**Class 7 notes**

Aspect ratio is more important then pixel for devices. 4:3 and 16:9 are aspect ratios. Pixels define the resolution 640x480 is 4:3 aspect ratio. 960x640 is a 3:2. For every 3 units you have going across you have 2 going up, and so on.

Multiple types of proportions. Keep it in mind when designing.

How big do you want your graphics to be? What determines the size of a website is the graphics.

Adobe website is about 1000px high by about 960 wide (960 wide seems to be popular!)

Bring in the design as a tracing image. Then you chop up all your elements. Start laying down your guides and divide your page into sections. Then choose “make slices from guides”. Then rename the ones you want to keep so it’s descriptive.

Next, choose “Save for Web & Devices” PNG files will not allow data loss, FYI, so they’re bigger. They carry the alpha channel.

Jpg vs gif: jpg throws away redundant color pixels. Gif reduces gamut of color to make it smaller. Anything that needs to blend should be jpg. Anything with definite boundaries can be gif.

Save the slices and change the naming stuff to none.

Javascript does one thing only. A behavior does more then one thing, but is controlled by a javascript.