Web Graphics using PS CC, Part 3: Interactivity

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Prerequisites: This course assumes you have familiarity with Adobe Photoshop CC. This course is part of 3 part learning series, Web Graphics using Photoshop CC: Creating; Web Graphics using Photoshop CC: GIF, PNG, and Slices; and Web Graphics using Photoshop CC: Interactivity. Please be sure to view the courses in order if you are new to the material.

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Course description: Master the ins-and-outs of creating web graphics using Photoshop CC in this 3 part learning series. The courses start with an overview of web file formats, and then dives into the optimizing settings for JPEGs, GIFs, and PNGs. You will also learn how to create slices for optimization and interactivity; creating buttons, and rollovers, and animating web graphics. The course concludes with automation techniques like batch processing and creating droplets.

Course outline:

Creating a Rollover Button
• Introduction
• Creating a Multi-state Button
• Adding Styles & Saving Files
• Using the Layers Panel
• Applying Effects to a Button
• The Bevel & Emboss Layer
  Style
• Summary

Preset Styles & Saving for Web
• Introduction
• Preset Button Styles
• Applying Preset Styles
• Saving the Button Elements
• Using the Save for Web Feature
• Summary

Animation for the Web
• Introduction
• Web Graphics for Animation
• Framed Based Animation
• Editing Individual Frames
• Timeline Based Animation
• Adding & Styling Layers
• Tweening Frames
• The Tween Dialog Box
• Optimize Animated GIFs
• Summary

Actions & Droplets
• Introduction
• Creating an Action
• Record the Action
• Running a Batch Action

• Set Up & Execute the Batch
• Droplet Preliminaries
• Create the Droplet
• Summary