**Creating Website Pages**

**Exporting an interactive PDF**

Now that you have created the basic wireframe of the application flow and structure, it is useful to export the entire document as a multi-page document complete with interaction to send to the client for review.

1. Navigate to the master page by selecting it in the Pages panel.
2. From the Tools panel, select the Hotspot tool in the Web group.
3. Draw a hotspot over the top of the first button.
4. Draw two more hotspots over the second button and third buttons.

**Tip:** *Alternately, you can select the three rectangles that comprise the buttons, right-click, and choose "Insert Hotspot" and then choose "Multiple." This will add a hotspot around each of the selected objects.*

1. Select the first hotspot with the Pointer tool. In Properties panel, set the link to Find Cars.html. Select the second hotspot and set the link to Check Rates.html. Select the third hotspot and set the link to More Info.html.

Since the hotspots are located on the master page, every page will be linked to each other when the interactive PDF is exported.

1. Select File --> Export. Choose (.pdf) from the Export drop-down menu.
2. Click on Options. Since this is just a simple wireframe, set the quality to Medium, and select the option to Convert to grayscale. Click OK to exit the PDF Export Options dialog box.
3. Make sure the check box next to "View PDF after Export" is checked. Click Export.

Now you can view the PDF, click through the pages, and make comments as needed using all the tools available. An interactive PDF is ideal for facilitating the client review process because the client can click through the flow of the site. This allows them to experience the presentation of pages as site visitors will experience them in the final product.

**Creating an initial design**

Now that you have created the wireframe and defined the application flow and layout, it is time to add an attractive skin onto the design. This is usually the most involved part of creating a layout. Professional bitmap & vector graphic editors have many useful features to speed up the creative process while maintaining the ability to edit the document to make future changes.

If you created the wireframe in the previous section of this tutorial, you have already experienced how guides, smart guides, and tooltips help you precisely line up the elements on the page. You can continue to benefit from using guides, smart guides, and tooltips as you follow along with this section, but these features will not be called out directly.

**Creating a new document**

At this stage, we recommended that you save a copy of your complete wireframe as a backup. This way you can work with the original wireframe file directly to turn it into a complete design, using some of the already created elements and structure.

**Creating a background design**

The first task is to create a background design on the master page you made in the wireframe:

1. Navigate to the master page using the Pages panel.
2. In the Layers panel, create a new layer and double-click the layer name to rename it **Design**.
3. Drag the old layer, which contains the wireframe, above the new layer. Lock this layer by clicking the lock column to the left of the wireframe thumbnail.

You have now separated the wireframe from the new layer where you will draw the design. The wireframe is helpful because it can serve as a reference, but it will not get in the way since it is on a separate, locked layer.

***Tip:*** *You can click the eyeball icon in the Layers panel to hide the wireframe layer whenever desired.*

1. With the Design layer selected, draw a background rectangle that covers the canvas completely. If you have smart guides turned on, the rectangle dimensions will snap to the canvas edges.
2. With the rectangle selected, choose Edit --> Copy, and then Edit --> Paste. This will create a clone of the rectangle in the same place.

***Tip:*** *When you copy and paste an element, the pasted item is placed in the same location where it was copied, if that location is still fully visible on the screen. If that location is not fully visible (due to zooming or panning), it will place the pasted item in the center of the screen. Using Edit --> Clone will create a clone of the selected element(s) that will always be placed in the exact same spot as the original, regardless of canvas display or position.*

1. With the new clone rectangle selected, select the Scale tool. Drag the top middle handle to resize the top edge down to approximately 590 pixels.
2. In the Properties panel, reduce the opacity of the clone rectangle to 80 percent. This is the beginning of the header area and content area.
3. To add a photographic background image, select File --> Import. From the sample files folder, choose grass\_bg.jpg.
4. Position the grass image over the top of the content area rectangle. There will be some overlap.
5. From the Layers panel, select the content area rectangle and choose Edit --> Copy.
6. Select the background grass image and choose Modify --> Mask --> Paste as Mask. This action uses the rectangle copied to your clipboard as a "mask" for the grass so that the image will be cropped to match the size of the content rectangle.

