

Guided Computer Tutorials

Learning Adobe FireWorks CS6

Module 1

By Greg Bowden

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Learning Adobe FireWorks CS6

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Introduction to FireWorks

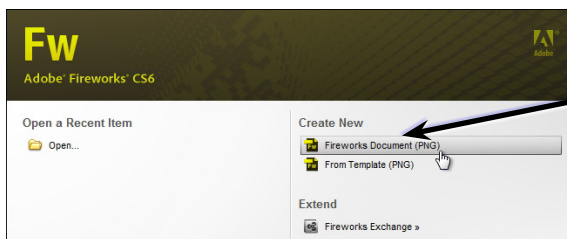
Adobe FireWorks CS6 is a graphics program set up for the creation of screen designs. It incorporates the two modes of image creation and manipulation:

- **Vector Mode** where you can draw and edit paths or objects.
- **Bitmap Mode** where you can draw and edit screen pixels.

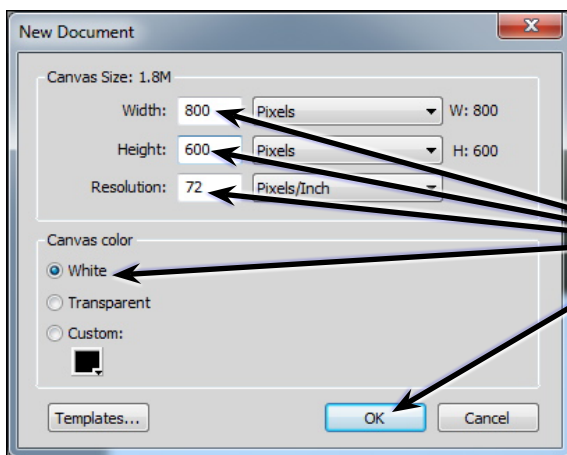
It is important that you understand the difference between the two modes and when to use them, and this chapter will demonstrate the difference between the two modes.

Starting the Document

- 1 Load Adobe FireWorks CS6 and the FIREWORKS WELCOME screen should be displayed.

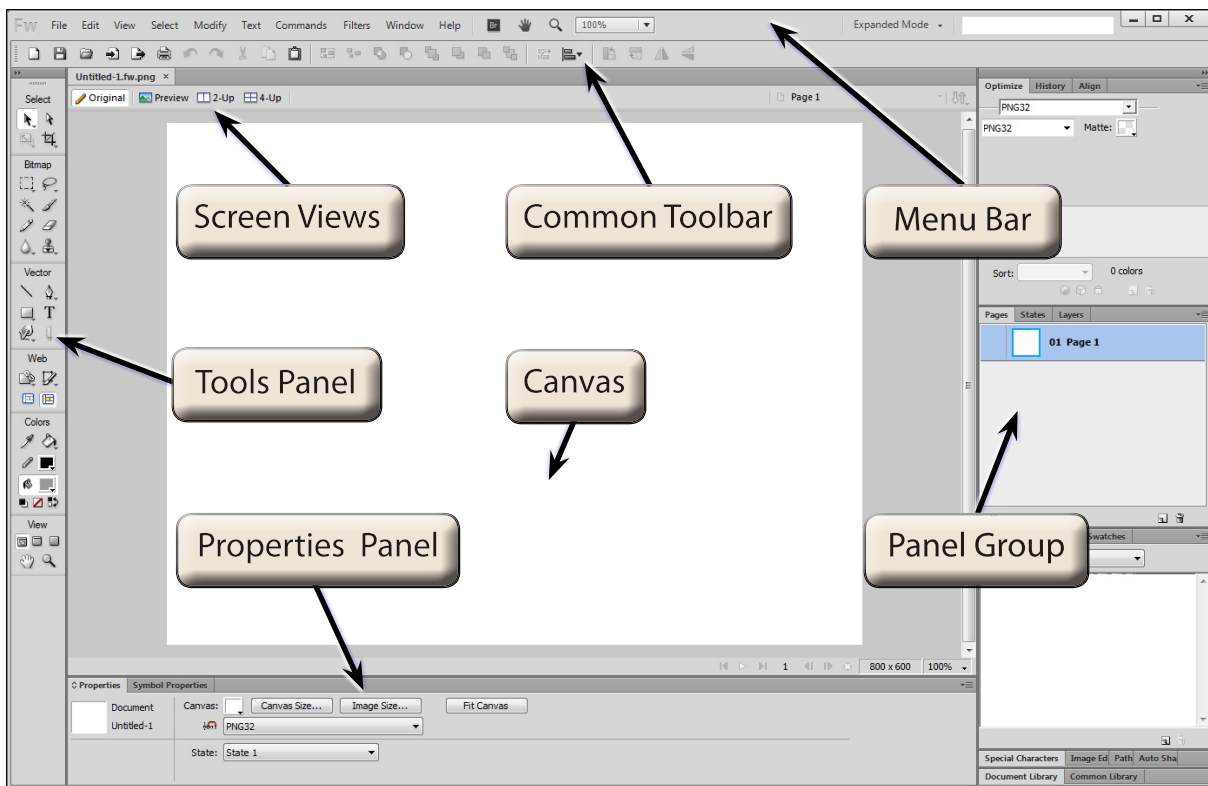


- 2 In the CREATE NEW section click on FIREWORKS DOCUMENT.

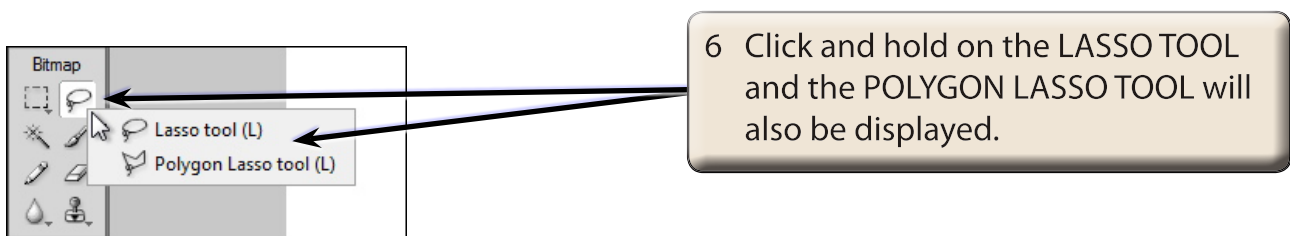


- 3 The document properties need to be set. Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, leave the RESOLUTION at 72 pixels/inch, set the CANVAS COLOUR to WHITE and select OK.

- 4 The FireWorks screen is opened and labelled at the top of the next page. Refer to its labelled sections until you are fully familiar with them.



- 5 In the TOOLS panel, tools that have a small arrow at their bottom right corner have extra tools within them.

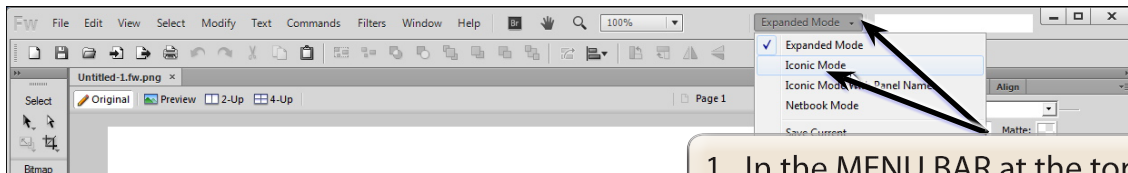


- 7 Look at some of the other tools that have arrows at their base.

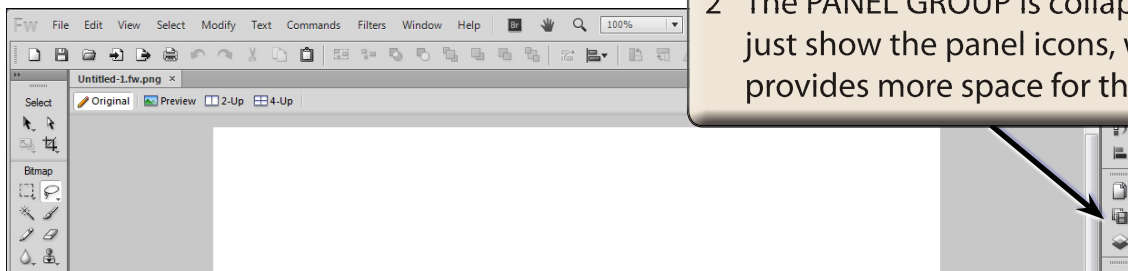
NOTE: Each time you select a new tool in the TOOLS panel the **PROPERTIES** panel at the bottom of the screen changes to display the properties specific to the selected tool.

Screen Modes

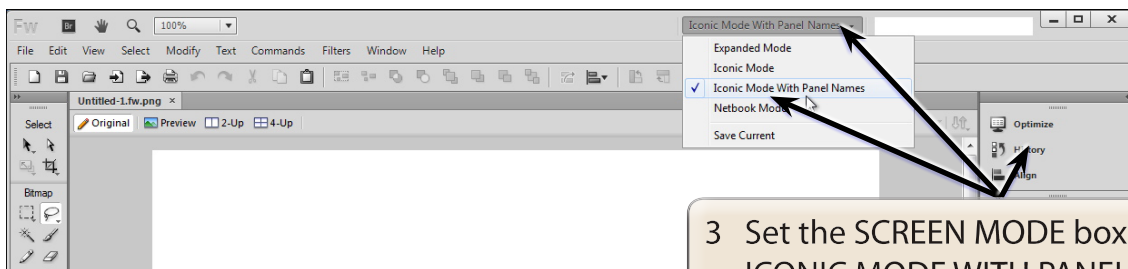
FireWorks provides different screen modes that alter the screen appearance.



1 In the MENU BAR at the top of the screen, click on the SCREEN MODE box and set it to ICONIC MODE.



2 The PANEL GROUP is collapsed to just show the panel icons, which provides more space for the canvas.



3 Set the SCREEN MODE box to ICONIC MODE WITH PANEL NAMES so that labels are included within the collapsed panels.

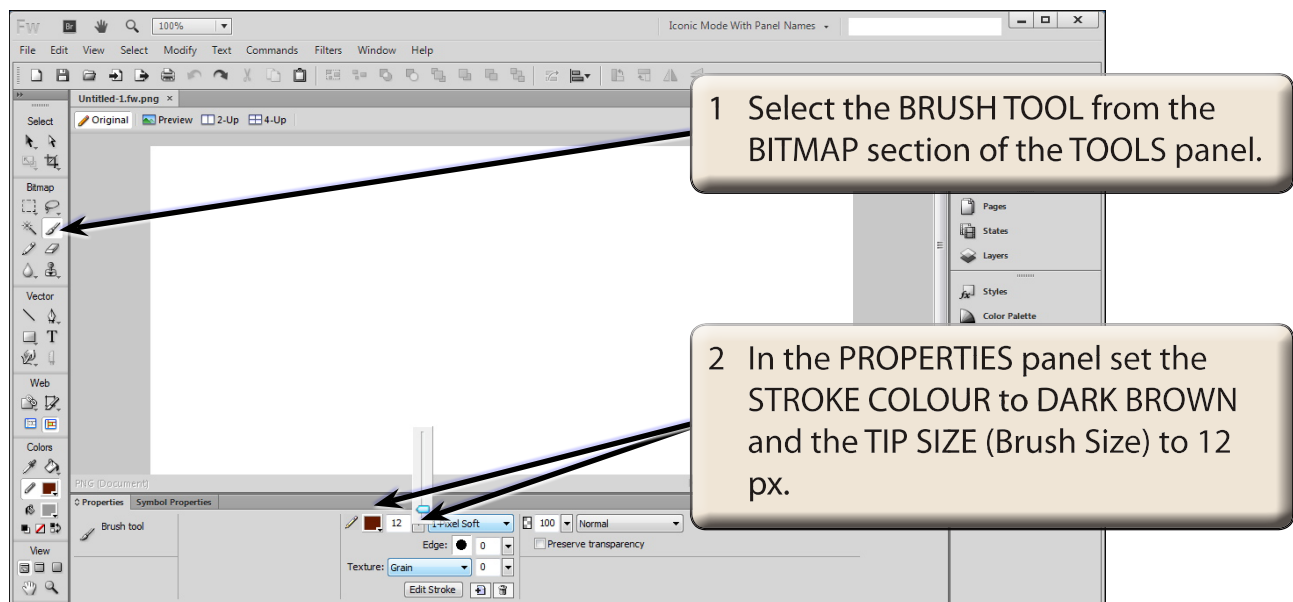
- NOTE:**
- i If you make changes to the screen layout such as adding or removing panels from the PANEL GROUP, you can always return the screen back to one of the default modes by selecting the screen mode from the MENU BAR.
 - ii Collapsing panels provides more screen space for the canvas.
 - iii If you are using a laptop computer, you might prefer to set your screen to the NETBOOK MODE workspace.

Bitmap and Vector Tools

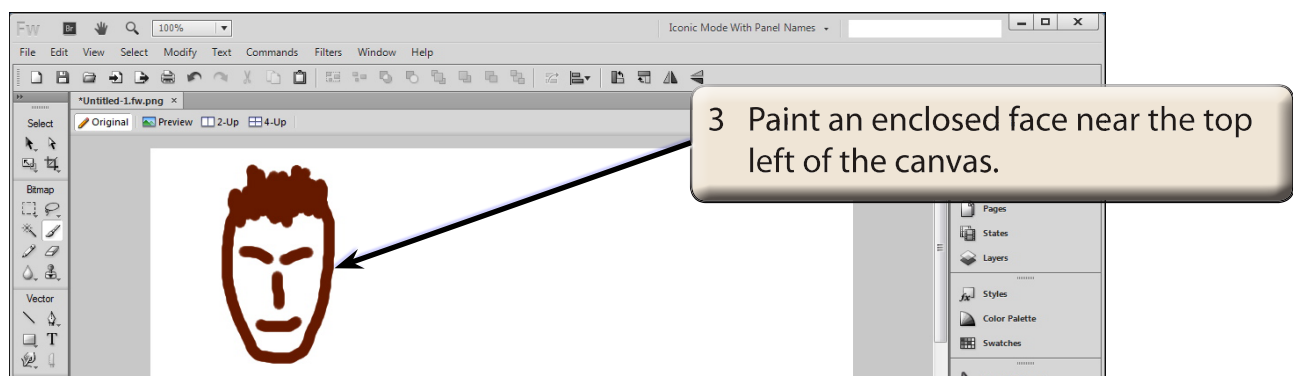
It is important that you understand the difference between the Bitmap and Vector tools that FireWorks provides.

A Bitmap Tools

Bitmap tools turn on screen lights (called pixels) allowing for freehand painting and for sketches to be easily painted over. The downside of this is that pixel-based documents are usually larger in file size.



NOTE: You can press <enter> or <return> to set the TIP SIZE or simply click on the canvas.



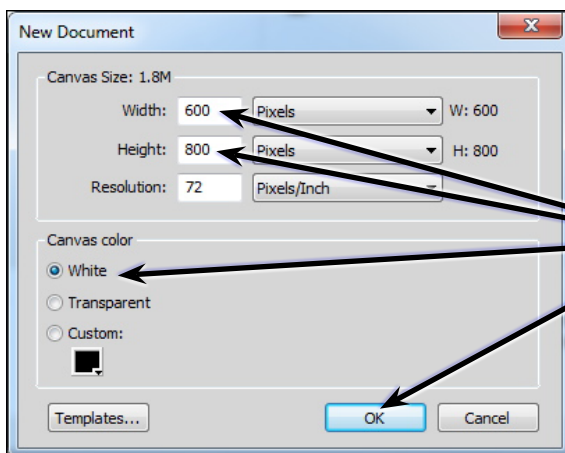
Creating a Detailed Sketch

To further your understanding of the drawing tools that FireWorks provides, the following sketch of a road leading to the ocean will be created.



Starting the Document

- 1 Load Adobe FireWorks CS6 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME SCREEN.



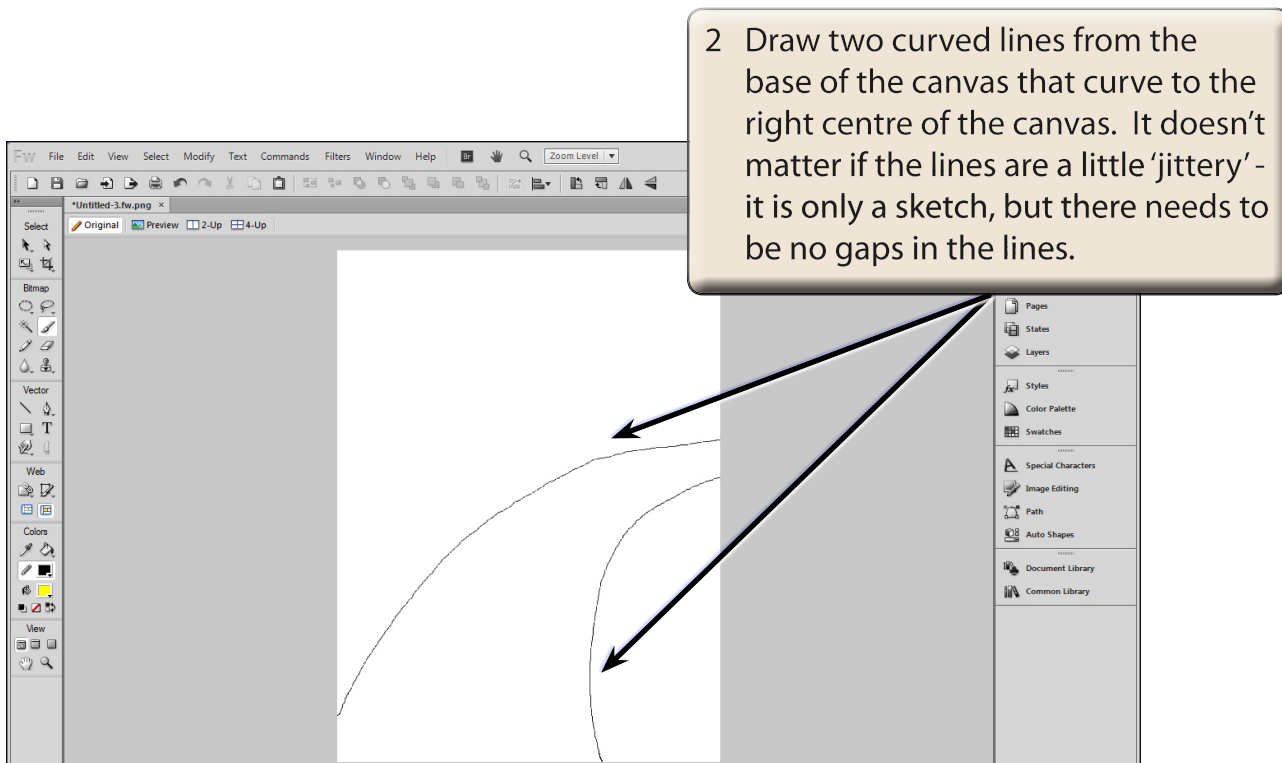
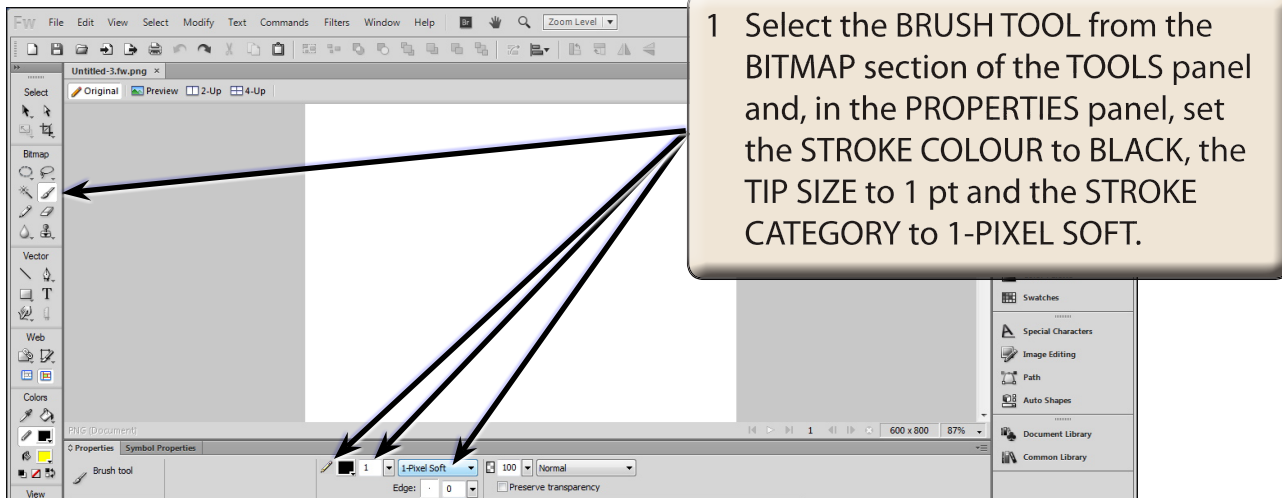
- 2 Set the WIDTH to 600 pixels, the HEIGHT to 800 pixels, the CANVAS COLOUR to WHITE and select OK.

