Well we have arrived at the last lecture and perhaps the most exciting in that interactivity will now be possible for all the graphics you have created. This lecture deals with Rollovers, ImageMaps and Hyperlinks in ImageReady. Have fun exploring with these. You are not required to use this knowledge in the Final Assignment but may if you wish.

HYPERLINKS

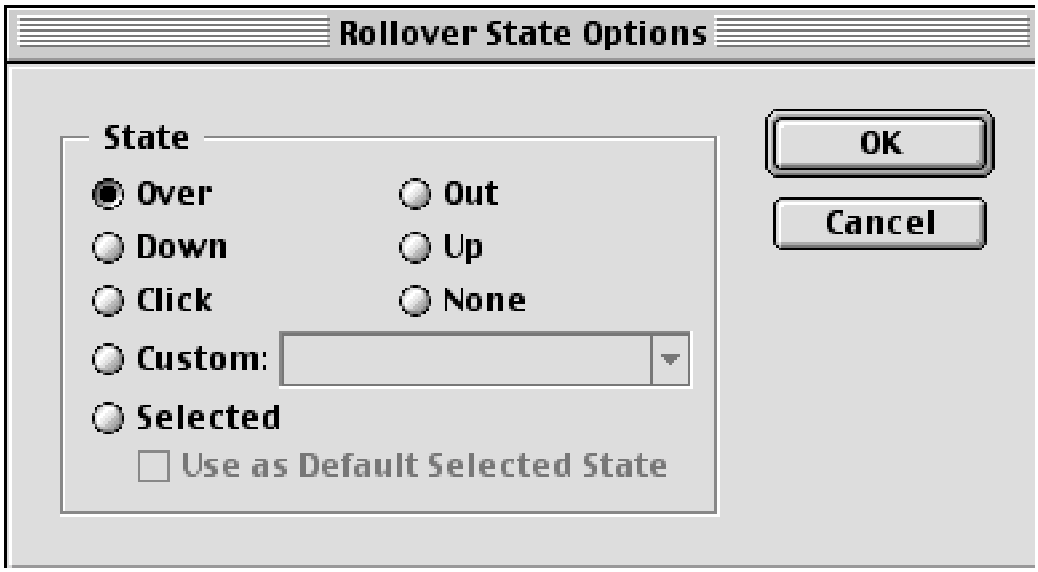
Hyperlinks are just links that take the user from one web page to another or open another window. They can be created with ImageReady as Slices with rollovers, or as an Image Map.

ROLLOVERS

Rollovers are simply an action that causes a change in your graphic elements when the mouse goes over one of the elements. It can be a change in color, an effect such as a glow effect, it can be an image appearing somewhere else on the page, or an existing image changing,or text appearing. It can cause more than one element to change at a time. It can also cause a hyperlink to take place. These are most commonly known as buttons or hotspots. To use rollovers effectively all you need is creativity.

Rollovers cause these change by swamping the graphic images. That is why all the graphic images for a rollover must be created before starting to create these actions. ImageReady generates a separate image file for each rollover state when the document is optimized and a JavaScript code for each rollover. The JavaScript code is saved in an HTML file and the HTML code tells the browser how to display the rollover state.

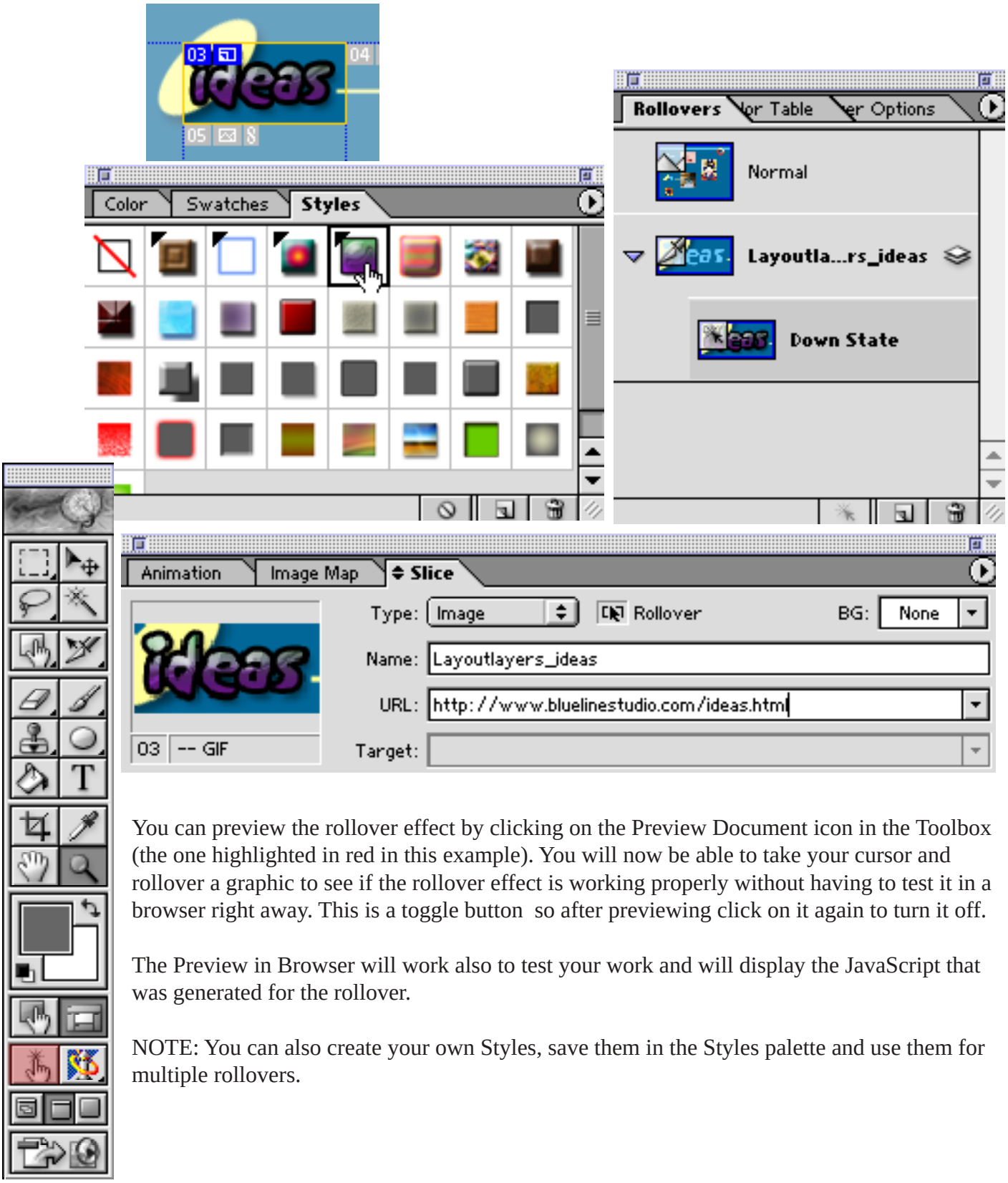
A rollover state is the mouse position or action performed with the mouse creating different appearances. for example if when the mouse goes over a text graphic it might change color. But when the text graphic is clicked it goes to another web page. ImageReady allows several options for the rollover state. The New Rollover State Options dialog box can be found in the pop-out menu in the Web Content Palette (Rollover Palette previous versions to CS). There must be a rollover created before the Rollover State Options can be used.



