

Fireworks 8: Web Graphics

Duration: 2 Days

Course Overview:

In this course, students learn how to use the tools of Fireworks 8 to create and optimize images for the Web. With Fireworks, web designers can edit both vector and bitmap graphics and make web graphics appear the way they intended. In this course, you'll work with some of the tools and features of Fireworks 8 to create and edit vector and bitmap graphics, apply interesting effects, as well as add graphical text to web pages.

Students Learn How To:

- Get familiar with the Fireworks environment
- Create vector graphics
- Transform vector images and apply Live Filters
- Enhance bitmap images
- Add text to a web page
- Optimize graphics for the web
- Create hotspots for images and link them to web pages
- Explore the techniques of slicing to optimize sections of a web page

Who Should Attend: This course is intended for students who want to learn the basic techniques used to create web pages.

Prerequisites: Windows 2000 or XP Introduction or equivalent knowledge.

Course Outline:

Getting Familiar with the Fireworks Environment

Explore the Fireworks Environment
Examine the Types of Graphics
Arrange Panels in Fireworks
Navigate in Fireworks

Creating Vector Graphics

Create Graphics Using Vector Drawing Tools
Create Basic Shapes
Modify Vector Graphics

Transforming Vector Images and Applying Live Filters

Combine Shapes
Create a Layer
Use Rulers, Grids, and Guides
Apply Effects to Vector Images

Enhancing Bitmap Images

Create Bitmap Images
Edit Bitmap Images
Apply Live Filters to Bitmap Images

Adding Text to a Web Page

Create and Format Text
Reshape Text on a Path
Merge Text and Graphics

Optimizing Graphics for the Web

Examine File Formats
Optimize Images

Working with Hotspots

Create Hotspots
Add Links to Hotspots

Using Slices and Rollovers

Slice an Image
Apply Rollover Effects