

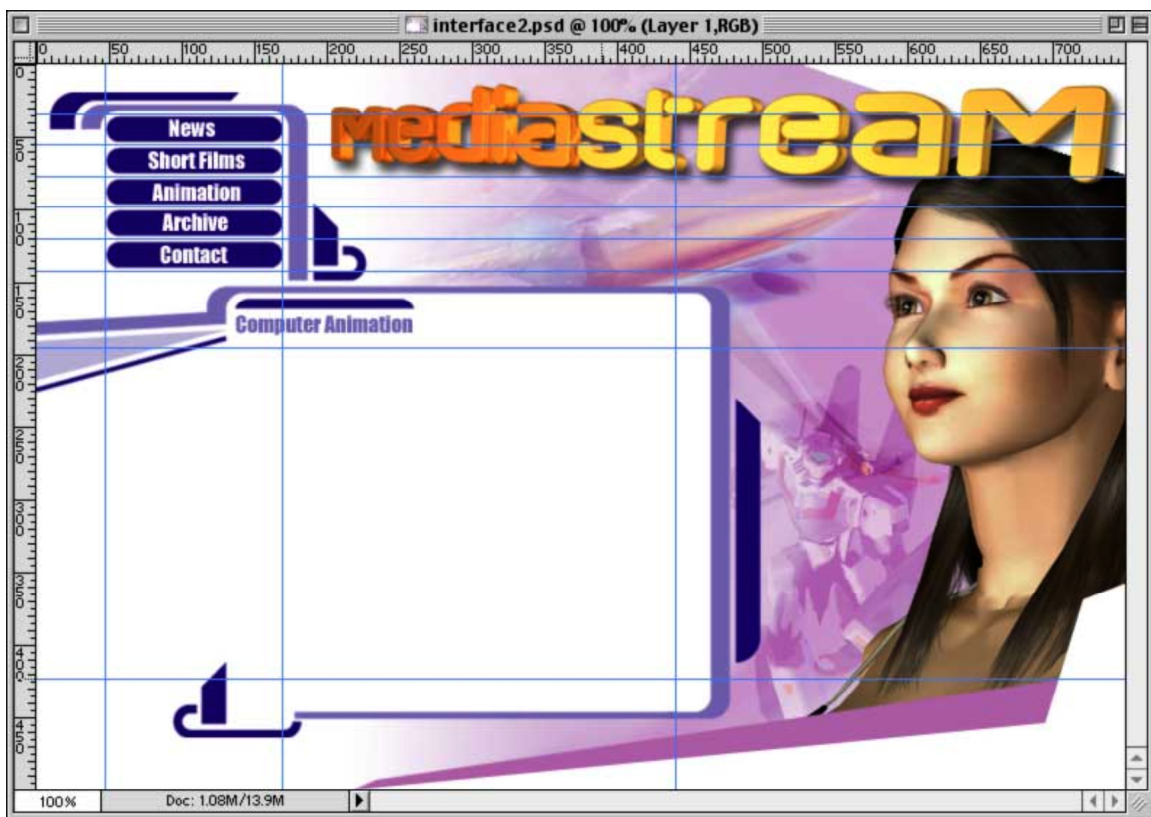
## Introduction

This tutorial aims to explain how to slice and optimise an image and create rollovers.

## Layout

The picture below requires rollovers to be made for the five buttons at the top left corner of the image. It will also need to be optimised for the web. The first step is to mark out where the image needs to be sliced in order to make the rollovers work.

**Guides** are a convenient way of organising the layout of the page. Simply drag them on from the rulers. You need to mark out any rectangles you want to become a slice. In this case the central space has also been marked out since this is intended for text.



Once you have marked out the slices, you next need to create the rollover effect. In this case, to change the **background colour** of the buttons.