In order to create a rollover several palettes must be open at the same time. These are the Web Content Palette, Layer Palette and Slice Palette if you are creating a link. The most important thing to remember when creating a rollover is to look at the Web Content Palette and see which state you are on before clicking anywhere on the Layer Palette. If you are not creating a rollover then click on Normal in the Web Content Palette to make sure you donot inadvertently cause graphics to change that are not intended to.

EXAMPLE: TEXT AND STYLE ROLLOVER

Here is an example with the word link ideas. Slice the ideas text. The text ideas is being changed using one of the preset Styles from the Styles Palette. The first four styles with black triangles in the corner automatically create a rollover state. For the word ideas the fourth style was used in this example creating a Down state. The styles show in the Layer Palette. It will apply the style to all, so it will be necessary to turn off the style for the normal state of the word ideas as shown in the Web Content Palette. Click on the Down State in the Web Content Palette and then give it a hyperlink in the Slice Palette by entering a URL.



You can preview the rollover effect by clicking on the Preview Document icon in the Toolbox (the one highlighted in red in this example). You will now be able to take your cursor and rollover a graphic to see if the rollover effect is working properly without having to test it in a browser right away. This is a toggle button so after previewing click on it again to turn it off.

The Preview in Browser will work also to test your work and will display the JavaScript that was generated for the rollover.

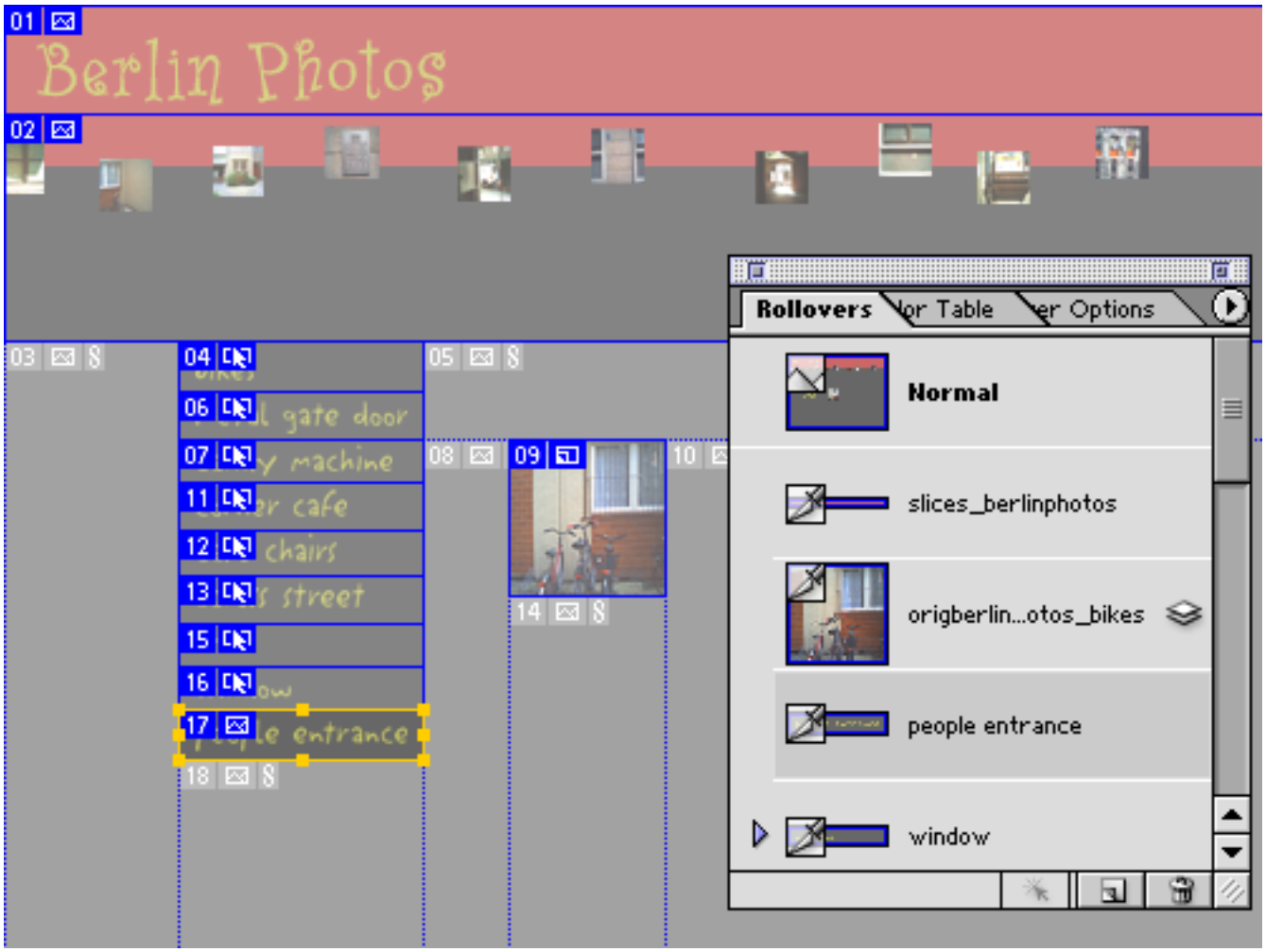
NOTE: You can also create your own Styles, save them in the Styles palette and use them for multiple rollovers.

