GRFX-2803 SPG 24

- HOW THE INTERNET WORKS
- "PUBLISHING" A WEBSITE
- WEB vs. PRINT
- BEGIN PROJECT 5

GRFX-2803 SPG 24

WHAT IS DUE THURSDAY

HOW THE INTERNET WORKS

FIRST, CAME THE TELEPHONE.

1876

While Italian innovator Antonio Meucci (pictured at left) is credited with inventing the first basic phone in 1849, and Frenchman Charles Bourseul devised a phone in 1854, Alexander Graham Bell won the first U.S. patent for the device in 1876.

2024 INFORMATION

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- mid-1940s: First computer invented.

ENIAC (/'sniæk/; Electronic Numerical Integrator and Computer) was the first programmable, electronic, general-purpose digital

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computer, completed in 1945.



2024 INFORMATION

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AND FINALLY, THE INTERNET

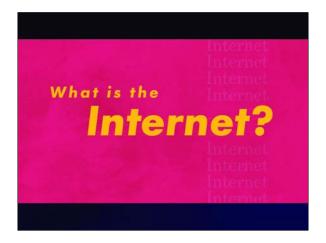
The Internet is a global network of billions of computers and other electronic devices. With the Internet, it's possible to access almost any information, communicate with anyone else in the world, and do much more. You can do all of this by connecting a computer to the Internet, which is also called going online.

- CompuServe was founded in 1969 as a timesharing service and is considered one of the oldest online information services.
- An online information service is one that provides access to the Internet.
- Then eventually emails and other means of communication were available for a price to mostly academic and government offices.
- By the late 1970s and early 1980s, people with the financial means and some schools began purchasing the much smaller "personal computer."
- This decade also saw the type of social media we would recognize today developing soon after allowing people to communicate through virtual newsletters, articles, or posts to newsgroups.



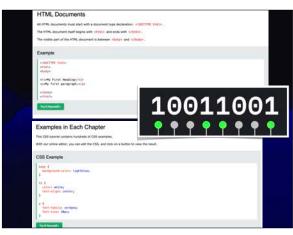


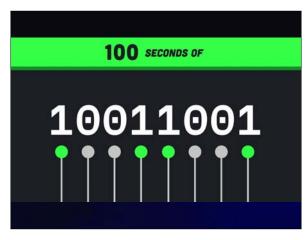


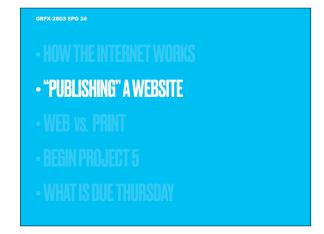


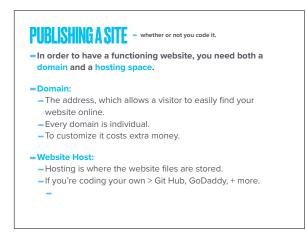
My very quick, very rough explanation of how we see/read/do anything <u>on</u> the internet.

WARNING: This might not make any sense and that's ok. ;)

