Fireworks Fundamentals

This Fireworks course allows you to learn essential skills needed to create expressive, highly optimised graphics for the web or any device.

IS THIS FOR YOU?

The Pitman Training Fireworks CS5 Fundamentals course allows you to learn the essential skills you need to create expressive, highly optimised graphics for the web or any device, including smart phones and embedded displays.

The course will take you through all of the core skills step by step, including how to create websites, user interfaces and rich prototypes which are both editable by vector and bitmap models.

ABOUT THIS COURSE

One essential aspect of any good web designer is planning the navigation and user journey, so the course will teach you how to create wireframes using Fireworks templates. You'll also learn how to add text, symbols, and imagery with the robust vector and bitmap toolset, together with adding pages and customising them quickly and efficiently with Smart Guides.

There are 2 sessions within this course: -

Session 1

Section A: Introduction to Fireworks. Launching Fireworks, Working with Panels, Common Panels, Opening and Saving Files, Creating Files, Rulers, Guides, and Grids

Section B: Vector Shapes and Fills. Creating Shapes, Gradient Fill, Pattern Fill, Fill Edges, Compound Shapes

Section C: Vector Paths. Line Tool, Pen Tool, Creating Curves, Modifying Shapes, Freeform Tool, Vector Path Tool, Redraw Path Tool

Section D: Bitmap Graphics. Pencil Tool, Brush Tool, Eraser Tool, Marquee Tool, Lasso Tool, Magic Wand Tool, Red Eye Removal, Burn Tool, Dodge Tool, Rubber Stamp Tool

Section E: Working with Text. Creating Text, Formatting Text, Leading and Tracking, Formatting Characters, Importing Text, Editing Imported Text, Combining Paths, Attaching Text

Section F: Working with Layers. Creating Layers, Duplicating Layers, Removing Layers, Organizing Layers, Exporting Layers, Web Layer, Creating Hotspots

Section G: Symbols. Creating Symbols, Common Library, Symbol Edit Mode, Button Symbols, Editing Buttons, Button States, Previewing States, Animating Symbols, Setting State Delays, Component Symbols

Session 2

Section A: Templates. Page Templates, Flash Templates, Web and Mobile Templates, Applying Templates

Section B: Saving as a GIF. Size vs. Quality, GIF, Optimizing GIFs, GIF Color Palettes, Colors, Dither and Transparency, Interlacing

Section C: Saving as a JPEG. JPEG, Optimizing JPEGs, JPEG Smoothing, Selective Quality

Section D: Saving as a PNG. Web PNG, Optimizing PNGs, PNG 32, PNG 24 vs. PNG 8

Section E: Slicing. Creating Slices, Editing Slices, Polygon Slice, HTML Slice, Slice Properties, Optimizing Slices

Section F: Prototyping. Creating a Master Page, Adding Pages, Sharing Layers, Adding Images, Creating CSS Layouts, Adding Elements, Organizing Elements

Section G: Integration, Exporting Images, Exporting HTML, Viewing in Dreamweaver, Exporting CSS, Exporting for Flash, FXG Export, Adobe Device Central, Creating a Profile

* Please note that Vendor specific exams may need to be organised separately.

AIMS AND OBJECTIVES

This course has a simple aim - to teach you how to use the Fireworks programme to produce graphics for use in websites.

PRE-REQUISITES

You don't need to possess any specific qualifications to undertake this course.

CAREER PATH

With this course you could work towards a career as a Web Developer, Web Designer, App Developer/Mobile App Developer or Graphic Designer within web development.

COURSE DURATION: 20 HOURS

(Actual course duration will vary from individual to individual, based on prior skills and application).

CPD POINTS: 20

(Awarded CPD points upon successful completion).

To find out more about this or any of our courses, speak to one of our

The best way to predict the future **is to create it.**