

FreeHand Fundamentals is a 2-day course that provides experienced Web developers with the knowledge and hands-on practice they need to create and publish sophisticated vector-based graphics.

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Topics

- Introduction
- System Requirements
- Overview
- The Interface
- Customizing the Workspace
- The Illustration Tools
- What's New
- Increasing Your Productivity
- Multi-Publishing
- Integrating with the Studio

Objectives

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

- Design material for print, as well as use that same artwork for a Web site

Prerequisites

To gain the most from this class you should:

- Be comfortable working in a Windows environment
- Have experience using the World Wide Web

Course Outline

Lesson 1: Overview

- What is Macromedia FreeHand 10
- Vector Based Graphics
- FreeHand File Formats
- Bitmap images

- Vector graphics
- Text
- FreeHand and the Web

Lesson 2: The Interface

- The Macromedia FreeHand Workspace
- The Main Toolbar and Text Toolbar
- The Tools Panel
- Selection and Text Tools
- Drawing Tools
- Transform Tools
- Viewing Tools
- The Color Pop-Up Boxes
- Identifying Tools with Tooltips
- Page Rulers and Guides
- The Status Bar
- The FreeHand Inspector Panels
- Object Inspector
- Stroke Inspector
- Fill Inspector
- Text Inspector
- Document Inspector
- The Transform Panels
- Move Panel
- Rotate Panel
- Scale Panel
- Skew Panel
- Reflect Panel
- The Swatches Panel
- The Color Mixer
- The Layers Panel

Lesson 3: Customizing the Workspace

- Default Panel Layout
- Docking the Toolbars
- Customizing Toolbars
- Collapsing Panels
- Grouping Panels
- Hiding Panels
- Customizing Shortcut Keys
- FreeHand 10 Preferences

Lesson 4: The Illustration Tools

- Working in Macromedia FreeHand 10
- The Drawing Tools
- The Pen Tool
- Adding Color
- Contour Gradients
- Using Lens Fills
- Arranging Objects
- Creating Illustrations
- Using the Line Tool
- Distorting Objects
- Blending Objects
- Creating Tints
- Using the Envelope Tool
- Creating 3D Effects by Using the Perspective Grid

Lesson 5: What's New

- What's New in Macromedia FreeHand 10
- Master Pages
- The New FreeHand 10 Contour Gradient
- The New FreeHand 10 Brush Strokes
- The New FreeHand 10 Print Area
- Overview of the Print Area Option

Lesson 6: Increasing Your Productivity

- Increased Productivity with Macromedia FreeHand 10
- A Definition of Symbols

Lesson 7: Multi-Publishing

- A Description of Multi-Publishing
- Using the Navigation Panel
- Testing the Movie with the Controller Toolbar
- Creating Flash Animations Within FreeHand 10
- Overview of Macromedia Flash 5
- The Flash Interface
- The Flash Toolbar
- Exporting Artwork to Flash 5

Lesson 8: Integrating with the Studio

- Fine-Tuning the FreeHand 10 Workspace for the Studio
- Optimizing the Main Toolbar
- Basic Flash 5 Tools

- **Selecting Objects**
- **Applying Color**
- **Editing Shapes**
- **Bringing FreeHand Print Documents Into Flash 5**
- **Creating an Animated Banner**