

Readings for Week 6

1. "Caution: Platform Crossing Ahead - What to Watch for When Developing for Windows," by Jim Heid, *MacWorld*, October 1996, p. 157.
2. "Vector Wars," by Lynda Weinman, *Web Techniques*, August 1998, p. 16.
3. "Optimizing Web and CD-ROM Graphics: Slim Graphics for Faster Performance," by Jim Heid, *MacWorld*, May 1996, p. 129.
4. "Shrinking Web Graphics," by Lynda Weinman, *MacUser*, August 1996, p. 100.
5. "Low-Price, Highly Ambitious Digital Chip," by John Markoff, *New York Times*, September 11, 2000, p. D1.
6. "The Graphic Details - Stock Media," by Lee Anne Bantsari, *InterActivity*, March 1997, p. 45.
7. "Preparing Images," Chapter 3 from *Creating Killer Web Sites* (2nd edition), by David Siegel (Hayden, 1997), p. 34 [**Note:** This excerpt is best seen in color – I recommend buying the book, which has lots of other good material.]