Make sure you have **Snap to Guides** selected. Use the **Rectangular Marquee** tool to select a **button**, say, "News". Jump the selection, which should contain whatever you want to change (i.e. the button background), to a new layer. **⌘ + J**

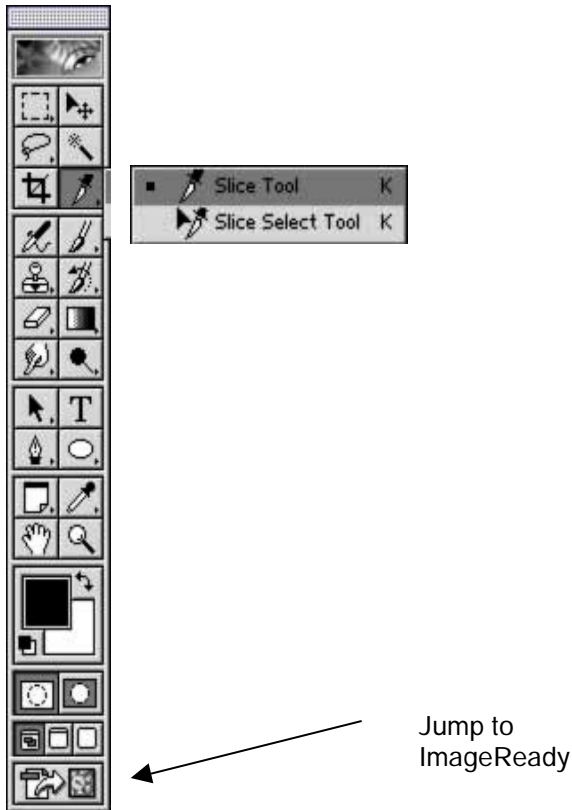


Repeat this process for each of the buttons. If you want to name a layer, go **Layer > Layer Properties**. Name appropriately.

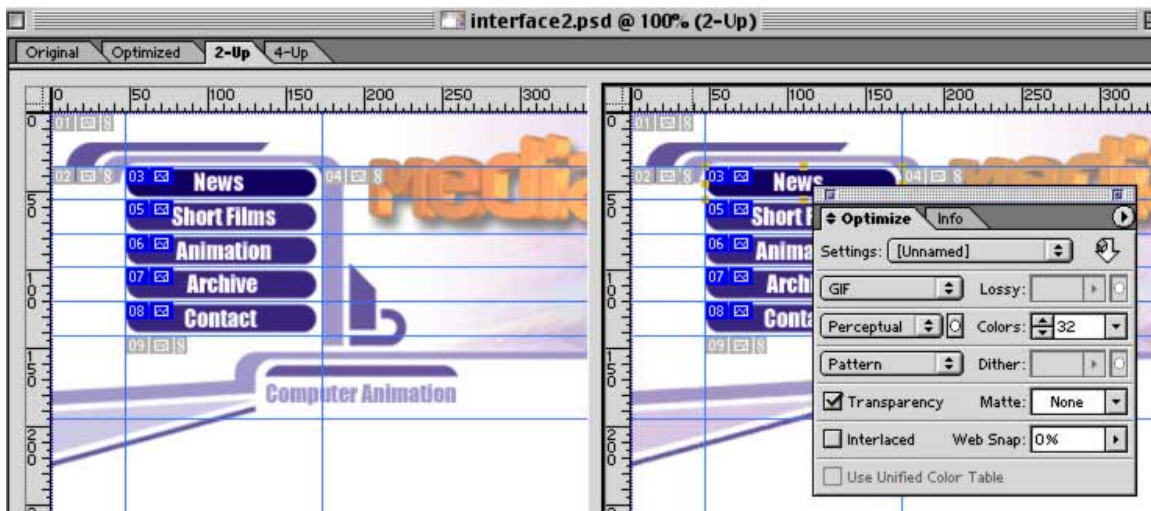
Next you need to change the new layers somehow so that when the buttons are rolled over, you will see a change. Make sure you have the layer selected you want to change then do something like change its **hue**. (**Image > Adjust > Hue / Saturation**). Make sure you make the same change to all the layers you have created.



You now need to slice the image. To do this, get the **Slice** tool. Use the **guides** to help you slice around the buttons. A **yellow bounding box** will appear.



Once the image has been sliced you need to jump to **ImageReady**. Hit the button at the bottom of the **Toolbar**.



Ensure that you have **2-Up** selected. This gives you a view of the image before and after it has been optimised. Each slice can be optimised with its own optimisation settings. Slices can also be linked, to speed up the process. All linked slices will receive the **same optimisation settings**. It is therefore useful to link similar slices.

In this example, all the button backgrounds are the same. Their slices can be linked and optimised together. To do this, select the slices by holding down the **Shift** key and clicking with the **Slice Select** tool. Go **Slices > Link Slices**. The linked slices will appear as below.

