

Course overview:

Macromedia Fireworks MX

Basic

(S170eng)



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Overview and objectives

After completing this one-day course, students will know how to:

Define bitmap graphics, vector graphics, and file formats, explore the Fireworks MX environment, and create and save documents.

Magnify images by using the Zoom tool, view different areas of images by using the Hand tool, select objects by using the Pointer tool and the Subselection tool, draw paths by using the Line, Rectangle, and Pen tools, crop images by using the Crop tool, customize strokes by using the Stroke Options window menu and fill objects by using the Fill Options window and the Edit Gradient window.

View and import bitmap images, use the Marquee, Lasso, and Magic Wand tools, use the Pencil and Brush tools to draw bitmap images, and use the retouching tools, such as Rubber Stamp and Blur.

Apply, create, and save colors by using color boxes, the Color Mixer panel, and the color picker, and select colors from one object and apply it to another object by using the Paint Bucket tool and the Eyedropper tool.

Add and import text, change the font type, size, and alignment of text, adjust the kerning and leading of text, apply colors to text, and attach text to a path.

Define optimization, export images to JPEG and GIF, lock colors, and export images to other applications.

Who should attend?

The target student for this course should be comfortable using a personal computer and Microsoft Windows 2000 or later. You will get the most out of this course if your goal is to use Fireworks MX as a tool to become proficient at designing effective, high-quality images for the Web.

Getting started with Fireworks MX

- Graphics basics • The Fireworks MX environment • Creating and saving documents • Unit summary

Vector graphics

- Viewing and selecting images • Working with paths • Cropping images • Customizing stroke and fill settings • Unit summary

Bitmap graphics

- Viewing and importing bitmap images • The selection tools • The drawing tools • Retouching images • Unit summary

Colors and color settings

- Changing stroke and fill colors • The Paint Bucket and Eyedropper tools • Unit summary

Using text

- Adding and importing text • Modifying text • Unit summary

Optimizing images

- Understanding optimization • Exporting to different file formats • Exporting to other applications • Unit summary

Course summary

- Course summary • Continued learning after class

Quick reference

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