Introduction to FireWorks

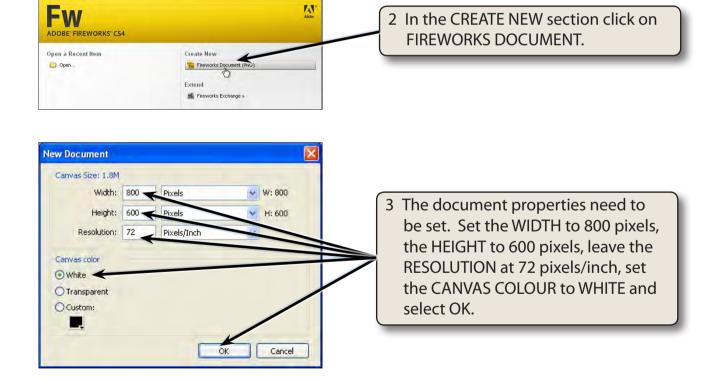
Adobe FireWorks CS4 is a graphics program that incorporates the two modes of image manipulation:

- Vector mode where you can draw and edit paths or objects
- Bitmap mode where you can draw and edit an image's pixels

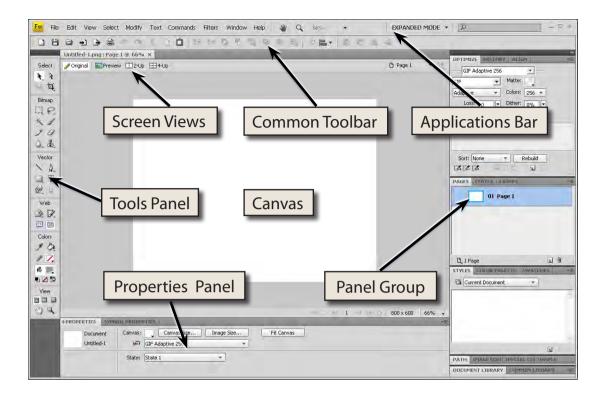
It is important that you understand the difference between the two modes and when to use them, and this chapter will demonstrate the difference between the two modes.

Starting the Document

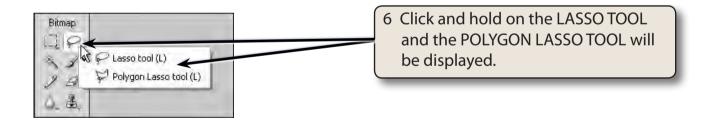
1 Load Adobe FireWorks CS4 and the FIREWORKS WELCOME screen should be displayed.



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.



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

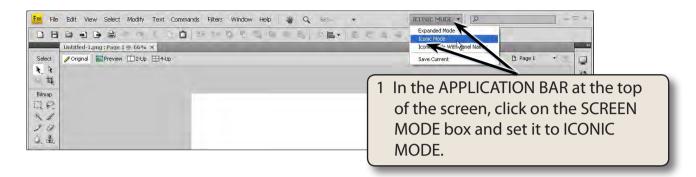


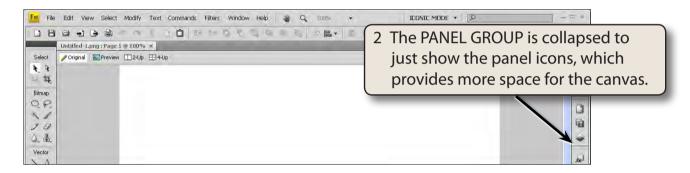
7 Look at some of the other tools that have arrows at their base.

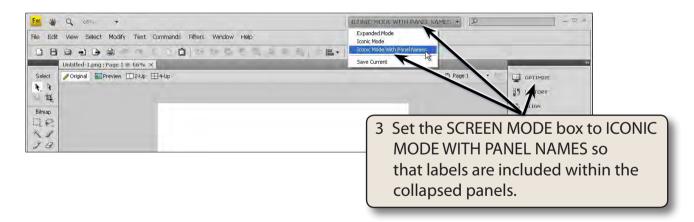
NOTE: Each time you select a new tool in the TOOLS panel the PROPERTIES panel at the bottom of the screen changes to display the properties specific to the selected tool.

Screen Modes

FireWorks provides different screen modes that alter the screen appearance.







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 APPLICATION BAR.

ii Collapsing panels provides more screen space for the canvas.

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 is that pixel-based documents are usually larger in file size.

