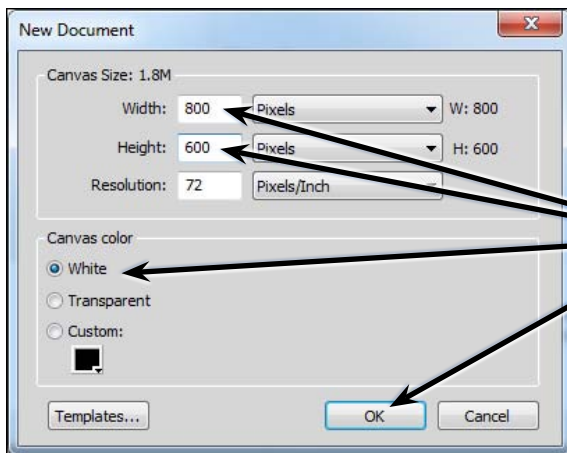


# Applying Effects

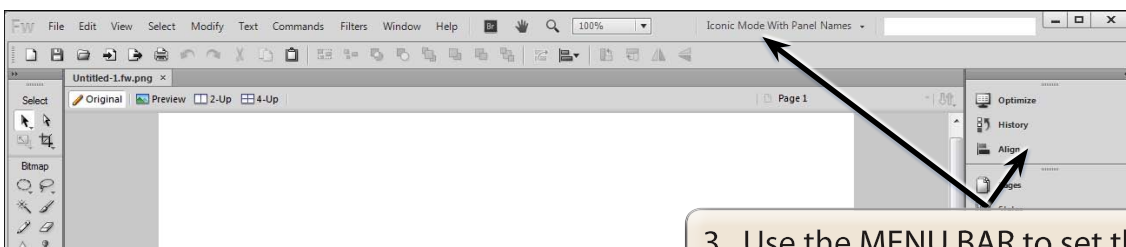
Numerous effects such as bevels, drop shadows, glows, etc. can be applied to vector objects in FireWorks. These are called LIVE FILTERS.

## 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.

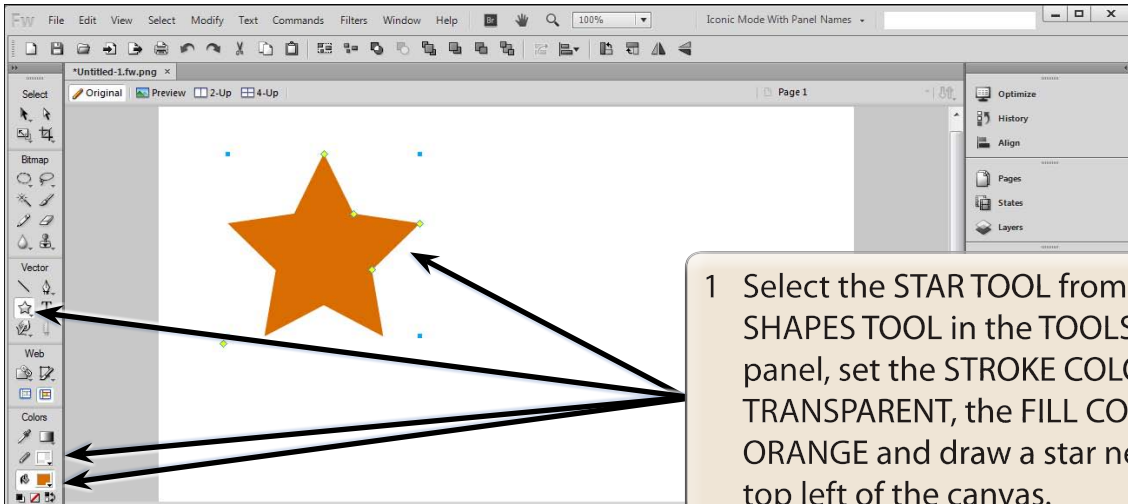


- 3 Use the MENU BAR to set the workspace to ICONIC MODE WITH PANEL NAMES so that the panel names are displayed in the PANEL GROUP.

