

ON LINE SERVICES

Computer Training & Support

Fireworks 3: Introduction

Course Description

Overview: Students will learn about the Web design features of Fireworks

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

- Create graphics for presentation on the Web
- Manipulate vector graphics and import and modify bitmap graphics
- Create and export interactive image maps using hotspot linking
- Add graphical text to Web-based images as well as import and modify from other formats
- Optimize graphics for the Web
- Create GIFs and JPEGs using Fireworks's export tools

Course Outline

Lesson 1: Introduction to Fireworks
An overview of Fireworks
Exploring the Fireworks Interface

Lesson 2: Vector Graphics
Vector Graphics Concepts
Vector Drawing Tools
Working with Objects
Bezier Curves

Lesson 3: Working with Bitmap Graphics
Bitmaps
Image Edit Mode
The Drawing Tools

Lesson 4: Creating Text
Putting Some Works on the Page
Importing and Modifying Text
Controlling the Appearance of Text
Attaching Text to a Path

Lesson 5: Optimizing Graphics for the Web
File Types
Exporting Graphics
GIF Color Palettes

Lesson 6: Hotspot Links
Previewing Images in a Browser
Creating Hotspots
Assigning Links to Hotspots
Exporting the HTML

What's next? Fireworks 3: Introduction is the first course in this series. Fireworks 3: Advanced, the next course in this series, teaches students how to use slices, create image rollovers, animate images, and manage graphic workflow. Students who want to learn advanced features can take Fireworks 3: Advanced.