Flexbox and Grid are CSS techniques that have enromously simplified many layout tasks in HTML; and, in fact, have made it possible to do things that were previously not possible.

ARTV 330-001: Interaction Design for Visual Communication I / NKU / Professor Julie Mader-Meersman

Vocuabulary Sheet / New approaches to layout and positioning / FlexBox and CSS Grid

FLEXBOX / "FLEX"

ONE-DIMENSIONAL LAYOUT CONTROL Flex is good for arranging elements either horizontally *or* vertically. It's a good alternative to floats when it comes to layout (floats should be left for creating small text wraps in most cases). With flexbox, the parent element becomes the flex container; child elements become flex items. FLEXBOX: CSS SYNTAX The parent element has to have two properties designated in the CSS to work:

- 1) The parent selector must be set to display: flex;
- 2) The parent must also have a flex-direction value declared. There are four basic options for this (to start with): row, row-reverse, column, and column-reverse, as in:

```
<div id="container">
                                      <img src="images/bonfire_sm_WEB.jpg" alt="bonfire"/>
                                      <h2> Hello world </h2>
                                      Lorem ipsum paragraph here... 
                                   </div>
(img)
          (h2)
                     (p)
                                   .container {
                                     display: flex;
                                     flex-direction: row; }
```

CSS GRID / "GRID"

TWO-DIMENSIONAL LAYOUT CONTROL Grid enables the horizontal *and* vertical organization of elements across a true grid (use of columns and rows). Enormous layout potential with much less code than other methods. The parent element is the grid container; child elements (direct descendents) become grid items. GRID: CSS SYNTAX The parent element has to have two properties designated in the CSS for grid to work:

- 1) The parent selector must be set to display: grid;
- 2) The parent must also have a values for the grid divisions to be declared. This can be achieved a wide number of ways. The simplest way to start is to assign values for the columns, rows and grid gaps, as in:

```
<imq src="images/bonfire_sm_WEB.jpg" alt="bonfire"/>
                                       <img src="images/bonfire_sm_WEB.jpg" alt="bonfire"/>
                                        <img src="images/bonfire_sm_WEB.jpg" alt="bonfire"/>
                                        <img src="images/bonfire_sm_WEB.jpg" alt="bonfire"/>
                                        <img src="images/bonfire_sm_WEB.jpg" alt="bonfire"/>
(img)
           (img)
                       (img)
                                     </div>
                                     .container {
(img)
           (img)
                                       display: grid;
                                       grid-template-columns: 1fr 2fr 1fr;
                                       grid-template-rows: auto;
                                       grid-gap: 10px; }
```

<div id="container">



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Vocuabulary Sheet / Graphic Assets / Images

IMAGES

Images can either be part of the HTML content, (ex: image of a product for sale); **or**, images can be presentational from within CSS (ex: a mood-setting background image).

IMAGE FILE FORMATS AND DETAILS

- PNG (Portable Graphics Interchange Format files, .png extension) a bitmap file format designed for use on the internet that uses lossless compression; intended to replace the GIF format
- GIF (Graphics Interchange Format files, .gif extension) for cartoons, logos, graphics with transparent areas, and animations. GIFs contain a maximum of 256 colors
- JPEG/JPG (Joint Photographic Experts Group files, .jpg extension) usually photographs or high-color images; best for digital or scanned photographs, images using textures, images with gradient color transitions, and any images that require more than 256 colors
- •svg (scalable vector graphic, .svg extension) vector matter from Illustrator; scales well; displays well on high-res screens

Color Mode = RGB or hex values always.

Image resolution = in pixels (72 dpi; but higher lately: 150 dpi); size optimization is critical! The smaller the overall file size, the better.

OPTIMIZING IMAGES FOR THE WEB All image files should be optimized for web display; that is, they should be saved as small as necessary to facilitate speedy display, but as high as possible to ensure the desired quality. In Photoshop, use File > Export... > "Save for Web (Legacy)...". This allows you to compare lossy results prior to saving. Save files with a consistent, clear naming system when they are the final, web-ready file.

INSERTING IMAGES IN DREAMWEAVER

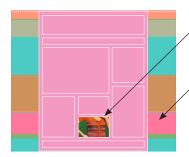


IMAGE SIZING

First, Photoshop image files should be sized with an approximate use size in mind. Second, since image sizing is a presentational layout decision, images are best sized for layout placement via CSS. There is a wide variety of techniques for placing images where you want them at the right size, such as: