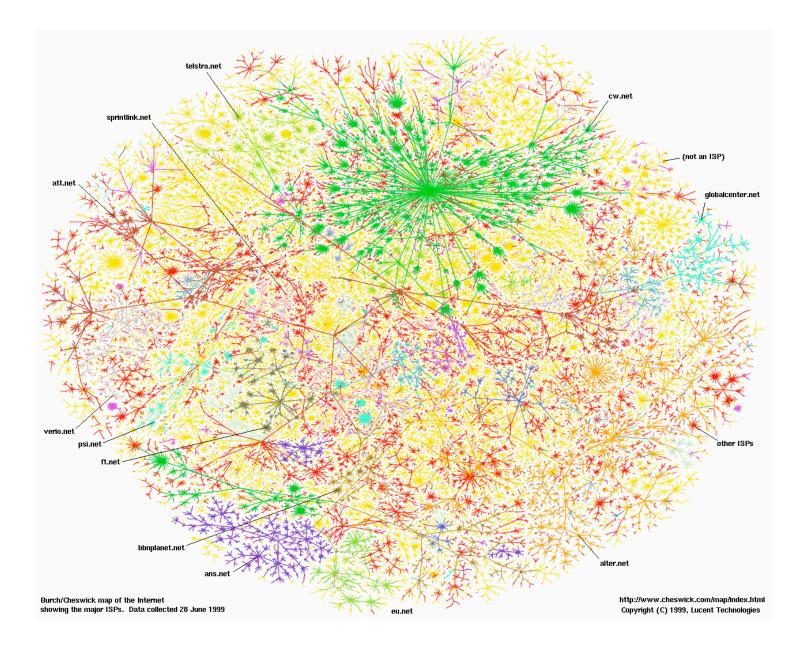
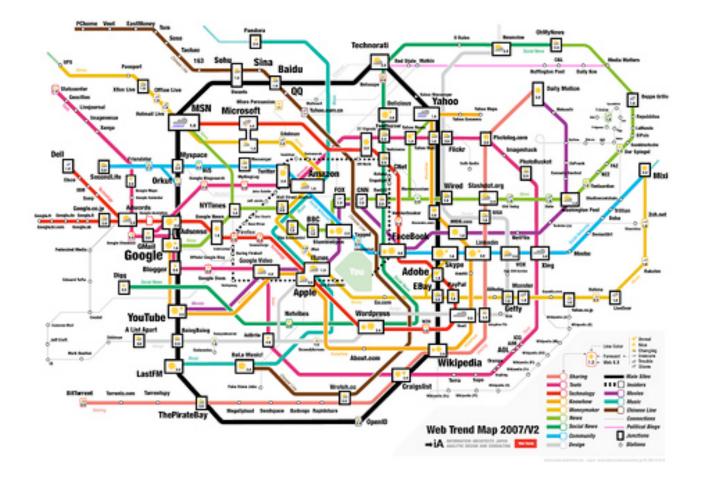
## DESIGN MEDIA LAB II

Department of Art + Architecture University of San Francisco

### Design Media Lab II

Current Course Number: VA 275–06 and 07 One laboratory class session per week, 2 hours 45 minutes per class Prerequisite: Typography XARTS Lab 006 VA 275–06 Friday 9:00–11:45 a.m. VA 275–07 Friday 1:15–4:00 p.m. Stacy Asher Telephone: (415) 312–7810 Email: sjasher@usfca.edu Office Hours: by appointment.





### So what is web design?

Web design is not book design, it is not poster design, it is not illustration, and the highest achievements of those disciplines are not what web design aims for. Although websites can be delivery systems for games and videos, and although those delivery systems can be lovely to look at, such sites are exemplars of game design and video storytelling, not of web design. So what is web design?