- 3 Press CTRL+0 or COMMAND+0 to set the screen view to FIT ALL. This will allow you to see the whole canvas.

Creating the Road and Hill

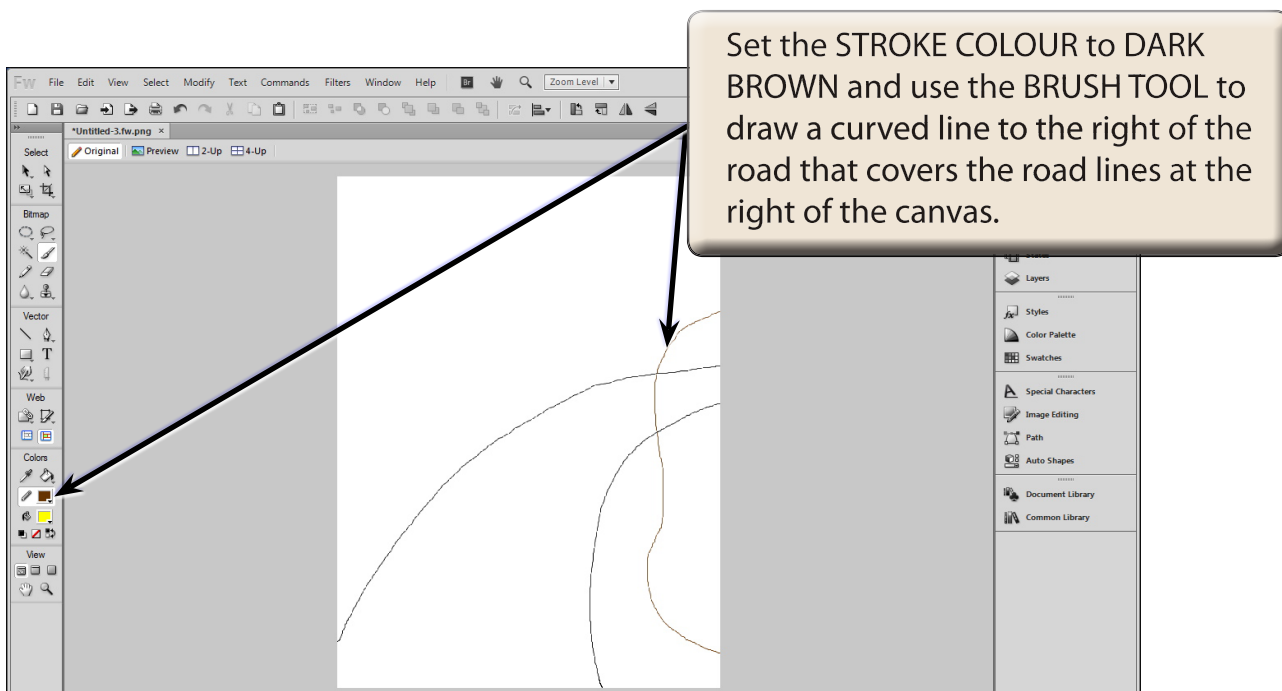
The first part of the sketch will involve creating a road that appears to flow away from the viewer, with a hill to its right.

A Creating the Outline of the Road



- NOTE:**
- i If you make a mistake with the lines, press **CTRL+Z** or **COMMAND+Z** to undo the line and try again.
 - ii It may take a few goes to get the lines looking the way you want them to, and you need to draw over any gaps.

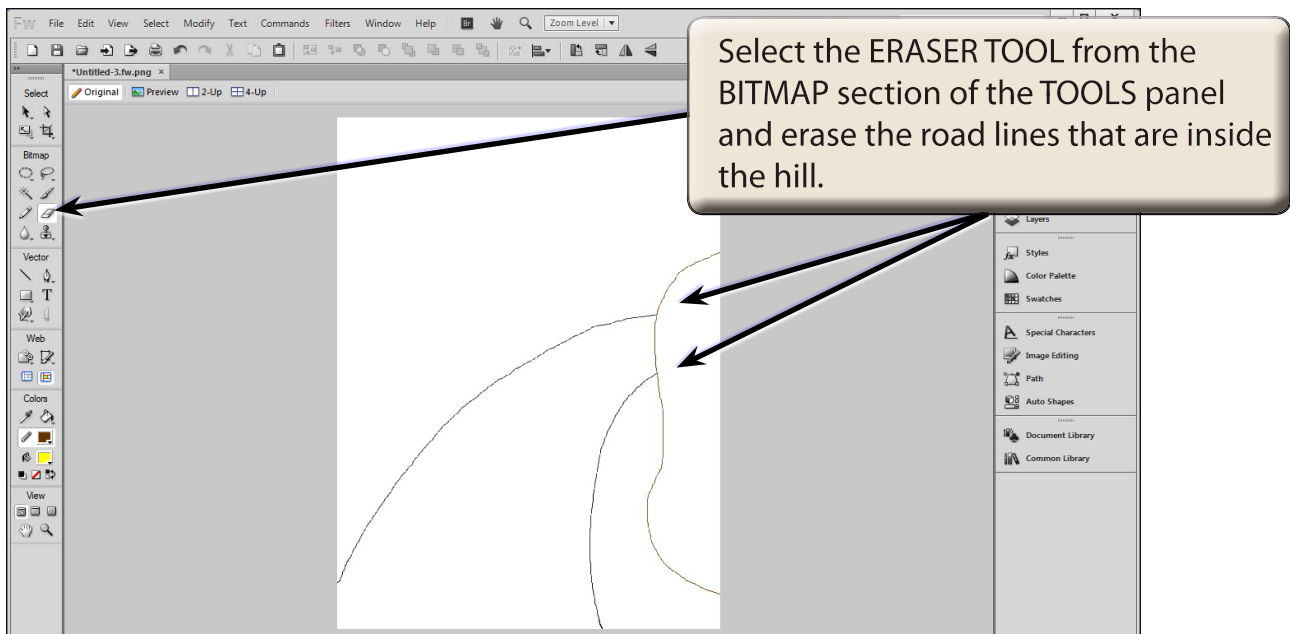
B Creating the Outline of the Hill



NOTE: Check over the brown line for any gaps and use the **BRUSH TOOL** to draw over them.

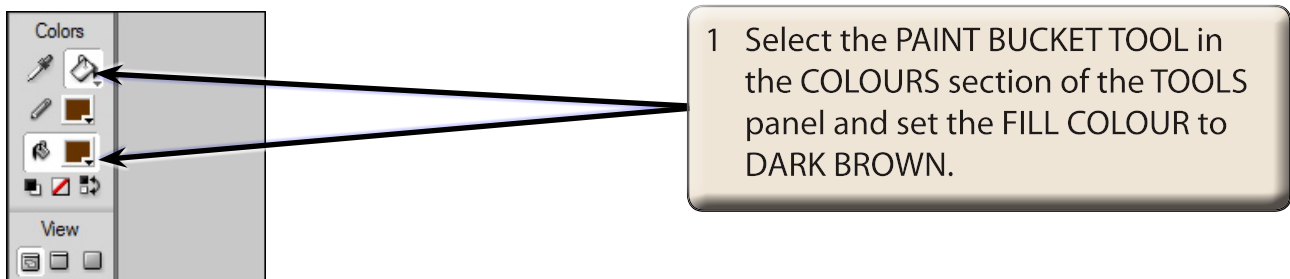
C Erasing Overlapping Lines

The road and the hill will be filled with colours, but brush lines are not removed when you do this, so the road lines that overlap the hill line will need to be erased.



NOTE: Check that no gaps are created when you erased the lines. If you did create gaps, use the BRUSH TOOL to draw over them.

D Filling the Road and Hill

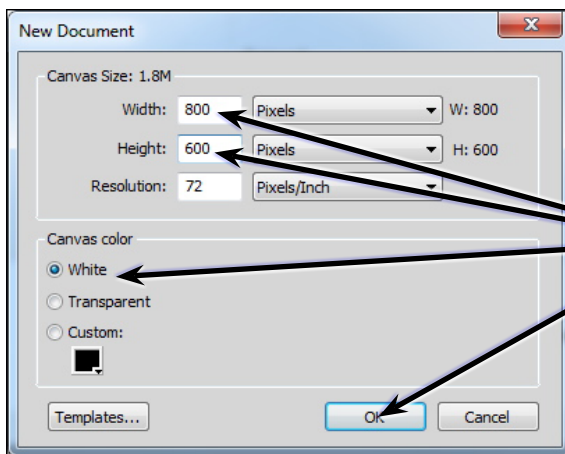


Using Vector Shapes

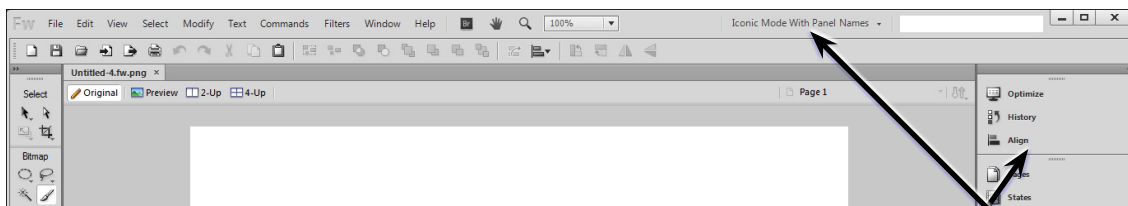
FireWorks provides basic vectors shapes such as rectangle, ellipses and polygons. It also provides a range of auto vector shapes such as stars, spirals, rounded rectangles, etc. These shapes can be modified to create different shapes.

Starting the Document

- 1 Load Adobe FireWorks CS6 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME SCREEN.

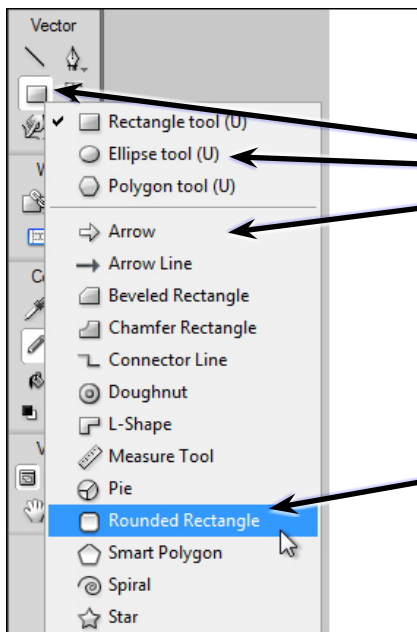


- 2 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to WHITE and select OK.



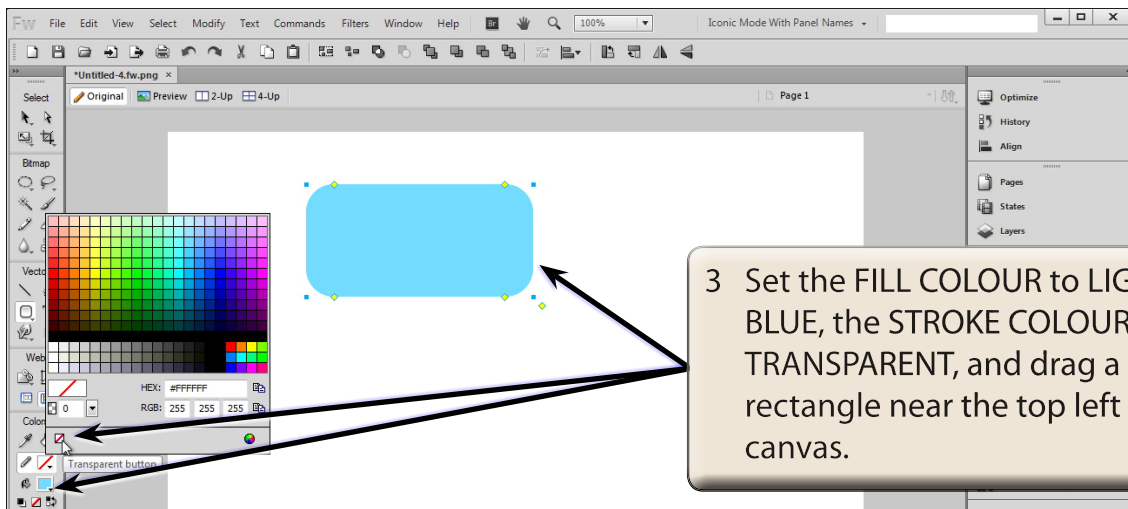
- 3 Use the MENU BAR to set the workspace to ICONIC MODE WITH PANEL NAMES so that the panel names are displayed in the PANEL GROUP.

Drawing an Auto Vector Shape



1 Click and hold on the SHAPES TOOL in the VECTOR section of the TOOLS panel. The basic shapes are listed at the top of the popup list and the auto shapes are in the lower section.

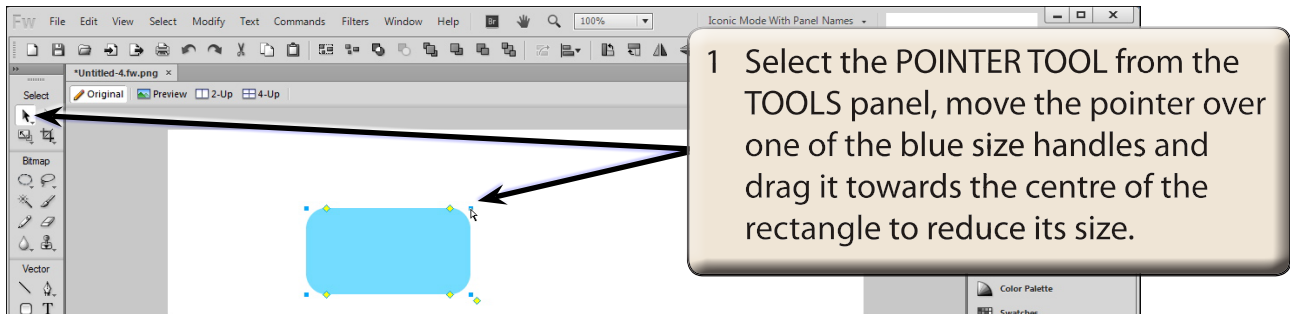
2 Select the ROUNDED RECTANGLE TOOL in the auto shapes section.



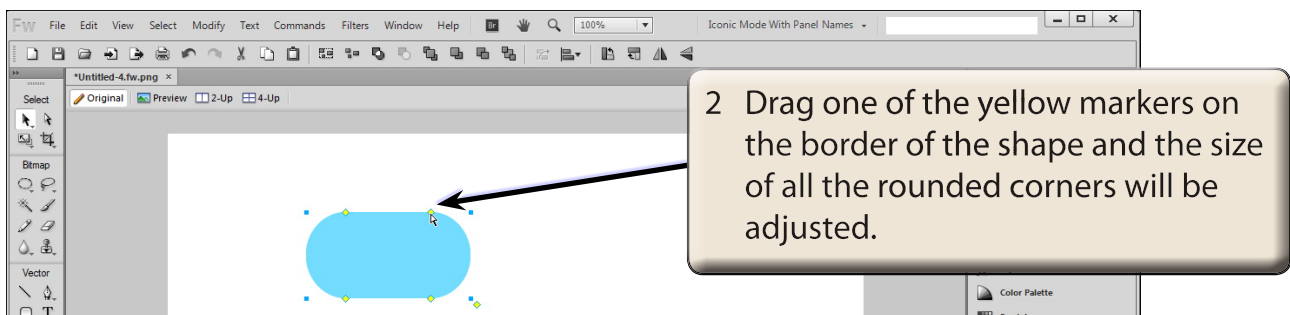
3 Set the FILL COLOUR to LIGHT BLUE, the STROKE COLOUR to TRANSPARENT, and drag a rounded rectangle near the top left of the canvas.

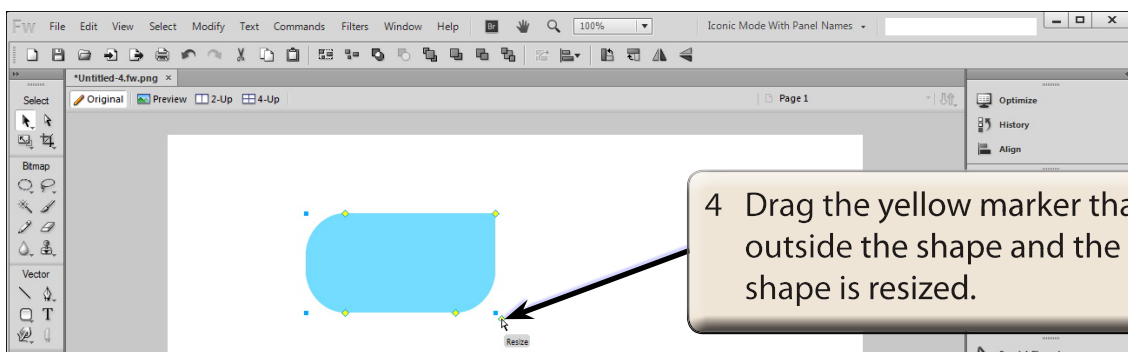
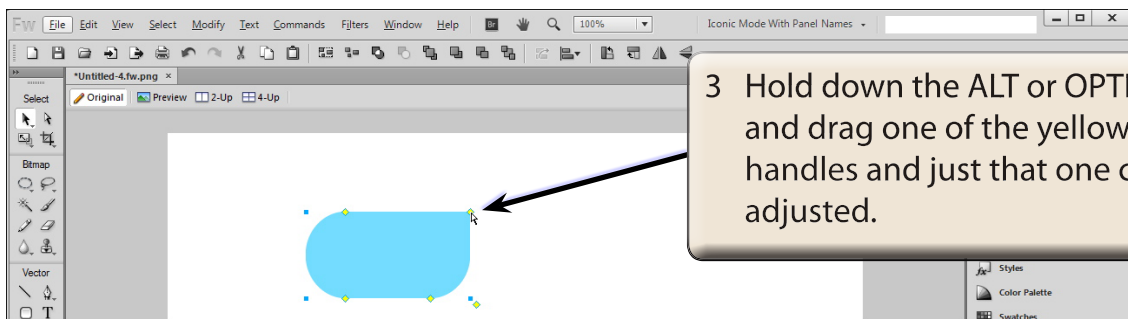
The Auto Shape Handles

Auto Shapes have the blue size handles that are present when you select Basic Shapes, but they also have a set of yellow diamond shaped handles which can be used to make adjustments to the Auto Shape.



