

# Art 382: Introduction to Interactive Media

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Lecture 5

# Schedule

- Take Roll
- Assignment A discussion
- Errata! and standards
- HTML practice
- ActionScript basics.

# Assignment A

- Let's have a look! Anyone?
- Due one week from now
- Bring it in on a CD-R or DVD-R
- Keep an eye on the rubric

# HTML review

- start with a directory
- make an index.html
  - start with a copy of an old file
- change it a little, test, change a little more,

# Mea Culpa!

- in the current HTML standard, which is XHTML 1.0,
  - `<br>` is deprecated; use `<br/>`
    - the `"/>` indicates the end of a singular tag
      - as there is no `</br>`, there is no `<br>`, only `<br/>`
        - » sorry
  - `<img>` should, similarly, be `<img/>`
  - I'd be so very happy to have further errors pointed out
    - not really, but it's my responsibility...

# Many HTML versions

- current one is XHTML 1.0
- HTML 1.1 and 2.0 will be along soon
  - next year? 2012?
- w3.org is the organization that maintains the standard
  - alternative: Microsoft owns it, Macs suffer
  - <http://www.w3.org/TR/xhtml1/>
  - other good things to know about
    - web content accessibility guidelines
    - XML

# accessibility!

- Northern Federation of the Blind vs. Target Corp.
  - NFB sued Target under ADA and won
  - Target has to use less Flash on its site
- Blind people have the right to use the WWW
  - they use site readers
  - how to support? text for every image
  - <http://www.w3.org/TR/WCAG10/>
    - on the test next week

# Fundamental Flash Problem

- Flash is what got Target into trouble
  - menu system that the readers couldn't handle
- It is your professional responsibility to give clients objects that won't get them sued.
- Flash is a tool for making graphics
  - if the content is itself graphics, the blind are out of luck
  - if the content is represented by graphics, support the use of readers

# review/practice first.html

```
<HTML>
```

```
<HEAD> </HEAD>
```

```
<BODY>
```

```
This is a really simple web page.<br/>
```

```
<A HREF="index.html">A link</a><br/>
```

```
</BODY>
```

```
</HTML>
```

# 5 exercises

1. make a directory with two web pages that link to each other
2. make a directory with an introductory page and 3 pages, each with a different image
3. make a project (a directory) with a page in a subdirectory
4. make a project that lets you pick one of 3 jokes, split onto 3 pages (for timing)
5. make a project with a table full of images and meta-data
6. Use 3 or 4 fonts on a page

# image maps

- A way of turning one image into multiple buttons
- Good for banners, menus
- Allows button layout to be done in an image editor

# image map syntax- 3 parts

- an image with an extra tag
  - ``
  - note the "#"
- a "map" object with a matching name
  - `<map name="mymapname"> ... </map>`
- a set of button shapes in the map block
  - `<area shape="rect" coords="0,0,82,126" href="sun.htm" alt="Sun" />`
  - area types are rect, circle, polygon

# image map example

- ``
- `<map name="green">`
- `<area`  
    `shape="polygon"`  
    `coords="19,44, 45,11, 87,37, 82,76, 49,98"`  
    `href="http://www.trees.com/save.html"`  
    `</>`
- `<area`  
    `shape="rect"`  
    `coords="128,132,241,179"`  
    `href="http://www.trees.com/furniture.html"`  
    `</>`
- `<area shape="circle" coords="68,211,35"`  
    `href="http://www.trees.com/plantations.html">`
- `</map>`

# Let's make one.

- make an image in photoshop
- make some squares or circles
- note their pixel coordinates
- save the image

`<div></div>`

- an alternate to tables
  - no `<tr><td>` stuff
- nestable
- various attributes
  - multiple div's on rows with float: left, etc
- friend of CSS
- next time

# test next week

- HTML through next lecture's content
- know the tags
- know how to get pages online
- no Flash content

# is there time for styles and divs?

```
<HEAD>
```

```
<TITLE>Introduction to styles</TITLE> <STYLE>
```

```
H1, H2, H3 {
```

```
    font-family: arial, trebuchet ms;
```

```
    text-decoration: underline;
```

```
    color: navy; } </STYLE>
```

```
</HEAD>
```

# Flash Content

- practice drawing

# practice with transparency

- won't work as well in merge mode
  - stuff behind gets clipped!
- one alpha per gradient
  - if you need more than one, use two gradients
- let's practice

# practice with inkbottle

- hotkey s
- ink bottle is like a paint bucket (k) for lines
- change line

# looking at properties

- as Maya attributes
- ctrl-F3 in PC's; mac side?
- look at the "Custom" button
  - if no button, select a curve!
- examine properties for rectangles, the stage-- everything has properties

