

Introduction to Fireworks

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General Fireworks Information

Fireworks is a software authoring tool for creating interactive Web pages including menus, rollovers and pop-up graphics without having to learn HTML, javascript and an interactive Web package like Flash. Fireworks can also alter graphics and then optimize those graphics for the Web. Fireworks has also more recently been viewed as a design tool for the web for creating web page objects that can be used throughout a web site or in a web production environment.

Starting Fireworks

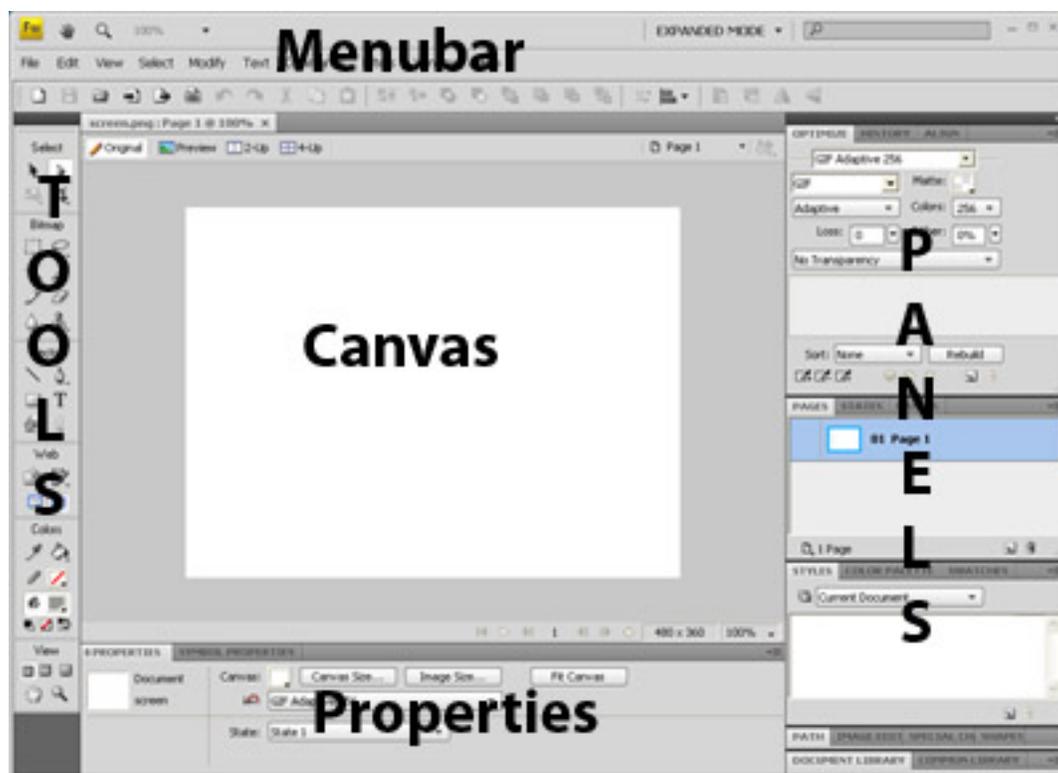
To begin Fireworks on a Macintosh, look on the Macintosh lower toolbar inside the **Applications** folder and double-click on the **Fireworks** application.

On a Windows system, click under the Start icon then Select **All Programs, Adobe Design**, then **Adobe Fireworks**.

Once you have Fireworks started, pull down under **File** to **New**. Create a **480 pixel Width** and **360 pixel Height** file with a 72 pixels per inch resolution then click the **OK button**. Next pull down under **File** to **Save As**, name your file **screen.png** & save it to your desktop.