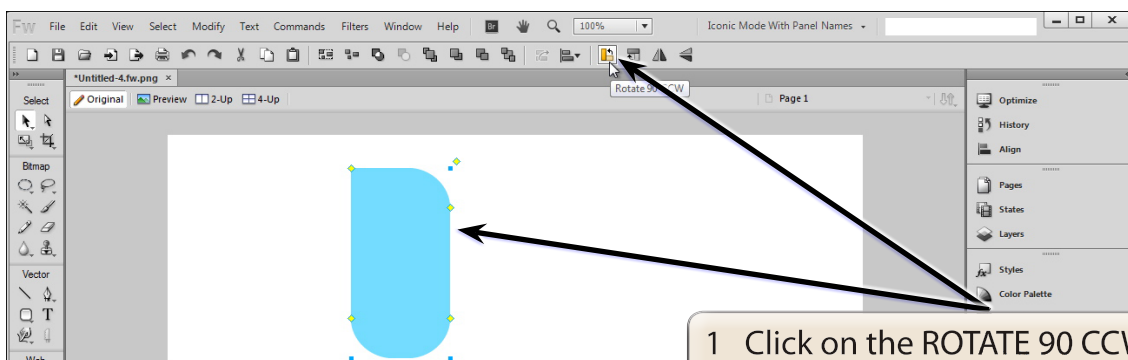
- NOTE:**
- i The blue size handles on Auto Shapes work in exactly the same way as you have used for Basic Shapes, such as resizing a rectangle.
 - ii If you hold down the **SHIFT** key as you drag a size handle, the proportions of the shape are maintained.





Rotating Shapes

Shapes can be easily rotated or flipped horizontally or vertically.

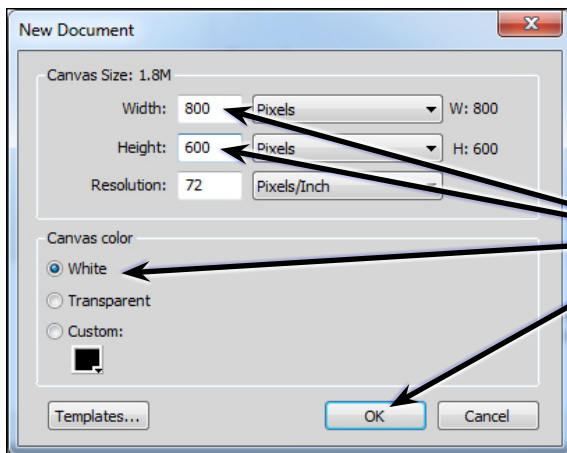


Applying Effects

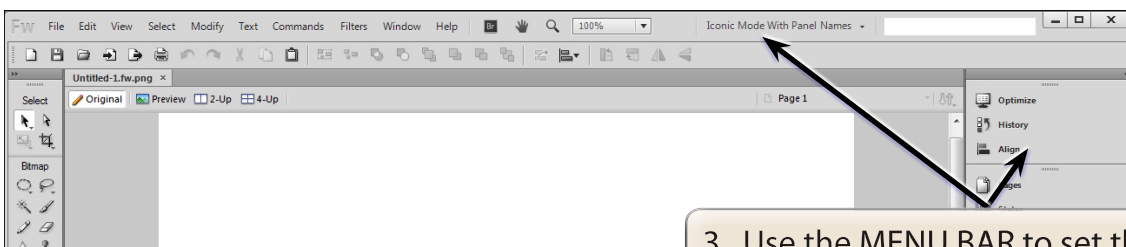
Numerous effects such as bevels, drop shadows, glows, etc. can be applied to vector objects in FireWorks. These are called LIVE FILTERS.

Starting the Document

- 1 Load Adobe FireWorks CS6 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME screen.



- 2 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to WHITE and select OK.

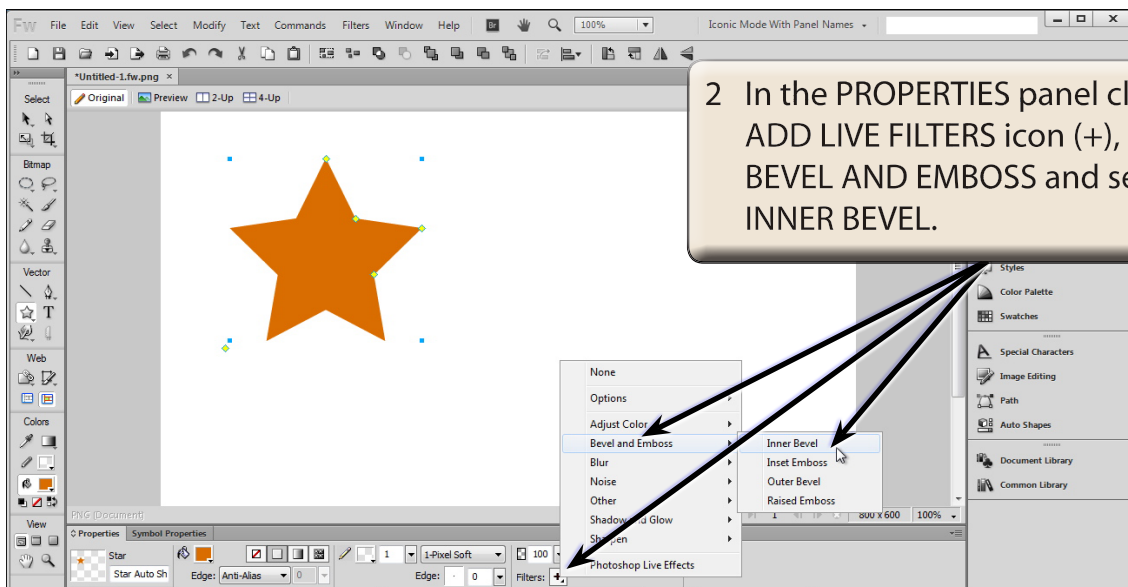
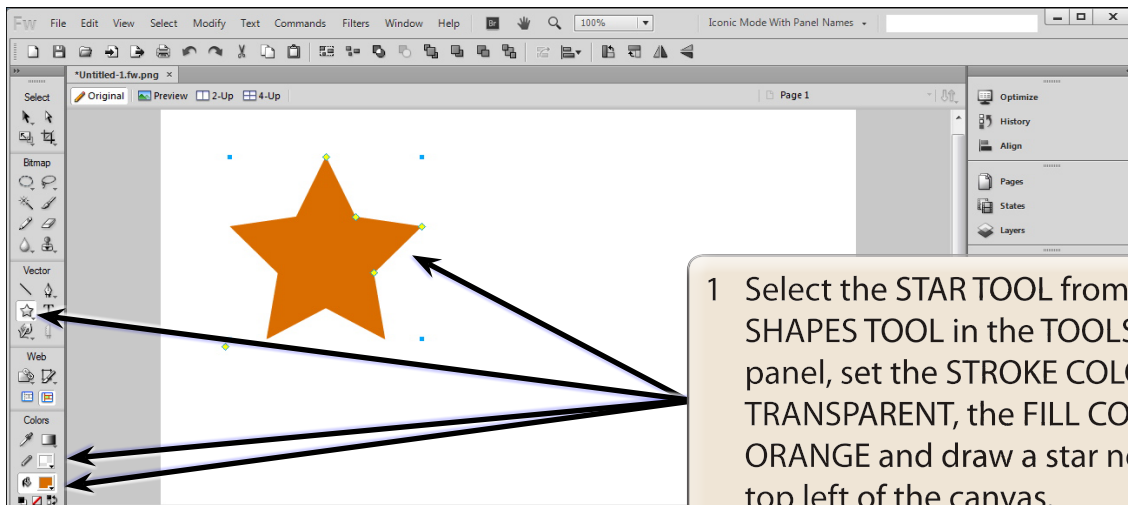


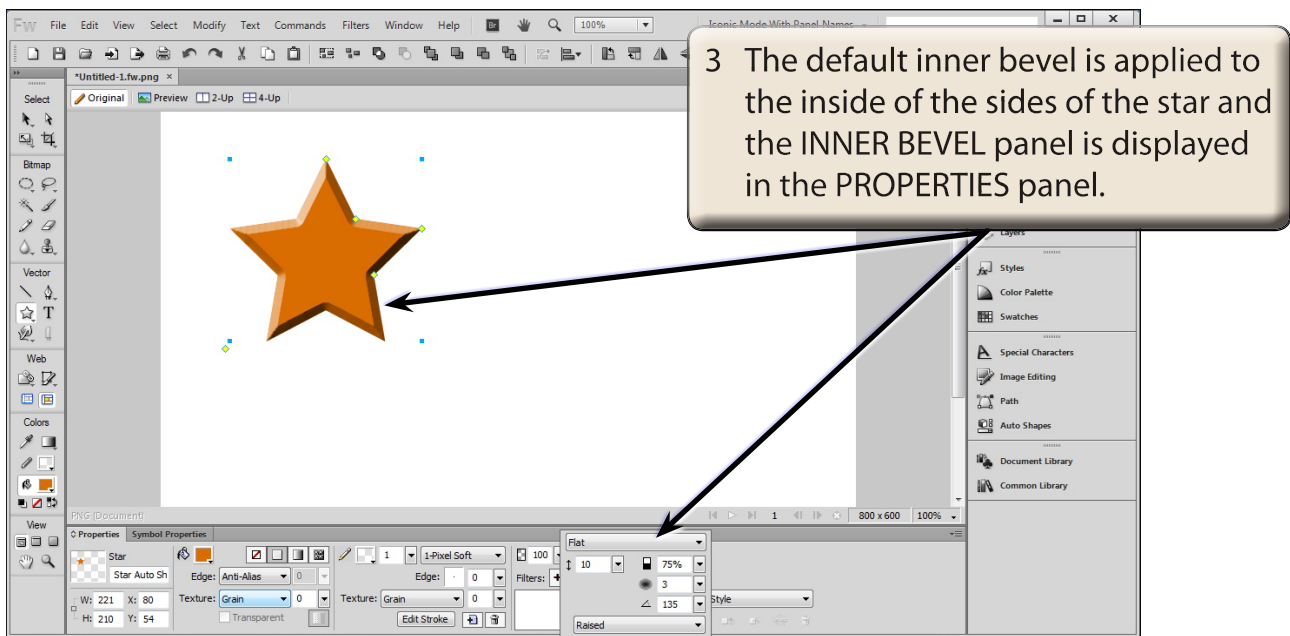
- 3 Use the MENU BAR to set the workspace to ICONIC MODE WITH PANEL NAMES so that the panel names are displayed in the PANEL GROUP.

Bevel and Emboss

The BEVEL and EMBOSS effects raise or lower the sides of a vector object to create a three-dimensional effect.

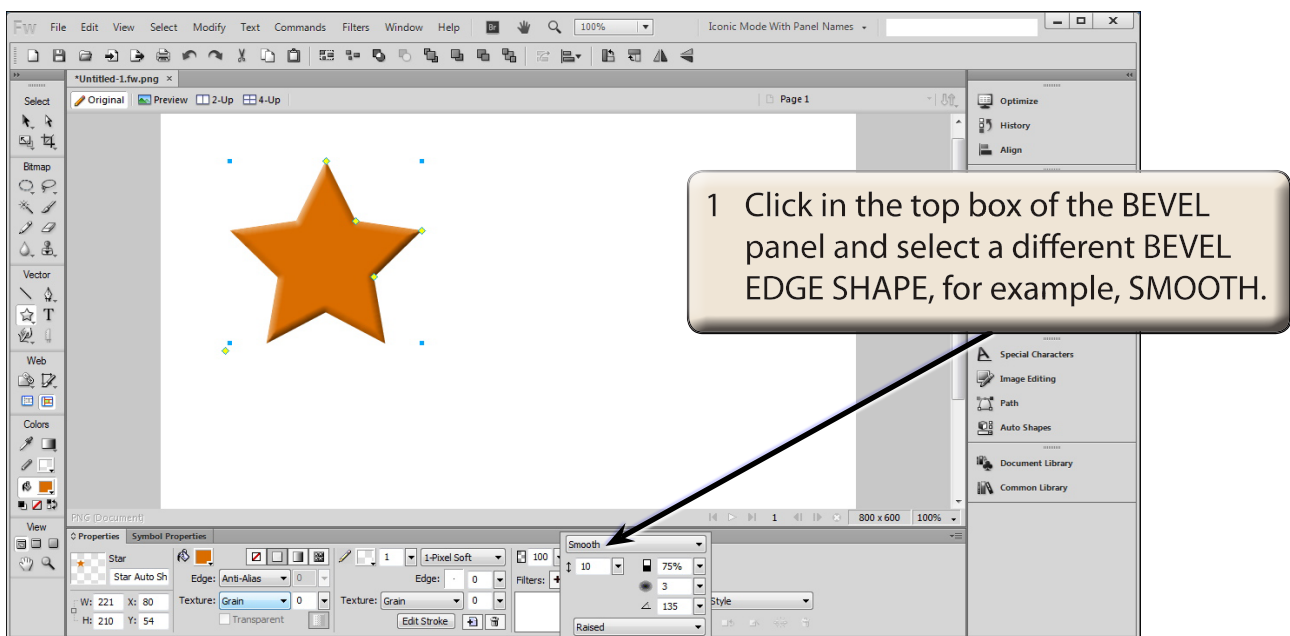
A Applying an Inner Bevel

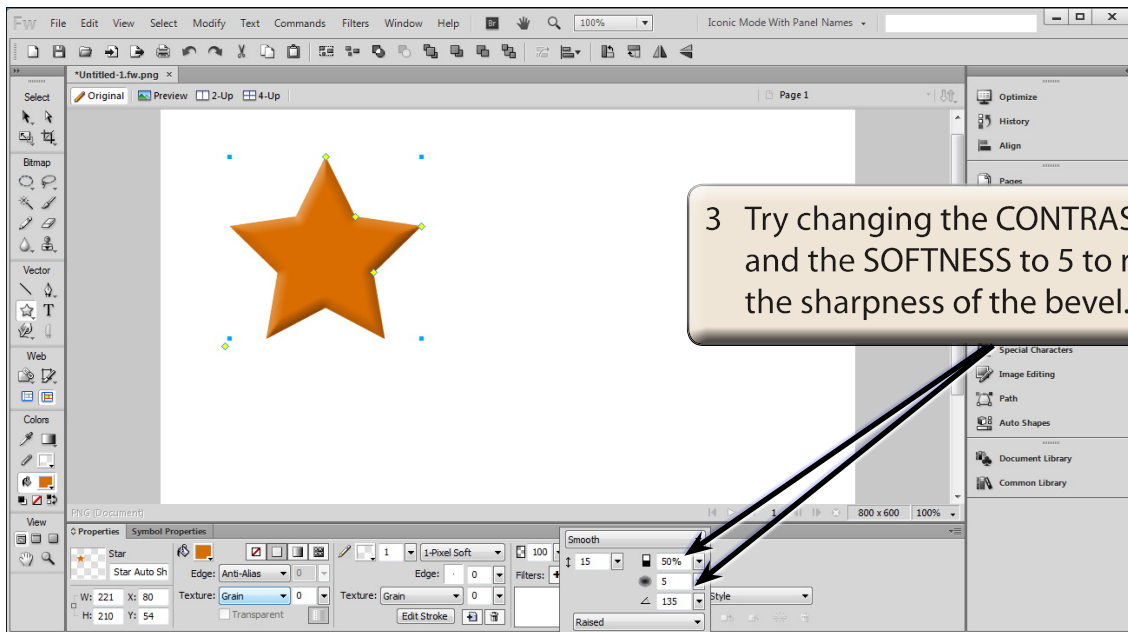
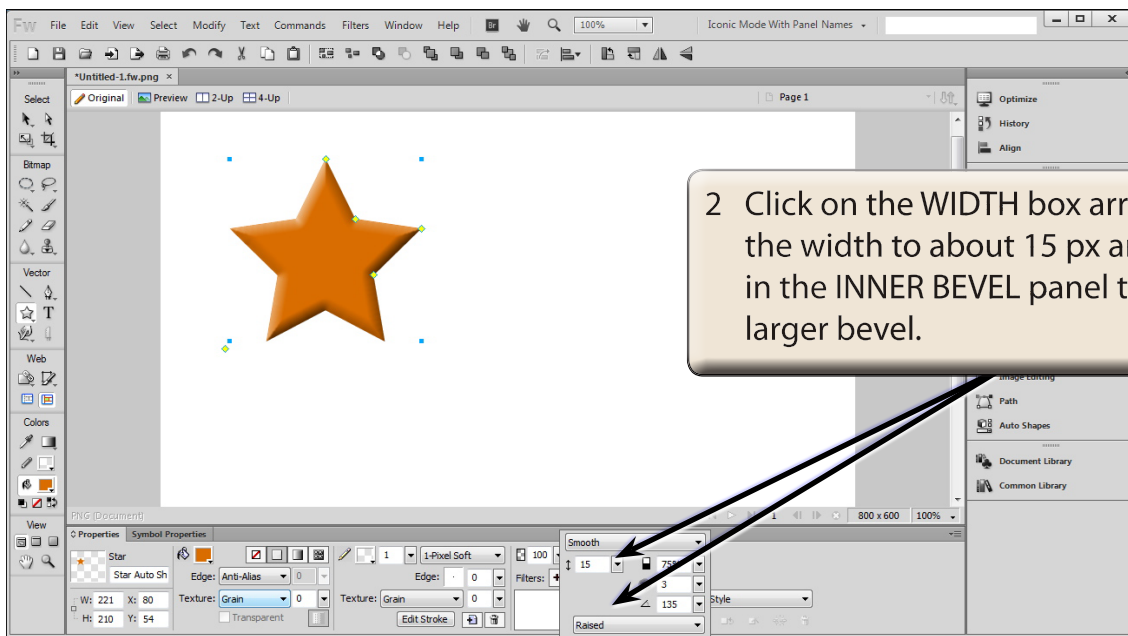




B Adjusting the Inner Bevel

The INNER BEVEL panel in the PROPERTIES panel can be used to customise the bevel.



