

# GLOSSARY

## A

**absolute path** A link that identifies the entire URL; used when linking a page that is on a different server or is an external website.

**absolute positioning** A position option for a div tag; items are positioned using x- and y-coordinates and are removed from the standard flow of the page.

**accessibility** Provides rich media content so that it can also be viewed by individuals with disabilities without missing any content.

**algorithm** A set of well-defined instructions used to perform a task.

**anti-aliasing** Used to blur the edge of a selection; softens the color of the pixels instead of blurring them.

**AP div tag** An HTML tag used to position objects; its location is relative to the upper-left corner of the page, and does not adjust on the page according to the size of the browser window.

**Application frame** Holds the workspace elements together and keeps them together when moved.

**aspect ratio** The relationship of an object's height to its width.

**Assets panel** Used to organize images, colors, URLs, SWF, Shockwave, movie files, scripts, templates, and library items associated with the defined site being viewed in the Files panel.

## B

**background** The area behind the subject, providing context and depth to the composition; can also be used to isolate the main object.

**bitmap** An image that is represented by pixels in a grid layout; each pixel contains color information for the image.

**blank keyframe** A placeholder keyframe that does not have any content in it.

**blending mode** Changes how pixels in the selected layer blend with pixels in same location in the layer below it.

## C

**Camera Raw** File format containing minimally processed data, not yet ready to be used.

**Cascading Style Sheets (CSS)** Also known as styles; commonly used to maintain consistency in a website.

**channel** A previously saved selection.

**checkpoints** Standards created by the Web Content Accessibility Guidelines (WCAG) 2.0 to make the Internet accessible to individuals with disabilities.

**classic tween** A keyframe-based motion tween; denoted in the Timeline with a purple fill and a continuous arrow.

**CMYK** An acronym for cyan (C), magenta (M), yellow (Y), and black (K); these colors are combined to create various colors in print.

**Code view** Displays only the code; the document window is hidden from view.

**Coding toolbar** Displays buttons used for many typical coding tasks and is displayed only in Split Code and Code views.

**color gamut** The limitation of the range of colors that can be displayed.

**color space** The range of colors, or color gamut, that a camera can capture, a scanner can scan, a printer can print, or a monitor can display.

**comp** A prototype or design of the layout.

**compositing** Combining multiple images into a single image.

**contact sheet** A collection of images printed together in a smaller scale, often used for proofing.

**context sensitive** Options that change based on the tool that is selected in the Tools panel.

**copyright** A category of intellectual property providing protection to authors of "original works of authorship," including literary, dramatic, musical, artistic, and certain other intellectual works; this protection is available to both published and unpublished works.

**copyrighted** Attached to a work as soon as it is created, a notice of copyright may be placed on all publicly distributed copies under the authority of the copyright owner.

**cropping** Removing the outside portion of an image to correct its focal point.

**CSS layout block** Includes div tags, images associated with either an absolute or relative position; a tag with the display:block style assigned, or a paragraph with an absolute or relative position assigned to it.

**custom workspace** A workspace that has been created by the user and saved with a unique name.

## D

**definition list** Used for definitions or descriptions, does not have a leading character, for example, a bullet or number.

**deliverables** In Flash and Photoshop, the items identified to show design concepts or progress of a project. In Dreamweaver, a list of items identified during the planning and analysis stage that the project needs in order to meet the defined criteria.

**deprecated** Refers to tags or attributes that were removed in HTML 4.0.

**derivative work** A work that is based on or derived from one or more existing works (and previously published).

**design comp** Created during the building stage it is a sketch of the layout, presented to the client either on paper or in graphics-editing application.

**Design view** Displays a fully editable view of the document as you design and edit its contents; code is hidden from view.

**destructive editing** Modification made to an original image that you cannot remove or alter later.

**dithering** A method to lessen the appearance of random noise in your image that may occur when working with transparency by creating dots of color along the edge of the image.

**div element** Content that you can place anywhere on a web page; may also be layered on one another.

**div tag** An HTML tag used as the foundation of a CSS page layout to organize content on a web page by defining areas or sections.

**dock** A collection of panel groups.

**document size** The print dimensions and resolution of an image.

**document window** In Dreamweaver, the visual representation of the web page you create and edit.

**document-relative path** Used for local links within a local site and identifies only the portion of the linked file that is different, such as *images/banner.jpg*.

**downsampled** When the number of pixels is decreased and image data is removed.

**dpi (dots per inch)** The resolution measurement on a printer.

**drawers** Term used in Adobe Bridge for categories in a panel.

**drop zone** When moving a panel, the area that becomes highlighted in blue.

**droplet** A stand-alone action saved outside of Photoshop used to repeat certain actions using multiple images.

## E

**edge halo** The part of the background that is difficult to remove; also called fringing or matting.

**editable optional region** Part of a template, allows content in an optional region to be modified; you can choose whether to include the region in the web page.

