# Building Your Design Using the Framework

## The Big Picture
The design framework is a blueprint for building complex designs by arranging, ordering and defining a few simple containers using a standard set of options.

The framework defines the basic structure of the design while leaving the details to the designer. Look at the blueprints for a home and you will find a roof, walls, windows, doors and a floor in common; however the variety of shapes, colors, sizes and materials of those few elements result in a virtually limitless number of home designs.

## Review your plans.
Your designer should provide you with the plans for your design in the form of a Photoshop or other image editing program document. Begin by spot checking your design against the framework's requirements. Identify the framework containers you will use for each of the design's elements. If you can't identify a framework container for each of the design's elements, you may need to send it back to the designer for modification. Alternately, you can also get creative with the header, footer and content areas of your web site; however, you will not be able to preview your content in the Design Manager.

## Create your blueprint.
Based on the plans provided, decide on a 1, 2 or 3-column layout, menu position, dynamic menus, poll position, login position, etc. then use the rulers in your image editing program to define the rectangular shapes you will cut from the design to fit into the framework containers you have identified. After positioning your rulers, measure and record the width and height of each of the pieces.

## Lay the foundation.
Open the Design Manager and select the Add Design icon. Based on the blueprint you created, define the basic structure of your design by selecting the appropriateoptions from the Layout and Navigation select boxes.

## Measure, Cut and Specify.
Using the measurements from your blueprint use your image program's selection tools to measure and cut the pieces for your design and use the eye-dropper tool to specify custom colors.

## Select, Modify and Assemble.
Use the Design Manager's Style tools to select, modify and assemble the various pieces of the framework.

## Performing Selection
The first Style tool is the Rule Selector. Use it to choose the framework container with which you wish to work.

The second Style tool is the Attribute Selector. Use it to choose the specific attribute of the currently selected framework container that you wish to edit.

## Performing Modification
The third Style tool is the Value Modifier. Use it to set the value of the selected container's selected attribute.

The fourth Style tool is the Modifier Control. This set of controls is used to select colors, images or units related to the current Value Modifier.

The Add Rule button allows you to access less frequently used containers, create more specific selections, and add your own classes. Some containers not included in the default Rule Selector are: header, columns, left-column-content, center-column-content and right-column-content.

**NOTE:** You must enter a valid cascading style sheet selector for an object within the framework for the rule to have any effect. (See the framework diagram on page 2.)

- Precede the selector with # for any object with an id attribute (i.e. #header, #columns, #center-column-content).
- Precede the selector with a period (.) for any object with a class attribute (i.e. .bgLight, .bgMedium, .bgDark, .calendar).
- Combine selectors to access specific objects (i.e. #footer a, #footer a:hover).

The View Styles button can be used for troubleshooting cascading style conflicts in the context of your entire style sheet. It also allows you access to copy your styles for use in other programs.

The Import Design button allows you to import the design settings from an existing design instead of starting from scratch.

## Performing Assembly
Use the Rule Selector to select a container with which you wish to work; use the Attribute Selector to choose the attributes you wish to edit and use the Value Modifier to set the value until all of the framework containers you wish to use have been defined.

- Define the shapes and space of your design using the width, height, left, top, margin, padding, and overflow attributes.
- Define the lines, values, colors and textures of your design using the border, background-color, background-image, background-position, and background-repeat attributes.
- Refine the overall look-and-feel of your design using the font-family, font-size and color attributes.

## Advanced Concepts
Add flexibility to your design by using nested containers to allow for varying amounts of content. Place repeatable patterns in lower layers to create flexible designs for any screen resolution. Place shaping and refining elements in higher layers.

# Framework Diagram

site

content

header

menu-(top)

masthead

date

site-name

masthead-image

menu-(bottom)

columns

left-column

menu-(left)

submenu-(left)

left-column-content

center-column

center-column-content

right-column

menu-(right)

submenu-(right)

right-column-content

footer

copyright