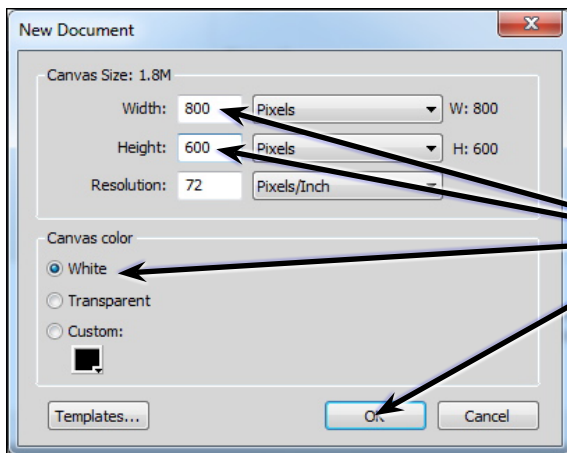


Using Text

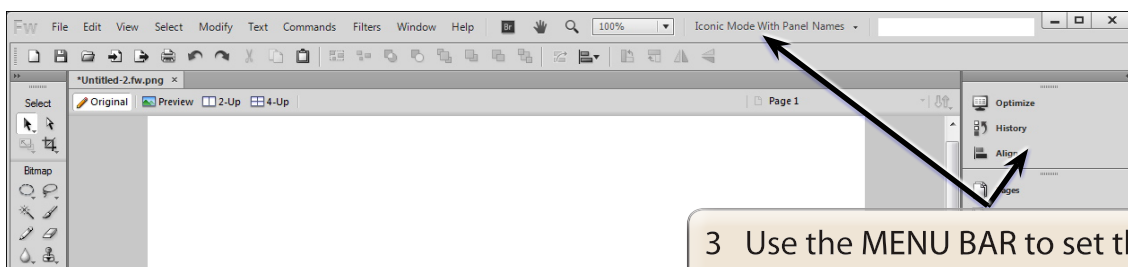
Text can be included in FireWorks documents. This text can be formatted, have effects applied to it and set to flow along a path.

Starting the Document

- 1 Load Adobe FireWorks CS6 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME screen.



- 2 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to WHITE and select OK.

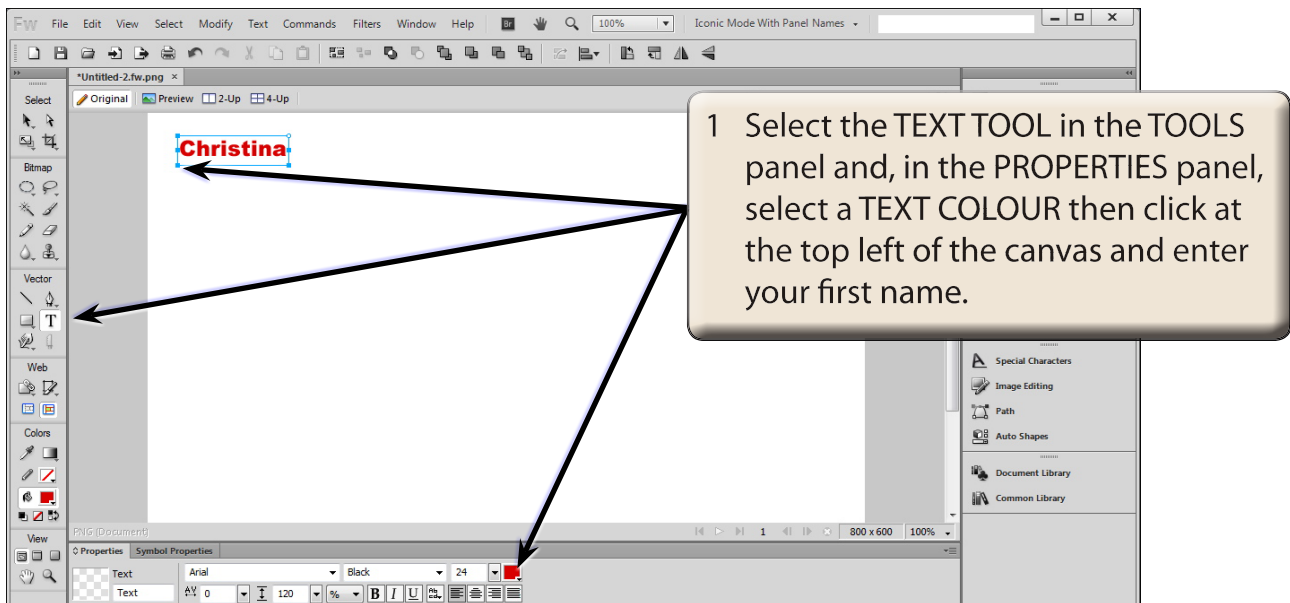


- 3 Use the MENU BAR to set the workspace to ICONIC MODE WITH PANEL NAMES so that the panel names are displayed in the PANEL GROUP.

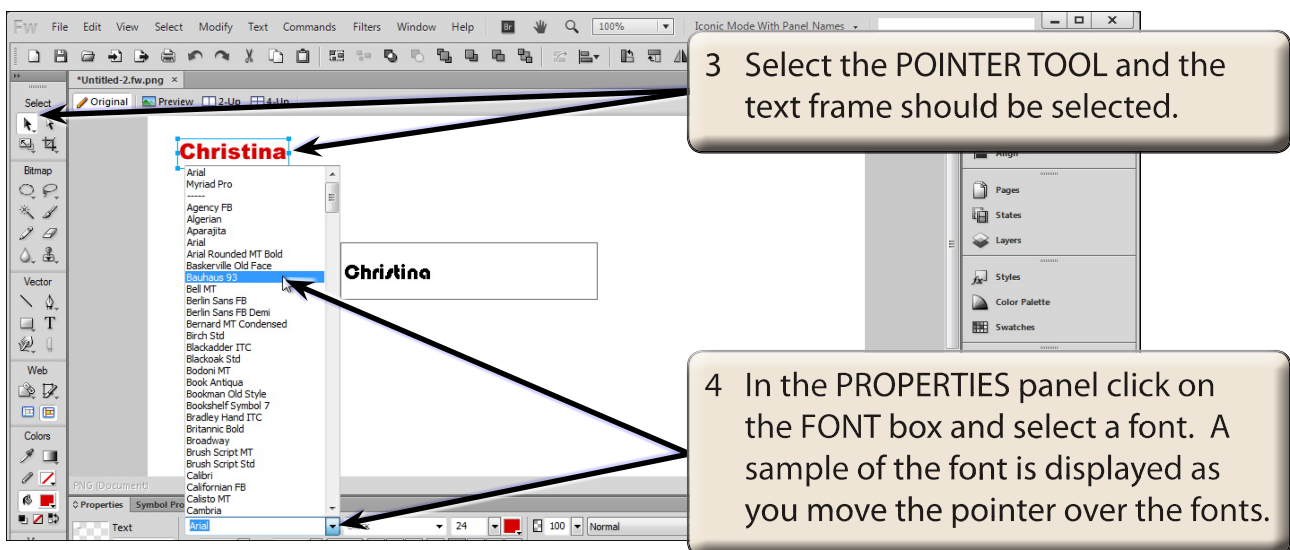
Entering Text

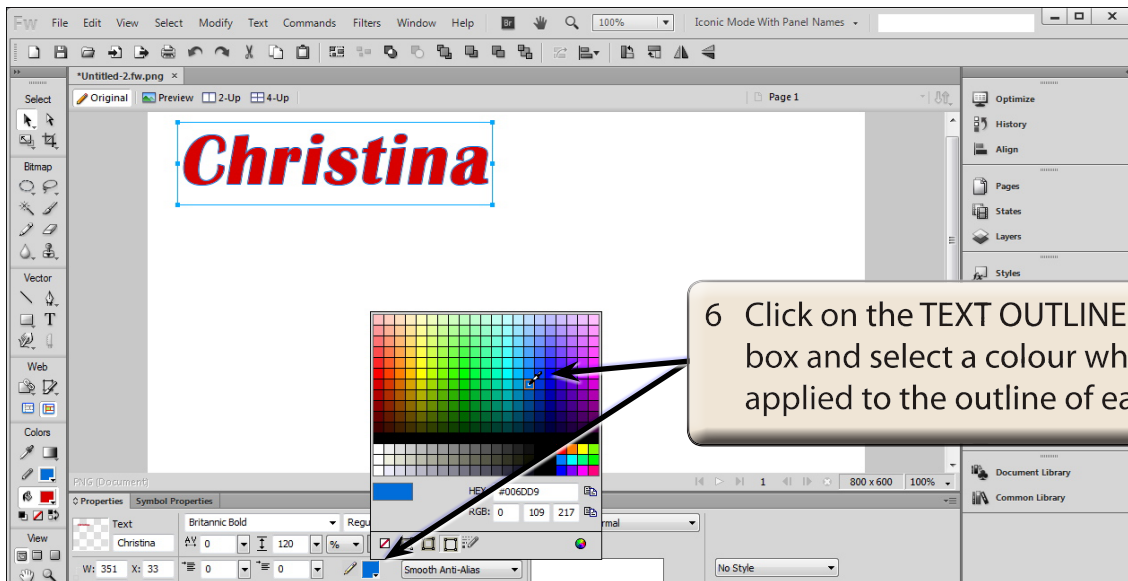
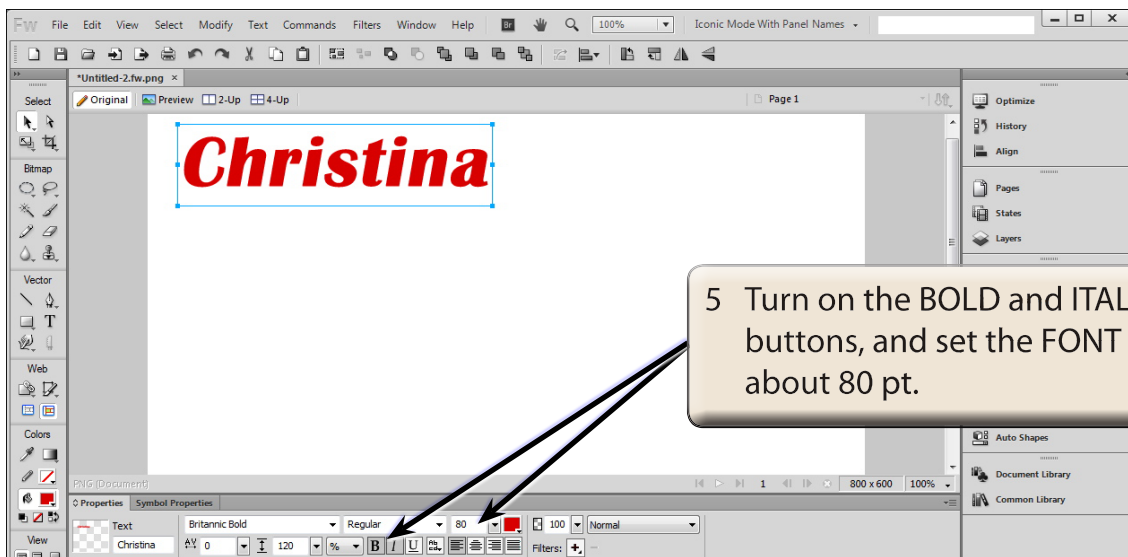
There are two types of text in FireWorks, POINT TEXT where you click on the canvas and type, and AREA TEXT where you define the width of the text frame.

A Point Text

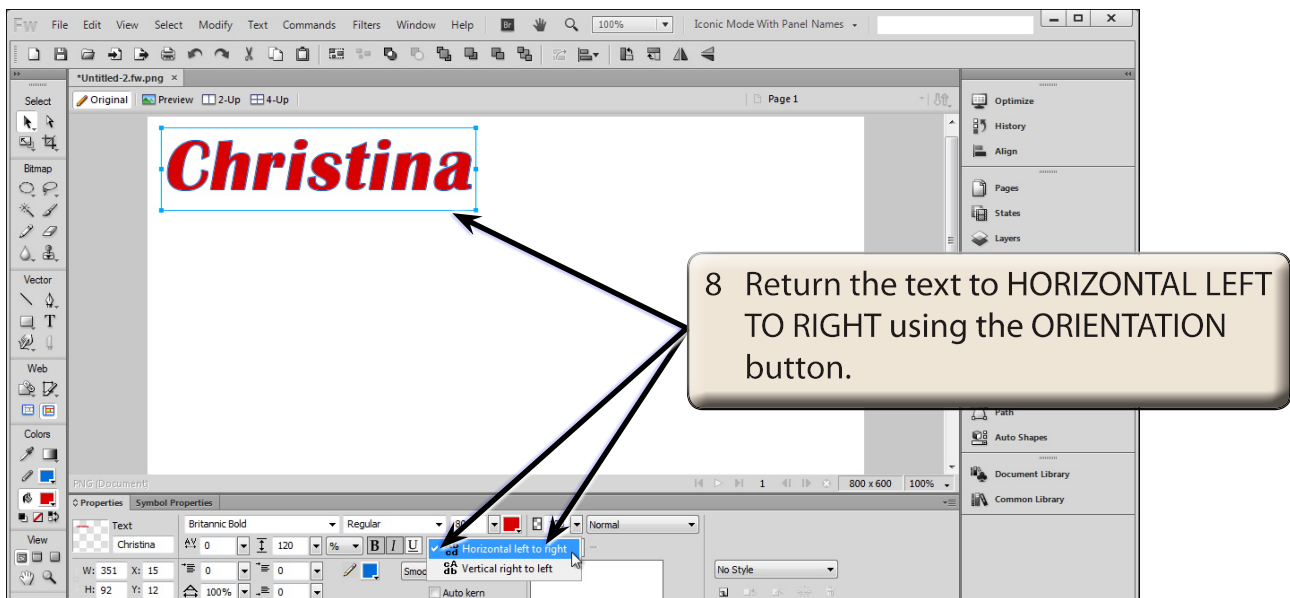
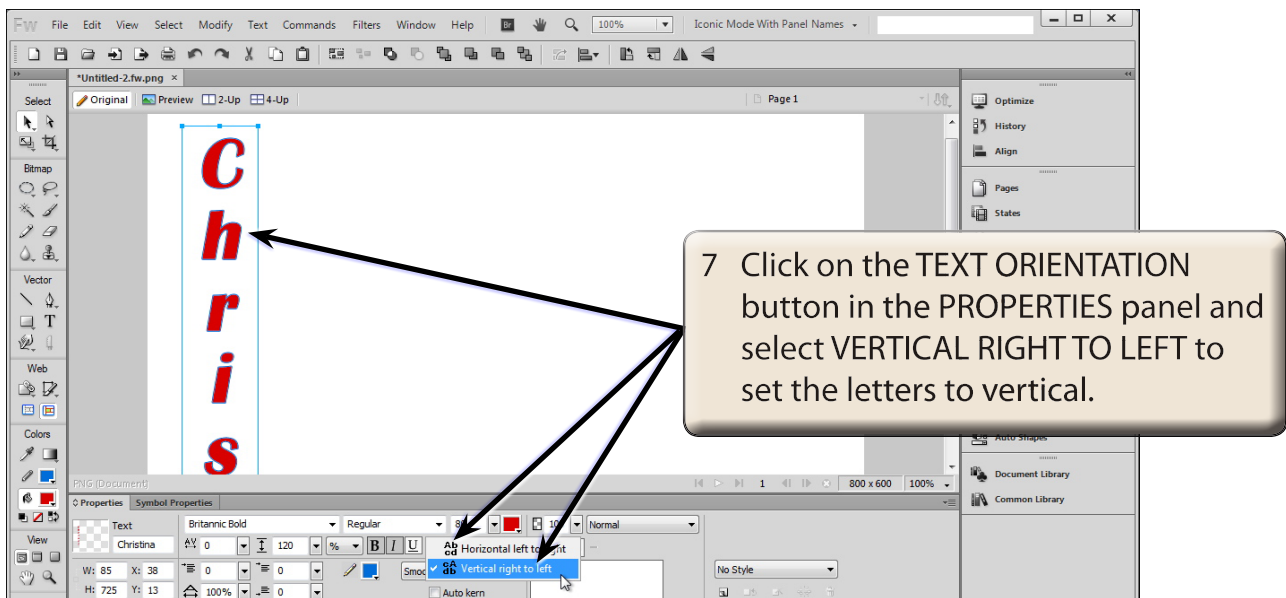


2 The PROPERTIES panel contains most of the standard formatting tools for the text.





NOTE: Fonts usually have set styles built into them. These styles can be applied from the FONT STYLES box in the PROPERTIES panel.



Adjusting the Look of Images

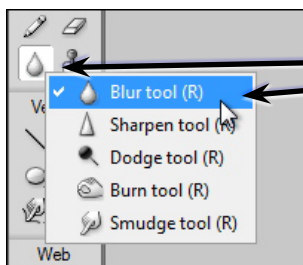
FireWorks offers a range of tools that allow you to adjust the colour and texture of images and photographs.

Loading a Sample File

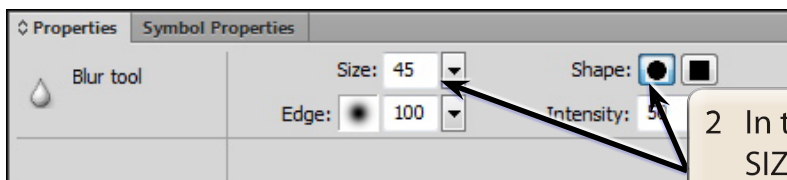
- 1 Load FireWorks or close the current file then click on the OPEN icon in the OPEN A RECENT ITEM section of the FIREWORKS WELCOME screen.
- 2 Access the FWcs6 SUPPORT FILES, open the CHAPTER 6 folder and open the LONDON image.

The Blur Tool

The BLUR TOOL softens hard edges in an image to reduce its detail. Let's make one of Big Ben's clocks a little less detailed.

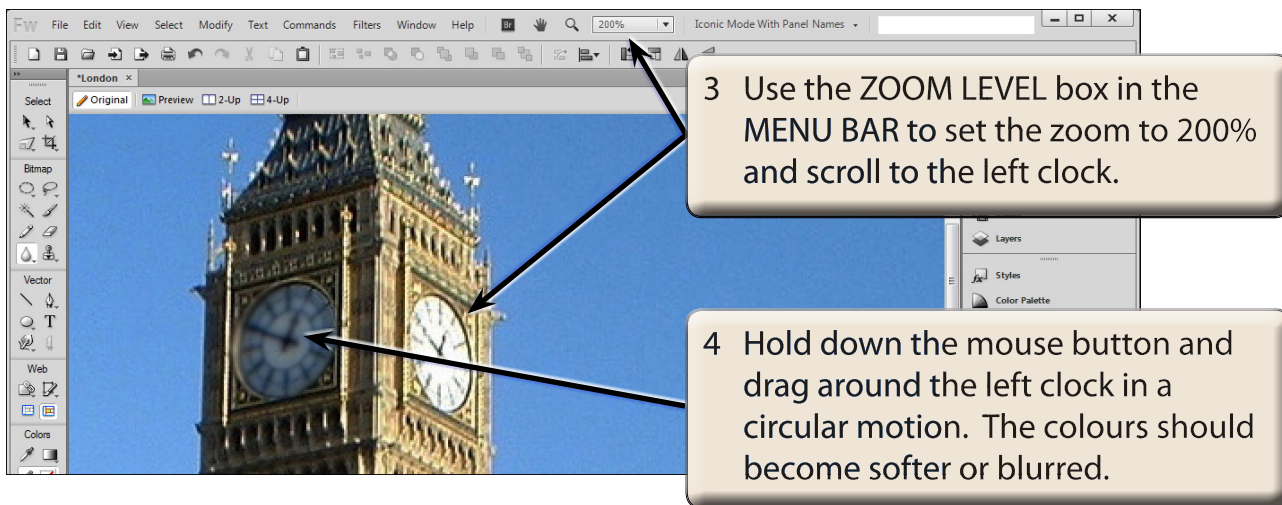


- 1 Click and hold down the mouse button on the tool below the PENCIL TOOL and select the BLUR TOOL.