EXAMPLE: BERLIN PHOTOS ROLLOVERS

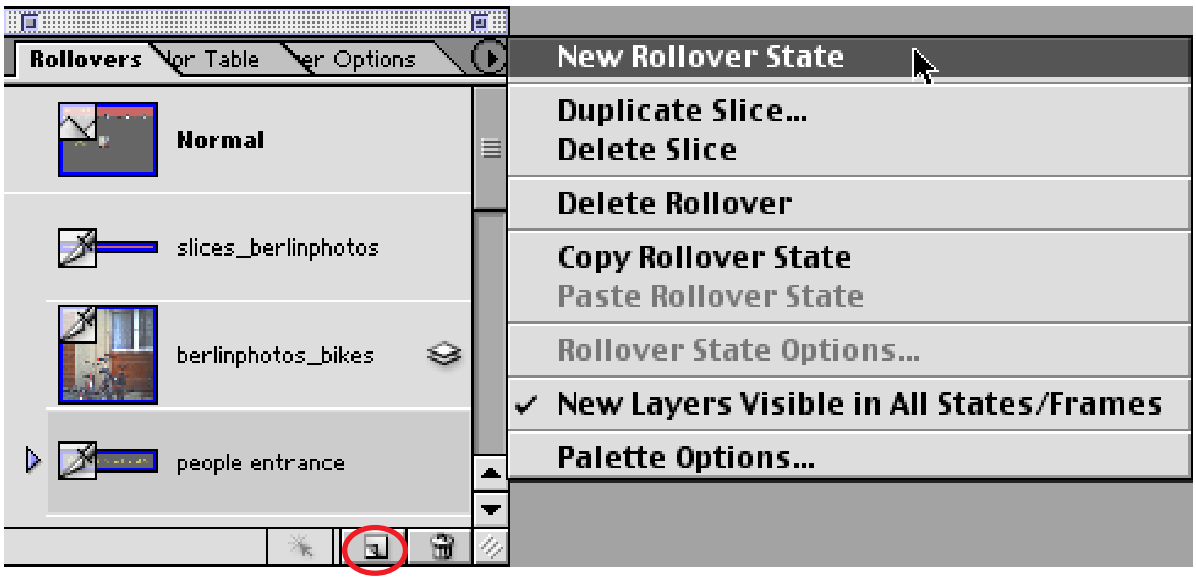
In this example all the text will have an Over State rollover where the center picture changes to match the text and a Down State which will link to another page.

STEP 1 Slice the layout (Lecture 10 covers this).

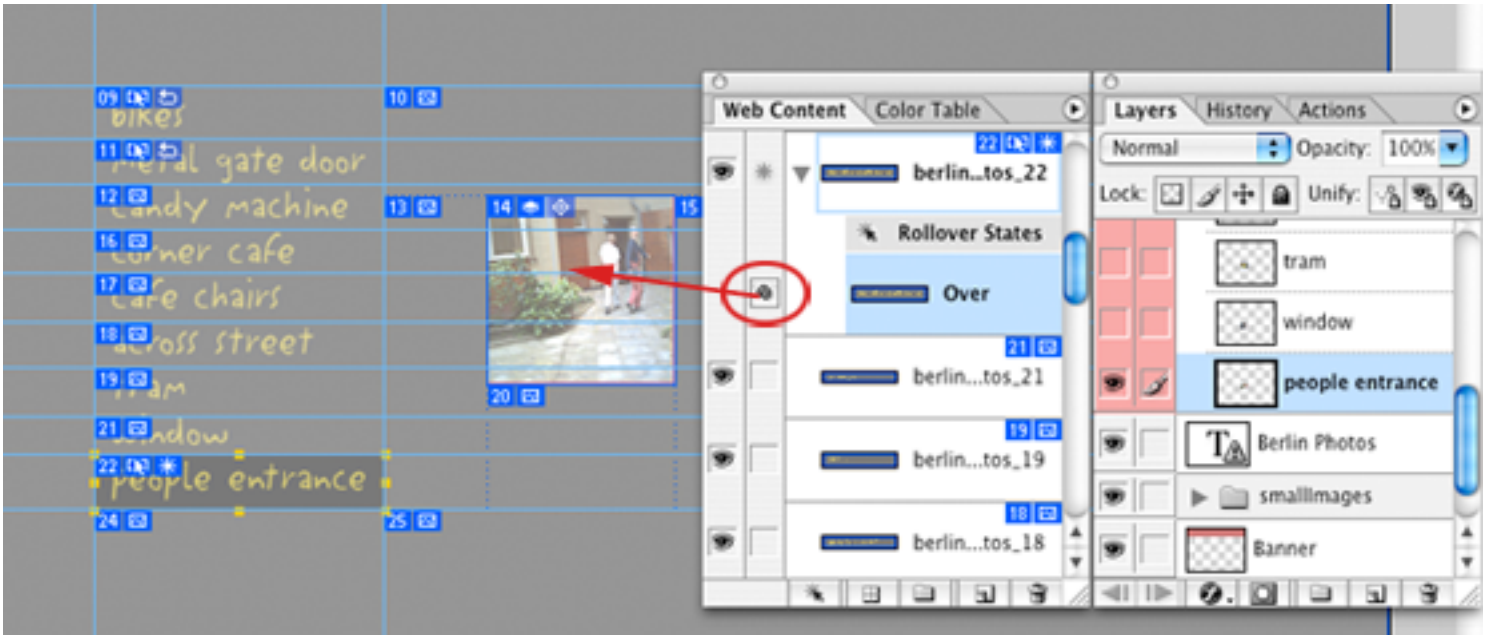
STEP 2 Select the slice for a rollover with the Slice Select Tool. It will highlighted in the Web Content Palette.