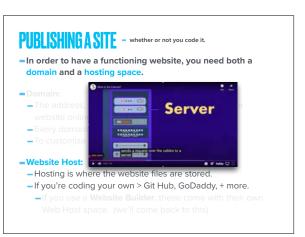






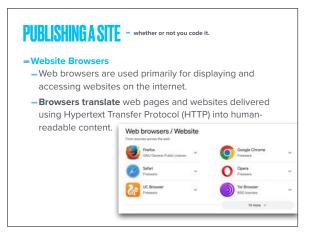




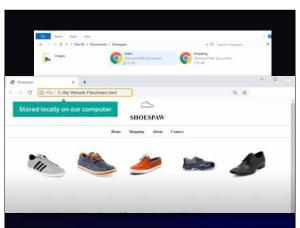


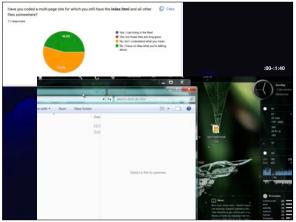


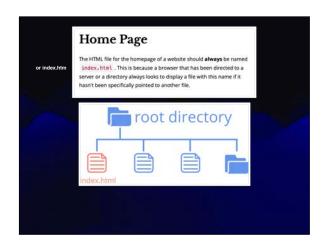






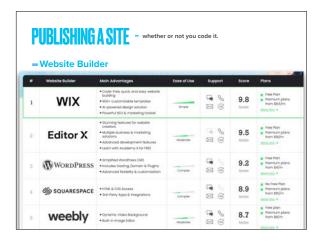






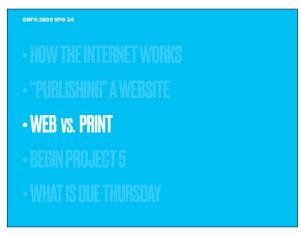


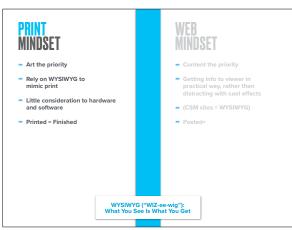




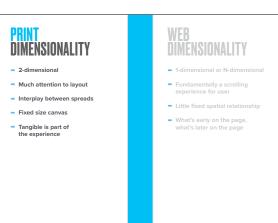


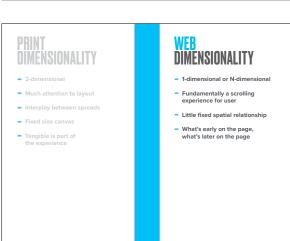


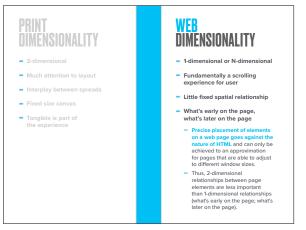












NAVIGATION NAVIGATION Linear Web is not linear like print. 1. ADJECTIVE A linear process or development is one in which something changes or progresses straight from one stage to another, and has a starting point and an ending point. decisions that lead the story in various directions. rather than follow traditional linear storytelling. -- FASS ----

- Linear
- Table of Contents

- Web is not linear like print
- Doing more than just seeing
- You can't assume the viewer
- Each page must be able to

- Linear
- Table of Contents

NAVIGATION

- Web is not linear like print
- Doing more than just seeing
- Hypertext navigation is the essence of Web
- You can't assume the viewer
- Each page must be able to
- Your audience always needs to MUST ALWAYS BE AVAILABLE!

- Linear
- Table of Contents

- Web is not linear like print.
- Doing more than just seeing
- Hypertext navigation is the
- You can't assume the viewer has seen previous pages or will proceed to subsequent pages on your web site
- Each page must be able to stand on its own
- Your audience always needs to be reminded where they are and how to get to anywhere else on your site - SO MENU MUST ALWAYS BE AVAILABLE!

CANVAS & RESOLUTION

- Print is immensely superior to the Web in terms of speed, type and image quality, and the size of the visible space.
- The tangible page is part of the user's experience.
- Vector vs. Raster Review
- Depending on the printer, the
- "Photoshop Math" L x W at DPI.
- Always relative.
- Can't make up lost data.

CANVAS & RESOLUTION

- 72 PPI
- Anything higher has no
- Longer download times
- THINK IN PIXELS!
- "Optimize Image for Web" -- Making images look good.
- Making images load guickly.
- Making images easy for
- Depending on the printer, the minimum DPI is usually 150DPI. 300 DPI is preferred.

CANVAS & RESOLUTION

- Print is immensely superior to

of the visible space.

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= Vector vs. Raster Review

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CANVAS & RESOLUTION

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- Longer download times
- THINK IN PIXELS!
- "Optimize Image for Web" -
- Making images look good. Making images load quickly.
- Making images easy for search engines to index.

- Native File Types are for building your file, but not often desired by press.
- When you send to a printer, ask them what is wanted.
- Otherwise make it a PDF
- ("printed" to file). - AL PSD - INDD
- Beware the Photoshop PDF!!!! It is not the same as a PDF from Illustrator or InDesign.
- TIFE
- Beware JPEG and PNG, but use them if high enough resolution and not compressed too many times.
- SVG has no purpose.

- "GIF" or "JIF" (.GIF)

- "IPEG" (IPG)
- "PING" or "P N G" (.PNG)
- "Web P" (.WEBP)
- "S V G" (.SVG) > scalable vector graphics

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IMAGE FILES

- "GIF" or "JIF" (.GIF)
- Supported by all web browsers
 Can include transparent backgrounds
 Better for line and flat art, avoid gradients
- "IPEG" (IPG) Superior in rendering color and detail
- Photographs or graphics with tonal variation
- "PING" or "P N G" (.PNG) Graphics, especially those using large, flat areas of color, should be saved as PNGs. This includes most designs, infographics, images with lots of text in them, and logos.
- "Web P" (.WEBP)
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Google's answer to the above, began 2010.

