



Molecular Biomedical Informatics  
分子生醫資訊實驗室

Web Programming  
網際網路程式設計

# Photoshop

# Probably the most famous design software

- Adobe
  - yet another software monster (brought Macromedia)
  - Dremeweaver, Fireworks, Flash, Illustrator, InDesign, After Effects...
- There are other software
  - CorelDRAW, GIMP, Painter, Paint Shop Pro, PhotoImpact...

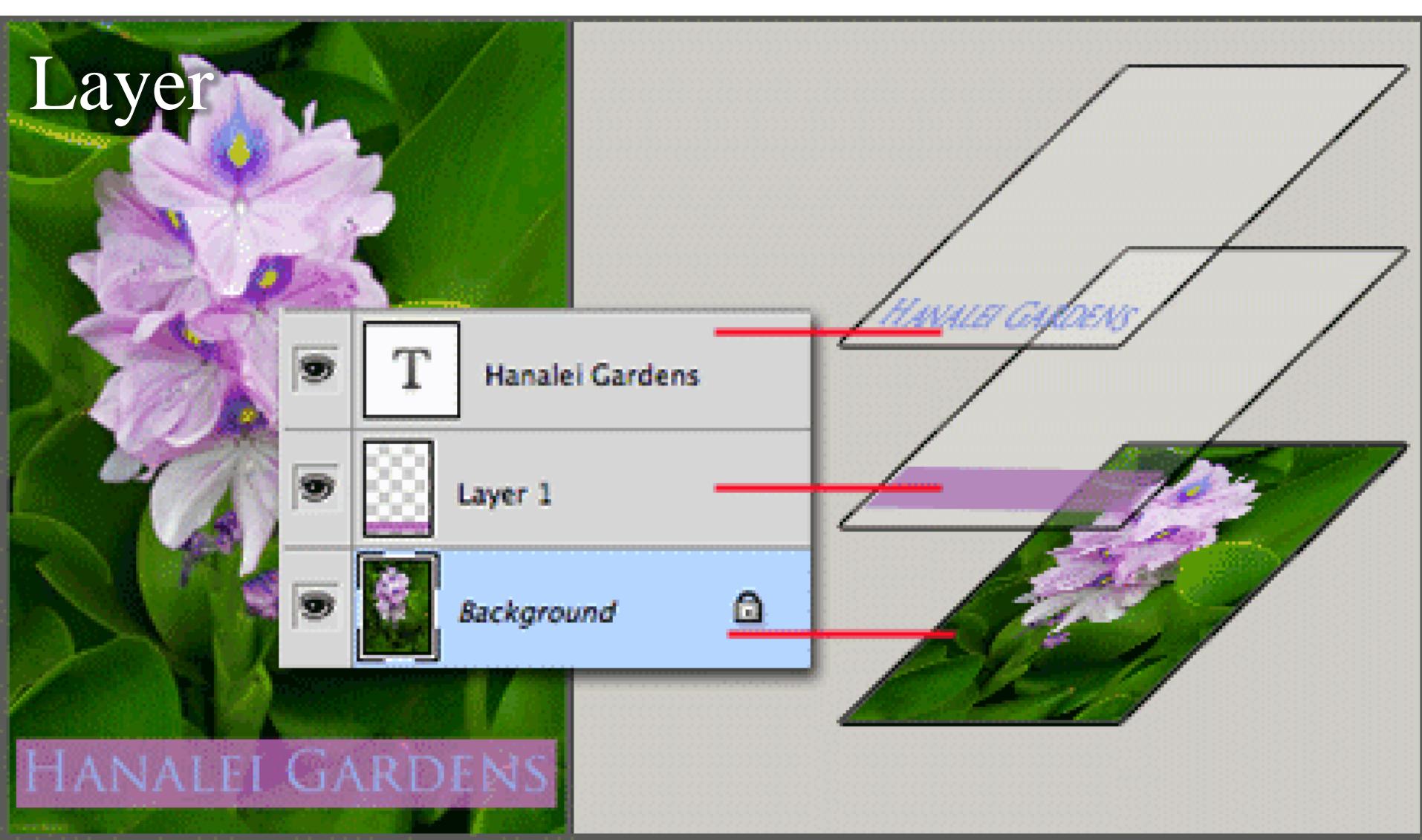


# Again,

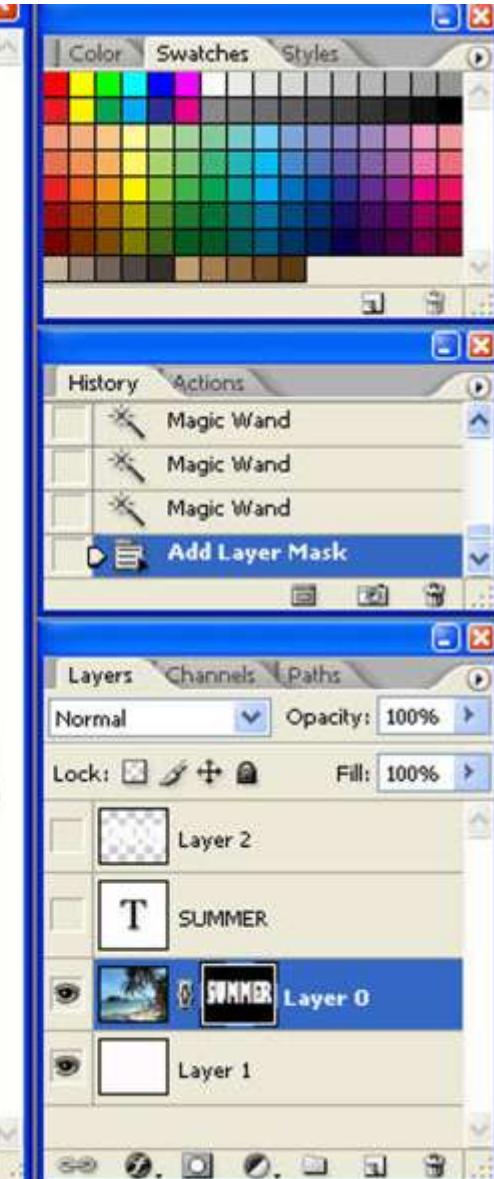
this class does not teach you the details (I am not capable either) but aims to make you not afraid of them

# Various design software

- Have different advantages
  - vector graphics, visual effects (filters), web
  - choose the right/familiar one, somehow like choosing the programming languages
- More hateful, different architectures/design logics
  - layer vs. object, gradient tool vs. gradient object...
  - it is harder than expectation to switch from one to another
  - the experts can do anything with their favorite tool, such as Illustrator vs. Photoshop, so choosing a few you like to dig is enough



