



Fireworks CS 3

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Course Description

Fireworks CS3: Criação e Edição de Imagem para a Web é um curso que fornece aos WebDesigners o conhecimento e a prática necessários para criar gráficos atractivos para a Web. Irá aprender como utilizar ferramentas no Fireworks para criar e editar gráficos para a Web com imagens vectoriais e bitmap, trabalhar com camadas, teclas da configuração, adicionar rollovers, cortar imagens, e otimizar gráficos para exportação.

Duração – 2 dias

Conteúdo Programático

Unit 1:

Introducing the Course

- Getting familiar with the course methodology and format
- Understanding the course objectives
- Reviewing the course prerequisites
- Outlining the course content

Unit 2:

Learning the Basics

- Introducing Fireworks CS3
- Navigating the Fireworks CS3 interface
- Opening an existing document

Unit 3:

Working with Bitmap Graphics

- Creating new images
- Using selection tools
- Modifying bitmap images
- Working with additional bitmap tools



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Lesson 4:

Creating a Logo with Vectors and Layers

- Using vector tools
- Using strokes and fills
- Selecting and grouping
- Using layers
- Using the Text tool
- Using effects and styles
- Combining simple paths

Lesson 5

Creating Buttons

- Creating buttons
- Using graphics as buttons

Lesson 6

Creating Image Maps and Rollovers

- Adding interactivity
- Slicing objects
- Adding behaviors
- Creating disjointed rollovers
- Creating a pop-up menu

Lesson 7:

Optimizing and Exporting

- Exporting from Fireworks
- Optimizing graphics
- Exporting graphics
- Exporting as HTML