



BILLY BLUE
COLLEGE OF DESIGN



Course	Dreamweaver Basic
Lecturer	Mark Gorski
Duration	Three Saturdays, 10.00am – 4.00pm
Dates	March 24, 31, April 14 (no class April 7, Easter) May 5, 12, 19 June 16, 23, 30
Fee	\$792
Venue	Billy Blue College of Design, 171 Pacific Highway, North Sydney

Course Outline

Adobe Dreamweaver is the industry-leading web development tool. You'll be shown how it works, step by step, so you'll have the skills and confidence to plan, build, manage and maintain your own website.

Who Should Attend

Anyone wanting to learn how to design, build and maintain simple websites.

Course Outcomes

At the end of this course you will be able to:

- plan and design a simple web site using Dreamweaver
- add images, hyperlinks and image maps
- use templates, library items and multimedia files
- use tables, layers and frames
- explore advantages and disadvantages of using CSS; attach a style sheet and create and modify CSS styles
- create a navigation bar that uses rollover images, create a swap image, and create a user triggered action
- create forms



- insert Flash buttons and Flash text in a web page, add Flash and FlashPaper files, Flash video and add QuickTime movie files
- check for browser-specific errors by using the Check Target Browsers feature and the Target Browser Check panel, and apply the Check Browser behaviour
- find and install Dreamweaver extensions using Macromedia Extension Manager
- maintain your website

Course Content

Unit 1: Getting Started

- Introducing Dreamweaver
- Learning the interface
- Defining a local site
- Creating a website

Unit 2: Adding Text to your pages

- Using text: adding, text format, text styles
- Working with lists
- Adding horizontal rules
- Inserting Special Characters
- Find and Replacing
- Check Spelling

Unit 3: Formatting with Cascading Style Sheets

- Understanding CSS
- Creating a Style Rule for a Tag
- Creating a custom class
- Working with Styles
- Creating an External Styles

Unit 4: Working with Images & Media

- Using Images: Adding images, image properties, background image
- Creating Image Maps
- Adding Flash, FlashPaper
- Adding Flash buttons
- Adding Flash Video
- Adding QuickTime and Other Media



Unit 5: Navigating your site

- Understanding site navigation
- Linking to files in your site
- Linking to sites
- Linking to named anchors
- Adding e-mail links
- Linking from images
- Creating a jump menu

Unit 6: Using Tables

- Creating a Table
- Selecting Table Elements
- Adding Rows & Columns
- Merging and Splitting cells
- Formatting tables
- Using Table Layout Mode

Unit 7: Adding Frames

- How Frames Work
- Creating a Frameset
- Saving Frameset & Frames
- Targeting Frames with Links
- Adding noframes content

Unit 8: Using Libraries and Templates

- Using a template: create, modify, apply a template
- Defining editable regions
- Library Item: create, edit, using a library item

Unit 9: Creating Forms

- Creating a form
- Text Area
- Text Fields
- Radio buttons
- Check Boxes
- List/Menu
- Button
- Form processing



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- Validating a form

Unit 10: Testing, Maintenance and Uploading

- Testing your site
- Maintaining your files and folders
- Connecting to a remote site
- Synchronizing files
- Checking Browser Support
- Exporting & Importing Site Definitions

NB: The focus of the course can change depending on the requirements of the class. Where possible, request topics will be included.

Prerequisites:

Basic Computer/Internet skills with PC or Mac.

Lecturer's Biography

Mark Gorski is a Sydney-based web developer who came here from Poland before the wall came down. He brings global experience having worked in both Europe and Australia for clients across the world.

Mark is a versatile communicator, utilising both electronic and traditional media for his clients. He has developed HTML and Flash based websites for clients such as Pepsi, Xbox, Sunilk and IKEA.