- 2 In the PROPERTIES panel set BRUSH SIZE to 45 pixels and the SHAPE to ROUND.

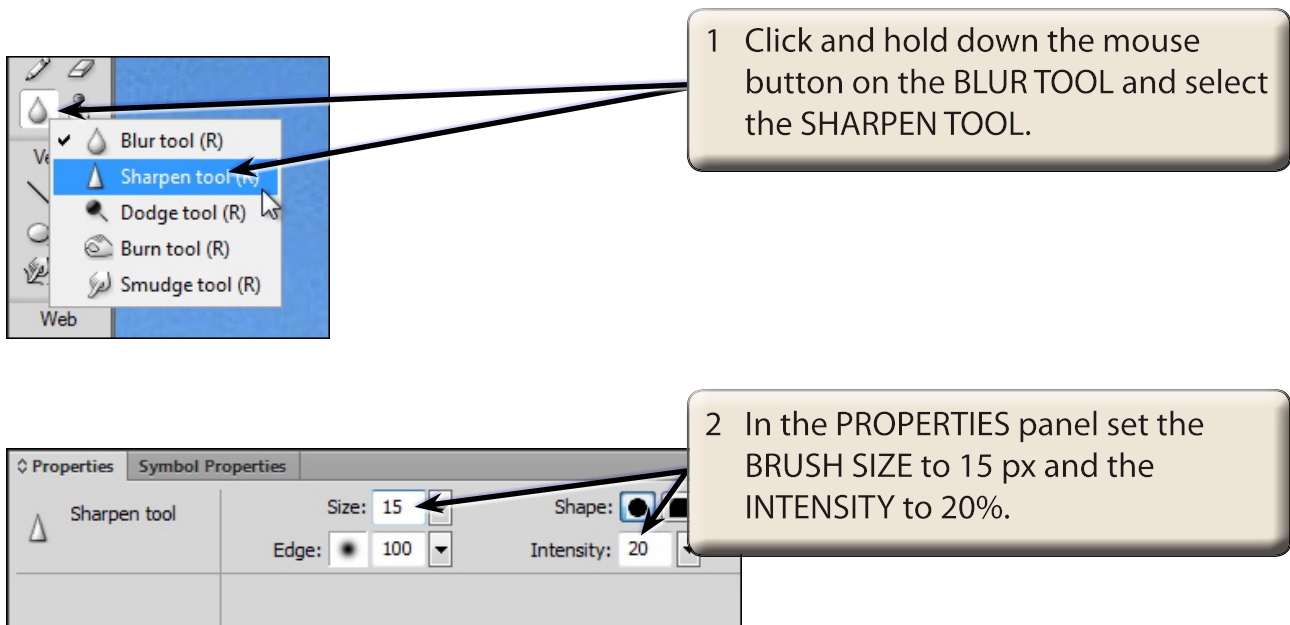
NOTE: You can also change the **EDGE** of the **BRUSH** and the **INTENSITY** of the blur that is applied.

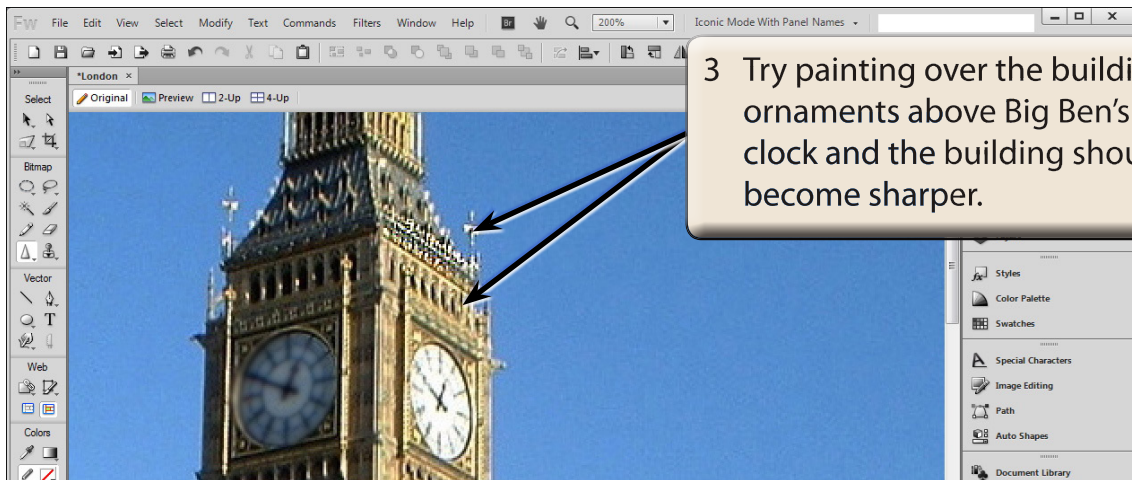


- 5 Try changing the BRUSH SHAPE to SQUARE, increasing the INTENSITY and painting some more over the clock.
- 6 Press CTRL+Z or COMMAND+Z to undo any changes that you are not happy with.

The Sharpen Tool

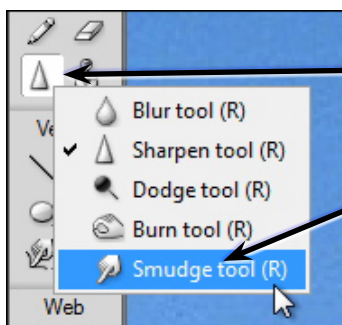
The SHARPEN TOOL has the opposite effect to the BLUR TOOL. It sharpens soft edges to increase the clarity or focus.



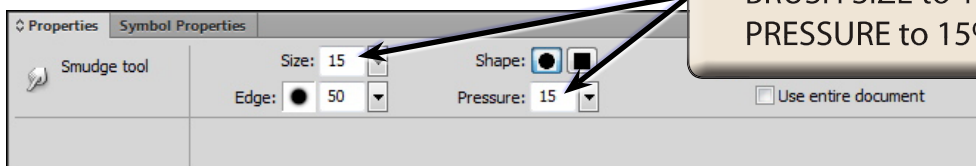


The Smudge Tool

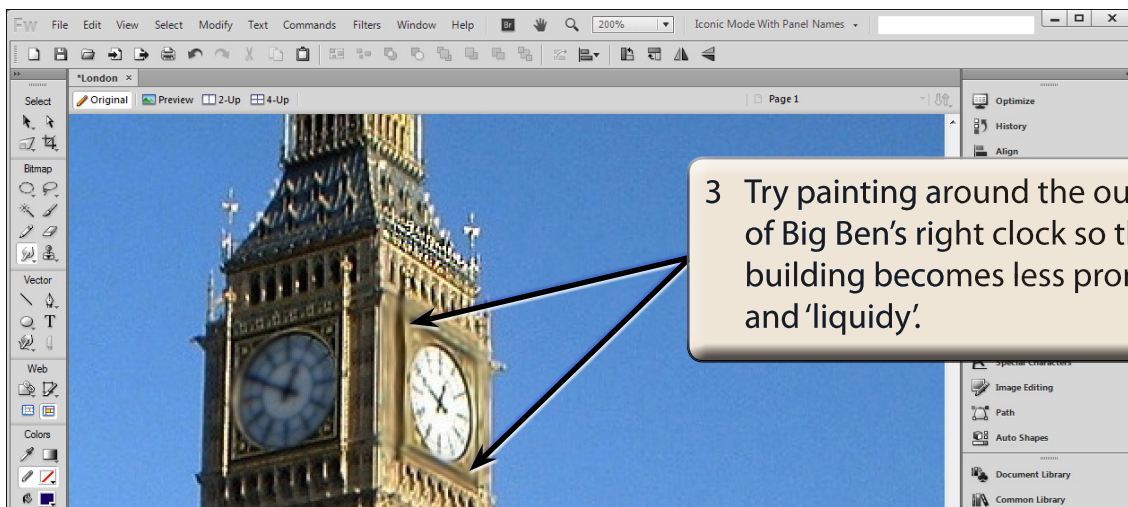
The SMUDGE TOOL picks up the colour where your cursor is and pushes it in the direction that you drag so that colours run into one another.



1 Click and hold down the mouse button on the SHARPEN TOOL and select the SMUDGE TOOL.

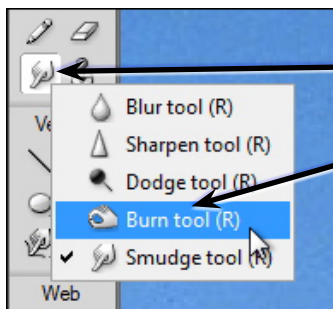


2 In the PROPERTIES panel set the BRUSH SIZE to 15 px and the PRESSURE to 15%.

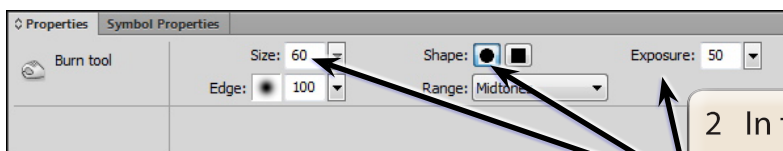


The Burn Tool

The BURN TOOL darkens areas of an image or reduces its exposure.



1 Click and hold down the mouse button on the SMUDGE TOOL and select the BURN TOOL.



2 In the PROPERTIES panel set the BRUSH SIZE to 60 pixels, the RANGE to MIDTONES and the EXPOSURE to 50%.

3 Press CTRL+0 or COMMAND+0 to set the view to FIT ALL so that you can see the whole photo.

Using Layers

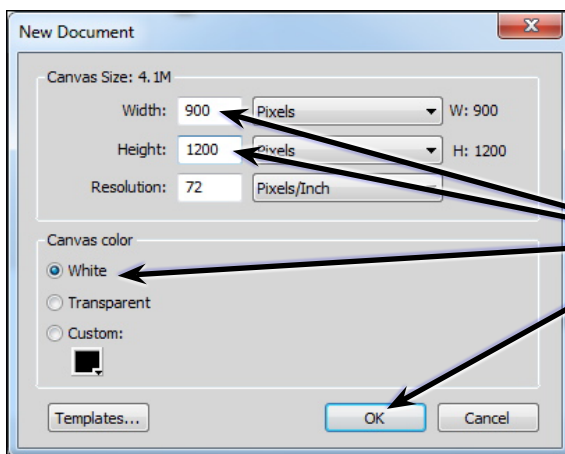
Layers are a very important part of any drawing program, particularly when larger projects are undertaken. They are screen overlays that different objects can be placed into. Think of them as sheets of transparent paper stacked on top of each other.

Layers allow you to keep groups of objects separate in the one drawing. For example, if you were creating a house plan, the walls of the house can be placed in one layer, the fixtures and fittings in another layer, the measurements in a third layer and the text in a fourth layer. You can hide all but the layer you wish to work in and then display or print any combination of them.

To illustrate the use of layers, a sketch of a pocket calculator will be created with a layer for the keys, another layer for the viewer section and a third layer for the case.

Starting the Document

- 1 Load Adobe FireWorks CS6 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME screen.

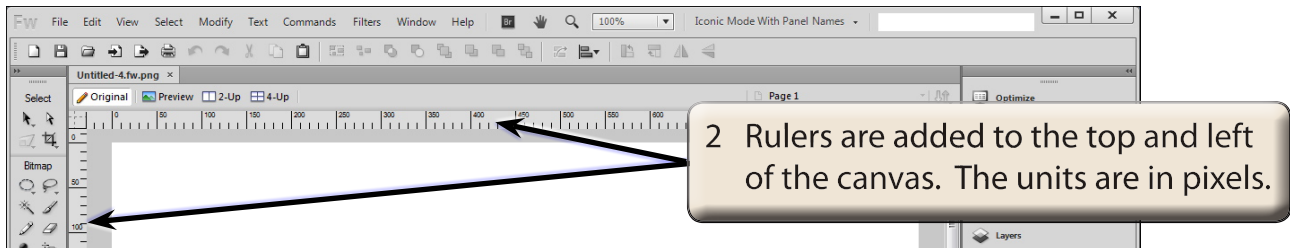


- 2 Set the WIDTH to 900 pixels, the HEIGHT to 1200 pixels, the CANVAS COLOUR to WHITE and select OK.

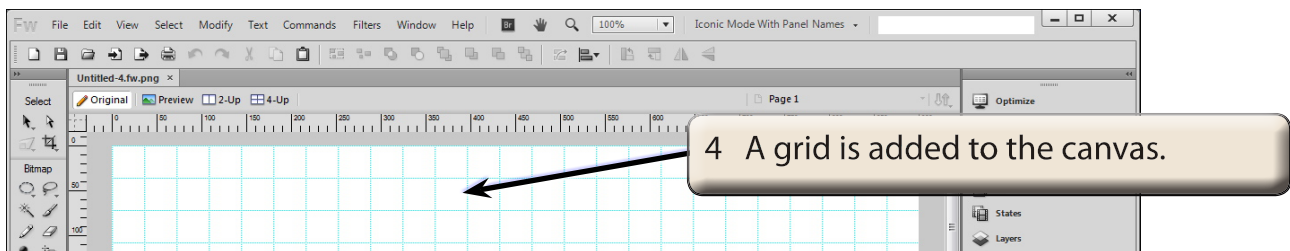
Turning on the Rulers and Grid

FireWorks provides Rulers and a Grid that can be added to the canvas to make the placement of objects easier.

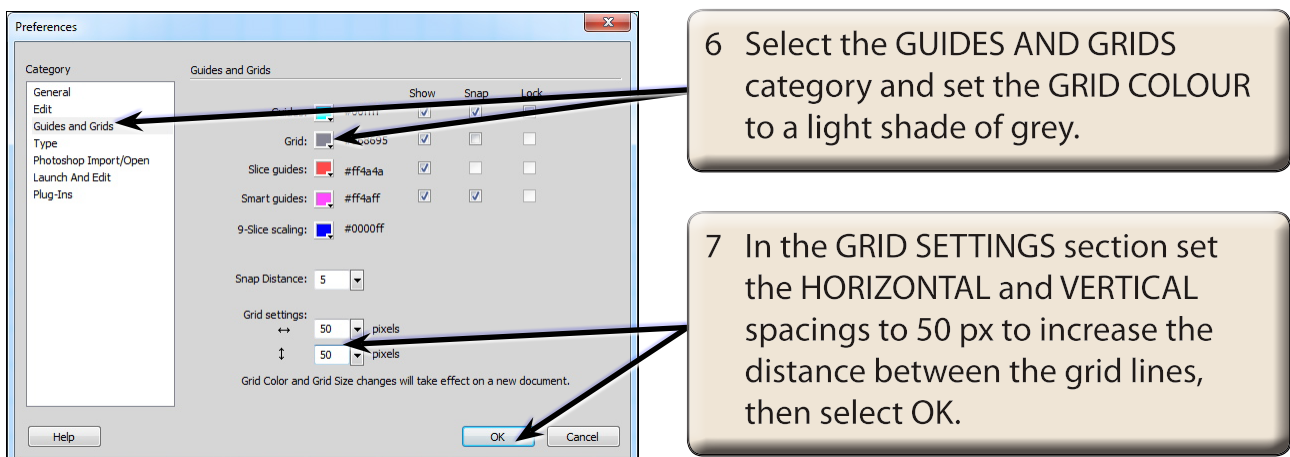
- 1 Display the VIEW menu and select RULERS.



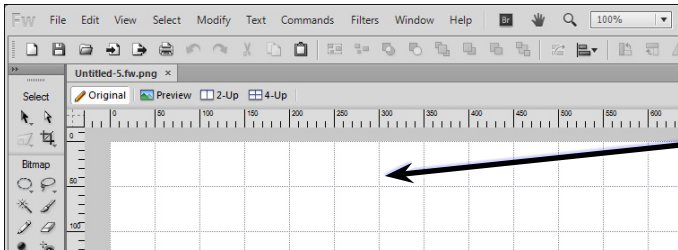
- 3 Display the VIEW menu again, highlight GRID and select SHOW GRID.



- 5 Display the EDIT menu on the Windows system or the FIREWORKS menu and the Macintosh system and select PREFERENCES.



- 8 Close the file then click on FIREWORKS DOCUMENT in the CREATE NEW section of the WELCOME SCREEN and enter the same properties as you did on page 7-1.



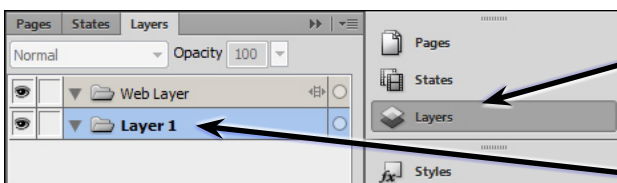
- 9 Set the zoom so that you can see the width of the canvas and the new grid settings should be visible. Once you know how to set the grid settings you can do so before starting the document.

The Layers Panel

When you start a FireWorks document two layers are created in the LAYERS panel:

- The **Web Layer**, which contains web objects, such as slices and hotspots, used for assigning interactivity to exported Fireworks documents. It will be covered in a later chapter.
- **Layer 1**, which stores the drawings that you add to the canvas.

A Opening the Layers Panel

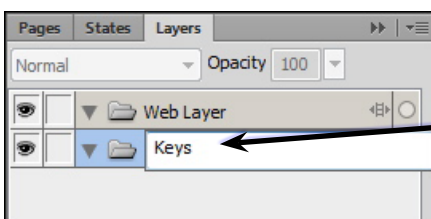


- 1 Click on the LAYERS panel in the PANEL GROUP to expand the panel.

- 2 The two default layers are displayed.

B Naming a Layer

Layers can be renamed so that you know what they contain. In this case the LAYER 1 layer will store the calculator keys.



Double click on the LAYER 1 label to highlight it, enter the label:

Keys

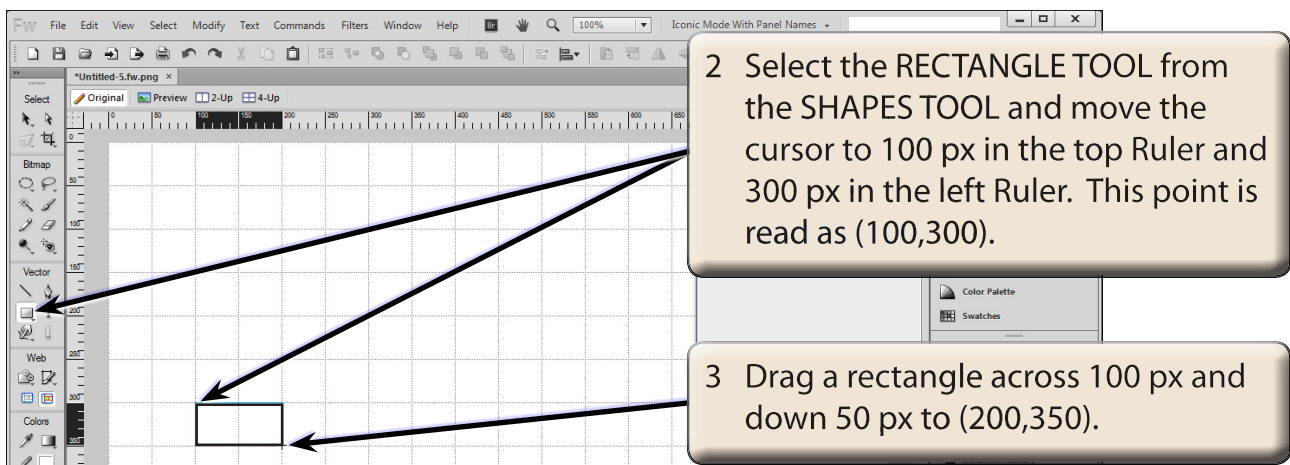
and press <enter> or <return>.