***Tip:*** *If you move the image, both the image and the mask will move together. However, if you click the link icon in the Layers panel, you can move either the image or the mask separately, allowing you to reposition one without moving the other.*

1. In the Layers panel, drag the grass image so that it is located below the content area rectangle. This placement gives the grass a very muted background appearance because it is only showing through the 80 percent opaque rectangle above it.
2. With the background image selected, change the blend mode in the Properties panel from Normal to Multiply. The Multiply blend mode makes dark areas in an object blend into the objects below it and darken them, while making the light areas in the image disappear. The grass image is now subtly displayed along the bottom.

**Adding details**

In any design, the more attention you give to the details, the more polished the results will appear:

1. From the Tools panel, select the Line tool from the Vector group.
2. Drag a long horizontal line between the header area and the content area.
3. Click on the left side of the document and press Shift as you drag to the right to lock the line into a 90-degree angle (horizontally).
4. Set the line color in the Properties panel to solid black (#000000).
5. Set the opacity in the Properties panel to 15 to make it a very transparent object. The resulting design displays a thin light divider on the header area. It is to your advantage to use a solid color (like black) and lower the opacity because later if the underlying color changes, the shadow will remain without having to reset its color as well.
6. Select the Rectangle tool and drag out a rectangle with a width of 1024 pixels and height of 10 pixels directly above the line you just created.
7. Set the rectangle Stroke color to none and set the Fill to Gradient > Linear.
8. Click the Fill swatch and edit the gradient. Set the start color to solid black and the end color as solid black. Change the start opacity to 0 and the end opacity to 100.
9. In the Properties panel, set the rectangle's opacity to 10. Now there is a soft shadow in the header area, creating a subtle sense of depth.

**Adding text**

At this point, you have a good start, but a lot more can be done to refine the pages:

1. Select the Text tool.
2. Click in the upper left header area and enter the application title: **IGNITION** **CARSHARE**.
3. After you have finished typing, click the canvas or press Control-Enter or Command-Enter (Depending on your OS) to commit the text.
4. With the text object still selected, change the fill color to white in the Properties panel.
5. Also in the Properties panel, set the font to a desired font and set the text size to

***Tip:*** *Font sizes are measured in pixels, not points.*

1. Double-click the text to edit it. Double-click the word "CARSHARE" to select the whole word.
2. In the Properties panel, change the fill color to a very light blue, #B9E1F2. In this step, you have changed a single text box to contain two words of different colors. We can change any of the text styles based on individual words or characters using the same method.
3. With the Text tool selected, click in the top right area of the document.
4. Add three new text boxes: **Join Now!** **Help**, and **Sign in**. Click on the canvas to commit the text.

***Tip:*** *You can also use the method described earlier in this tutorial: Create one text box, Alt-Shift-drag or Option-Shift-drag (Depending on your OS) to create a duplicate copy. Then choose Edit --> Repeat Duplicate. This action creates a second copy with the same gap space between copies.*

1. Set the text color of the Join Now! text to white. Set the color of the Help and Sign In text to gray, #595959.
2. Repeat the same process to add text to the lower left side of the design. Set this text to a solid black fill color, with 45 percent opacity in the Properties panel.
3. Use the Line tool to add a small, 1-pixel vertical line between two of the text boxes. Set the line to solid black and set the opacity to 15 in the Properties panel.
4. Use Alt-Shift-drag or Option-Shift-drag (Depending on your OS) to duplicate the line between the other text boxes.

**Note:** If you are unsure about the spacing of your text boxes and dividers, select all ofthem and open the Align panel (Window --> Align). Make sure Align to Canvas is turned off, and select the icon to Space evenly horizontally.

***Tip****: If a 1-pixel line appears blurry, choose Pencil --> 1px Hard from the Stroke drop-down menu in the Properties panel.*

**Adding Live Filters**

Your Professional bitmap & vector graphic editor includes both traditional filters and "live" filters. Live Filters are effects and styles—such as shadows, glows, and blurs—that can be added to objects and edited or removed later. They are called "live" because unlike traditional filters, which permanently alter your objects, the filters can be modified later. Live filters can be applied to any visible object, including bitmaps, vectors, and text.

1. Select the Join Now text box.
2. In the Properties panel, click the Add Filter button (+).
3. Choose Shadow and Glow --> Drop Shadow. Set the following properties:
4. Distance: 1
5. Softness: 1
6. Opacity: 50%
7. Angle: 270
8. Select both the Help and the Sign In text boxes.
9. Repeat Step 3, but this time set the color to white instead of black.

**Designing the main navigation**

At this point, the background design is complete. You may remember that the main button tabs are on the master layer in the wireframe. In this series of steps, we will put them on the pages in the design.