Web design is the creation of digital environments that facilitate and encourage human activity; reflect or adapt to individual voices and content; and change gracefully over time while always retaining their identity.

http://www.alistapart.com/articles/understandingwebdesign

http://www.pcmag.com/article2/0,2817,2350562,00.asp

http://www.ibm.com/us/en/

http://www.w3.org/

http://www.w3.org/standards/webdesign/htmlcss

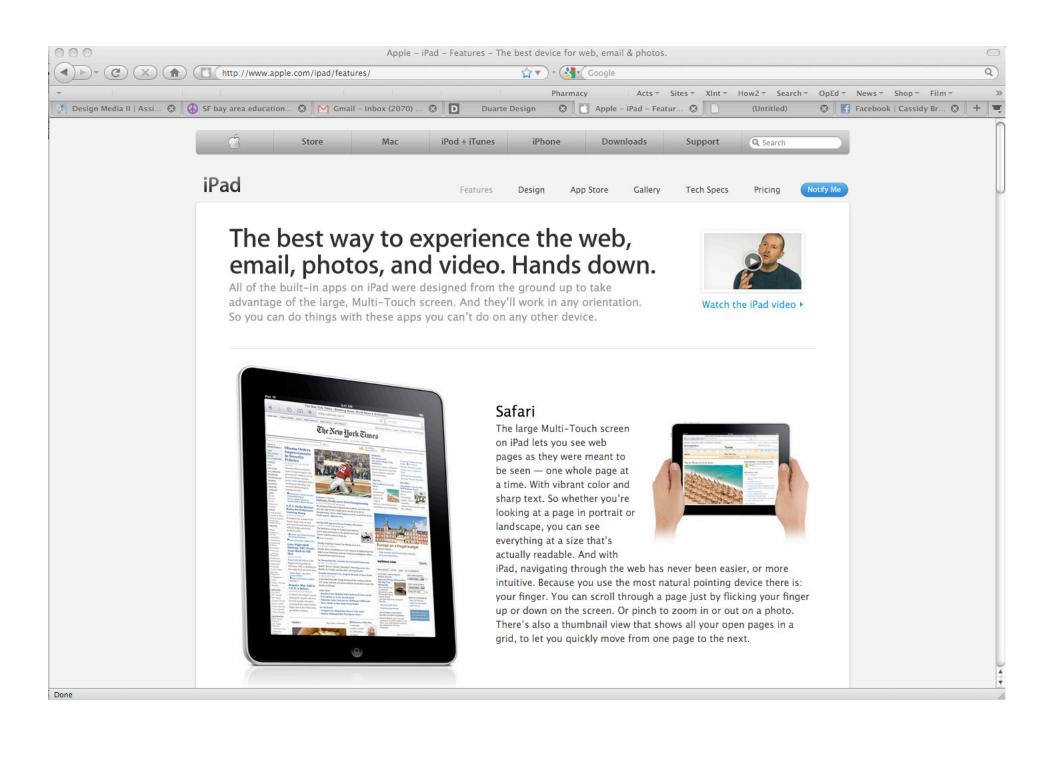
http://www.textsfromlastnight.com/

http://www-03.ibm.com/innovation/us/smarterplanet/index.shtml?url=midsized\_business/-/ case%20studies&ca=agus\_splemmhom-20090701&me=banner&met=synched\_ cr\_unit\_pit&re=pcmag&S\_ TACT=USMMB606&cm\_mmc=agus\_ splemmhom-20090701-USMMB606-\_-b-\_-synched\_cr\_unit\_pit-\_-pcmag#/ midsized business/-/case%20studies

http://www.zeldman.com/dwws/

http://www.apple.com/ipad/?cid=CDM-US-DM-P0009044&Email\_ PageName=P0009044-&Email\_OID=dfd5b 430bc4db2c2836d0227ad9ac0c4&cp=em-P0009044-&sr=em

http://www.duarte.com



Apple iPad

The iPad features a 9.7-inch, full capacitive multi-touch IPS display, weighs 1.5 pounds and measures 0.5 inches thick: thinner and lighter than any netbook, according to Apple chief executive Steve Jobs.