Entering a Calculator Key

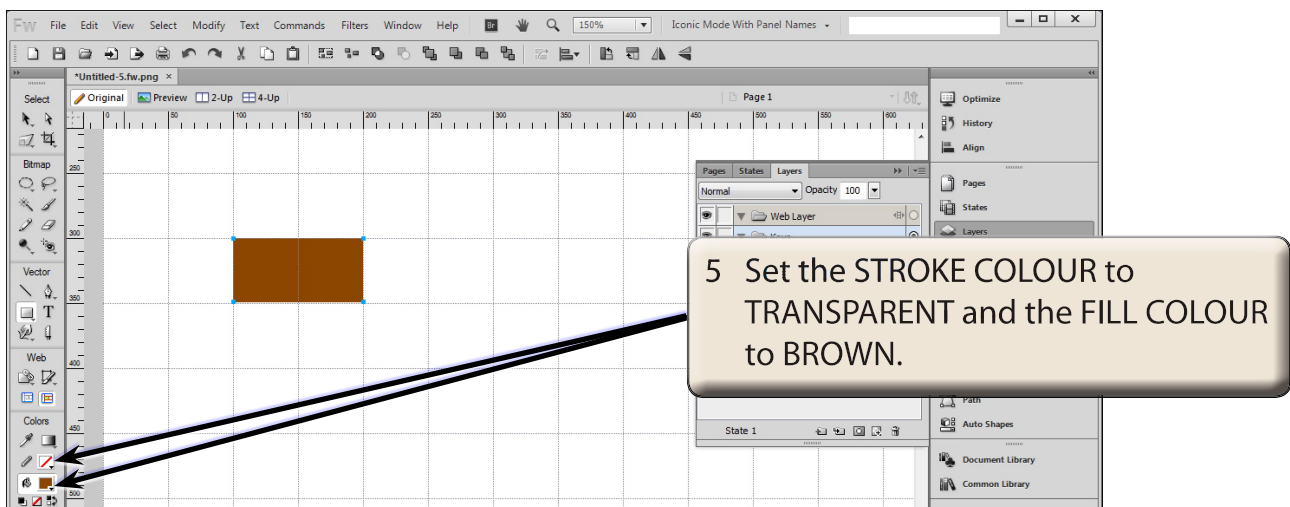
One calculator key will be entered then duplicated so that all the keys that make up the calculator will be identical.

A Creating the Key

- 1 Set the view to 100% by pressing CTRL+1 or COMMAND+1.



- 4 Zoom the screen to 150% and scroll to the rectangle.



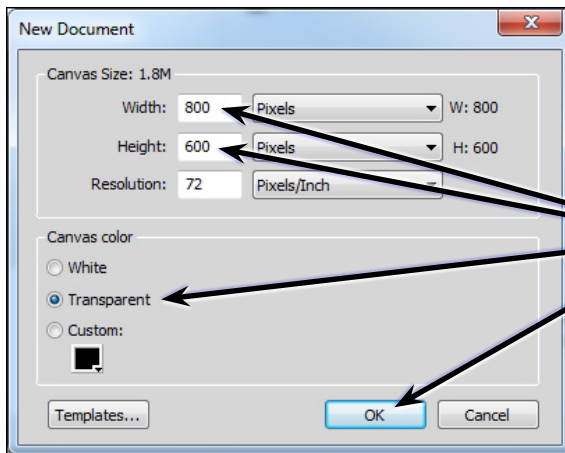
NOTE: The rectangle is stored in the KEYS layer in the LAYERS panel.

Creating Masks

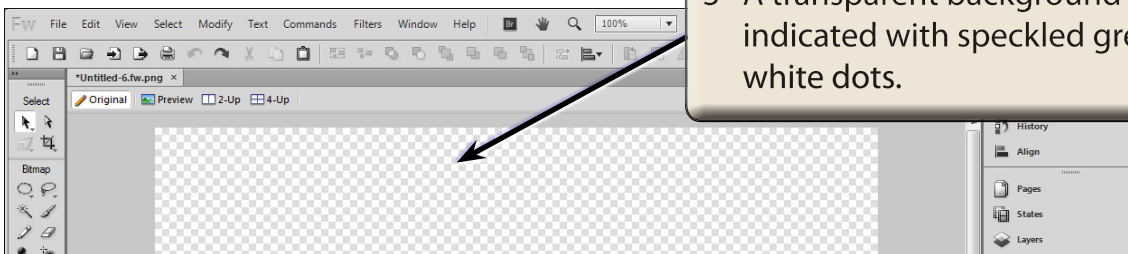
Masks allow you to display part of an image through a shape or a selection. There are numerous ways of creating masks in FireWorks and this chapter will demonstrate a few of them.

Starting the Document

- 1 Load Adobe FireWorks CS6 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME screen.



- 2 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to TRANSPARENT and select OK.



- 3 A transparent background is indicated with speckled grey and white dots.

- NOTE:**
- i If the Rulers are still turned on, display the VIEW menu and select RULERS to turn them off.
 - ii If the Grid is still turned on, display the VIEW menu, highlight GRID and select SHOW GRID to turn it off.

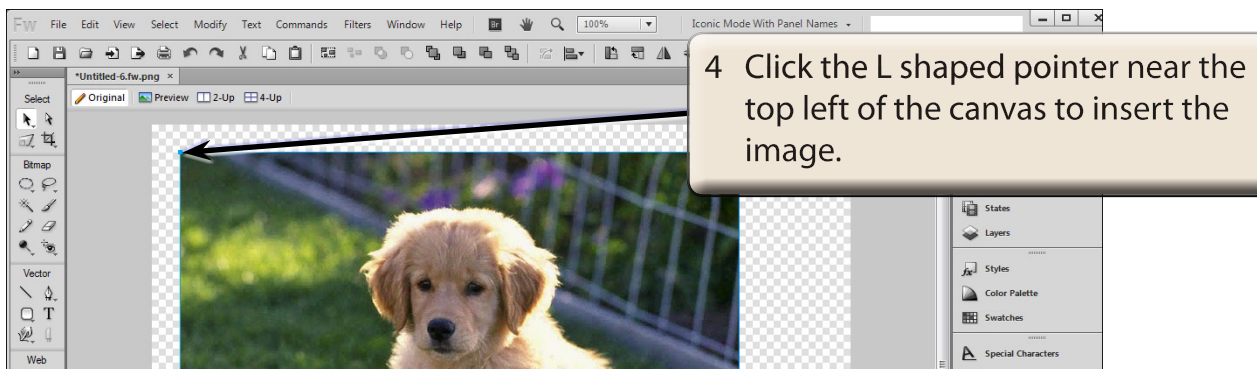
Selection Masks

Selection Masks are created using one of the SELECTION TOOLS as the mask. These include the RECTANGLE MARQUEE TOOL, the OVAL MARQUEE TOOL, the LASSO TOOL and the POLYGON LASSO TOOL.

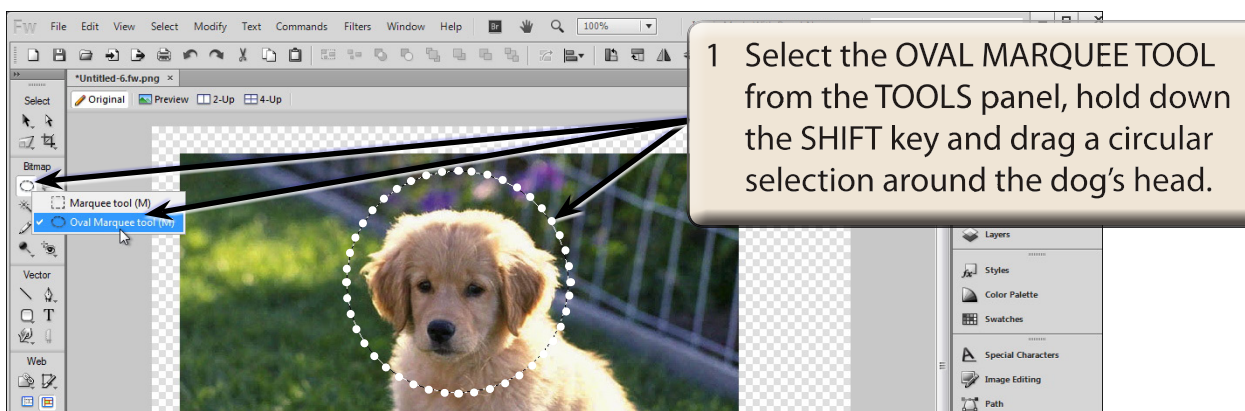
In this case an image of a dog will be added to the canvas and a mask created to display just the dog's head.

A Importing the Image

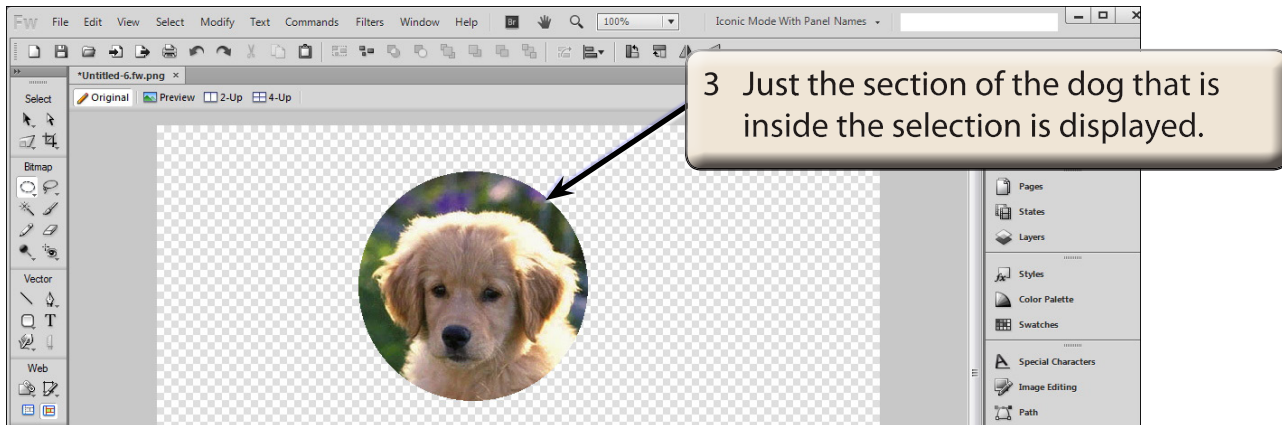
- 1 Display the FILE menu and select IMPORT.
- 2 Access the FWcs6 SUPPORT FILES folder and open the CHAPTER 8 folder.
- 3 Select the DOG file and click on OPEN to import the image.



B Selecting the Masks Area

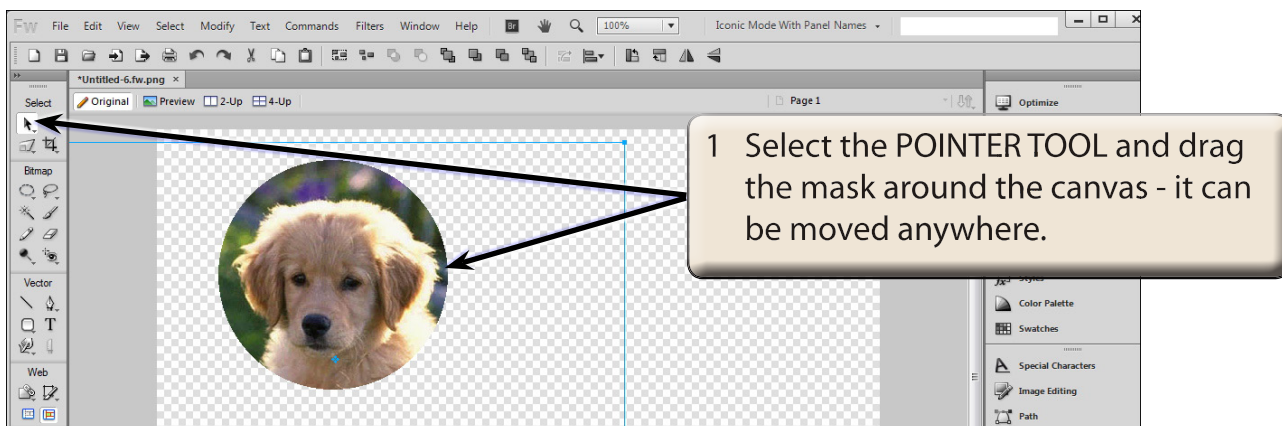


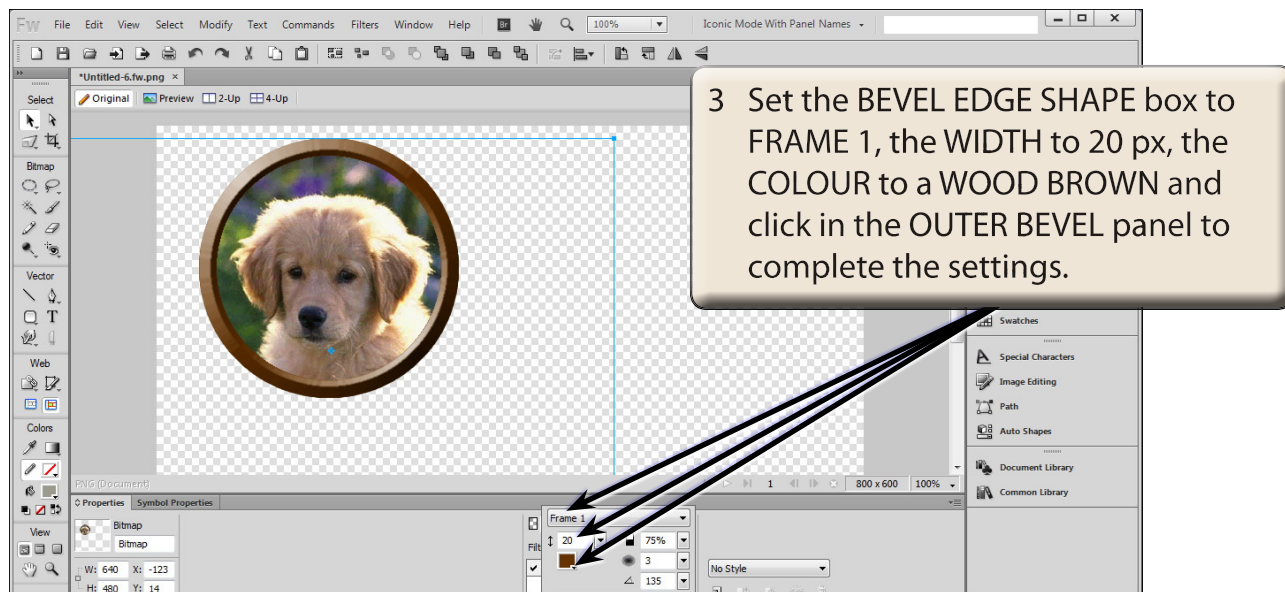
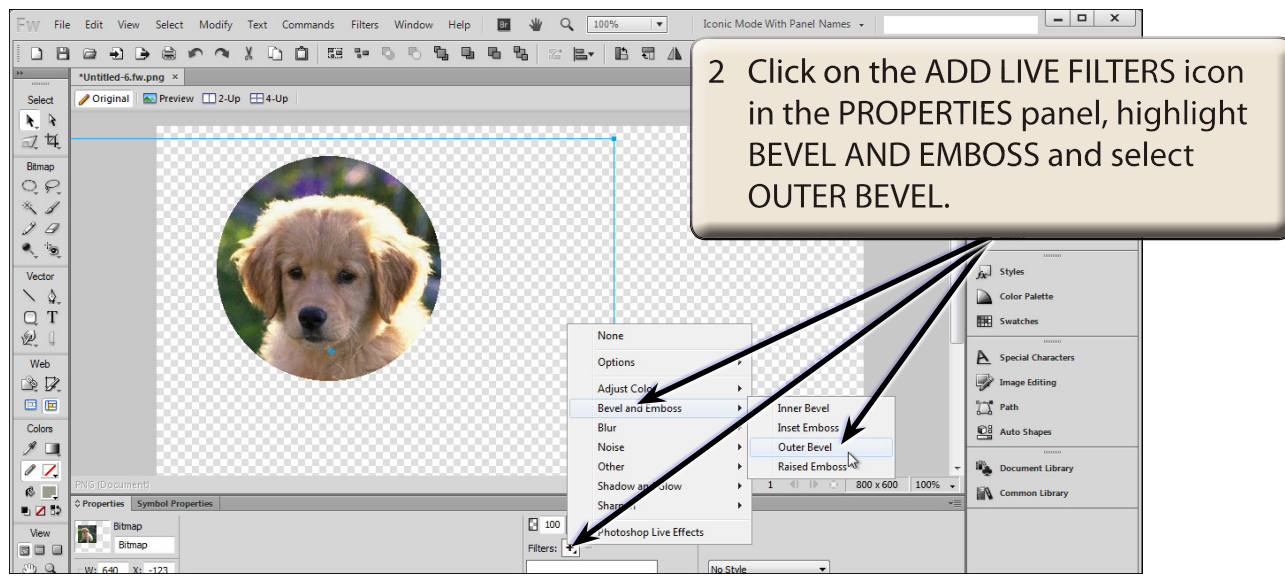
- 2 Display the MODIFY menu, highlight MASK and select REVEAL SELECTION.



NOTE: If you wanted everything in the image displayed except the selected area, display the MODIFY menu, highlight MASK and select HIDE SELECTION.

C Adjusting the Mask





NOTE: This has created a picture frame effect. You could apply more effects, such as a glow or drop shadow if you wanted to.

4 Save the document in your STORAGE folder as:

Selection Mask

Adjusting Photos

FireWorks provides tools to improve or alter the look of photos. Some of its tools are similar to those in the more powerful Photoshop program.

Adjusting Levels

Levels allow you to adjust the dark areas, light areas and midtones of a photo.

