

Fireworks MX2004: Web Graphics and Interactivity

2 day course

Overview

Over the last decade, the Internet has become a leading communication medium. As a result, Web page design, including graphics development, has become a priority for many businesses, increasing sales and marketing capabilities and improving company images. In this course, you will explore how to create, modify, optimize, and integrate Web graphics with Macromedia Fireworks MX 2004.

Course Objective

You will create, modify, optimize, and integrate Web graphics with Macromedia Fireworks MX 2004.

Target student

The design professional who wants to create and design graphics using Macromedia Fireworks MX 2004 for final Web output. These design professionals are employed by advertising agencies, marketing agencies, production houses, or departments that work in such disciplines within the larger organization.

Prerequisites

Experience with Windows Operating System and various Web browsers; a basic understanding of HTML, JavaScript, and Dreamweaver is also recommended.

Course Content:

Exploring Fireworks MX 2004

- What is Fireworks MX 2004?
- Image Types
- Internet Image Standards
- The Fireworks User Interface
- View a Fireworks Document

Working with Bitmap Images

- Import a Bitmap Image
- Select Parts of an Image
- Add, Remove, and Modify Image Content
- Modify Image Focus, Tone, and Color Blend

Working with Vector Graphics

- Draw Shapes and Lines
- Modify Shapes
- Group Shapes and Lines
- Import Vector Graphics

Working with Layers, Masks, and Paths

- Create Layers
- Create Masks
- Work with Text and Paths
- Work with Effects and Styles
- Work with Complex Shapes

Adding Interactivity

- Create Buttons
- Create Image Maps
- Create Slices
- Create a Simple Rollover
- Create Disjointed Rollovers
- Create Pop-up Menus

Optimizing and Exporting Graphics

- Graphics Optimization
- Optimize GIF and JPEG Graphics
- Export Graphics

- Export with HTML
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