



Adobe FireWorks CS4

Adobe FireWorks® CS4 Course Outline

Duration: 2 Days

Overview:

In this Adobe Fireworks training class, students receive a comprehensive introduction to using Fireworks CS4 to design and create graphics.

Students will understand working with prototype websites, application interfaces, and other interactive designs. They will develop content, create, edit, and optimize web graphics more accurately and quickly -then easily export content to the workflow of choice. Integrate Symbols, Live Styles and the improved Common Library for continual leaps in productivity as well as understanding new developments in .CSS support -to Dreamweaver CS4.

Pre requisites:

Our aim is to cover all aspects of the application -from basic to advanced. Knowledge of the operating system and basic Website development would be an advantage, although we endeavour to train our students the technical basic understanding of website creation, working with coding, as well as optimizing or getting content ready for the web.

Getting started

- The Workspace
- Creating a New Document
- Working with Tabbed Documents
- Setting Up Rulers, Guides, and Grids
- Tooltips and Smart Guides
- Working with Pages
- Working with Layers
- Configuring Panel Groups
- Using the Property Inspector
- Creating Custom Workspaces
- The Preferences Panel

Working with Bitmap Images

- The Bitmap Toolset
- Resizing Images
- Using the Selection Tools
- Using the Drawing Tools

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Retouching with the Corrective Tools:

Rubber Stamp, Replace Color, and
Red-eye Removal
Using the Bitmap Effects Tools: Blur,
Sharpen, and Smudge
Using more Bitmap Effects Tools:
Dodge and Burn
Improving Images Using Levels Filter
Masking One Image with Another

Working with Vector Images

The Vector Toolset
Using the Pen Tool
Editing Vector Shapes with Freeform
and Reshape Area Tools
Filling Shapes with Patterns and
Textures
Using Auto Shapes
Using Shapes as Image Elements
Scaling Shapes
Masking Objects with Vector Shapes
Applying Strokes
Using Vector Path, Redraw Path, and
Path Scrubber

Working with Symbols

What are Symbols?
Creating Graphic Symbols
Creating Button Symbols
Creating Animation Symbols
Sharing Symbols with the Common
Library
Editing the Instance of a Symbol
Adding Component Symbols to a Design
Exporting and Importing Symbols

Animating in Fireworks

Creating GIF Animations
Animating with Twist and Fade
Creating a Tweened Animation

Working with Web Graphics

The Web Toolset
Interactivity Using Hotspots
Using the Slice Tool
Optimizing Images for Export
Exporting an HTML Layout
Generating a CSS-Based Layout

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Working with Text

- Using Text in Fireworks
- Adding Text to a Path
- Adding Text in a Path
- Using Text as a Mask
- Maintaining Crisp Text in Web Images

Exploring Creative Options

- Fun with Filters
- Using Photoshop Live Filters
- Working with Styles
- Using Blend Modes
- Converting Bitmap Selections to Paths
- Using the Kuler Panel

Rapid Prototyping Feature

- Using a Master Page
- Creating Multiple Web Layers
- Sharing Layers Across Pages
- Sharing Web Layers Across Pages
- Using HTML Component Symbols
- Creating Choices and Showing Design Options to Clients
- Previewing the Mock-Up
- HTML Prototyping
- PDF Prototyping
- AIR Prototyping
- Tips for a Smoother Workflow

Fitting Fireworks into Your Design

- Workflow
- Working with Metadata
- Integrating Fireworks and Flash
- Roundtrip Editing Between Dreamweaver and Fireworks
- Multiple Platform deployment
- CSS Export support
- Quick Export