

Web Communication using Dreamweaver CS5 objectives

- 1.1 Identify the purpose, audience, and audience needs for a website.
- 1.2 Identify web page content that is relevant to the website purpose and appropriate for the target audience.
- 1.3 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).
- 1.4 Demonstrate knowledge of website accessibility standards that address the needs of people with visual and motor impairments.
- 1.5 Make website development decisions based on your analysis and interpretation of design specifications.
- 1.6 Understand project management tasks and responsibilities.

Planning site design and page layout

- 2.1 Demonstrate general and Dreamweaver-specific knowledge of best practices for designing a website, such as maintaining consistency, separating content from design, using standard fonts, web-safe colors, and utilizing visual hierarchy.
- 2.2 Produce website designs that work equally well on various operating systems and browser versions/configurations.
- 2.3 Demonstrate knowledge of page layout design concepts and principles.
- 2.4 Identify basic principles of website usability, readability, and accessibility.
- 2.5 Demonstrate knowledge of flowcharts, storyboards, and wireframes to create web pages and a site map (site index) that maintain the planned website hierarchy.
- 2.6 Communicate with others (such as peers and clients) about design and content plans.

Understanding the Adobe Dreamweaver CS5 interface

- 3.1 Identify elements of the Dreamweaver interface.
- 3.2 Use the Insert panel.
- 3.3 Use the Property Inspector.
- 3.4 Use the Assets panel.
- 3.5 Use the Files panel.
- 3.6 Customizing the workspace.

Adding content by using Dreamweaver CS5

- 4.1 Define a Dreamweaver site.
- 4.2 Create, title, name, and save a web page.
- 4.3 Add text to a web page.
- 4.4 Insert images and apply alternative text on a web page.
- 4.5 Link web content, using hyperlinks, e-mail links, and named anchors.
- 4.6 Insert rich media, such as video, sound, and animation in Flash format.
- 4.7 Insert navigation bars, rollover images, and buttons created in Adobe Fireworks on a web page.
- 4.8 Build image maps.
- 4.9 Import tabular data to a web page.
- 4.10 Import and display a Microsoft Word or Microsoft Excel document to a web page.
- 4.11 Create forms.

Organizing content by using Dreamweaver CS5

- 5.1 Set and modify document properties.
- 5.2 Organize web page layout with relative and absolutely-positioned div tags and CSS styles.
- 5.3 Modify text and text properties.

- 5.4 Modify images and image properties.
- 5.5 Create web page templates.
- 5.6 Use basic HTML tags to set up an HTML document, format text, add links, create tables, and build ordered and unordered lists.
- 5.7 Add head content to make a web page visible to search engines.
- 5.8 Use CSS to implement a reusable design.

Evaluating and maintaining a site by using Dreamweaver CS5

- 6.1 Conduct basic technical tests.
- 6.2 Identify techniques for basic usability tests.
- 6.3 Identify methods for collecting site feedback.
- 6.4 Present web pages to others (such as team members and clients) for feedback and evaluation.
- 6.5 Manage assets, links, and files for a site.
- 6.6 Publish and update site files to a remote server.

Visual Communication with Photoshop CS5 exam objectives

- 1.1 Identify the purpose, audience, and audience needs for preparing image(s).
- 1.2 Demonstrate knowledge of standard copyright rules for images and image use.
- 1.3 Demonstrate knowledge of project management tasks and responsibilities.
- 1.4 Communicate with others (such as peers and clients) about design plans.

Identifying Design Elements When Preparing Images

- 2.1 Demonstrate knowledge of image resolution, image size, and image file format for web, video, and print.
- 2.2 Demonstrate knowledge of design principles, elements, and image composition.
- 2.3 Demonstrate knowledge of typography.
- 2.4 Demonstrate knowledge of color correction using Photoshop CS5.
- 2.5 Demonstrate knowledge of image-generating devices and how to access resulting images in Photoshop.
- 2.6 Understand key terminology of digital images.

Understanding Adobe Photoshop CS5

- 3.1 Identify elements of the Photoshop CS5 user interface and demonstrate knowledge of their functions.
- 3.2 Demonstrate knowledge of layers and masks.
- 3.3 Demonstrate knowledge of importing, exporting, organizing, and saving.
- 3.4 Demonstrate knowledge of producing and reusing images.
- 3.5 Select the appropriate features and options required to implement a color management workflow.

Manipulating Images using Adobe Photoshop CS5

- 4.1 Demonstrate knowledge of working with selections and measurement.
- 4.2 Use Photoshop CS5 guides and rulers.
- 4.3 Transform images.
- 4.4 Adjust or correct the tonal range, color, or distortions of an image.
- 4.5 Demonstrate knowledge of retouching and blending images.
- 4.6 Demonstrate knowledge of drawing and painting.
- 4.7 Demonstrate knowledge of type.
- 4.8 Demonstrate knowledge of filters.

Publishing Digital Images using Adobe Photoshop CS5

5.1 Demonstrate knowledge of preparing images for web, print, and video.

Rich Media Communication using Flash CS5 objectives

1.1 Identify the purpose, audience, and audience needs for rich media content.

1.2 Identify rich media content that is relevant to the purpose of the media in which it will be used (websites, mobile devices, and so on).

1.3 Understand options for producing accessible rich media content.

1.4 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).

1.5 Understand project management tasks and responsibilities.

1.6 Communicate with others (such as peers and clients) about design and content plans.

Identifying rich media design elements

2.1 Identify general and Flash-specific best practices for designing rich media content for a website.

2.2 Demonstrate knowledge of design elements and principles.

2.3 Identify general and Flash-specific techniques to create rich media elements that are accessible and readable.

2.4 Use a storyboard to produce rich media elements.

2.5 Organize a Flash document.

Understanding Adobe Flash Professional CS5 interface

3.1 Identify elements of the Flash interface.

3.2 Use the Property inspector.

3.3 Use the Timeline.

3.4 Adjust document properties

3.5 Use Flash guides and rulers

3.6 Use the Motion Editor.

3.7 Understand Flash file types.

3.8 Identify best practices for managing the file size of a published Flash document.

Building rich media elements by using Flash Professional CS5

4.1 Make rich media content development decisions based on your analysis and interpretation of design specifications.

4.2 Use tools on the Tools panel to select, create, and manipulate graphics and text.

4.3 Import and modify graphics.

4.4 Create text.

4.5 Adjust text properties.

4.6 Create objects and convert them to symbols, including graphics, movie clips, and buttons.

4.7 Understand symbols and the library.

4.8 Edit symbols and instances.

4.9 Create masks.

4.10 Create animations (changes in shape, position, size, color, and transparency).

4.11 Add simple controls through ActionScript 3.0.

4.12 Import and use sound.

4.13 Add and export video.

4.14 Publish and export Flash documents.

4.15 Make a document accessible.

Evaluating rich media elements by using Flash Professional CS5

5.1 Conduct basic technical tests.

5.2 Identify techniques for basic usability tests.