1. Navigate to the page named Find Cars in the Pages panel.
2. In the Layers panel, click New Layer.
3. Double-click the layer name and rename it **Navigation**
4. In the Tools panel, press the Rectangle tool to reveal the full list of shape tools. Select the Rounded Rectangle tool.
5. Draw a rounded rectangle that is approximately 110 pixels wide by 35 pixels high.
6. Open the Auto Shape Properties panel (Window --> Auto Shape Properties). Unlock the corners so that you can change each corner individually. Set the bottom left and bottom right corner roundness to 0, and the top left and top right roundness to 5 to create a tab shape.
7. With the Pointer tool, move the tab to the top of the content area border.
8. With the tab shape selected, copy and paste it to create a clone in the same spot as the original.
9. With the clone selected, click the Stroke color swatch and select white, #FFFFFF. Remove the fill of the clone completely by setting the Fill drop-down menu to None.

***Tip:*** *You can use the Swap Fill/Stroke Color control to quickly and simultaneously**remove the fill and set the stroke color.*

1. Choose Modify --> Ungroup to ungroup the tab shape. With the shape ungrouped, you can make precise edits to the points and curves of the shape, although the auto shape control handles are removed.
2. From the Tools panel, choose the Knife tool in the Vector group. Click below the tab and drag up, crossing over the bottom side of the tab to cut open the path.
3. From the Tools panel, choose the Subselection tool in the Select group to select the two points you just created. Press the Delete key to remove them. Now the entire bottom of the tab is gone, leaving a stroke that covers the left, top, and right side of the tab. In order to get this effect, we separated the stroke as a different path rather than just adding the stroke to the original tab shape.
4. To add a shadow around the tab, select the original tab shape. In the Properties panel, click the Add Filter button (+). Select Shadow and Glow --> Drop Shadow. Set the properties to the following values:
   * Distance: 3
   * Softness: 3
   * Opacity: 25%
   * Angle: 90
5. By setting the angle to 90 degrees, the drop shadow will not spill over onto the content area below it. This gives the appearance that the tab is connected to the content area frame below it.
6. To add text to the tab graphics, select the Text tool and click to add the text **FIND CARS** located directly above the tab. In the Properties panel, select center justification and click bold. Set the Fill color to black, #000000 and set the opacity to 65 using the opacity slider.

At this point, the tab graphic is done. This tab represents the active page. Now we just need to modify it slightly to create the other tabs, which represent the inactive pages.

1. Use the Pointer tool to drag a rectangle that encircles all of the tab graphics, including the original tab shape, the stroke tab shape, and the text. Copy and paste the objects to create a clone located in the same place.
2. Move the cloned graphics to the right.

***Tip:*** *In addition to holding down the Shift key while dragging with the Pointer tool to**lock objects to 45-degree angles of movement, you can simply use your keyboard arrow keys to "nudge" objects across short distances. If you press Shift as you press the arrow keys, the object will nudge 10 pixels at a time.*

1. Select both the tab shape and the stroke shape. In the Properties panel, set the opacity to 25.

Now you have the active and inactive graphics for the tabs. Change the text of the new tab to **CHECK RATES**. Then duplicate a third tab, and change its text to **MORE INFO**.

At this stage, the design of the interface is complete. The only remaining task is to populate the design with content.

**Adding interface components**

Your professional suite includes many components in the Common Library. Additionally, you can make your own components complete with editable properties.

1. From the sample files folder, open the file named Carshare\_widgets.fw.png.
2. Select the symbols that you wish to add. Choose Edit --> Copy.
3. Return to your tutorial work file. Choose Edit --> Paste.
4. Open the Symbol Properties panel. Use the fields to modify the editable properties of the symbol.
5. To learn how the graphics of a symbol are created, simply double-click the symbol to open it up. After you have examined the contents of the symbol, click the blue arrow located in the upper left corner to return to the canvas.

***Tip:*** *Some edits you make to a symbol will propagate to all instances of the symbol.**Other changes will be overridden by the Symbol Properties and will use the values that have been entered there.*

**Adding content to Find Cars page**

You have almost completed the process of designing a web page:

1. Navigate to the page Find Cars in the Pages panel.
2. Select File --> Import.
3. From the sample files folder, choose the file named Carshare\_map.fw.png.
4. Copy the assets from the Carshare\_widgets.fw.png, as described above, and position the items on the map.