

# **Adobe Muse CC**

## **1. An Introduction to Adobe Muse**

- Introducing Adobe Muse
- Responsive Web Design in Muse
- An example Muse web workflow
- Web design vs. print design
- Touring the workspace
- Understanding modes

## **2. Creating Your Site**

- Creating a new site
- Editing the site map in Plan mode

## **3. Working with Master Pages**

- Working with master pages
- Using layers
- Adding a navigation menu
- Testing your pages

## **4. Adding and Styling Text**

- Adding text
- Formatting text
- Creating Type Styles

## **5. Working with Graphics**

- Web image basics

- Working with images
- Transforming images
- Aligning content
- Understanding the Assets panel
- Editing image properties

## **6. Responsive Web Design**

- Design methods in Muse
- Responsive Web Design and this book
- Responsive Web Design in Muse
- Laying out content

## **7. Shapes, Color, and Effects**

- Working with shapes
- Working with color
- Applying a background image to a frame
- Working with rounded corners, opacity, and effects

## **8. Adding Links, Buttons, and Graphic Styles**

- Working with links
- Working with buttons
- Working with anchors
- Pinning content
- Working with graphic styles

## **9. Working with Widgets**

- About widgets

- Understanding Button widgets
- Working with Composition widgets
- Adding a form
- Adding Social widgets
- Working with slideshows

## **10. Inserting HTML, Using CC Libraries, and working with Widgets**

- Embedding HTML
- Working with Creative Cloud Libraries
- Working with the Library panel

## **11. Publishing and Exporting Your Site**

- Understanding Adobe Muse publishing
- Publishing your site
- Uploading your site to a third-party host
- Exporting your site as HTML
- Collecting assets