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IMAGE FILES

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- Graphics, especially those using large, flat areas of color, should be saved as PNGs.
- "Web P" (WFBP)
- "S V G" (.SVG) > scalable vector graphics
- Uses vectors to display images.
 Small file size (KB vs MB) because images
- are defined by mathematical equations rather than pixels.
- Easily manipulated using CSS and JavaScript. This means that you can change the appearance of an SVG image on your website simply by adjusting some code. without needing to create a new image file.

PRINT COLOR

- It costs money to print in color >> more for color than black.
- "and white" assumes it's on white paper. NOT white ink.

WFR COLOR

- It's chean
- Technically, you can produce millions of colors on your screen, provided your monitor and video display are a decent quality.

COLOR

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- Cvan Magenta Yellow Black (K is for the black Key Plate)
- RGB
- 4-Color Process - Red Green Blue
- Web Offset Press (nothing to do with WWW - just 1 continuous roll of paper)
- PMS
- Pantone Matching System



- It costs money to print in colo
- "and white" assumes it's or



COLOR

- It's cheap.
- Technically, you can produce millions of colors on your screen, provided your monitor and video display are a decent quality.
- Only 216 web-safe colors.
- These are the only colors that annear the same on all monitors and operating systems without dithering, be they PCs or Macs.
- #Hexadecimal
- Indexed Color

COLOR

COLORS FROM A PRINTED PIECE CANNOT BE EFFORTLESSLY TRANSFERRED TO A COMPUTER SCREEN

- Too much color on a web page can be distracting and counterproductive.
- The most successful strategy is to use color sparingly.
- Adding too many colorful items can create the visual equivalent of noise. Instead, leave room for white space.
- Computer Monitors / Screens will render it differently.
- A web site that looks clean on a monitor with millions of colors could look dithered and jagged on a monitor with only 256 colors.
- Colors that appear bright and sharp on your screen may appear dark and dull on another's.
- Similar information goes for phones and tablets (obviously).
- Usually the better the display, the more money you spend. Duh. ;)

- Just about anything you want!
- Warnings about Adobe Typekit.
- Warnings about free fonts.
- Don't forget to include fonts with your files EXCEPT:
- PDFs already "printed"
- You can outline SOME text in Illustrator, but be very very careful.
- You don't need fonts (for now) with Photoshop, but what the heck are you doing with your type in Photoshop anyway???

- If you are coding, always have your
- In 2010. Google Fonts appeared!

A "rule" with some empirical evidence PRINT: Serif is easier to read. SCREEN: Sans-Serif is easier to read.

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Web-Safe Fonts in the code as a backup. ALWAYS.

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WEB

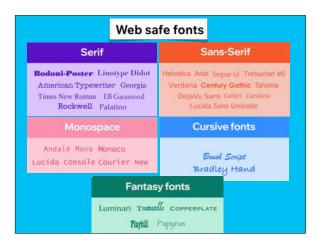
- Just be ok with not having that much control. Really
- If you are coding, <u>always</u> have your

15 Best Web Safe Fonts That Work With HTML & CSS 2 B MICK SCHAFEBHOFF Saller in Crise* ding services (like Google Web Fonts or Adobe Fonts) sprung up as an alternative, giving your designs something new, fresh, and unexpected Take Google for example your document's <itsed>. And you're all set to reference it in CSS. That took 60 seconds. And it was completely free. (Thanks, Google!) What could go wrong, right? Not everyone will have access to that same font. Which means you will have a c font you just chose is going to show up as something random for your Meaning: Let's say the designer picked some obscure, paid font family for this site's Not if you create a fallback with a web safe alternative! Here's how i design. If you don't have that font already installed and it's not pulling from a web-friendly place, the font you see would default back to some basic variation like Times New Roman You, as the visitor, wouldn't necessarily know that this is what has happened, though For you, it might just look plain ugly.

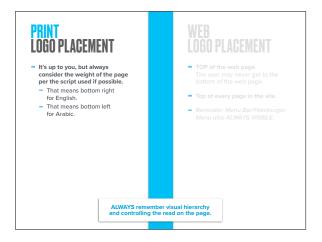
Web safe fonts and CSS

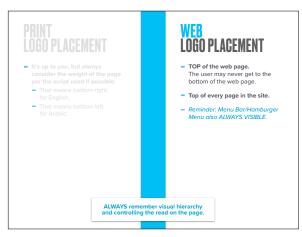
With CSS, use web-safe fonts to ensure consistent display across platforms. Common choices include "Arial, Helvetica, sans-serif" for sans-serif styles and "Times New Roman, Times, serif" for serif styles. Implement a fallback list to maximize compatibility, like "font-family: Arial, Helvetica, sans-serif;". This minimizes the risk of font substitution, enhancing the website's readability and design integrity on various browsers and devices.

