

Adobe Muse

Course Summary

Description

This course also includes instruction on how to incorporate Adobe Illustrator to create a Site Map as well as lab exercises for doing mock-ups of the web page layouts. The course also explains how to use Adobe Photoshop to automate the process of resizing images for the web. Once all the assets are ready and satisfactorily designed, attendees can use Adobe Muse to create an entire website with a sound structure and deploy it either through Adobe's Business Catalyst Service or on other hosting services.

Topics

- Introduction to Adobe Muse
- Planning Your Site - Adobe Illustrator
- Creating your Site
- Working with Master pages
- Using Text
- Responsive Web Design
- Shapes, Colors and Effects
- Preparing Images for the Web - Adobe Bridge / Photoshop
- Adding Links, Buttons, and Graphic Styles
- Working with Widgets
- HTML, Libraries, and Widgets
- Publishing and Exporting Your Website

Prerequisite

- Basic knowledge of a Mac or PC computer
- Some basic Adobe Photoshop knowledge
- Some basic Adobe Illustrator knowledge

Duration

Four Days

Adobe Muse

Course Outline

- I. **Introduction to Adobe Muse**
 - A. Introducing Adobe Muse
 - B. Responsive Web Design in Muse
 - C. An example Muse Web Workflow
 - D. Web Design vs. Print Design
 - E. Touring the Workspace
 - F. Understanding Modes
- II. **Planning Your Site - Adobe Illustrator**
 - A. File Set-up
 - B. Site Map Layout
 - C. Creating a Website Color Scheme & Pattern Tile
 - D. Home Page Mock-up
 - E. Image Pages Mock-ups
- III. **Creating your Site**
 - A. Creating a New Site
 - B. Editing the Site Map in Plan Mode
- IV. **Working with Master pages**
 - A. Working with Master Pages
 - B. Using Layers
 - C. Adding a Navigation Menu
 - D. Testing your Pages
- V. **Using Text**
 - A. Adding Text
 - B. Formatting Text
 - C. Creating Type Styles
- VI. **Working with Graphics**
 - A. Web Image Basics
 - B. Working with Images
 - C. Transforming Images
 - D. Aligning Content
 - E. Understanding the Assets Panel
 - F. Editing Image Properties
- VII. **Responsive Web Design**
 - A. Design Methods in Muse
 - B. Responsive Web Design in Muse
 - C. Laying out Content
- VIII. **Shapes, Colors and Effects**
 - A. Working with Shapes
 - B. Working with Color
 - C. Applying a Background Image to a Frame
 - D. Working with Rounded Corners, Opacity, and Effects
- IX. **Preparing Images for the Web - Adobe Bridge / Photoshop**
 - A. Organizing Content using the Bridge
 - B. Re-sizing Images using Photoshop
 - C. Automating Re-sizing of Images using Photoshop
 - D. Processing Images with Batch Actions using the Bridge and Photoshop
- X. **Adding Links, Buttons, and Graphic Styles**
 - A. Working with Links
 - B. Working with Buttons
 - C. Working with Anchors
 - D. Pinning Content
 - E. Working with Graphic Styles
- XI. **Working with Widgets**
 - A. About Widgets
 - B. Understanding Button Widgets
 - C. Working with Composition Widgets
 - D. Adding a Form
 - E. Adding Social Widgets
 - F. Working with Slideshows
- XII. **HTML, Libraries, and Widgets**
 - A. Embedding HTML
 - B. Working with Creative Cloud Libraries
 - C. Working with the Library Panel
- XIII. **Publishing and Exporting Your Website**
 - A. Understanding Adobe Muse Publishing
 - B. Publishing your Site
 - C. Uploading your Site to a Third-party Host
 - D. Exporting your Site as HTML
 - E. Collecting Assets