**editable region** Part of a template, the area of the page that can be modified.

**e-mail link** Activates the user's default e-mail program and adds the recipient's e-mail address automatically.

**event sound** A sound that must be downloaded completely before it begins playing.

**external style sheet** CSS styles saved to a data file with the .css file extension.

## F

**fair use doctrine** Allows the copyrighted work to be reproduced or altered for a variety of reasons including news reporting, teaching, parody, and research.

**Favorites list** In Dreamweaver, available in the Assets panel; this option shows only the assets you have selected to be a favorite.

**feather** To blur the edge of the selection.

**field of view** The area that makes up a picture.

**Files panel** Provides access to files and folders whether or not they are associated with a Dreamweaver site; in previous versions, referred to as the Site panel.

**fixed layout** Sets values in pixels for any columns and the overall width and is centered in the browser window; size will not change and may result in horizontal scrolling.

**fixed positioning** A position option for a div tag, describes positioning relative to the browser window.

**FLA** File extension used for Flash source files.

**flowchart** A visual way to outline a website; primary pages, secondary pages, and other items are identified.

**FLV** Flash video file format, used to deliver video over the Internet using Flash Player.

## Glossary

**font family** Provides a list of alternative fonts; if the first font is not available, a browser will try the next font in the list.

**foreground** The area of the composition that often displays the subject of the composition.

**form objects** Objects placed within the boundaries of a form; allow users to enter information.

**frame rates** In Flash, represents time and is indicated in frames per second (fps).

**frames** In the Timeline panel in Flash, contains the layers and represent time.

## G

**gamut** Colors that are in a range that can be displayed or printed.

**guide** A line that is used to help with the placement of objects and does not appear when the document is published.

## H

**high dynamic range (HDR)** HDR images allow a photographer to record a much larger range of tonal detail than can be captured in one photo.

**horizontal rule** A line that can be customized on a web page.

**hotspot** An area on an image that is clickable and contains a link.

**HTML** Hypertext Markup Language; uses markup tags to create web pages.

**hyperlink** Text that when clicked takes the user to another web page or opens a file.

## I

**image composition** The arrangement of the visual elements of your image to create a visually compelling design.

**image map** An image that has clickable, linked areas, known as hotspots.

**indexing** The process of removing colors not being used in an image.

**Insert panel** Also referred to as the Insert bar, located in the Panel group and contains buttons for creating objects or inserting objects created in other programs, such as images, horizontal rules, links, and tables.

**instance** A symbol that is placed on the Stage.

**intellectual property** Refers to creations of the mind and may include copyrights, trademarks, patents, industrial design rights, and trade secrets.

**interface** Also known as the workspace.

**interpolation** A method used in Photoshop to resample an image, using existing pixel colors to create new color values.

## K

**keyframe** A frame that has a different instance of a symbol or shape from a previous keyframe.

**keyframe animation** The most basic type of animation, also referred to as frame-by-frame animation.

**kiosk** A computer terminal that provides self-service access to electronic media.

## L

**layer mask** A mask that is dependent on the resolution of the bitmap images.

**layers** In the Timeline panel, used to organize your artwork and animations in your Flash document.

**library object** Reusable assets that are maintained in the Assets panel in the library category.

**line screen frequency** The number of printer dots, also referred to as screen ruling or screen frequency and is measured in lines per inch (lpi).

**liquid layout** Sets the values using percentages for any columns and the overall width; the percentage is determined by the user's browser window.

**Live Code view** Displays the code that a browser uses to execute the page; this code can change as you work on the page in Live view and is only available when viewing your page in Live view.

**Live view** A non-editable view that allows you to interact with elements in the page as if you were viewing it in a browser.

**Live Workspaces** A series of buttons on the Application bar that display the preset Photoshop workspaces, or custom workspaces you have created.

**local site** Keeps track of links between web pages and dependent files that are associated with the website.

**lpi (lines per inch)** Lines of cells per inch in a halftone screen.

## M

**marching ants** The term used for an active selection.

**merge drawing mode** A tool setting that merges shapes where they overlap.

**metadata** Information about your file that you choose to publish which makes the information available to web search engines.

**mockup** See *comp* or *design comp*.

**motion preset** In Flash, a predefined motion tween that you can share between projects; Flash offers a library of predefined motion presets.

**motion tween** An animation type denoted in the Timeline with a blue fill; symbols and editable text can be animated.

## N

**named anchor** Adds navigation to a specific location on the same web page or to a specific location on another page within a site.

**non destructive editing** An editing method in which the original image is not altered or degraded.

## O

**object drawing mode** A tool setting that keeps shapes separate.

**optimize (optimizing)** The balance between image quality and image file size.

**optional region** Part of a template, provides for some flexibility when designing a page from a template; it allows you to show or to hide this region when moving or editing a page based on the template.

**ordered list** A list that is created with numbers.

## P

**Panels group** Shown on the right side of the workspace, it is divided into two separate groupings that you can collapse or expand by clicking the double arrow icon at the top panel.

**pixel** Short for picture element, is a single point in a picture laid out in rows and columns.

**pixel aspect ratio** The width to height of a single pixel in a digital image.

**playhead** A Timeline element that indicates which frame is displayed on the Stage.

**primitive drawing mode** Draws separate objects and allows you to adjust the shapes' corner radius and angles.

**Progressive Download Video** An FLV video type, which downloads the file to the hard disk of the visitor, and the video begins to play before the download has completed

**project scope** A way to verify you have met the job specifications of a project, and estimate how long it should take.