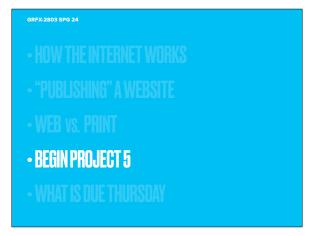
Web safe fonts already have font files ready on the majority of devices. But, don't worry about the lack of the word safe. Google Fonts are completely safe to use to enhance the design of your website. But, the extra HTTP requests to an outside server could slow down your page loading speed. Sep 26, 2023

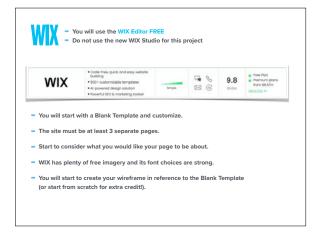


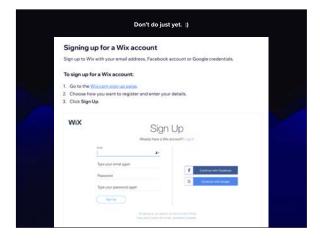


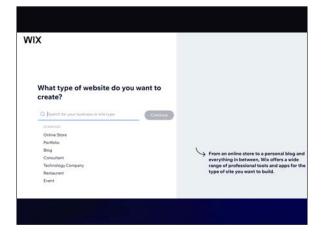


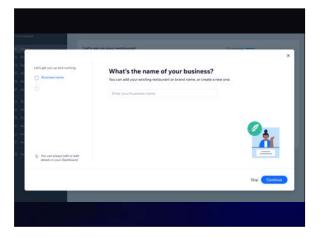


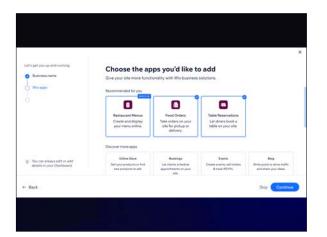


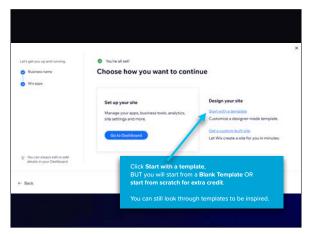


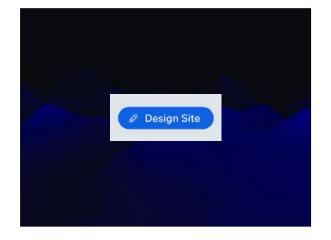


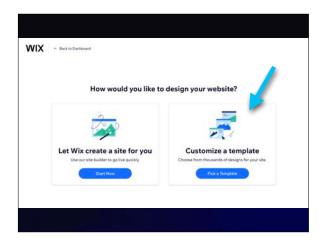


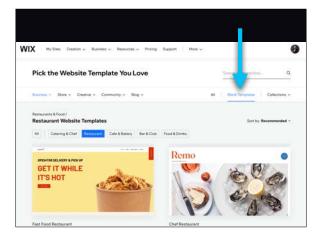


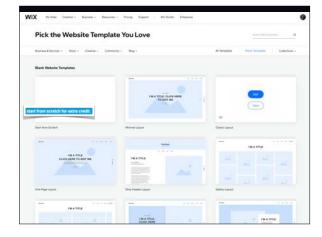


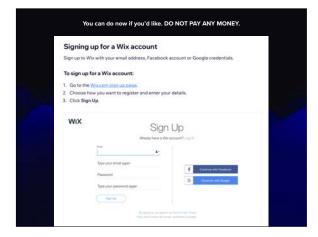


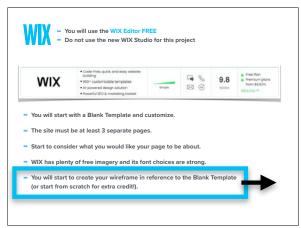


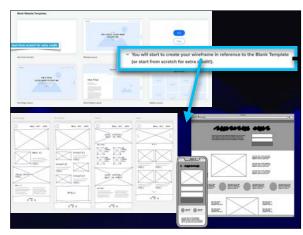












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