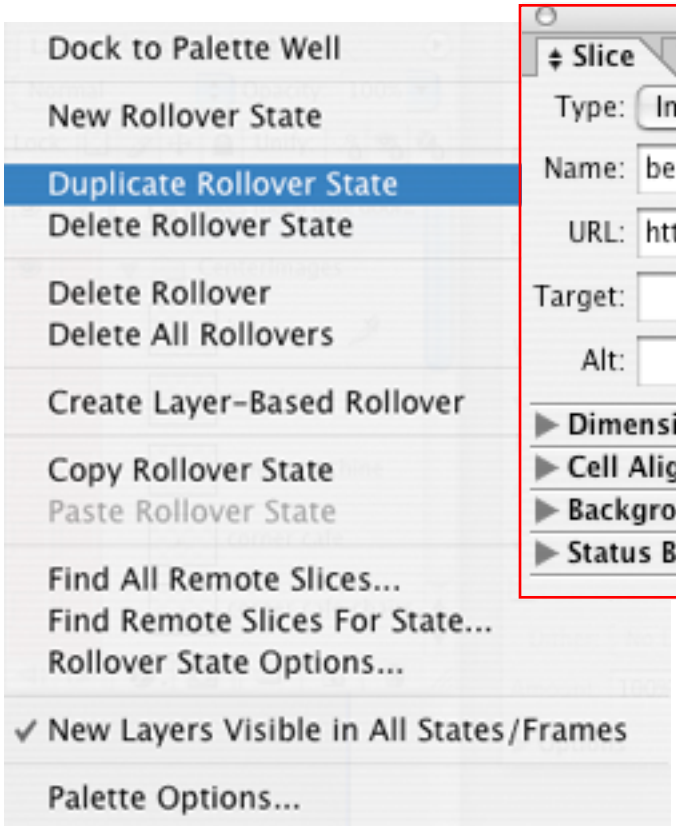
STEP 3 Create a New Rollover State with the pop-out menu in the Web Content Palette or with the New Rollover icon at the bottom of the Web Content Palette.

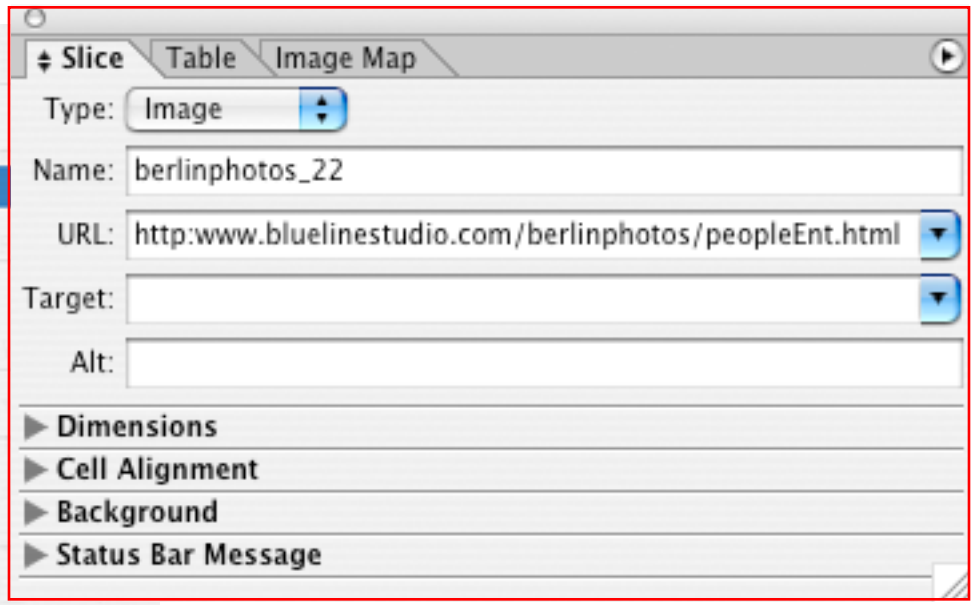


STEP 4 Click on the Over State in the Web Content Palette. In the Layer Palette turn on all the graphic elements you want to change when the mouse goes over “people entrance”. In this example the bikes image was turned off and the people entrance center image was turned on. From the Web Content Palette and over state for the “people entrance”, click and drag from the pick whip (circled in red) to the image. Do this for each of the text rollovers.

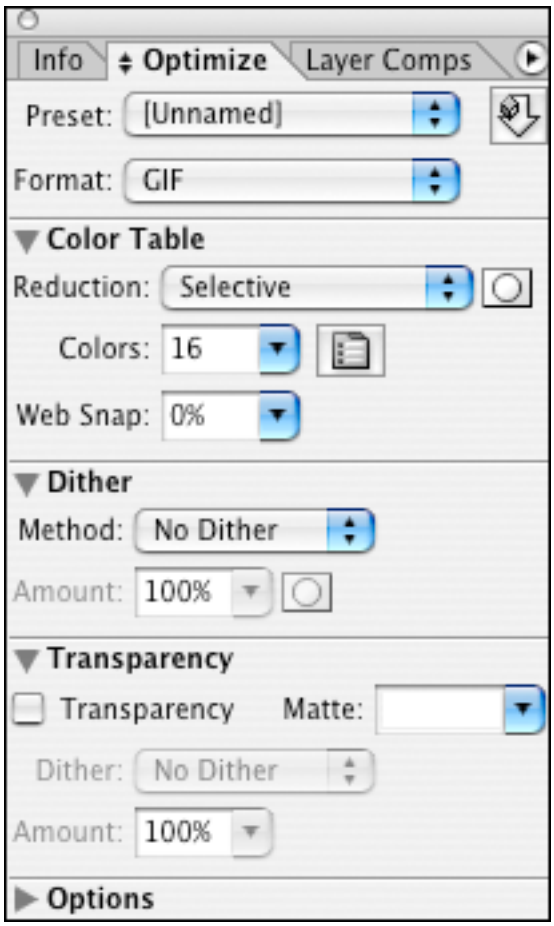


STEP 5 A Down State was created by duplicating the Over State and giving it a URL in the Slice palette to link it to another page containing a bigger image of the people entrance image. The larger image was created as another document.





STEP 6 Optimize the rollovers just as all other graphics elements. They can be saved with the entire document. You do not need to optimize each center image, save them all as jpgs at the appropriate quality setting. Select slices and optimize all of them and then Save Optimize As.



STEP 7 Preview the rollovers and test them in a browser to make sure they are functioning as intended. You can test them using the Preview from the Toolbar or clicking on the Browser in the Toolbar.

NOTE: It is extremely important that you doen't click anywhere in the Layers palette while in a rollover state unless you are setting the state. It will result in unwanted changes. To make sure this doesn't happen, always check the Rollover palette and click on Normal when you are done making rollovers.

Rollover are fun to make and can work in creative ways other than buttons. See what you can do with them.

IMAGE MAPS

An Image Map is used when the graphics are irregular shapes close together and rectangular slices could not be implemented. It is also sometimes used for a very busy background that could be loaded as a single graphic with multiple links. These links are defined by co-oridnates of regions stored in HTML code or on the server in a separate map definition file or both. It can be longer to download one of these single image graphics as it is a bigger file and only one Alt tag can be specified.

