

## DREAM WEAVER MX TRAINING: LEVEL 1

### **Course Description**

Dream weaver MX: Level 1 is a hands-on instruction training that introduces participants to the basics of the Macromedia Dream weaver MX Web development application. This course is designed primarily for new or prospective Web designers who want to use Macromedia Dream weaver to create Web sites. After completing this course, participants will be able to create Web sites that include frame-based pages, tables, and links.

### **Objectives**

- Explain basic concepts about the Internet and the World Wide Web, identify the basic issues concerning proper site design, and navigate in the Dream weaver work environment.
- Define a site in Dream weaver to organize and maintain the Web pages; and create a basic Web page by typing text and applying character and paragraph formatting.
- Use Site Panel to create and organize files and folders.
- Insert images, set image properties, create and format tables.
- Add links within a site, create anchors, and specify external links, as well as use images as links, and create image maps.
- Build a frame-based set of pages.
- Upload a site to a remote Web server.

### **Prerequisites**

To ensure participants success, participants must have a basic understanding of the computer's operating system. For example participants/participant should know how to launch an application, create and save files, and copy files from CDs and other media.

## DREAMWEAVER MX: LEVEL 2

This course introduces participants to intermediate concepts of Dream weaver MX. Participants work with advanced Web site creation features including libraries and behaviors, as well as many of the new features available within the HTML 4 standard including style sheets and layers. By the end of the course, participants will be able to create Web sites that include simple rollovers, complex navigation bars, and page elements that provide visual feedback

**Prerequisite:** Participants should have taken Dream weaver MX: Level 1.

**Course Description:** This course will introduce participants to advanced concepts of Dream weaver MX. Participants will work with advanced Web site creation features including libraries and behaviors, as well as many of the new features available within the HTML 4 standard including style sheets and layers. By the end of the course, participants are able to create Web sites that include simple rollovers, complex navigation bars, and page elements that provide visual feedback.

**Who Should Attend?** Web designers or prospective Web designers with any level of experience who want to use Dream weaver's advanced features to create complex Web sites efficiently will benefit from this course.

**Benefits of Attendance:** Participants will be able to:

- ✔ Create dynamic user-interface elements, including simple rollovers and complex navigation bars;
- ✔ use libraries to manage repeating site elements;
- ✔ define keyword, description, and other meta tags in order to make participants site visible to automatic search engine spiders;
- ✔ create CSS styles to streamline text formatting within a page;
- ✔ create external style sheets to allow formatting within a page;
- ✔ create external style sheets to allow formatting information to be used throughout a site;
- ✔ create and manage layers, as well as combine layers with behaviors to provide additional visual feedback for viewers;
- ✔ use the History panel to simplify repetitive tasks both within a single document and with other documents in a site; and
- ✔ target page content to specific browsers and versions; add a form to participants web page

### FIRE WORKS LEVEL 1



In this course, participants learn how to use Macromedia Fireworks to create vector graphics, edit bitmap graphics, optimize images, and create and assign rollover effects for the Web. A firework is the current tool of popular choice for designing web graphics.

**Prerequisite:** Participants must have a basic understanding of their computer's operating system.

**Course Description:** This is a hands-on course that allows participants to create vector graphics, edit bitmap graphics, optimize images, and create and assign rollover effects for the Web. Participants are able to create, modify, and optimize graphics for use on Web sites; create graphics that include rollovers, text, hotspots, and other visual effects.

**Who Should Attend?** This course is for new or prospective Web designers who want to create, modify, and optimize using Macromedia Fireworks.

**Benefits of Attendance:** The student will be able to:

- ✔ Differentiate between bitmap and vector graphics;
- ✔ precisely scale objects;
- ✔ create and manipulate complex vector graphics and apply effects, textures, and patterns;
- ✔ understand the GIF, JPEG, and PNG file;
- ✔ import bitmap (raster) graphics and modify them;

- ✔ create selections within bitmap images using various tools;
- ✔ import and modify text objects, and merge them with vector graphics;
- ✔ understand image resolutions;
- ✔ show and edit rulers, grids, and guides in order to position items on a Web page;
- ✔ create hotspots to link to slice complex images into sections and use the Optimize panel and Fireworks' Preview modes to optimize the images individually;
- ✔ create simple and customized rollover and disjoint rollover effects using effects, patterns, and textures; and
- ✔ export a multi-frame Fireworks file with rollover effects as an HTML document

### **FLASH MX: LEVEL 1**

In this course, participants learn how to draw, paint and create custom colors using Flash tools. They learn how to build layers and use them to create effects, and add text and manipulate its behavior and appearance. Participants learn to create frame-by-frame, shape tweened and motion tweened animation. Finally, participants also learn how to publish movies on the Web or as stand-alone files.

**Prerequisite:** Participants should be familiar with their computer's operating system and basic operation.

**Course Description:** Flash MX: Level 1 is a hands-on course that introduces participants to the basics of creating objects and animating in Macromedia's Flash MX. Participants explore the basics of Flash, including tools and features, and will create different types of animations. Finally, participants publish material for the Web.

**Who Should Attend?** This course is intended for participants with little or no experience creating Flash animations, which want to create animations using Macromedia Flash MX.

**Benefits of Attendance:** The student will be able to:

- ✔ View a Flash movie and modify the appearance of the Stage;
- ✔ draw, paint, and create custom colors, gradients, and line styles;
- ✔ manipulate objects, describe shape interaction, and import artwork;
- ✔ add text and manipulate its behavior and appearance;
- ✔ build layers and use them to create various effects;
- ✔ create frame-by-frame, shape-tweened, and motion-tweened animation; and
- ✔ publish a Flash movie.



- Visual Studio, Visual Studio.NET Professional, Visual Basic, Visual C++, Visual FoxPro, Visual InterDev, and Visual J++.
- Microsoft .NET Enterprise Servers, Windows Server, SQL Server, Exchange Server, Commerce Server, BizTalk Server, Host Integration Server, Application Center Server, Systems Management Server, Mobile Information 2001 Server, and Content Management Servers
- Microsoft Operating Systems: Windows 2000 Professional, Windows 2000 Server, Windows 2000 Advanced Server, Windows 2000 Data center Server, Windows 2000 Small Business Server, Windows 2003 Server and Windows XP.
- Microsoft Office 2000, Microsoft Office XP Professional (IT Pro Plus and Office Specialist Levels Only)