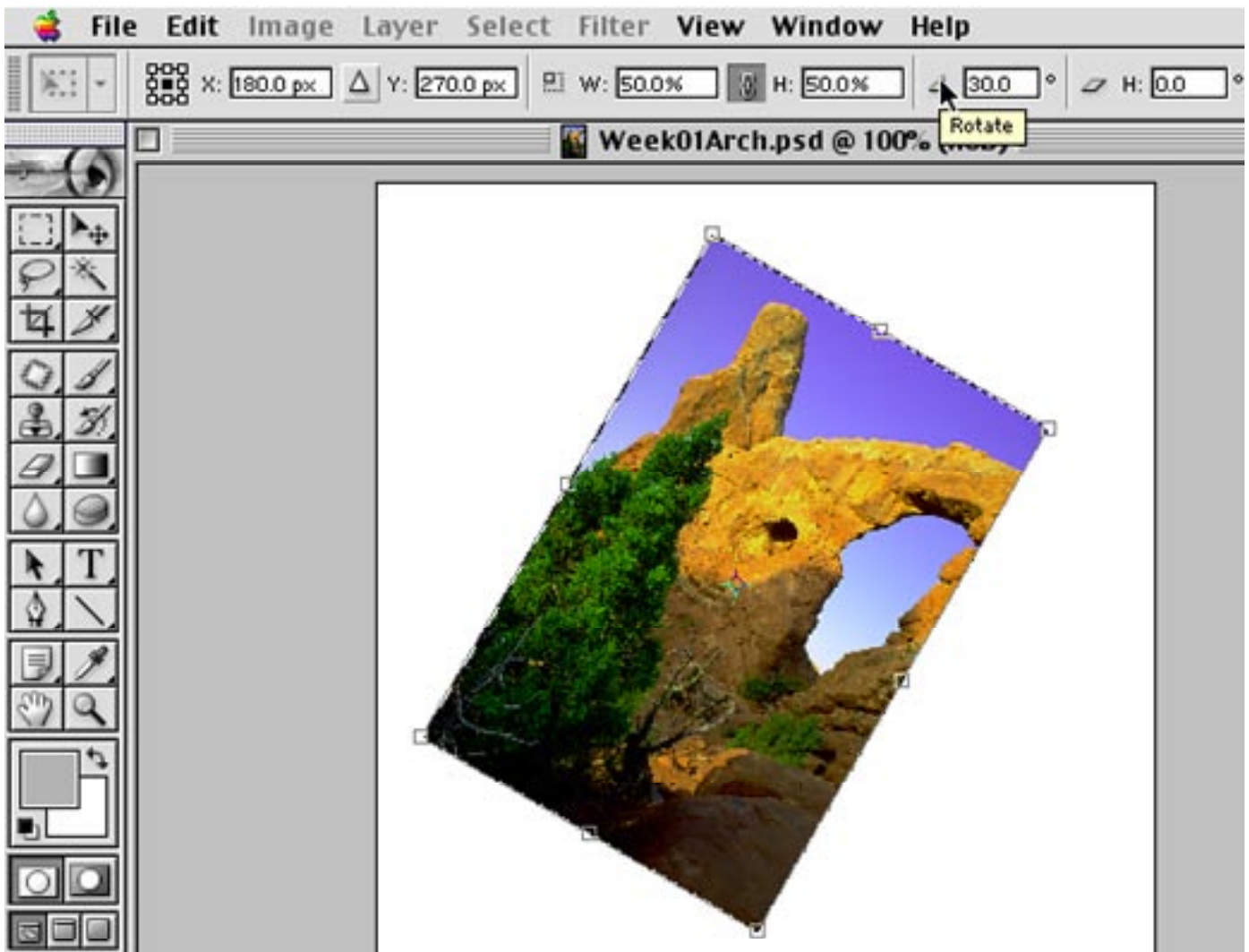


TRANSFORMING SELECTIONS: SCALING, ROTATING, DISTORTING, FLIPPING

Use Transform to rotate, scale, flip, or distort part or the entire image. For the entire image go to the menu Select > Select All, then from the menu choose Edit > Transform > Scale, Rotate, Skew, Distort, or Perspective. Let's try this with an example for scaling and rotating.

1. Open any image.
2. SELECT > ALL
2. Choose EDIT > Free Transform (Control/Command T)
3. You will see little boxes on each corner, click and drag from a corner box to scale your image. Make sure you hold the Shift Key down too while scaling so that the image does not distort. The Shift Key is a constrain key.
4. Now rotate the image by clicking and dragging outside the selection area in a circular motion. You can make several transformations at once.
5. When you have completed your transformations, hit Enter/Return key to accept the changes. If you don't want to do the transformations, hit the Esc Key to cancel changes.

Note: Use the Options bar to type in values for Reference Point Location, Scale (click the chain between the Height and Width for both to change at once), Rotate, Skew for precise work.



ROTATING AND FLIPPING AN IMAGE (THIS FLIPS AND ROTATES THE ENTIRE DOCUMENT)

To Flip an image go to Image > Rotate Canvas > Flip Canvas Horizontal

To Rotate an image go to Image > Rotate Canvas > Flip Canvas Vertical