There are two types of Image Maps: Client-Side and Server-Side. What does that mean? It has to do with how the image maps are accessed. A client-side image map is one that is peformed by the browser. Whereas a server-side image map is stored on a remote server and must be accessed by means of CGI scripting. Client-side maps are quicker to download, easier to make, easier for a browser to execute, and its region co-ordinates are stored in HTML. A server-side map is more complicated to set up, its co-ordinates are saved in a “map definition file” stored on the server in either CERN or NCSA conventions and acessed by a CGI script. It is a much more complex image map and therefore most websites today are using client-side maps.

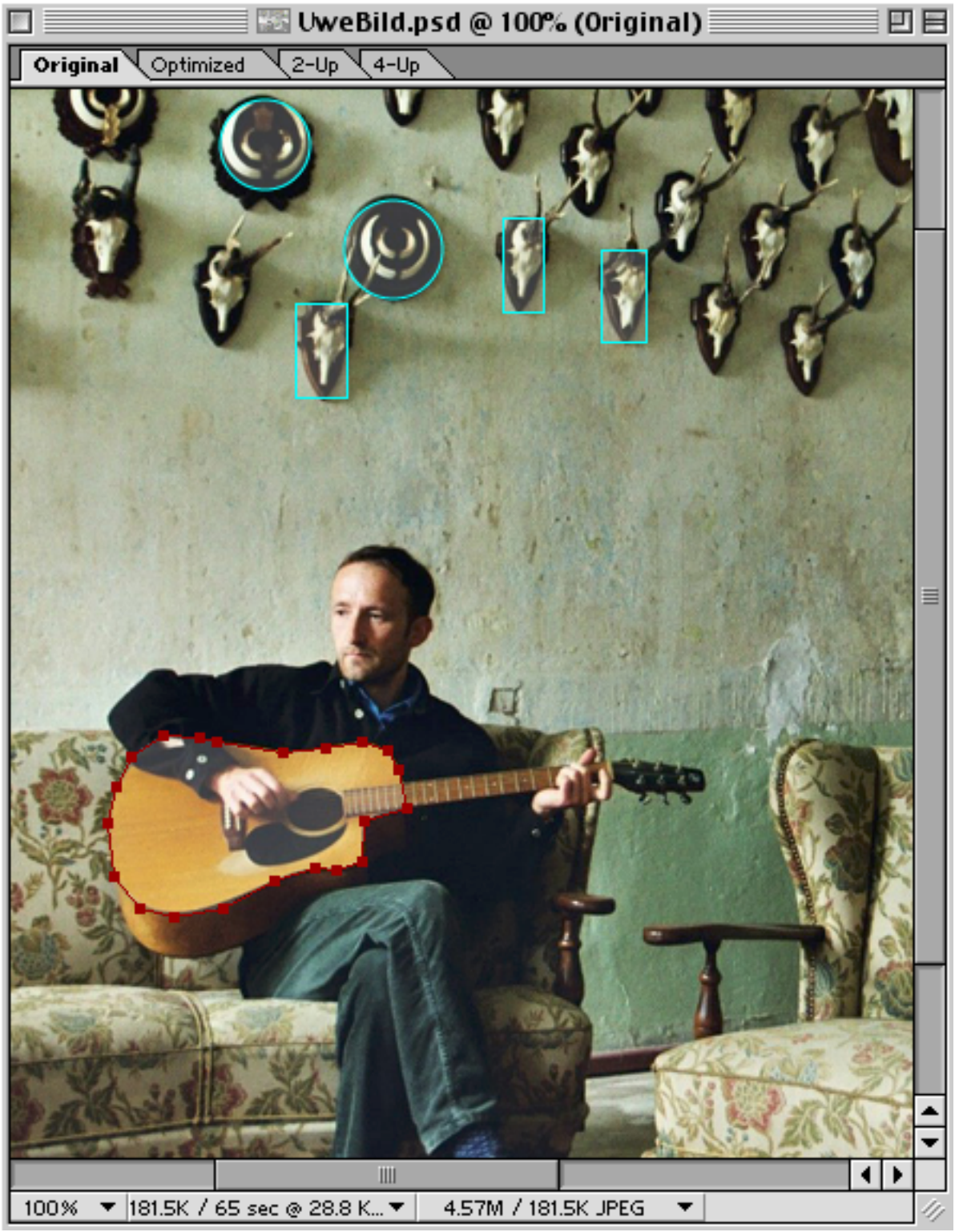
An image map will not always be noticable. When the mouse goes over an area and a hand appears, it indicates a hotspot or interactive regional link. Clicking on the area will activiate the link. There are two ways to generate an image map. They can be created by using one of the Image Map Tools (pictured here in red on left below the lasso tool) found in the Toolbox or they can be made from layers. All image maps in ImageReady use the Image Map Palette to specify the URL link.

To preview an image map use the Toggle Image Maps Visibility button (pictured here in red far right) in the Toolbox just above the Preview Document button. This will allow you to turn on and off the image maps for testing purposes without having to go to the browser. You can of course use Preview in Browser which will not only give you a preview of the image maps but will give you the HTML scripting used for them. NOTE: Be careful that you don’t make a link to a slice and an image map for the same graphics. It may not function in the browser.

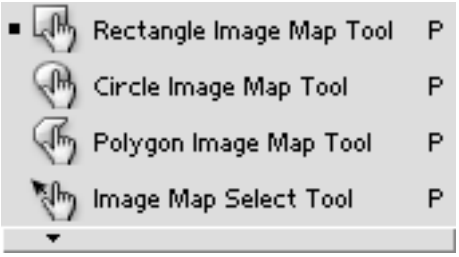
EXAMPLE: CREATING IMAGE MAPS USING THE TOOLS

Pictured below are several image maps on a single image. The image is a photo fitting a browser size of 1024 x 683 pixels. You are only seeing a partial view. It could probably be larger for higher resolutions. It was reduced from a 300 dpi image at 4.5MB. There are no slices for this image.

The user will need to explore to find the links. When the mouse goes over these hotspots a hand icon will appear.

