

TUTORIAL ON WEB GRAPHICS

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Developing graphics for a web site is different from developing graphics for other uses. Since web graphics must be downloaded, usually at low speeds, the size of the graphics is very important. It is also important that the graphics be attractive. Anyone who has tried to develop diagrams is familiar with the fuzzy line problem that can occur if you have to resize your graphics a couple of times after you convert it to a binary image. This tutorial will demonstrate some techniques that can be used to create optimal web graphics.

There are three dominant file formats for web graphics, GIF, JPG and PNG. When you create a your own web graphics you need to think about what file format you should use and why. This tutorial will include a detailed discussion of these different file formats and when to use them.

There are a number of graphics packages available that claim that they are good for developing graphics for the web. After using most of them it is clear that as of today we are still waiting for that one perfect package. This tutorial would demonstrate three packages that when combined seem to meet the needs of those who are developing web graphics today. These packages are Microsoft's PhotoDraw 2000, Macromedia's FireWorks, and Visio.