



# Adobe® Fireworks CS5

**Duration:** 2 Days

## **Course Objective**

In this Adobe Fireworks training class, students receive a comprehensive introduction to using Fireworks CS5 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 CS5. FireWorks CS5 is much more stable, faster and crashes are far less frequent.

## **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.

## **Syllabus - Adobe Fireworks CS5**

### **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 group
- Using the Property Inspector
- Creating Custom Workspaces
- The Preferences Panel
- Table Layout / Creation (CS5)

### **Working with Bitmap Images**

- The Bitmap Toolset
- Resizing Images
- Using the Selection Tools
- Using the Drawing Tools
- Shear Feature / Adding Curves & Designs (CS5)

### **Retouching with the Corrective Tools:**

- Rubber Stamp, Replace Color, and Red-eye Removal
- Using the Bitmap Effects Tool: Blur
- Sharpen, and Smudge
- Using more Bitmap Effects Tool
- 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

## **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

Custom Brushing /incl PhotoShop Brush Imports (CS5)

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