

## **Web Page Creation Part 2 - Graphics**

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In the last part organization of the directory/folders and file structure was the focal point. In this part how graphics can be used will be discussed. This tutorial will not make you an expert on web graphics (and I am not an expert either), but will give you a good base to expand your graphic capabilities.

Web pages were originally designed to use on 256 colours using colour codes 0 - 255. However as the internet expanded and browser capabilities evolved, you can now view true colour photos without any loss of resolution.

Digital cameras are now relatively cheap and the mega pixel count very high. For example the camera I have been using for the last few years was a 2 mega pixel camera costing over \$700.00 on sale. Now you can pick up a 2 mega pixel or higher camera for under a \$100.00. The higher the mega pixels of the camera, the larger the filesize of the photo which results in longer download times over the internet and for those on light accounts takes away from their available time and or data download limits. Also some sites only allow so much data to be downloaded from that site in a month then the site becomes unavailable until the new billing cycle. Every html file, graphic and file downloads all count against these limits.

There are a lot of sites out there that take a long time to download a page that has for examples vacation pictures or theme pictures such as Field Day pictures. When the page is finished downloading, there are either full size pictures on the page or small pictures normally called thumbnails that when you click on them open to the full size photo very quickly. What is happening here is that the photo is loaded in, the web page resizes the picture to thumbnail size which means the photo is already downloaded to your computer and is just resized to look smaller on the page until you view it full size.

Using your web page creation software you can set the size of the picture to be shown on the web page, and whether you want it to have a border around it to let users know it can be opened up full size. The other indication that a thumbnail can be opened is the cursor will usually change to the hand symbol.

As stated above this method means users download a lot of data even if they do not open all the pictures.

A more conservative method is to place a small thumbnail which you have created in your graphics program, resizing the original down to a smaller size. For example your digital picture is 1600 x 1200 pixels. Use your graphics program to resize the photo to 1024x768 or 800x600 pixels saving the picture to be used full size on the web site. Resizing to a smaller resolution will decrease the filesize dramatically. See table below for size savings. Then resize the photo again to 120x90 pixels for example to be used as the thumbnail. Give it the same name as the resized photo but add \_t o the filename to indicate that it is a thumbnail. For example picture001.jpg at 1600x1200 pixels is resized

to 800x600 pixels and saved as picture001w.jpg. The "w" in the name here indicates to us that it is a resized photo for the web. Then resize this photo again to 120x90 pixels and save it as picture001w\_t.jpg to indicate that it is a thumbnail.

If your graphics program allows it, use the "Save as Web" function to decrease the filesize even more and selection of 60% will still give very good resolution. The photos on the KARC web pages are the save to web format.

### Graphic Filesize Savings

Picture: Fort Wilderness Campground Sign

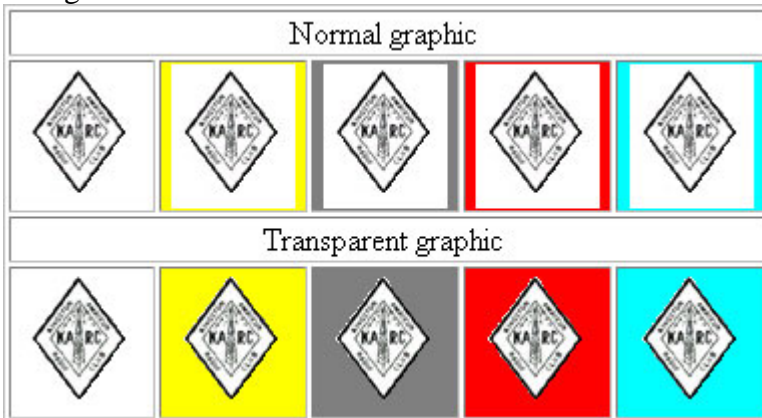


picsize\_t1.jpg

Pixels	Filesize	Save as web filesize	Remarks
1600 x 1200	822 kb		From Camera
1024 x 768	305 kb	224 kb	
800 x 600	218 kb	156 kb	
120 x 90	23.9 kb	5.23 kb	Thumbnail

Transparent graphics are another type of graphic that is used on web pages and other programs such as powerpoint presentations etc. A transparent graphic is one that you can place on any colour background and you will see that colour background behind the graphic. Most transparent graphics are .gif format.

