

Dream weaver[®]: Level 1



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Dream weaver: Level 1 is a hands-on instruction book that will introduce you to the basics of the Adobe Dream weaver Web development application. interactions into a 3D product demo, animate a 3D model, and enhance your 2D movies with particle systems and character renderers.

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I. Course Specification

Duration 15 hours

Pricing: 490 L.E.

II. Target Student

This course is designed primarily for new or prospective Web designers who want to use Adobe Dream weaver to create Web sites.

III. Prerequisites

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

IV. Delivery Method

Instructor-led, group-paced, classroom-delivery learning model with structured hands-on activities.

V. Benefits

After completing this course, students will be able to create Web sites that include frame-based pages, tables, graphics, and links.

VI. What's Next

After completing this course, students can take the Dream weaver: Level 2 course.

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VII. Hardware / Software Requirements

You will need:

- An Intel Pentium II processor or equivalent 300+ MHz.
- Windows 98, 2000, NT, ME or XP.
- Netscape Navigator or Internet Explorer 4.0 or greater.
- At least 96 MB of available RAM (128 MB Recommended).
- At least 275 MB available disk space for software installation, and an additional 10 MB for the course data files.
- A 256 color monitor capable of 800 x 600 resolutions (1024 x 768, millions of colors recommended).
- A CD-ROM drive.
- Adobe Dream weaver

VIII. Performance-based 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.

IX. Course Contents

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Lesson 1: Internet Access and HTML

Topic 1A: Internet Access and HTML

Topic 1B: Planning Web Sites

Topic 1C: The Dream weaver Environment

Topic 1D: Viewing and Managing HTML Code

Lesson 2: Creating a Web Site

Topic 2A: Defining a Web Site

Topic 2B: Creating a Basic Web Page

Topic 2C: Page Properties

Lesson 3: Building a Web Site

Topic 3A: The Site Panel

Topic 3B: Templates

Lesson 4: Adding Content to Web Pages

Topic 4A: List Formats

Topic 4B: Images

Topic 4C: Tables

Topic 4D: Templates Containing Repeating Regions

Lesson 5: Working with Links

Topic 5A: Links within a Site

Lesson 6: Enhancing Navigation in a Site

Topic 6A: Framesets

Topic 6B: Re-Usable Navigation Bars

Lesson 7: Managing and Uploading a Web Site

Topic 7A: The Site Map