designing for hand held devices

# Objectives

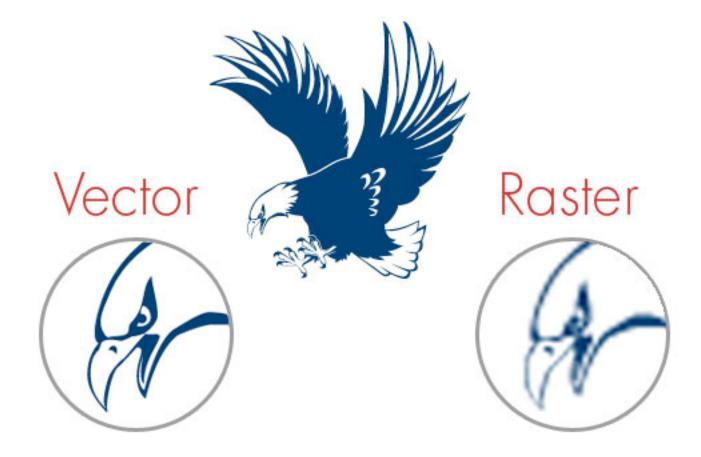
Review file set up on XARTS computers

File management (folders, saving, naming, backing up)

File formats (psd, ai, indd, pdf, jpg, tiff, gif, eps)

Resolution sizes for web vs. print

### Vectors vs. pixels (how and when you would use each)



### RGB vs. CMYK

How resolution sizes for web vs. print differ and why.

Reading and interpreting menus in the Adobe Creative Suite

### How to find answers to things you don't know how to do (help menu & online resources)

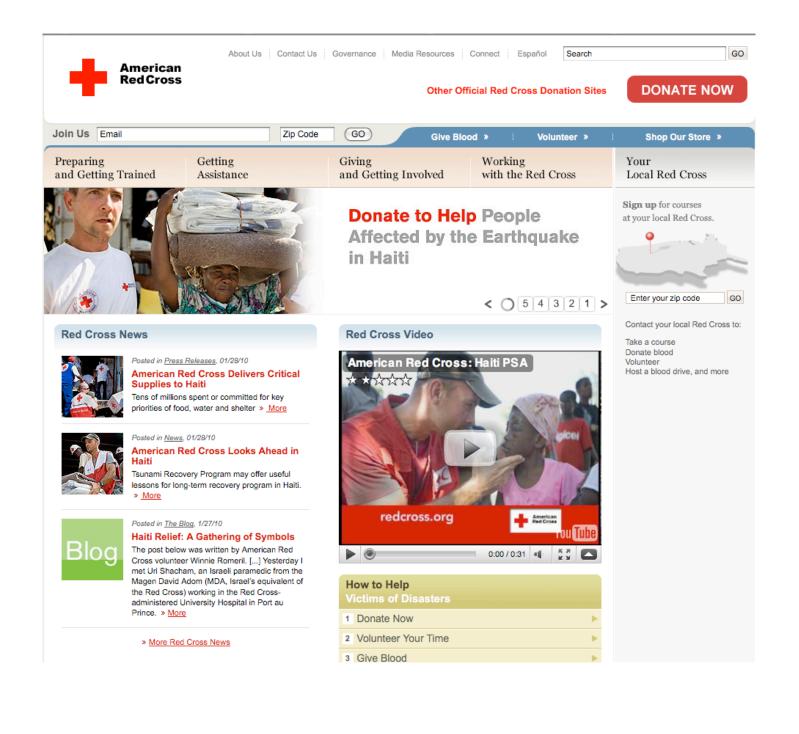
http://help.adobe.com

What can you build with the tools learned in this lab?

http://lionel.com/VisionLine/index.html#/nav/products/greenfleet/gensetswitcher



http://pictureearth.org/



### What do you want to build?

What do you want to publish?

What type of digital environment do you want to create?

How will you facilitate and encourage human activity?

How can your site reflect or adapt to individual voices and content?

How can it change gracefully over time while always retaining its original identity.

http://circuit73.com/index.php?byid=10002

http://oak.cats.ohiou.edu/~nt215903/

http://circuit73.com/index. php?byid=10002

http://oak.cats.ohiou.edu/%7Ejr135704/modoodle/

http://oak.cats.ohiou.edu/%7Eah339703/