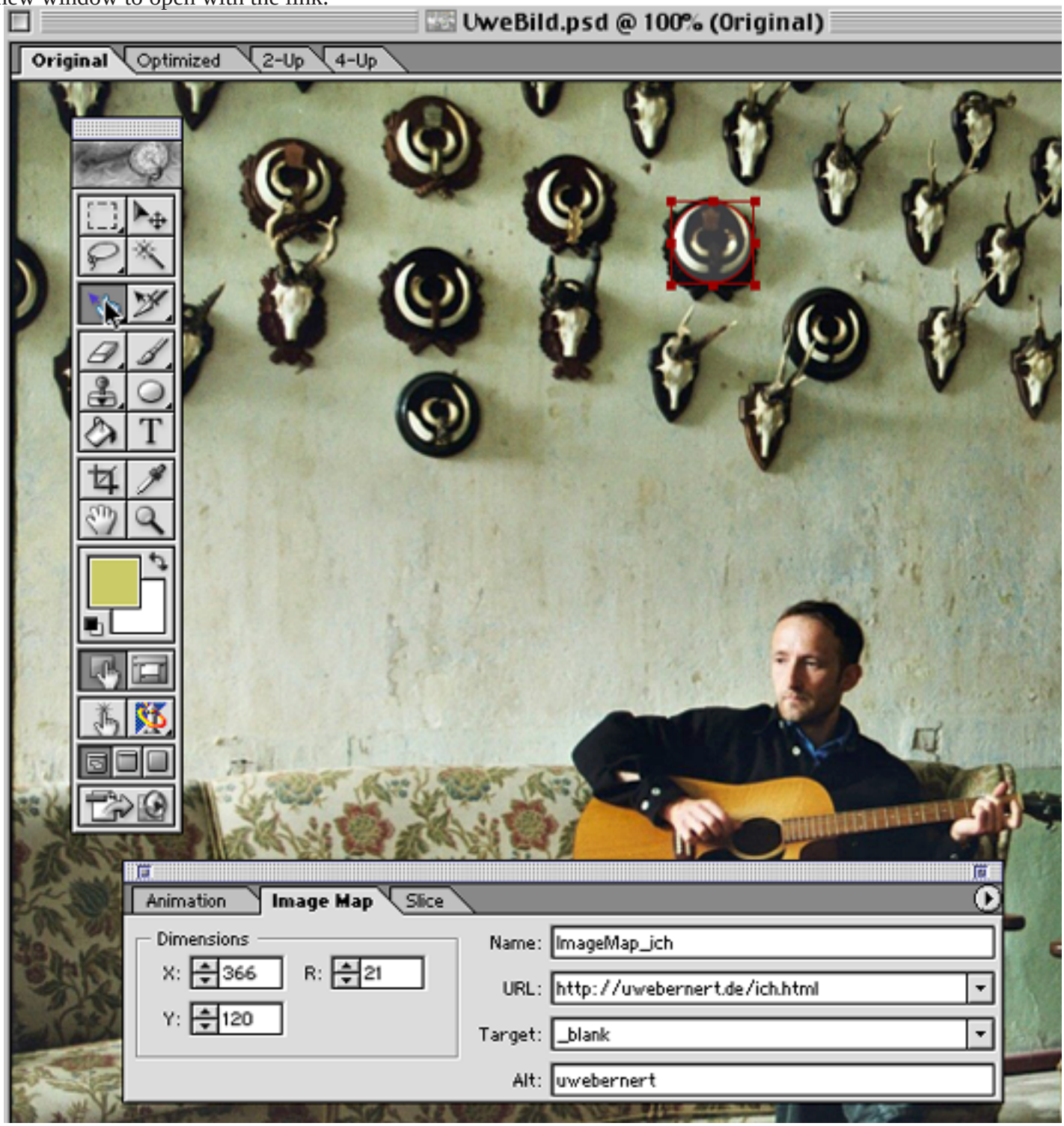


Creating image maps is very easy. There are three possible ways to draw image maps using the Image Map Tools in the toolbox (see picture): Rectange shape maps, circle shape maps, and polygon shape maps. With the Rectangle and Circle tool click and drag around the object to create the shape. The shape can always be adjusted by using the Image Map Select Tool to select a map and move it. The Polygon shape tool is used by click points around the shape until it is outlined.



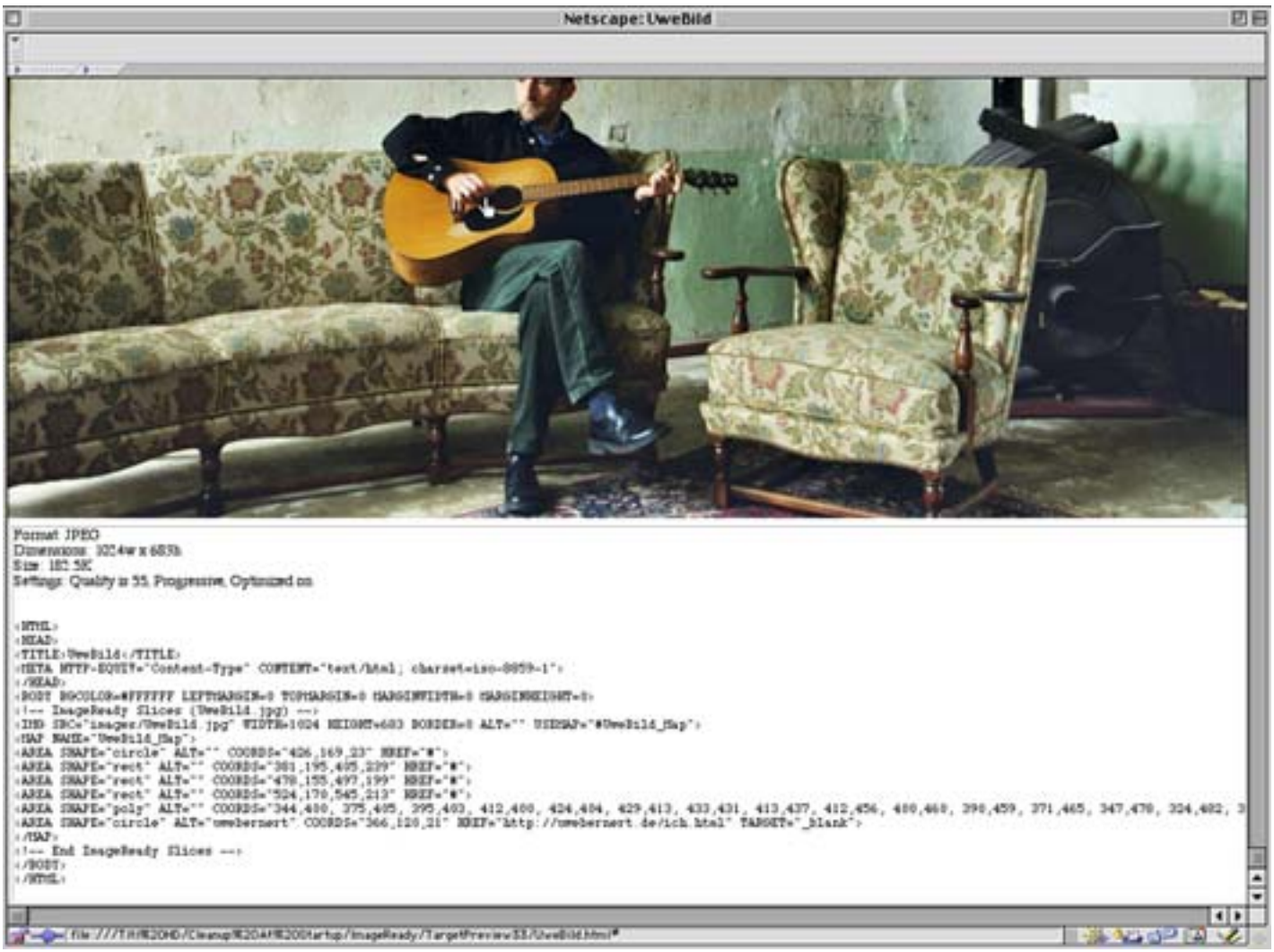
Note: In CS the Image Map Selection Tool is next to the Image Map Tools in the toolbox.

