

Duration 1 day

Pre Requisites

This course is designed for new users of Macromedia Fireworks who wish to design graphics and simple animations suitable for web pages. No previous knowledge of Fireworks is required, but delegates should have an understanding of Windows and be familiar with the keyboard and mouse.

Objectives

This course is designed to familiarise the participant with how to design, create, optimize, and output Web graphics from Fireworks. The course involves the set-up of buttons, rollovers and navigation bars, each designed to illustrate a basic feature or function and so reinforce the skills taught during the course.

Course Content

- **The Basics**
Vector vs. raster graphics; the Fireworks work environment
- **Drawing and Painting**
Basic drawing and painting tools; applying fills and strokes; creating custom colors; gradients, and line styles
- **Shapes**
Combining vector shapes; Arranging and aligning objects; transforming and grouping objects; using rulers, grids and guides
- **Layers**
Working with layers; mask layers; aligning objects
- **Working with Images**
Importing, editing and cropping bitmap images; creating selections; applying effects to bitmap images
- **Working with Text**
Creating text blocks; applying effects to text; merging text and graphics
- **Graphics**
Optimising graphics for the web; web graphic file formats; optimising gif and jpeg images
- **Hotspots**
Creating hotspots; assigning links to hotspots
- **Symbols and Buttons**
Understanding symbols and instances; buttons; editing symbols and instances
- **Slicing and Optimising**
Slicing and optimising; creating drag and drop rollovers; using live effects in rollovers; creating disjoint rollovers; exporting Fireworks files to Dreamweaver
- **Menus**
Creating pop-up menus; Creating a multi-state nav bar