# Mask

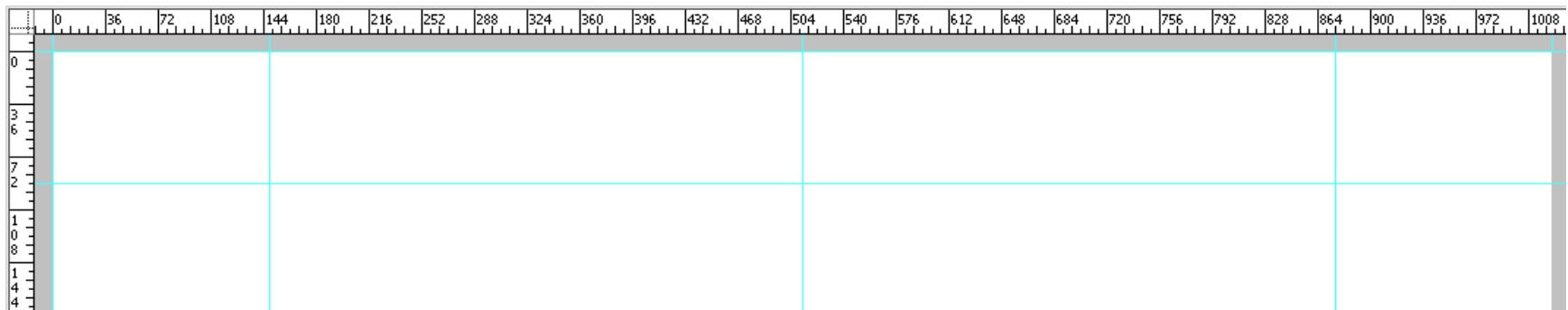




DIRTY

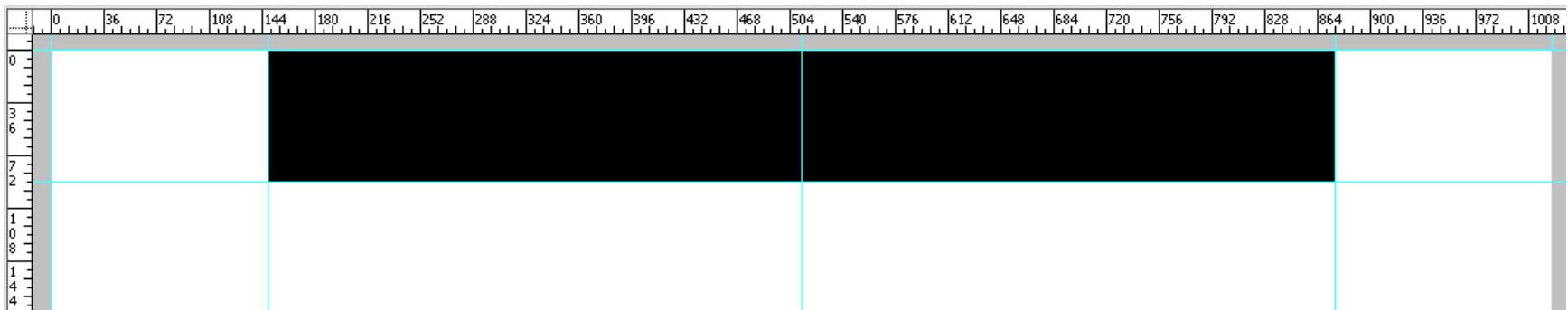
# Preparation

- Create a new file (Ctrl+N) with 1024 x 384 px and white background
- Set guides (Alt+V → E)
  - horizontal: 0 and 90px for the top and bottom of both banner and wrap color
  - vertical: 0,  $148=(1024-728)/2$ ,  $512=1024/2$ ,  $876=1024-148$  and 1024 for the left, right and center of banner and wrap color



# The wrap color

- Add a solid color fill layer (**Alt+L → W → O**) with name “wrap color” and black color
- Remove layer mask (**Alt+L → M → E**)
- Add path (**U → Options Path → drag wrap color according to guides**)
- Add vector mask (**Alt+L → V → U**)
  - the working path can be discarded since it is no longer needed (**Delete** when the path is selected)



The banner

# The gradient

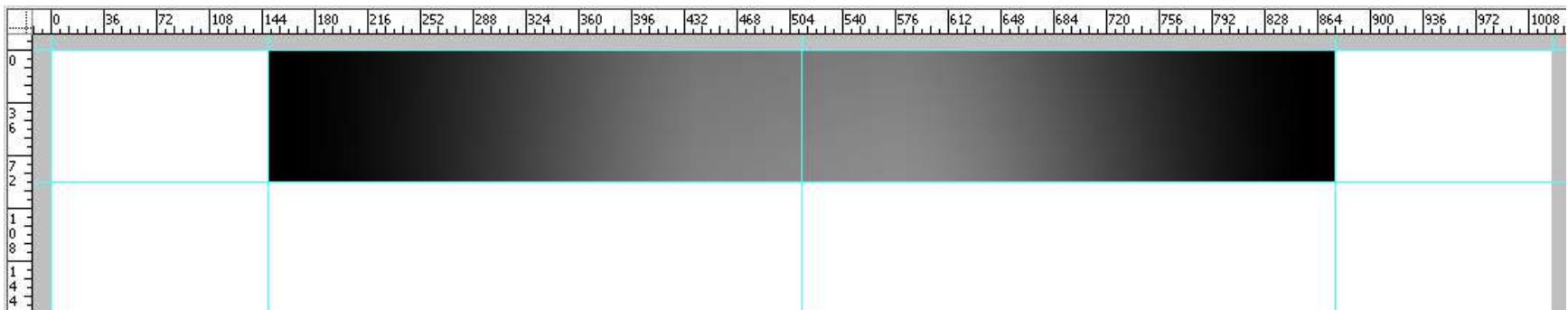
- Add a layer group ( $\text{Alt}+\text{L} \rightarrow \text{N} \rightarrow \text{G}$ ) with name “banner”
  - a good practice rather than a necessary step
- Add a layer ( $\text{Shift}+\text{Ctrl}+\text{N}$ ) with name “light”
- Add layer mask ( $\text{Alt}+\text{L} \rightarrow \text{M} \rightarrow \text{R}$ )
- Choose gradient tool ( $\text{G}$ , sometimes  $\text{Shift}+\text{G}$  is required)
  - set gradient from white center to black flanks
  - make boundary controllable