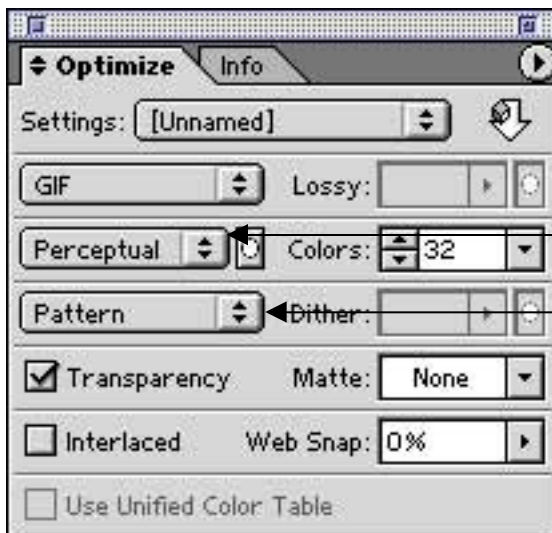


You now need to optimise the slices. There are two formats you can use:

- Gif
- Jpeg

#### Gifs

These work well with **plain areas of colour**. Cartoon style graphics compress very well using this format.



Colour Reduction Algorithm

Dithering Algorithm

#### Colours

The main setting that affects file size is the **number of colours**. Reducing this figure dramatically reduces file size. You need to check that the image quality is **satisfactory** however. You can check the **file size** by looking at the **bottom left corner** of the image window.

## Colour Reduction Algorithm

Try **Selective**, **Adaptive** or **Perceptual**. Web does not work particularly well.

## Dithering Algorithm

Dithering is a way of approximating colours using a mix of coloured pixels. File size generally increases but quality may be substantially improved because colours are rendered more accurately. Dithering can create a speckled effect however. If this is unacceptable, it may be better to select **None** from the options. Otherwise, **Diffusion** gives a **random** speckled effect whilst **Pattern** gives a **regular** speckled effect.

You can also adjust the amount of dithering using the percentage slider. Remember, the **more dithering** you use, the **larger** the file size.

## Interlace

With this selected the **gif** will be rendered in several passes. This allows the user to see when something is happening. It also **increases** file size.

## Web Snap

This forces colours to become aligned with the **web palette**. This **reduces** file size but it may also have devastating effects on your image. Use with caution or not at all.

## Transparency

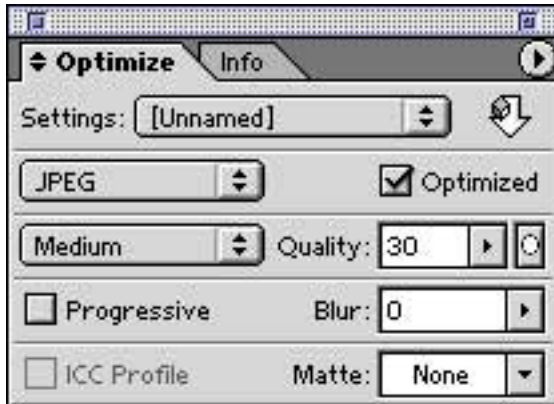
The gif format does support transparency but the results can look quite ragged. This is because pixels are either fully transparent or not at all. This means that at the edges of a shape there is an abrupt change from opaque to transparent. There is nothing to soften the transition as in the case of anti-aliasing. The situation can be improved if you know the background colour of the page onto which the gif will be placed. You can then apply matting to disguise the ragged edge.

## Matte

If your gif contains transparency, you can choose a matte colour so that its edges blend in with the colour of the web page beneath it.

## Jpegs

The **jpeg** format works well with **photographic images** or where there are colour gradients in the image.



### Quality

You can set the **quality** of a jpeg using **Low, Medium, High** or **Maximum**. This is the main control you have over file size. You can also use the percentage slider for more accuracy.

### Blur

You can also increase the **Blur** value to **reduce file size**. This also **reduces picture quality**.

### Progressive

Enables you to make the image download in multiple passes. This has little effect on file size.

### Optimisation

Optimisation means achieving the **best balance** between **quality** and **file size**. Both formats have their advantages and disadvantages. Sometimes trial and error is the only approach to getting the best compromise.

**Remember:** The most important factor in determining the file size of an image is its dimensions. Ensure the image you are working on has the same dimensions as will it will have within the final web page.