The links are applied in the Image Map Palette. Each map can be named here too. Type in the URL for the hyperlink. If you want the link to open up another window, place in the Target: _blank. This will code a new window to open with the link.



After all the links have been made and links applied in the Image Map palette, it will be necessary to optimize the image or graphics before saving. This is an especially important step since it is one big photographic image. This file was optimized to 181.5K using jpg compression. It was then saved using Save Optimized As with HTML and Images. It can be tested in ImageReady using the Toggle Image Map Visibility button or the Pre-view in Browser.

Here is a partial view of the image using the Preview in Browser. It shows the code used to generate the maps. Notice the cursor or mouse is over the guitar showing the hand icon.



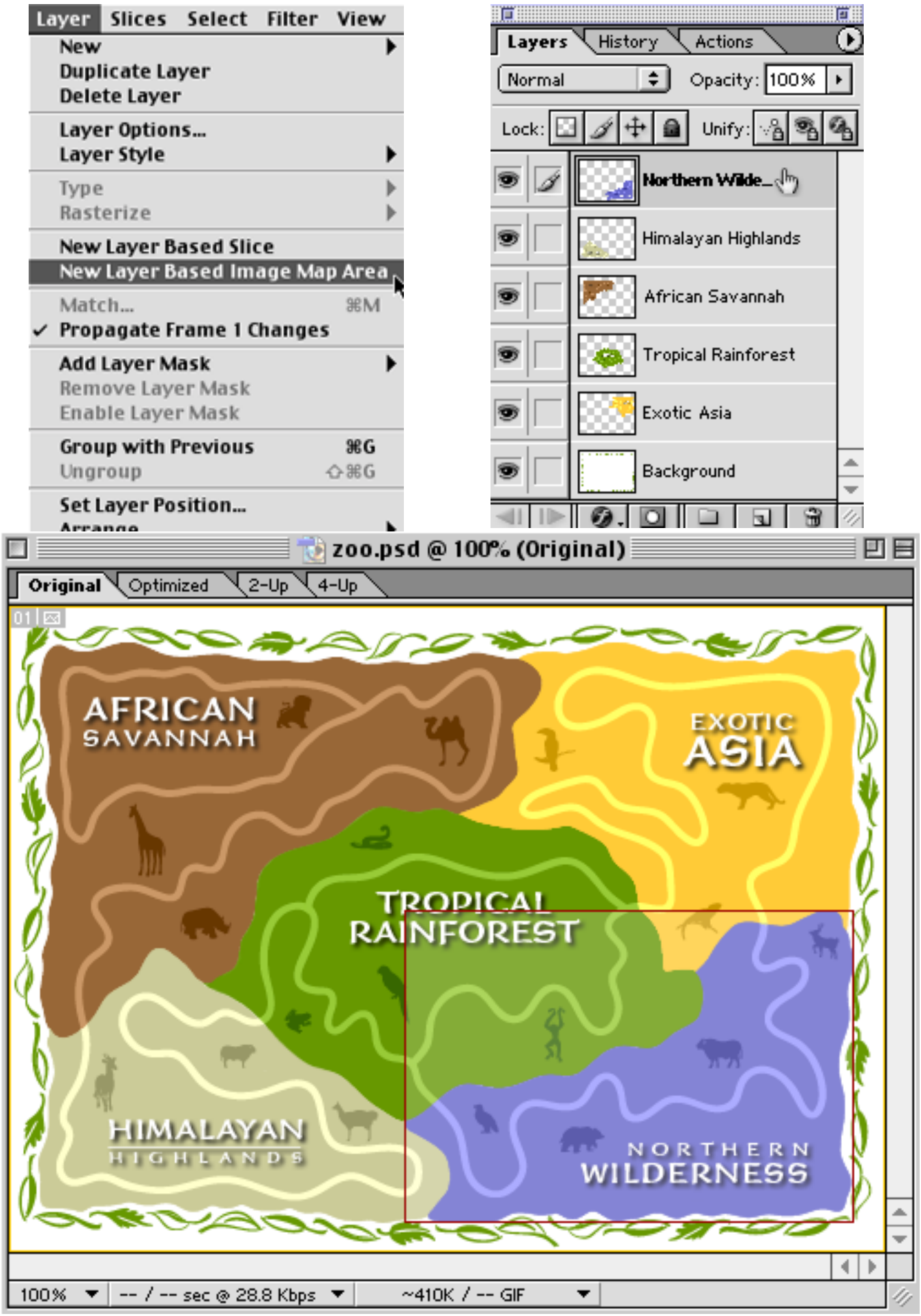
Another way of creating image maps is by using separated graphics in the layers to specify and create the image map. This method is pretty cool because the irregular image map shape is created for you.