**Property inspector** In Dreamweaver, the panel located at the bottom of the workspace that is used to inspect and edit the most common properties of the selected item in the document window; in Flash, it displays the attributes and options for a selected element.

**publication** Defined by the 1976 Copyright Act as the distribution of copies of a work to the public by sale or other transfer of ownership, or by rental, lease, or lending.

## R

**raster image** See *bitmap*.

**readability** The feeling that is conveyed to the reader by making the typeface comfortable and easy to read.

**refine edge** A truer edge technology to improve selections.

**relative positioning** A position option for a div tag, items are positioned by specifying distance from other elements on the page.

**remote site** The location to which you will publish your website.

**rendering intent** The way colors are converted from one system to another.

**repeating region** A section of the template that can be copied multiple times in a template-based page, to provide consistency of sections that will be repeated.

**resolution** Measured in pixels per inch (ppi): the greater the resolution, the more pixels per inch.

**resolution dependent** The quality of the image may be affected by the resolution of the computer display.

**RGB** Red (R), green (G), and blue (B) in various combinations that create the colors you see on a computer display, a television screen, or a movie in a theatre.

**rollover image** An image that, when the mouse passes or rolls over it, will change to another image.

**root folder** The folder where web pages, images, templates, CSS files, and the other dependent files are saved for a website.

**round-trip editing** In Dreamweaver, a feature that allows you to edit an asset from a Dreamweaver document in an image-editing application such as Fireworks or Photoshop, or an SWF in Flash; in Flash, allows you to edit an image in Photoshop or Fireworks.

## S

**safe zones** The designated viewing area, or margin, designed to ensure that certain content is not missed when played on a television screen.

**scope creep** Refers to changes in the requirements of a project as the project is being constructed; a problem that can arise during development.

**screen frequency** See *line screen frequency*.

**screen ruling** See *line screen frequency*.

## Glossary

**shape tween** An animation type denoted in the Timeline with a green fill and a continuous arrow, can be used to morph basic shapes.

**Site list** Available in the Assets panel, this option shows all the assets being used on any page in the site.

**site-root-relative path** Shows the path from the site's root folder to a page or file located outside the local site; begins with a leading forward slash (/).

**smart filter** A filter applied to Smart Objects, to create a nondestructive filter effect.

**smart object** In Dreamweaver, a Photoshop file whose source information retains a connection to the original Photoshop (.psd) file, identified with a green icon in the upper-left corner of the image.

**snapping** When placing objects, activates a reference guide to show alignment to a previous placed object.

**soft proofing** Technique used to simulate on-screen what your document will look like when printed.

**Split Code view** The workspace in Dreamweaver that opens by default with the code appearing on the left and the document window appearing on the right.

**static positioning** The default setting for a div tag, positions elements according to the standard flow of the page.

**storyboard** In Dreamweaver, the information from a flow-chart and wireframe that provides detail for each page in a website by breaking down the plans for a site into manageable pieces; each square has a layout that represents the page and the content it will include. In Flash, used to map out the various scenes or actions that will take place when creating rich media content.

**stream sound** A sound that begins to play as soon as enough frames have downloaded; a stream sound is coordinated to play with the animation on a Timeline.

**Streaming Video** An FLV video type; delays playback for a short time until video loads in the buffer to provide a smooth playback.

**SWF** The Shockwave file format; the published output file from Flash.

**symbol** A graphic, button, or movie clip that is created once and then stored in the Library panel.

## T

**target audience** Individuals identified that will be using the specified content, for example a website, rich media content, or design project.

**template** A master page used to create multiple pages from the same layout; elements common to all pages in the template can be modified, and the change occurs globally to all pages attached to that template.

**typography** The selections made to design the text and the placement of words.

## U

**Uniform Resource Locator (URL)** The address of a web page or asset on the Internet.

**unordered list** A list that is created with bullets.

**upsampling** Increasing the number of pixels per inch, usually results in inferior image quality because of loss of detail.

## V

**vector** An image created with mathematical calculations and can be enlarged without a loss of quality.

**vector mask** A mask that is independent of the resolution and is created using the Pen tool or a shape tool.

**visual hierarchy** Used in graphic design to emphasize important elements and organize content in a logical manner.

## W

**web server** A server that processes websites on the Internet via a web browser.

**wireframe** A basic visual guide that suggests the structure of an interface and relationships between its pages; it serves as a design layout or blueprint that defines each web page's structure, content, and functionality.

**Workspace switcher** Allows you to reset your workspace to default settings, switch to other available workspaces, or create your own custom workspace.

## X

**XFL** An internal file format that compresses the Flash document using Zip compression, making it easier to share Flash files with others.

**XML** Governed by the World Wide Web Consortium (W3C), eXtensible Markup Language is intended to help in the distribution of electronic publishing by providing a standard to identify content and the structure of a document.