

# ImageReady Notes

*Rob Dublin, March 2004*

## What is ImageReady?

- Originally a separate program for preparing graphics for the web.
- Now well integrated with Photoshop; in fact, key tools are in both programs, e.g., slicing tools and web optimization.
- Key features include:
  - Ability to carve up an image into pieces, slices, and save each one as a separate file with its own optimization, e.g., some as gifs and others as jpegs, with various settings for each. (Both in Photoshop and ImageReady)
  - Ability to generate HTML pages and preserve layout using tables to contain slices. (Both Photoshop and ImageReady)
  - Work with layers as separate web objects. (ImageReady)
  - Build rollovers. (ImageReady)
  - Build image maps with various shaped hot spots. (ImageReady)
  - Develop animations. (ImageReady)

## Slices

- Use the slice tool (shaped like a dagger) to divide an image into multiple functional areas. Each area can be treated independently.
- You can save each slice with its own optimization and color palette settings. In Photoshop this is done via the “Save for Web...” command. In ImageReady, there is an “Optimize” palette.
- Use the slice selection tool (shaped like a dagger with an arrow) to select a particular slice or group of slices for editing and optimization.
- Three types of slices
  - User slices are those you create with slice tool.
  - Auto slices are created by the system when you create a user slice to account for remaining areas of the image. Remember that slicing will allow the image to be broken up and placed in an HTML table, so auto slices create and fill the rest of the table cells not filled with user slices.
  - Layer-based slices are created from all the pixel data in a layer. It is created from the Layers menu by selecting Layers → New Layer Based Slice. (I haven't used this feature.)
- The Slice palette lets you alter the properties of a slice:
  - Background color
  - Type, which can be either Image (default) or No image. In No image slices you can type HTML directly into the Text field.
  - You can specify a URL to link to when mouse is clicked over that slice.

- An Alt tag to display for those who are not able to receive or read the graphics. You should get in the habit of creating a tag for all image areas to prevent the X from showing in non-graphic displays and to help those using various tools to aid the visually disabled.
- A message to be displayed in the message bar of the browser.
- Specify the exact dimensions and coordinates of the slice.
- o You can save all of your slices or only selected slices via the Photoshop File→Save for Web... or the ImageReady File→Save Optimized As... commands.
  - You can choose to save only images, only HTML, or images and HTML. You are given the option of changing many of the settings for both images and HTML. Unless you know what you are doing, going with the defaults is a safe choice.
  - By default images are placed in a subdirectory called Images. You can change this, as well all other settings, by clicking the down arrow key at the right of the “Settings:” field and then clicking on “Other...” to bring up the options “Output Settings” dialog box. To change, e.g., where images are saved click the down arrow on the second drop down menu, which is part of the box containing all of the option choices, and click on “Saving Files”. You can now specify the output folder in the box adjacent to “Put Images in Folder:” text.

## Rollovers

- o Rollovers are changes to the image that occur when the mouse passes over a slice for which a rollover has been defined. There are several possible events that can be used to trigger different changes to your image:
  - Over, when the mouse passes over a slice.
  - Down, when the mouse button is depressed.
  - Click, when the mouse button is clicked.
  - Up, when the mouse button is released.
  - Out, when the mouse passes out of a slice area.
  - Custom, based on user written JavaScript code.
- o In ImageReady, you define what happens when an event occurs via the Rollover palette.
  - Use the slice selection tool to select the slice over which you want to define a rollover.
  - Use the upper right arrow to select the palette menu and choose “New Rollover State” or click the “Create rollover state” icon nearest the trash can at the bottom of the palette.
  - By default an Over state is created. If you click the right mouse button on the state you can change it to any other state.
  - You can define what the image looks like when this state is activated by clicking the eye icons in the Layers palette on and off. Image ready remembers what the image should be in this state.

- In the slice palette you can define a URL to link to when the mouse is clicked.

## Image Maps

- o Image maps allow you to link areas of an image to URLs that are accessed when clicked. Image maps also can have rollover effects associated with them.
- o The image map tools, a finger pointing to a rectangle (or other shape), near the slice tool is used to draw image maps.
- o The Rollover palette also shows image maps. You can also add rollover states on this palette like we did for rollovers.
- o The Image Map palette lets you define the associated URL and other attributes.

## Animations

- o An animation is a sequence of images displayed over time. Each frame of the animation is specified in a separate layer and, as with rollovers, you control what is shown in each frame by selecting and deselecting frames.
- o ImageReady uses animation capabilities built into the GIF standard, so make sure the slices that you are working with are GIFs.
- o In order to build an animation, in the Rollover palette either select a state already defined for a slice (e.g., Over) or create a new state for a slice.
- o Open the Animation palette (if you do not see it select Window → Animation). Select the layers you want to show for the first frame. Then add additional frames that comprise steps in your animation sequence by choosing New Frame in the palette menu or clicking the duplicate frame icon (pager symbol to the left of the trash can).
- o There are two ways to define your animation frame state:
  - While a particular frame is active, turn layers on and off (selecting or unselecting the eye icon) in the Layers palette. ImageReady will remember these settings.
  - With a particular frame active, use the move tool to drag an image component to a new position that will be part of the animation sequence showing a movement.
- o Below each frame there is a pull down menu where you can set the time interval for how long each frame is displayed, and on the left you can select whether to run the animation once or continuously (Forever).
- o To see a particular frame just click on that frame. You can use the arrow keys that look like the keys on the Windows Media Player to play your animation or to single step through your frames.
- o Image ready can automatically create the intermediate frames between the start and finish of a sequence via the “Tweening...” command in the Animations menu or by selecting the “Tweening” icon (sequence of fading circles) at the bottom of the palette. Tweening can be used to generate frames for moving images, fading one image into another, or smoothly transitioning between layer effects.