

Fast Track to Macromedia Fireworks MX is a two-day course that provides Web Designers/ Graphic Creators with the knowledge and hands-on practice needed to create rich Web graphics. You will learn how to use tools in Macromedia Fireworks MX to create/edit Web graphics with both vector and bitmap images, work with layers, build buttons, add rollovers, slice images, and optimize and export graphics. This course introduces basic Macromedia Fireworks MX integration with Macromedia Dreamweaver MX and Macromedia Flash MX.

- Topics
- Objectives
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### **Topics**

- Introduction
- Learning the Basics
- Working with Bitmap Graphics
- Creating a Logo with Vectors and Layers
- Creating Hotspots and Slicing
- Creating Navigation Elements
- Using Fireworks MX with Dreamweaver MX
- Using Fireworks MX with Flash MX

### **Objectives**

Upon completion of this course, you should be able to:

- Describe Fireworks MX and its interface.
- Use Fireworks MX tools to create and edit graphics.
- Draw, style, and edit shapes and text.
- Edit bitmap objects.
- Work with layers.
- Create image maps.
- Slice images.
- Create multistate navigation buttons, disjointed rollovers, and pop-up menus.
- Optimize and export graphics.
- Use Fireworks MX-Dreamweaver MX integration.
- Use Fireworks MX-Flash MX integration.

### **Prerequisites**

- Familiarity with a Windows or Macintosh environment.
- Familiarity with Web terminology.

### **Course Outline**

#### **Introduction**

- Course Objectives
- Course Prerequisites
- Course Format
- Internet Applications: The Big Picture

#### **Unit 1: Learning the Basics**

- Introduction to Fireworks MX
- The Fireworks MX Interface
- Opening an Existing Document

## **Unit 2: Working with Bitmap Graphics**

- Creating New Images
- Using the Selection Tools
- Modifying Bitmap Images
- Working with Additional Bitmap Tools

## **Unit 3: Creating a Logo With Vectors And Layers**

- Adding Vector Objects
- Changing the Appearance of Shapes and Text
- Using Layers
- Drawing Freeform Paths
- Using Strokes and Fills
- Using Effects and Styles
- Combining Simple Paths
- Using Masks
- Using Transparency and Blending

## **Unit 4: Creating Hotspots and Slicing**

- Macromedia Fireworks MX and the Web
- Image Maps
- Slice Tools

## **Unit 5: Creating Navigation Elements**

- Macromedia Fireworks MX and JavaScript
- Creating Buttons
- Disjointed Rollovers
- Creating a Pop-up Menu

## **Unit 6: Using Fireworks MX with Dreamweaver MX**

- Macromedia Fireworks MX and the Web
- Graphics Optimization
- Exporting Graphics
- Importing Fireworks MX Graphics and HTML into Dreamweaver MX

## **Unit 7: Using Fireworks MX with Flash MX**

- Integrating Fireworks MX Graphics and Flash MX
- Launching and Editing Fireworks MX from Flash MX

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