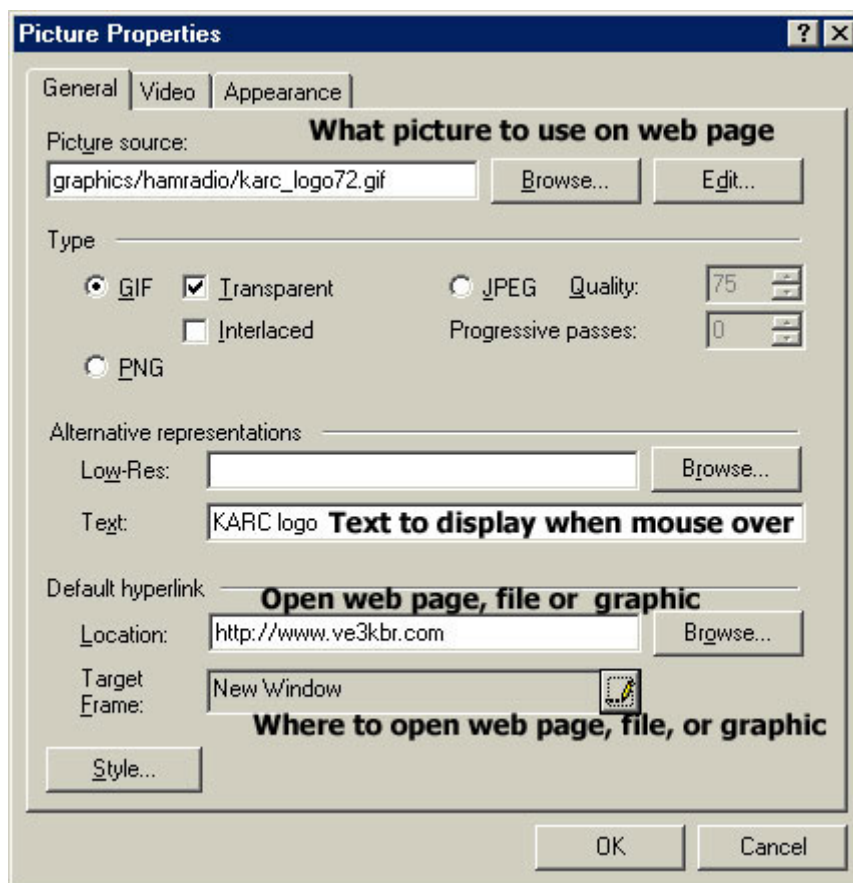
For example here is the KARC logo on a variety of background colours. You can see the difference between the non transparent graphic and the transparent graphic. The non transparent graphic has a white box around it which only disappears on a white background.