The banner

# The light

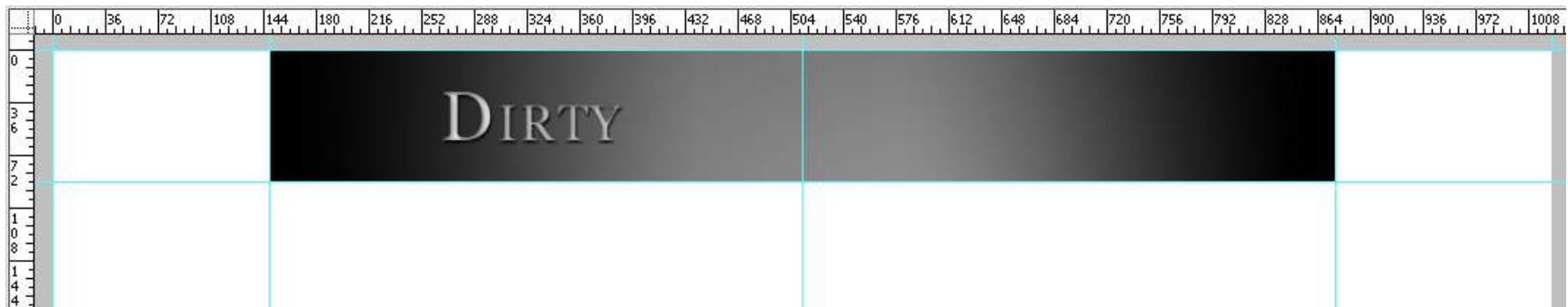
- Select banner (**M** → drag banner according to guides)
- Fill with white (**D** → **Ctrl+Backspace**)
- Lock transparency (/)
  - this operation is useful when the light is re-creating
- Light (**Alt+T** → **Render** → **Lighting Effects...**)
  - try play with the options, which are much easier to understand than expectation



The banner

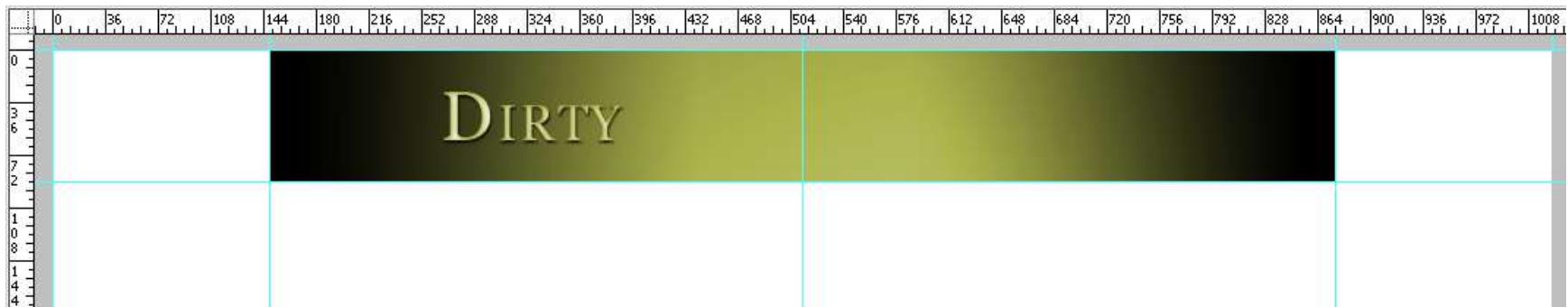
# The text

- Choose horizontal type tool (T)
  - set font, this tutorial uses white 48pt Georgia font and small caps
  - type text
- Layer style
  - drop shadow (Alt+L → Y → D)
  - inner shadow (Alt+L → Y → I)



# Adjustment

- Try adjust the wrap color
- Adjust the blending mode
  - [Photoshop Blending Modes: Beginner's Tips and Tricks](#)
- Adjust the inner shadow
- Add an adjustment layer (Alt+L → J → H)



# Techniques in this example

- Fill layer
- Layer mask (raster vs. vector)
- Vector objects
- Layer group
- Gradient tool
- Lock transparency
- Filter
- Text
- Layer style
- Blending mode
- Adjustment layer
- Many techniques are not necessary but make you easy to adjust

# A good start point

- Layers, Got to Love Them
- Blending is Fun
- The Lifesaver Adjustment Layers
- There are astronomical tutorials for Photoshop,  
where Basix is a very good series