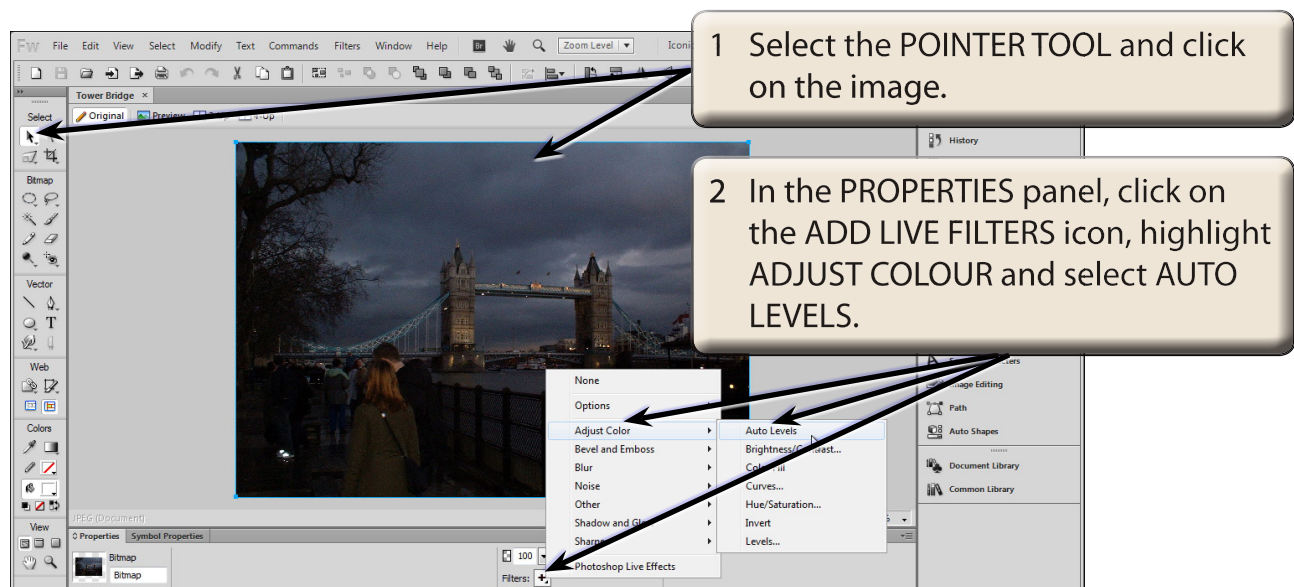
A Loading the Photo

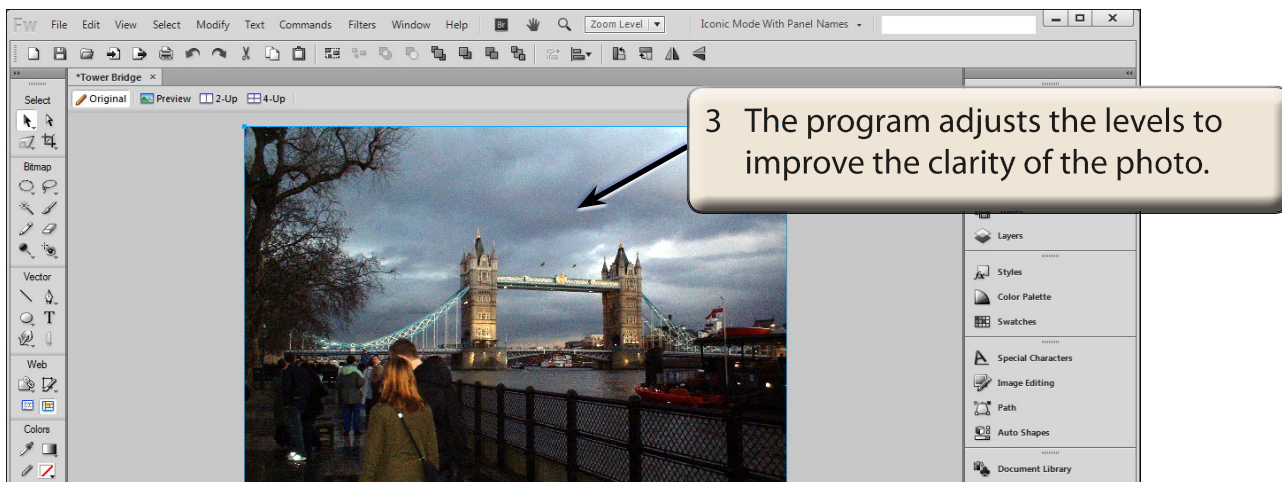
A photo that is too dark because it was taken at dusk has been prepared for you.

- 1 Load FireWorks or close the current file then click on the OPEN icon the WELCOME screen.
- 2 Access the FWcs6 SUPPORT FILES, open the CHAPTER 9 folder and open the file:
Tower Bridge
- 3 Press CTRL+0 or COMMAND+0 to set the view to FIT ALL.

B Applying Auto Levels

FireWorks provides an AUTO LEVELS filter that tries to automatically repair the colour levels of a photo.

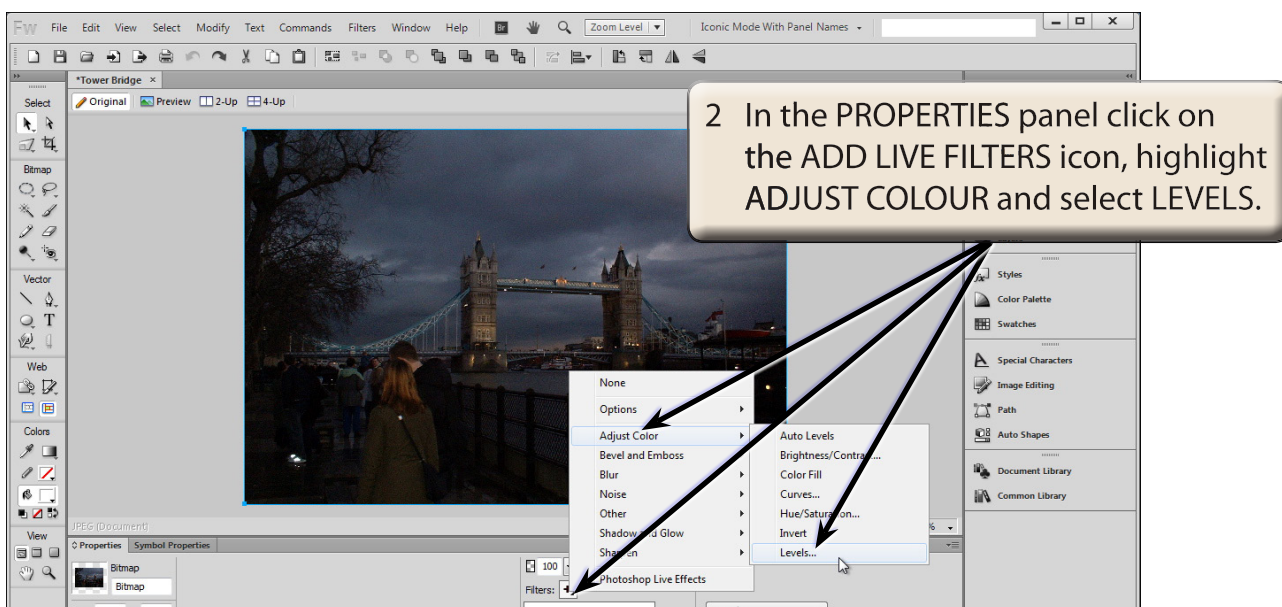




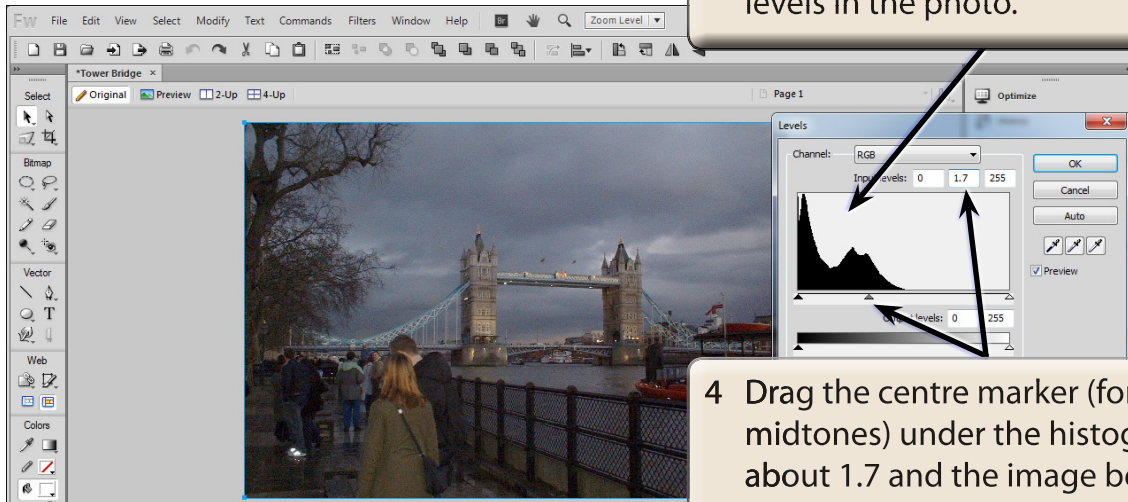
C Manually Adjusting Levels

The levels can be adjusted manually if you want more control over the way the photo is changed.

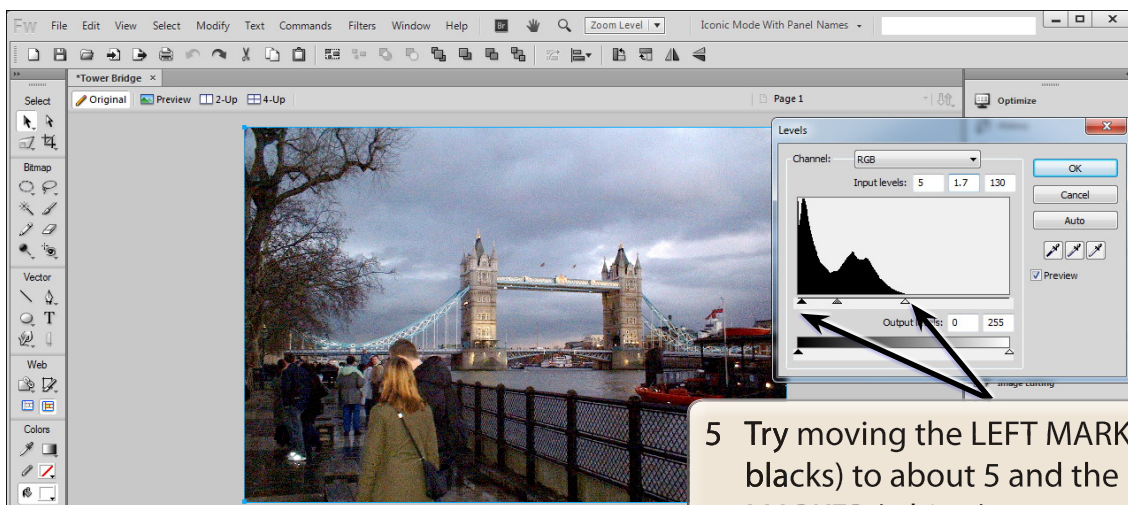
- 1 Display the EDIT menu and select UNDO SET LIVE FILTER (or press CTRL+Z or COMMAND+Z) to return to the original photo.



- 3 The LEVELS dialogue box is opened showing a histogram of the colour levels in the photo.



- 4 Drag the centre marker (for midtones) under the histogram to about 1.7 and the image becomes much clearer. It is excluding some of the darker colours from the right of the histogram.



- 5 Try moving the LEFT MARKER (for blacks) to about 5 and the RIGHT MARKER (whites) to 130 to adjust the photo further.

- 6 Try adjusting the LEVEL markers until you are happy with the results and select OK.

Multiple Adjustments to Photos

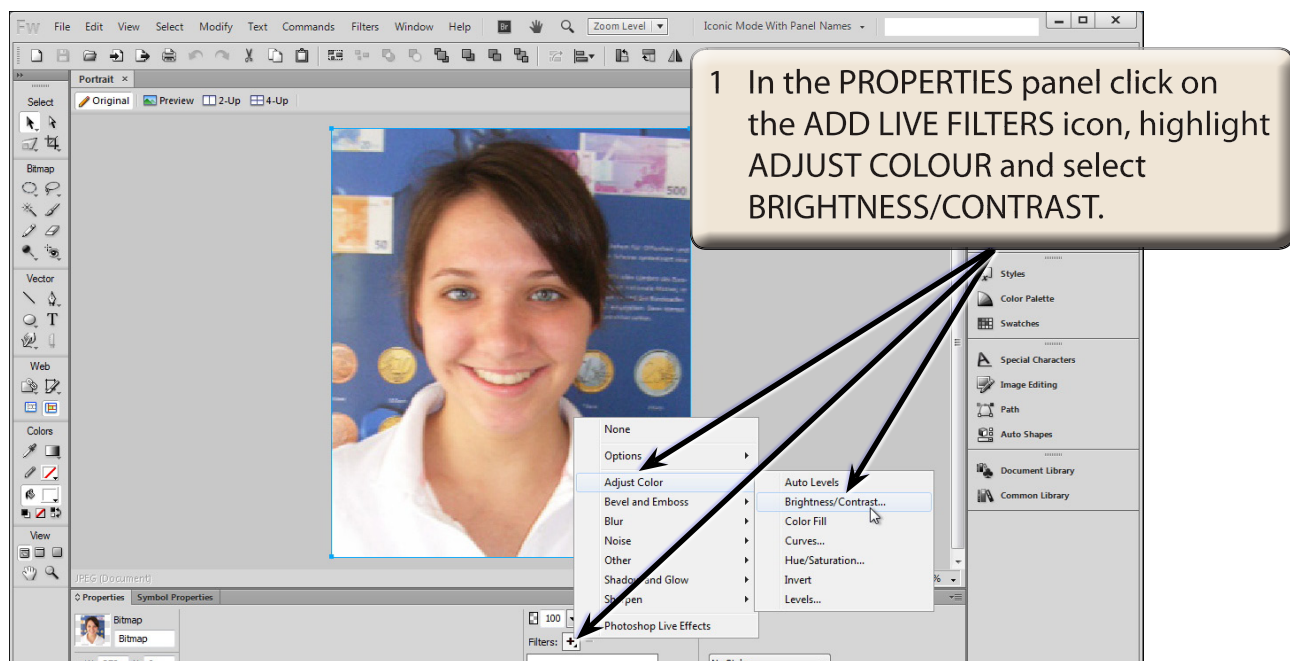
You can apply multiple filters to photos that add on to each other. Let's apply Brightness and Contrast, Colour Fill and Hue and Saturation filters to a portrait photo.

A Loading the Photo

A portrait photo has been prepared for you.

- 1 Close the current file (there is no need to save it) then click on the OPEN icon on the WELCOME screen.
- 2 Access the FWcs6 SUPPORT FILES, open the CHAPTER 9 folder and open the file:
Portrait
- 3 Press CTRL+0 or COMMAND+0 to set the view to FIT ALL.

B Changing the Brightness and Contrast

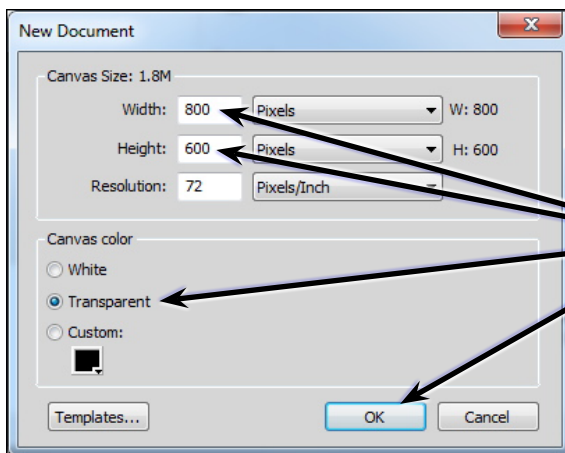


Creating Buttons

FireWorks provides tools for creating elegant buttons for use in web pages. These buttons can be set to change when a mouse pointer is moved over the button and when the mouse button is clicked on the button, etc. These changes are called button STATES.

Starting the Document

- 1 Load Adobe FireWorks CS6 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME screen.



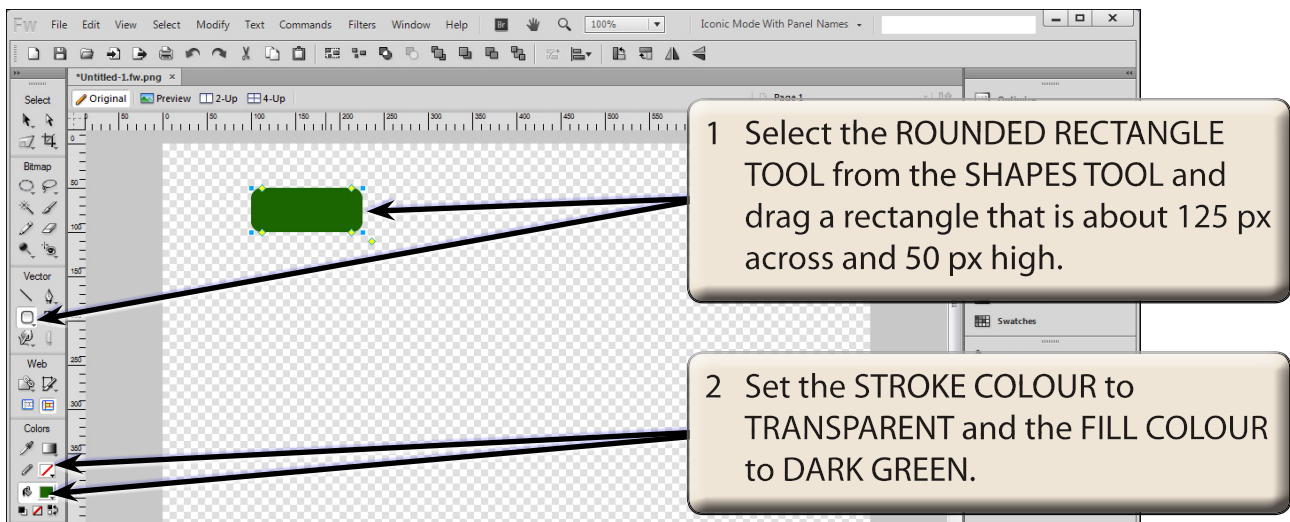
- 2 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to TRANSPARENT and select OK.

- 3 Check that the WORKSPACE is set the ICONIC MODE WITH PANEL NAMES.
- 4 Display the VIEW menu and select RULERS to turn the Rulers on.

Creating the Button

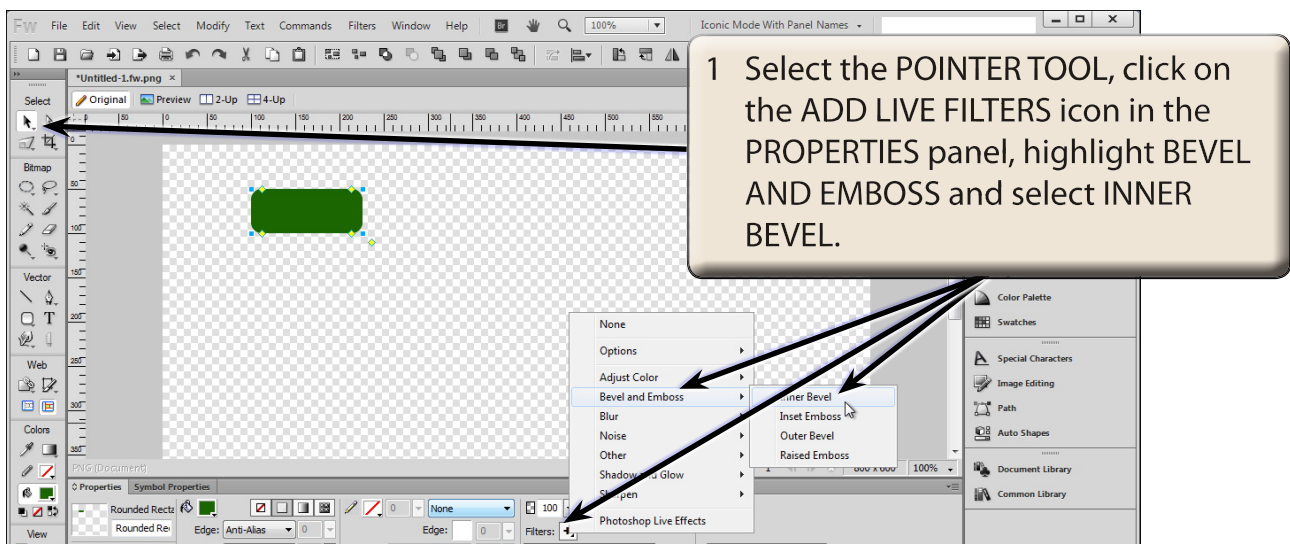
A rounded rectangle will be used as the button shape.