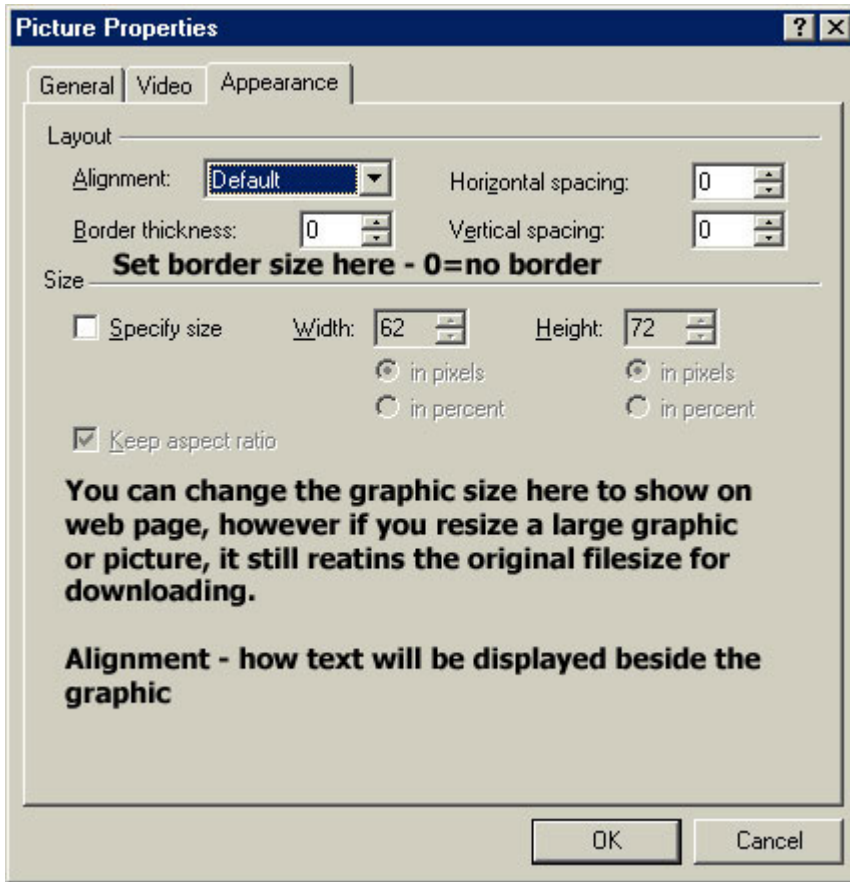
transversusnon.jpg

To create transparent graphics you require a graphics program that allows you to create transparent graphics. Transparent gif graphics usually are limited to the 256 web colours so if you make a transparent graphic out of a high resolution picture or graphic you will loose colours and the graphic might end up looking crappy.

Now that you have the graphics created, lets add them to the web page using our thumbnail method. Depending on your web page creation program, there may be subtle differences in the method, but click on the area you want the graphic and then select Insert - Picture - From File and browse to where the thumbnail graphic is stored and select it. Once the thumbnail is added to the page we can change its properties. For instance we'll put a border around it, and add a link to open the full size picture. In the program I use a right click on the picture will bring up a sub-menu and I the select picture properties.



picprop-1w.jpg



picprop-2w.jpg

In the example above choosing "new window" means that when a user left clicks on the picture through his web browser a new window will open with the full size picture in. Closing the new window uncovers the web page using thumbnails. This saves having to reload the main page each time the user using the back button if the picture was opened in the same page.

The KARC web page uses the new page method to display pictures.

Web page example of a graphic link using no border and a bordered graphic along with a text link beside the graphic.



The HTML code for this example is:

```
<a href="http://www.ve3kbr.com" target="_blank"></a>&nbsp;&nbsp;&nbsp;<a href="http://www.ve3kbr.com"
target="_blank">Kingston Amateur Radio Club</a>, Kingston
Ontario,&nbsp;&nbsp;<br>
```

Explanation of html code

```
<a href="http://www.ve3kbr.com" target="_blank">
```

the **<A href=** indicates a link. The graphic when clicked on will send the user to the website as indicated by the URL, in this case the Kingston ARC web page at **www.ve3kbr.com**. the **target="\_blank"** has the browser do this in a new browser window

```

```

The properties for the graphic:

**img border="0"** - no border around graphic

**src="graphics/hamradio/karc\_logo72.gif"** - where to find the graphic, in this case on our own website's sub directories

**width="62" height="72"** - width and height of the graphic in pixels

**</a>** end of the link for the graphic

**&nbsp;&nbsp;&nbsp;** - two spaces

```
<a href="http://www.ve3kbr.com" target="_blank">
```

the **<A href=** indicates a link. The text when clicked on will send the user to the website as indicated by the URL, in this case the Kingston ARC web page at **www.ve3kbr.com**. the **target="\_blank"** has the browser do this in a new browser window

**Kingston Amateur Radio Club** - the text we want to appear as the link text

**</a>** - end of the link for the text

Note that most web pages will underline a text link and the colour of the text will be normally a different colour. This is like putting a border around a graphic.

Through the use of the URL you can use a graphic/text link to open another web page on your site or another site, for example, the Amateur Radio Clubs page uses logos from radio clubs and clicking on the logo takes you to that club's web site. You can also use a link to open a file for viewing or downloading which we will cover in a later section.

Graphics can be used as backgrounds on web pages, backgrounds in table or cell in tables, it's all up to your imagination.

Links for graphics programs

Stay tuned for the next instalment.