# Any Questions?

About Photoshop

# The second part of this slide

Design a jQuery plugin

# jQuery plugin

- Did you want build your own jQuery plugin so that other people can use it with simply `jQuery(...).plugin_name()`?
- Remember, it is just a JavaScript
  - you can design a non-plugin version first
  - the transformation to the plugin version is defined by jQuery, so just memorize it
  - actually the transformation design is reasonable, intuitive and simple

# Non-plugin version

- ```
$( 'ul li:even' ).addClass( 'even' );
$( 'ul li' ).hover(function(){
    $(this).animate(
        {marginLeft:'20px'},
        {queue:false,duration:300}
    }),function(){$(this).animate(
        {marginLeft:'0'},
        {queue:true,duration:300}
    )});
```
- We want it to be something like this:  

```
$( 'ul' ).animenu({shift:20});
```

# Plugin structure

- Plugins/Authoring
- ```
; (function($, undefined){  
    var plugin='animenu';  
    $.fn[plugin]=function(opt){  
        var opt=$.extend({},$.fn[plugin].dft,opt);  
        return this.each(function(){  
            var $el=$(this);  
            // do something here  
        });  
    };  
    $.fn[plugin].dft={}; // publicly accessible  
})(jQuery); // self executing anonymous function
```
- Since jQuery is an object and we want to use `jQuery.plugin_name()`, the only thing to do is to set the `plugin_name` property of jQuery

# Tips

- Every jQuery plugin sits in its own JavaScript file, and is normally named using the following pattern
  - jquery.plugin\_name.js
  - jquery.plugin\_name.min.js
  - jquery.plugin\_name-version.js
  - jquery.plugin\_name-version.min.js
- A self executing anonymous function that wraps the entire plugin gives the plugin a private scope to work in
- By passing jQuery into the function, the \$ will equal jQuery inside the function even if \$ means something different outside the plugin
- Private and exposed functions
- Try google ‘javascript closure’

# Options

- Accept an options argument to control plugin behavior
- A basic object for default options
- Extending the options with defaults
- Provide public access to the default plugin options
- We are utilizing the fact that functions are first-class objects in JavaScript
  - like any other object, functions can be assigned properties
  - since we have already claimed the `$.fn.plugin_name`, any other properties or functions that we need to expose can be declared as properties on it

# The jQuery plugin checklist

- Useful when you are relatively familiar with jQuery plugin development
- Name your file `jquery.plug_in.js`
- All new methods are attached to the `jQuery.fn` object, all functions to the `jQuery` object
- Inside methods, `this` is a reference to the current `jQuery` object.
- Any methods or functions you attach must have a semicolon (`;`) at the end, otherwise the code will break when compressed
- Your method must return the `jQuery` object, unless explicitly noted otherwise
- Use `this.each` to iterate over the current set of matched elements
- Always attach the plugin to `jQuery` instead of `$`, so users can use a custom alias via `noConflict()`

# References

- Design pattern
  - [jQuery Plugin Design Patterns: Part I](#)
  - [A Plugin Development Pattern](#)
  - [Essential jQuery Plugin Patterns](#)
- Tutorials of the first jQuery plugin
  - [A Really Simple jQuery Plugin Tutorial](#)
  - [Tutorial: Creating a jQuery plugin](#)
  - [Building Your First jQuery Plugin](#)
- Tutorials of practical jQuery plugin
  - [Simple Effects for Drop-Down Lists](#)
  - the quality of tutorials in [CODROPS](#) and [nettuts](#) are good
  - the workflow is similar and the creativity is much more important



# Any Questions?

# Today's assignment

# 今天的任務

# Design logo or a jQuery plugin

- Design the logo(s) for your site/team by design software. If all of your team members hate graphic works, please develop a new jQuery plugin (you can just wrap some existing function of your site).
- Reference
  - [Basix](#)
  - [CODROPS](#)
- Your web site (<http://merry.ee.ncku.edu.tw/~xxx/cur/>, ex11) will be checked not before 23:59 12/30 (Sun). You may send a report (such as some important modifications) to me in case I did not notice your features. Or, even better, just explain your modifications in the homepage.

# Appendix

# 附錄

# Schedule of the following weeks

Date	TODO
2012/12/24	
2012/12/31	
2013/01/07	
2013/01/14	
2013/01/21	