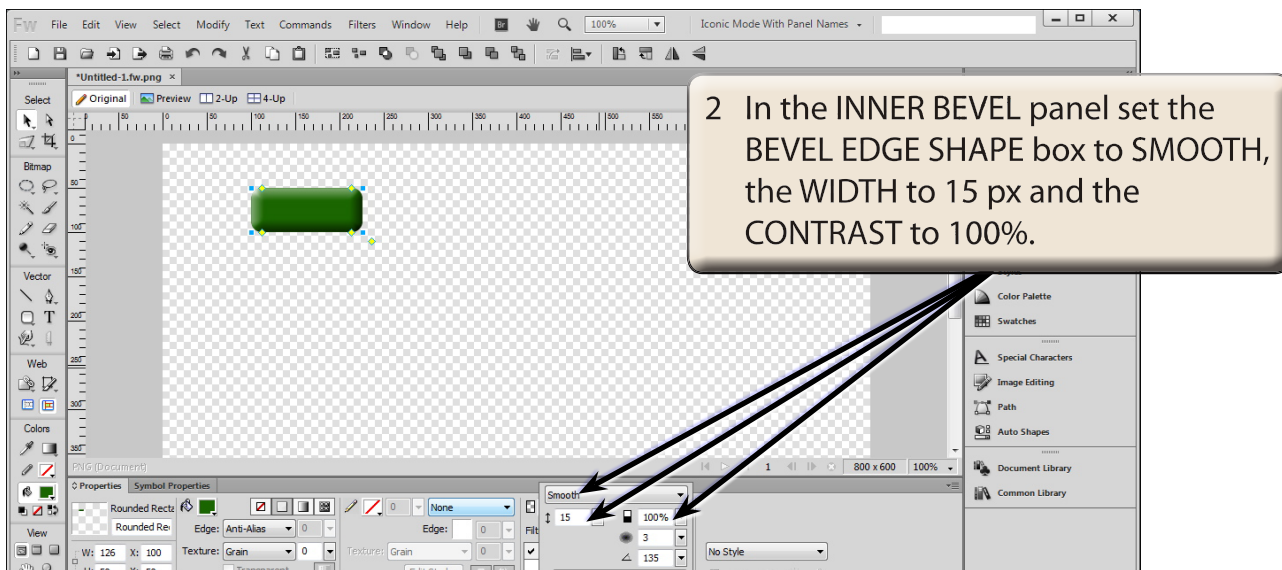
A Drawing the Button Shape



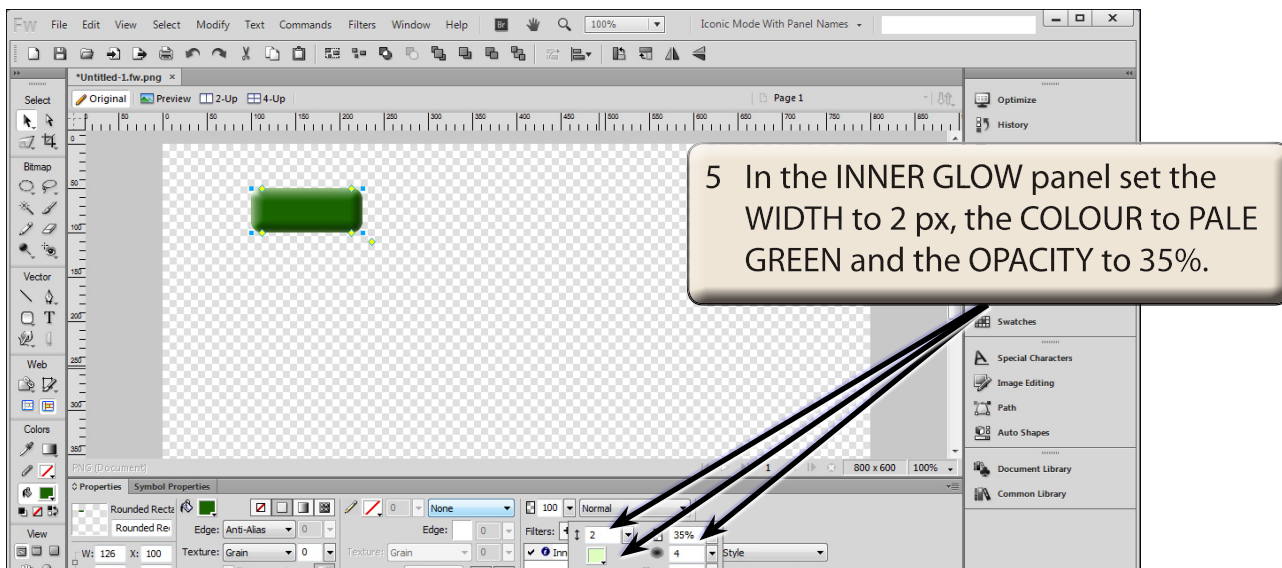
NOTE: The canvas will be reduced to the size of the button once the button is complete.

B Formatting the Shape





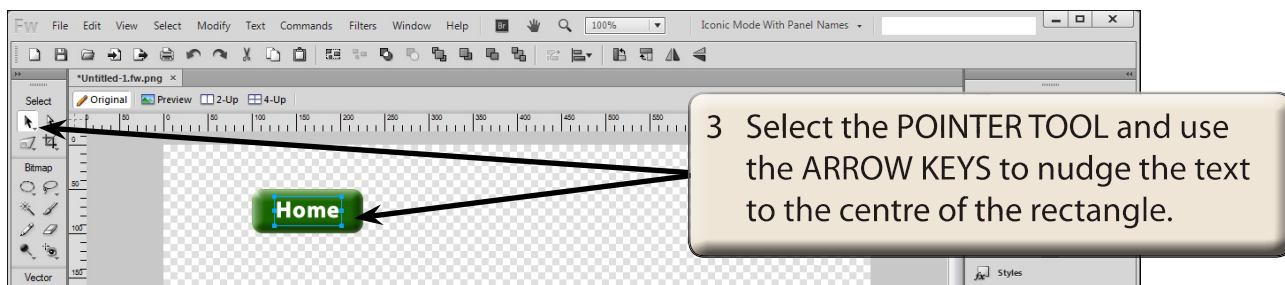
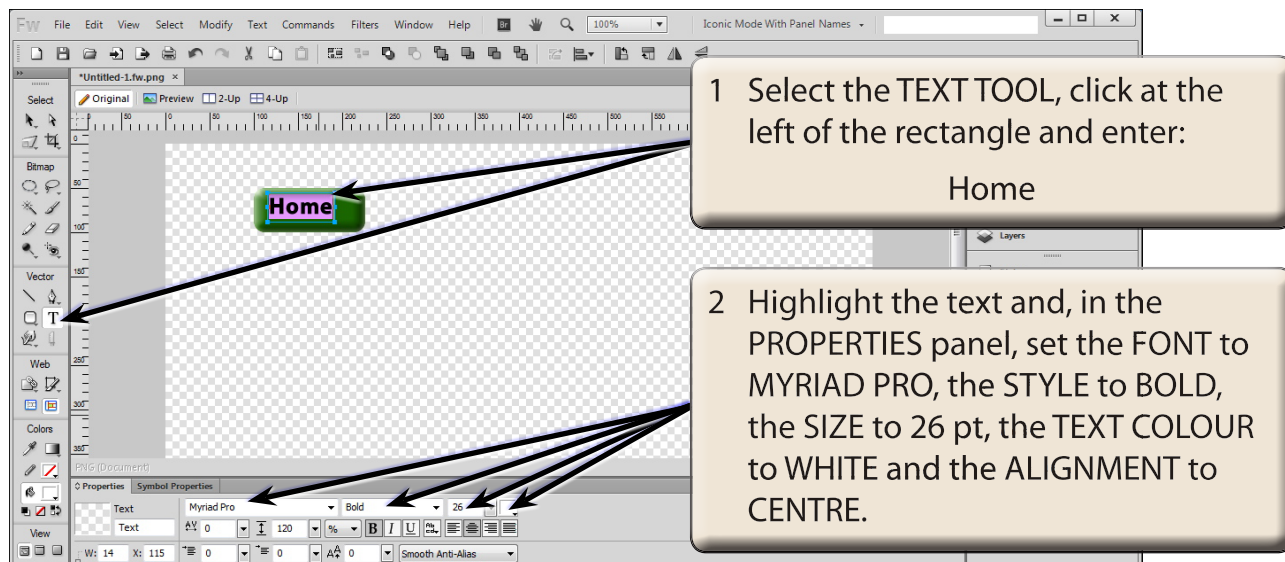
- 3 Press <enter> or <return> to complete the settings.
- 4 Click on the ADD LIVE FILTERS icon again, highlight SHADOW AND GLOW and select INNER GLOW.



- 6 Press <enter> or <return> to complete the settings.

NOTE: You could apply some PHOTOSHOP LIVE EFFECTS if you wanted to add more detailed effects to the button.

C Adding the Text



- NOTE:**
- i When setting the size of the text in a button, you should consider what the largest word will be used in the buttons of the web site.
 - ii Fonts with the word PRO after their name are fonts developed by Adobe. They are usually sharper than regular fonts and have more style options.

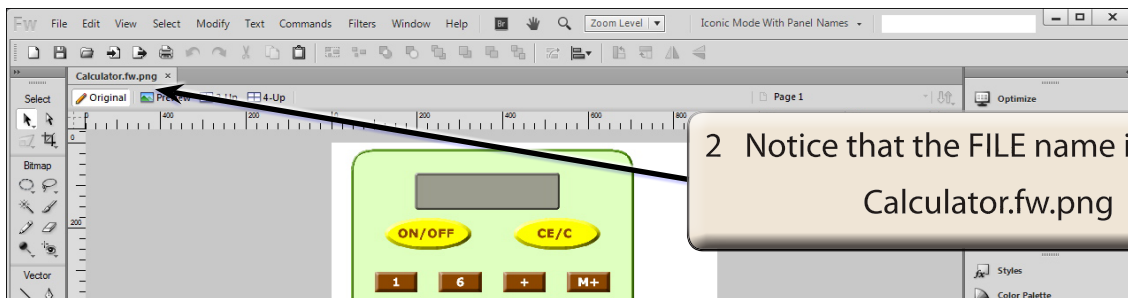
Saving Files

FireWorks provides a number of different formats and ways to save files. You have already saved files in the PNG format, but you can save copies of files or save files in compressed formats such as the JPEG or GIF.

The PNG Format

PNG stands for Portable Network Graphics and it is the default format that FireWorks saves files in.

- 1 Load FireWorks or close the current files, open the CALCULATOR file from your STORAGE folder and set the view to FIT ALL.

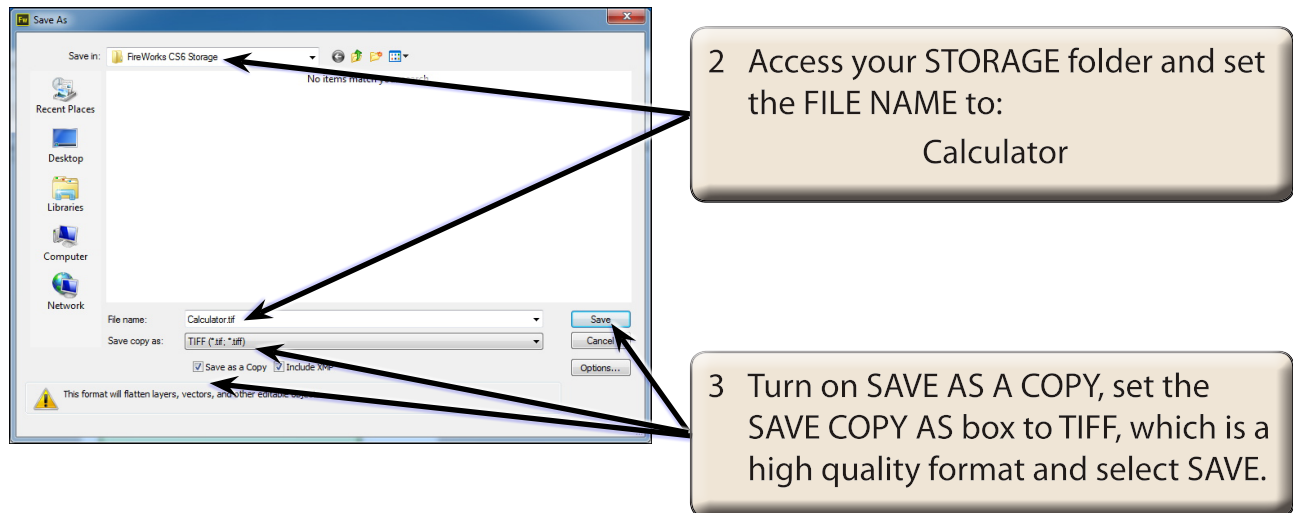


NOTE: FireWorks adds the extension .fw before the .png extension because many programs allow files to be exported as a png file. The .fw lets you know that the file was produced in FireWorks.

Saving a Copy of a File

Sometimes it is useful to save a copy of a file so that the file can be used in another program such as Adobe InDesign.

- 1 Display the FILE menu and select SAVE AS.



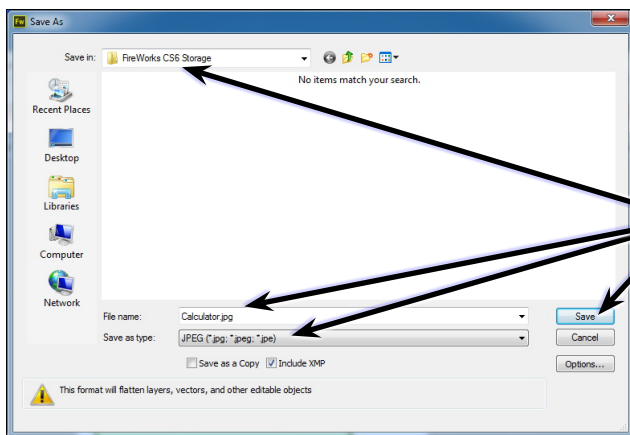
- 4 The file is saved in your STORAGE folder, but the original file remains open.

NOTE: TIFF is a good format if you want to retain the quality of the image and import it into a more powerful image editing program such as Adobe Photoshop.

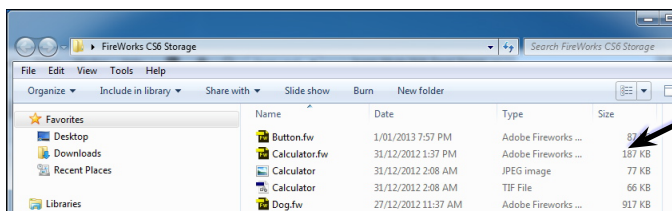
Saving as a JPEG Format

When you wish to save an image in a compressed format, the JPEG (Joint Photographic Experts Group) format is a commonly used format that is ideal for adding images to web pages, for e-mail or for importing files into other programs.

- 1 The CALCULATOR file should be open. Display the FILE menu and select SAVE AS.



- 2 Access your STORAGE folder, set the SAVE AS TYPE (or SAVE AS) box to JPEG, the FILE NAME to CALCULATOR and select SAVE.

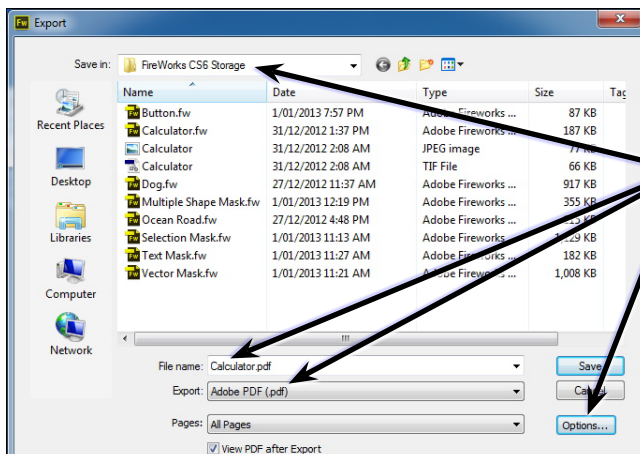


- 3 Open your STORAGE folder outside FireWorks and you can compare the file sizes of the original CALCULATOR file with the CALCULATOR.JPG file and the CALCULATOR.TIFF file.

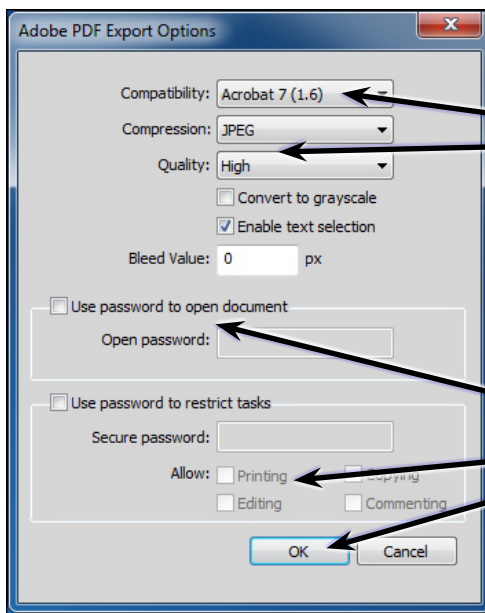
Exporting to PDF

Another handy file format for sharing documents is the PORTABLE DOCUMENT FORMAT (PDF). This is particularly useful if the person viewing the file does not have FireWorks. It allows the document to be viewed in Adobe Acrobat.

- 1 Return to FIREWORKS, display the FILE menu and select EXPORT.

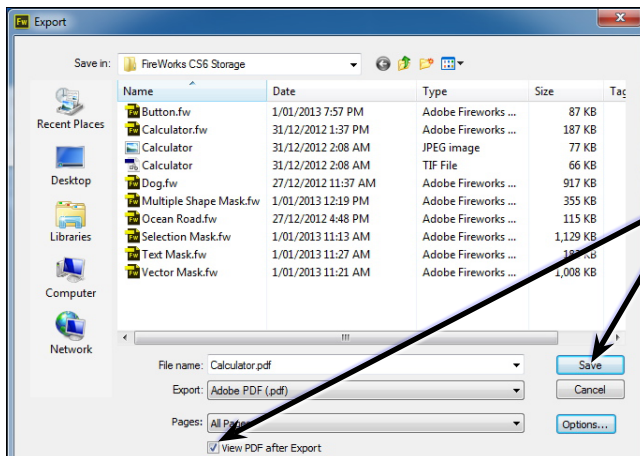


- 2 Access your STORAGE folder, leave the FILE NAME as CALCULATOR, set the EXPORT box to ADOBE PDF and click on the OPTIONS button.



3 In the ADOBE PDF EXPORT OPTIONS dialogue box you can set the ACROBAT version you wish to allow to open the document along with the QUALITY.

4 You can also set a PASSWORD to open the document or disable some features such as printing or editing. Click on OK to accept the default settings.



5 Check that VIEW PDF AFTER EXPORT is turned on at the base of the EXPORT dialogue box and select SAVE to export the document.