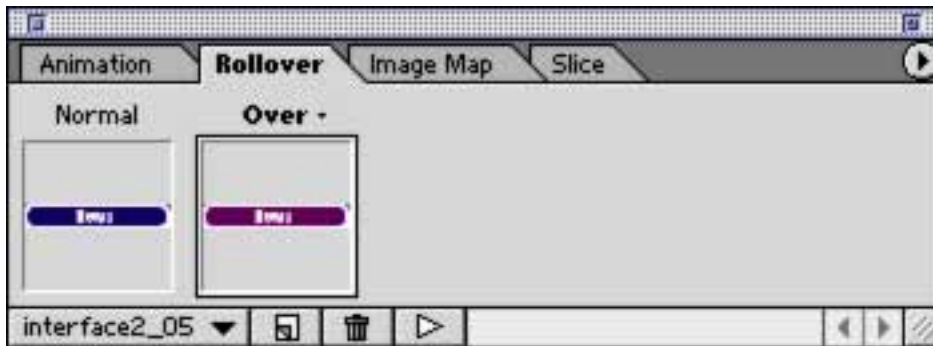
Make sure you have the **Optimisation** window open. **Window > Optimise**. Make sure you have the **linked Slices** selected. The **Optimisation** window will display the current settings for the slices.

Your first decision is whether to use the **gif** or **jpeg** format. In the case of the button backgrounds the answer is certainly **gif**. This is because they comprise only plain colour.

To get the best compromise you need to experiment with different settings until you achieve the **smallest file size** whilst maintaining the **best quality**.

You may need to create further slices to enclose other areas that require different optimisation settings. If there are several areas of nearly the same quality, link them as before. Obviously the whole image will need to be optimised before you can proceed to the next stage.

### Creating a rollover



Add Rollover State

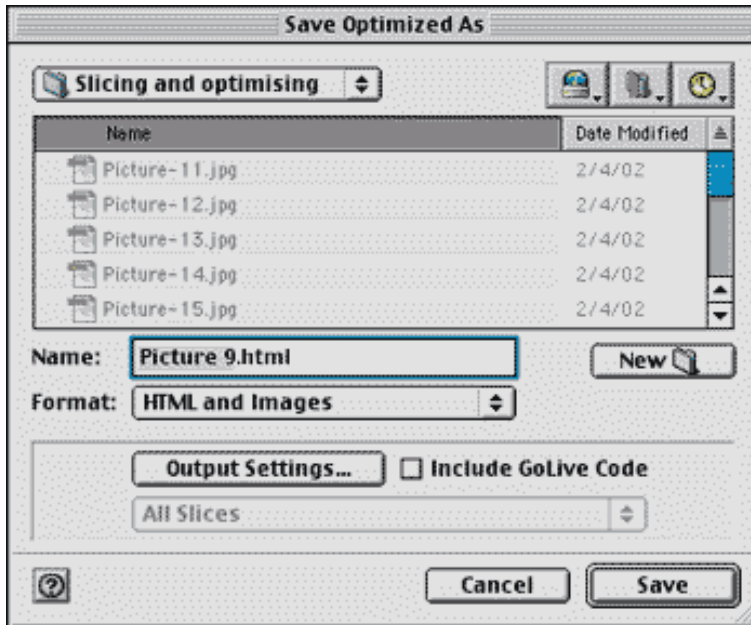
Making rollovers in ImageReady is very straightforward. The rollover effect is achieved by swapping one image with another. The rollover palette allows you to create the necessary images and scripting quite simply.

- 1 Select the slice you want to become a rollover using the **Slice Select tool** (the button background).
- 2 Make sure the appropriate layers are switched on in the **Layers Palette** to display the rollover slice in the **normal state**.
- 3 Create the rollover state using the **Add Rollover State** button in the **Rollover Palette**.
- 4 Switch **on** or **off** layers in the **Layers Palette** to create the rollover state.
- 5 Repeat for remaining buttons.

## Saving your work

ImageReady will create an **html** file with a table to contain the sliced images. The sliced images will be saved in a **separate** folder.

Go **File > Save Optimised as**



Make sure you have **HTML and Images** selected for **Format**.

You may also want to change the **Output Settings**. For example, you can change the way ImageReady names the slices as well as rename the folder in which the sliced images will be saved.

## Advice

If you are attempting more complex rollovers, where, for example, a rollover changes several slices at once, it is often worth **saving your work** after you have created each rollover. This seems to prevent ImageReady becoming confused and doing odd things.

