



### Fireworks

**Fireworks** is a two-day, hands-on course that provides web designers/graphic creators with the knowledge and practice needed to create rich web graphics. You will learn how to use tools in Fireworks to create and edit web graphics with both vector and bitmap images, work with layers, build buttons, add rollovers, slice images, and optimize and export graphics.

**Target Student:** This course is designed primarily for web designers who want to create, modify, and optimize graphics for use on websites using Adobe Fireworks.

**Prerequisites:** To ensure your success, you must have a basic understanding of your computer's operating system. For example, you should know how to launch an application, create and save files, and copy files from CDs and other media.

**Delivery Method:** Instructor-led, classroom-delivery learning model with structured hands-on activities.

**Benefits:** After completing this course, you will be able to create, modify, and optimize graphics for use on websites. You will be able to create graphics that include rollovers, text, hotspots, and other visual effects. Additionally, you will know how to create image effects such as text wrapping to a path as well as use techniques for creating and editing vector and bitmap images. You will be able to create complex rollover behaviors, and create animation and buttons using symbols. Learn how to create wireframes and prototype complete websites using Fireworks.

#### What's Next:

**Dreamweaver Website Development** Learn to create web sites using Macromedia Dreamweaver. The course focuses on best practices and design, stressing the importance of usability.

**Dreamweaver Dynamic Application Development** Increase the complexity of your sites by helping your site "break out of the box."

**Flash ActionScript** teaches fundamental programming techniques, by introducing core concepts including instance names, variables, functions, properties, and methods; then proceeds through conditions, loops, event handling, and animating with ActionScript.

#### Performance-Based Objectives

Upon successful completion of this course, you will be able to:

- Describe Fireworks and its interface.
- Use Fireworks tools to create and edit graphics.
- Draw, style, and edit shapes and text.
- Edit bitmap objects.
- Work with the Pages, States and Layers panels.
- Create and work with vector graphics including paths, masking images and creating custom shapes.
- Slice images.
- Add, mask, flow, skew and attach text.
- Create and edit symbols.
- Create multiple pages and export them.
- Create multistate navigation buttons, disjointed rollovers, and pop-up menus.
- Optimize and export graphics.
- Use Fireworks-Dreamweaver integration.
- Create wireframes and prototype websites using Fireworks.





## Fireworks 2 Days

### Getting to Know the Workspace

- Preparing the canvas
- Drawing a vector shape
- Using the Tools panel
- Using the Properties panel
- Configuring panels and panel groups
- Customizing panel arrangements
- Creating custom workspaces
- Working with multiple documents
- Creating a floating document window
- Dragging and dropping between floating windows
- Undoing steps

### The Pages, States, and Layers Panels: Fundamental Workflow Tools

- About pages, layers and states
- Importing pages
- Working with layers
- Naming objects
- Rearranging objects in a layer
- Adding and naming layers
- Moving objects from one layer to another
- Creating sublayers
- Protecting layers
- Working with states
- Adding multiple live filters

### Working with Bitmap Images

- Resolution and file size
- Cropping an image
- Cropping a single bitmap image in a design
- Managing images on the canvas
- Adjusting the watch position
- Hiding and locking objects
- Working with guides
- Importing images
- Distortion-free bitmap scaling
- Scaling the "old" way
- Avoiding distortion with the 9-slice Scaling tool
- Adjusting tonal range
- Using the Align panel
- Grouping objects together
- Adjusting brightness with the Dodge and Burn tools
- Lightening with the Dodge tool
- Darkening with the Burn tool
- Applying the Unsharp Mask Live Filter
- Repairing areas with the Rubber Stamp tool
- Retouching on a separate bitmap object
- Instant face-lift

### Working with Selections

- Understanding bitmap selections
- Selecting and modifying with the Magic Wand tool
- Creating the selection
- Using the Magic Wand tool with keyboard modifiers
- Selecting with the lasso tools
- Converting a selection to a path

### Working with Vector Graphics

- About vectors
- Basic vector drawing techniques
- Deleting shapes
- Adding guides
- Measuring distances between guides
- Placing an object using guides
- Resizing vectors
- Changing the appearance of basic vector shapes
- Scaling vector objects
- Distortion-free vector scaling with the 9-slice Scaling tool
- Adding text to your design
- Working with Auto Shapes
- Understanding paths and the Pen tool
- Editing paths
- Adding points with the Pen tool
- Editing paths with the Subselection tool
- Creating custom shapes
- Drawing the shape
- Customizing fills and strokes
- Adding a gradient fill
- Customizing the stroke
- Importing and resizing a vector object
- Using the Compound shapes
- Adding to the skyline
- Adding windows to the building

### Masking

- About masks
- Designing the banner ad
- Creating the document and adding the background
- Editing gradient colors
- Editing gradient direction and angle
- Importing assets
- Using the Auto Vector Mask for quick fades
- Importing Photoshop images
- Creating and editing masks
- Creating a vector mask
- Changing vector mask attributes
- Converting a bitmap selection to a mask
- Editing a bitmap mask
- Applying Live Filters to a masked image
- Adding the silhouette
- Final touches
- Adding text and cast names
- Styling the text
- Creating a custom style
- Styling the first names
- Tweaking the background
- Image positioning



## Fireworks 2 Days

### Working with Text

- Getting Started
- Text basics
- Creating an auto-resizing text block
- Creating a fixed-width text block
- Editing text
- Flowing text within a vector shape
- Anti-aliasing
- Changing anti-aliasing
- Special text effects
- Attaching text to a path
- Skewing text on an angle
- Using text as a mask
- Adding Live Filters to a masked object

### Optimizing for the Web

- Optimization basics
- Web graphic formats
- About the Optimize panel
- Optimizing a single-image file
- Setting preferences
- Working with previews
- Choosing optimization settings
- Exporting the file
- About the web tools
- Creating and optimizing slices
- Creating slices and manually with the Slice tool
- Optimizing a sliced image
- Adding more slices
- Optimizing illustrations
- Slicing tricks for working with multiple items
- Naming slices
- Creating a hotspot
- Previewing in a browser
- Adding interactivity
- Exporting composite designs
- Exporting HTML and images
- About Fireworks and CSS
- Preparing for CSS and images export

### Using symbols

- What are symbols?
- Graphic symbols
- Creating graphic symbols
- Adding a graphic symbol to a document
- Adding prebuilt symbols from the Common Library
- Button symbols
- Creating button symbols
- Editing a button symbol
- Adding more buttons
- Testing rollovers
- Completing the design
- Animation symbols
- Creating animation symbols
- Optimizing the animation
- Altering animation settings
- Exporting the animation

### Prototyping Basics

- The prototyping workflow
- Exploring the Pages panel
- Isolating the Pages panel
- Master pages
- Comparing wireframe pages
- Delivering the wireframe

### Advanced Prototyping

- Prototype orientation
- Master page
- Content pages
- Fleshing out the prototype
- Creating the Master page
- Adding more pages
- Creating rollover navigation
- Customizing page dimensions
- Image rollover effects
- Adding a rollover state
- Naming your slices
- Adding rollover behaviors
- Emulating pop-up windows
- Adding content to empty states
- Working with behaviors
- Adding the behaviors
- Editing JavaScript behaviors
- Completing the prototype
- Populating the last pages
- Exporting the prototype