



Introduction to Adobe Fireworks training course

Course objective

Adobe® Fireworks® lets you to create expressive, highly optimized graphics for the web or virtually any device, from smartphones to embedded displays.

With Fireworks, you can:

- ▶ Create images and optimize them for the web.
- ▶ Prototype a web page layout or application interface and quickly convert it to CSS-based HTML for publishing online.
- ▶ Export a clickable prototype as an interactive PDF file, so you can easily collect comments from reviewers and demo your designs.

General information

- ▶ As an Adobe Authorised Training Centre (AATC), Armada meets the demanding standards specified by Adobe, ensuring a high standard of training.
- ▶ Hands-on exercises familiarise delegates with the concepts and operations.

Who should attend?

Introduction to Adobe Fireworks training is ideal for newcomers to Fireworks. No specialist knowledge is required.

Duration

Two days.

The option of a cut-down one day course is also available, whereby you choose the topics you want to cover from the two day syllabus.

What version of Fireworks is covered?

As an *on-demand* training course for your group, *Introduction to Adobe Fireworks* training can be based on any recent version of Fireworks.

This course is appropriate for Windows and Mac users alike.

Courseware and certification

Delegates receive comprehensive Adobe courseware to refer to throughout the course, and to use as a refresher following the course. Delegates are issued with a certificate confirming they have attended and successfully completed the course.

Location, price and further information

This course is arranged *on-demand* for your group, meaning that the course can be run on a date and at a location that suits you, which may be our training centre in Bromsgrove (close to Birmingham and the M5/M6/M40/M42 motorway network) or your venue.

For pricing and further information, please see:

www.armada.co.uk/coursefireworks.htm.

Course outline (2 days)

- ▶ **Module 1: Exploring Fireworks' interface**
Workspaces, panels
Documents' settings
Pages and layers
- ▶ **Module 2: Exploring Fireworks' new features**
Creating robust prototypes
Using the tools panel
Importing from other applications
DreamWeaver and Flash integration
- ▶ **Module 3: Working with bitmap graphics**
Creating new images
Modifying images
Retouching images
Integrating bridge
Working with bitmap tools
New blend modes and effects
- ▶ **Module 4: Using vector graphics**
Understanding stokes and fills
Using vector tools
Using layers
Creating and editing text
Using effects and styles
- ▶ **Module 5: Masking**
Bitmap vs. vector masks
Creating masks
Applying live filters
- ▶ **Module 6: Working with text**
Creating text, fixed-width text
Managing text
Attaching text to a path
Adding text from external fires
- ▶ **Module 7: Optimising and exporting for the Web**
Optimising: files, formats
Previewing optimization
Exporting images
Hotspots and slices
Creating rollovers
Exporting as HTML
Exporting as CSS
- ▶ **Module 8: Working with symbols**
Using library
Understanding symbols
creating symbols
Enabling 9-slice scaling
Creating buttons
Creating animations
Exporting symbols
- ▶ **Module 9: Prototyping**
Exploring pages panel
Master pages
Creating pages and managing them
Sharing layers to pages
Sharing content