EXAMPLE: CREATING IMAGE MAPS USING LAYERS

This is the example from your Lab Assignment. It is originally from Photoshop Classroom in a Book, Adobe Press.

STEP 1 Since it is only a single image and no slicing will occur it is possible to optimize the image right away. Open the Optimize palette and select the best gif settings.

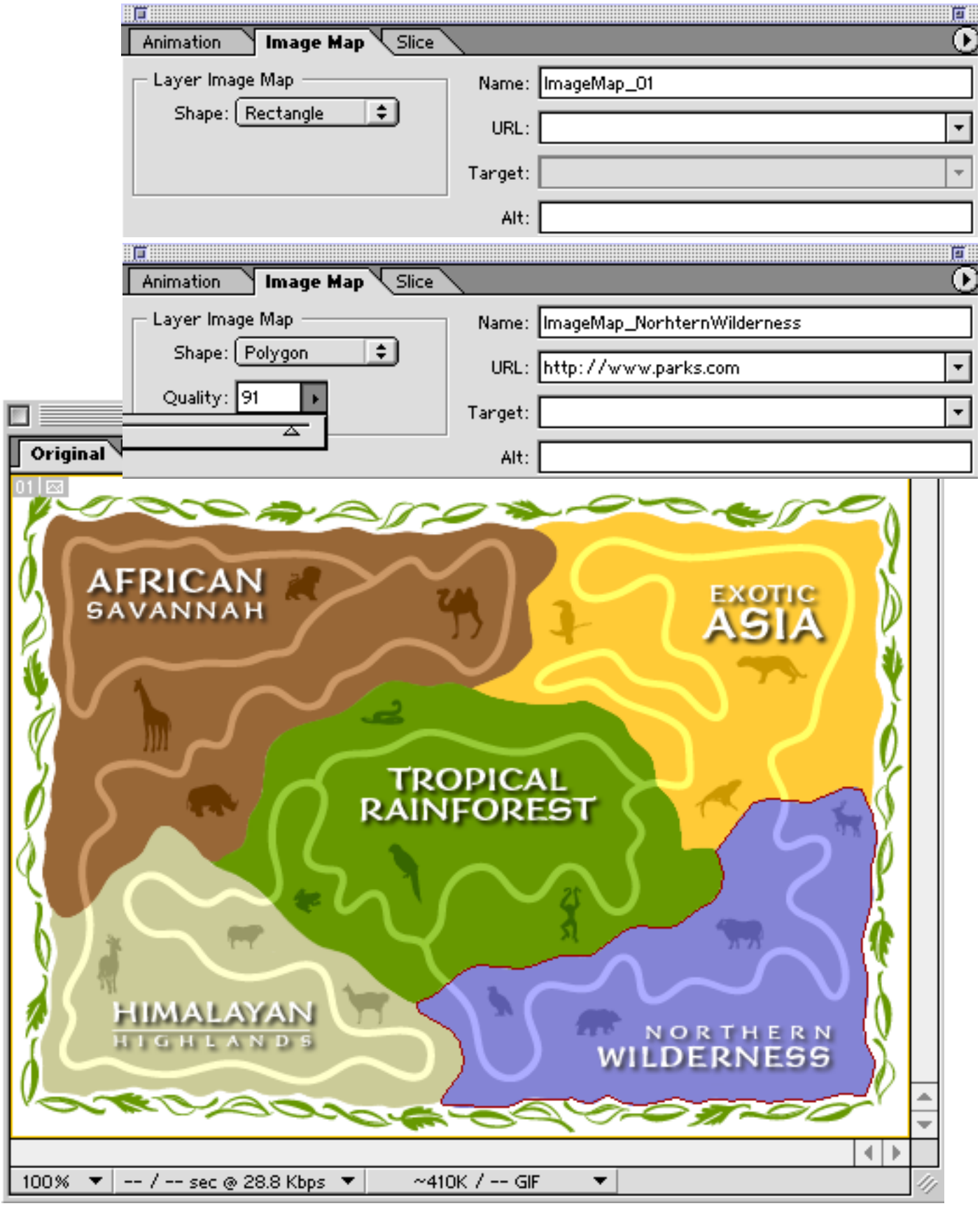
STEP 2 The map pieces of different areas of the zoo reside on separate layers. Select the Northern Wilderness layer in the Layer palette. Use this layer to make an image map and link. Layers > New Layer Based Image Map Area will create a rectangular grayed-out looking area around Northern Wilderness. Notice a hand appears in the layer now indicating it is an image map. (see next page for pictures of STEP 2)


Layer
Slices
Select
Filter
View
New
Duplicate Layer
Delete Layer
Layer Options...
Layer Style
Type
Rasterize
New Layer Based Slice
New Layer Based Image Map Area
Match...
Propagate Frame 1 Changes
Add Layer Mask
Remove Layer Mask
Enable Layer Mask
Group with Previous
Ungroup
Set Layer Position...
Layers
History
Actions
Normal
Opacity:
100%
Lock:
Unify:
Northern Wilde...
Himalayan Highlands
African Savannah
Tropical Rainforest
Exotic Asia
Background
zoo.psd @ 100% (Original)
Original
Optimized
2-Up
4-Up
01
AFRICAN
SAVANNAH
EXOTIC
ASIA
TROPICAL
RAINFOREST
HIMALAYAN
HIGHLANDS
NORTHERN
WILDERNESS
100%
-- / -- sec @ 28.8 Kbps
~410K / -- GIF

STEP 3 Now to get the rectangular shape to be more conformed to the Northern Wilderness shape. Open the Image Map Palette. Notice that the Shape can be specified. Choose Polygon, name the image map and specify the URL. You can also tweek the irregular shape by adjusting the Quality.

STEP 4 These steps were repeated for all zoo areas. Test the links with Toggle Image Map Visibility.

STEP 5 Save Optimized As with HTML and Images and your documents are ready for upload to your ISP.



This brings us to the end of Lecture 11 and the course in general. I hope that you enjoyed learning the many ways to deal with images for the web. The paths of exploration are limitedless.

I welcome feedback. Please let me know how you found the course and if there are other areas you would like to see included in this course.

I look forward to seeing what you have created for the Final Assignments. All Final Assignment work is due Week 12 on Monday.

Thanks for taking COIN 82 Images for the Web. I hope to hear from you in another class online or face to face. Happy Webbing to All.
Andrea