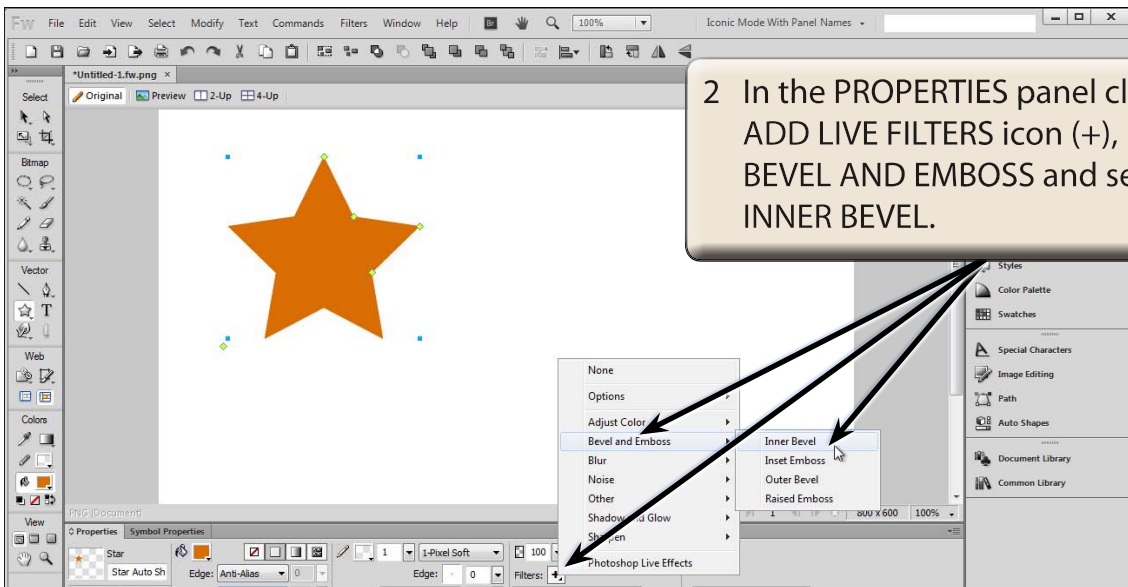
## Bevel and Emboss

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

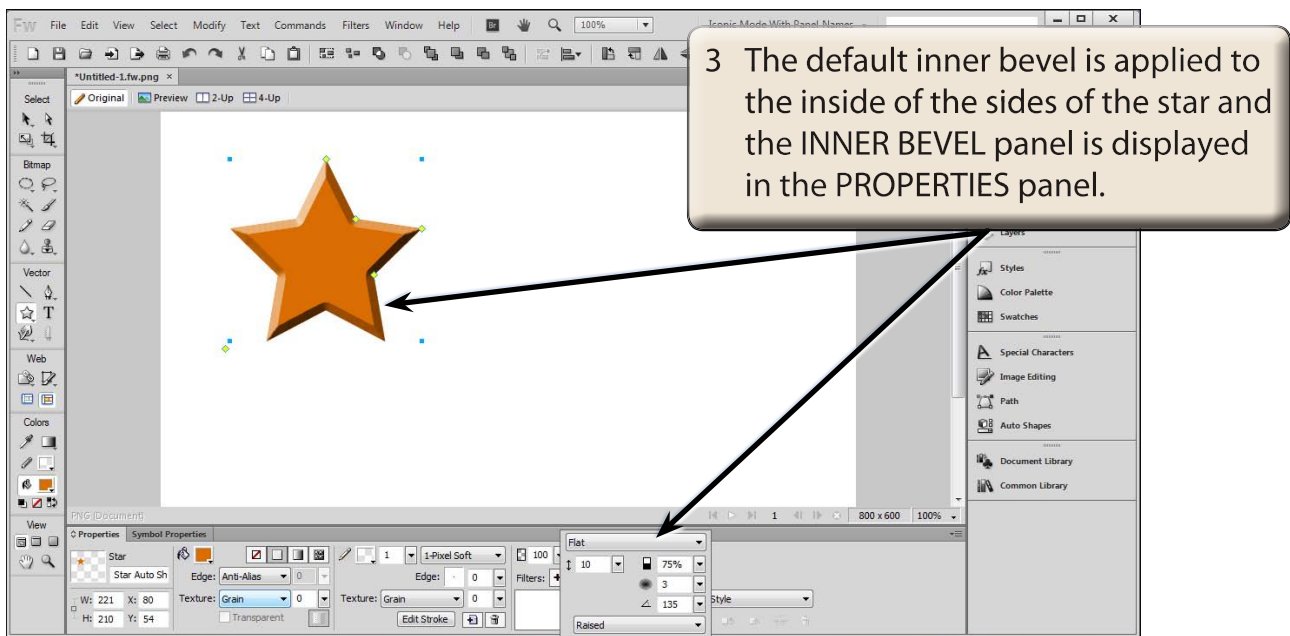
### A Applying an Inner Bevel



1 Select the STAR TOOL from the SHAPES TOOL in the TOOLS panel, set the STROKE COLOUR to TRANSPARENT, the FILL COLOUR to ORANGE and draw a star near the top left of the canvas.



2 In the PROPERTIES panel click on the ADD LIVE FILTERS icon (+), highlight BEVEL AND EMBOSS and select INNER BEVEL.



## B Adjusting the Inner Bevel

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