Fireworks Layout

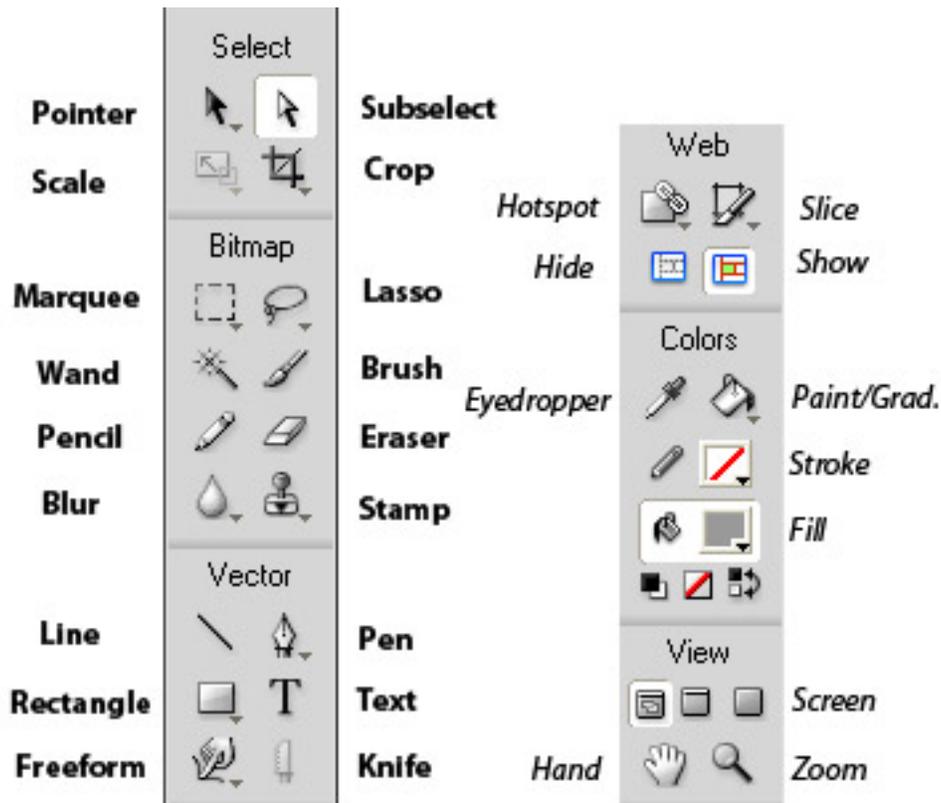
There are five distinct areas within Fireworks: the **Tools Panel**, **Menubar**, the **Canvas/Work Area**, the **Floating Panels Area**, and the **Properties Panel**.



You work in the Canvas area using tools from the Tools Panel. The Floating panels give you information and additional options for Canvas items while the Properties Panel gives you specific information on the currently selected Canvas item. You can, of course, use the menubar to navigate the various selections and options within Fireworks.

Tools Panel

The Tools Panel has six distinct areas of tools: Select, Bitmap, Vector, Web, Colors and View. The **Select** tools are used to select items on the canvas. The **Bitmap** tools are used to alter imported bitmap graphics. Fireworks normally creates vector graphics which can be altered using the **Vector** tools. The **Web** tools are tools used in designing parts of a Web page while the **Colors** tools allow you to choose foreground and background colors and the **View** tools show various views of the canvas. The major tools you normally use are the Pointer, Lasso, Hide/Show Slices, Slice, Stroke and Fill tools.



Project- Interactive Drive-in

Normally with Fireworks one creates interactive web objects like standard and disjoint rectangular rollover areas as well as drop-down or pop-up menus. One can also create round interactive areas known as hotspots. Fireworks also contains a common library of bullets, buttons and simple animations; plus also gives you the ability to both clean-up and create web graphics and buttons from scratch.

This projects begins with graphic clean-up and adds both standard and disjoint rollovers as well as adding buttons and a drop-down menu.

Getting Started

Open a Web browser and go to:

<http://css.ait.iastate.edu/Fireworks/Data1/>
then download and unzip the file **fireworks.zip**
to your desktop.

Within Fireworks on the Menubar, pull down under **File** to **Import** and choose the file **internet.gif**. You will see an *insertion corner* on the screen. Line the insertion corner up with the center of the screen then click. Next use the pointer tool to move the drive-in so that it lines up with the lower right hand corner of the canvas. Click anywhere outside the selected image to deselect it.



Adding Some Text

Select the **Text Tool** then in the **Properties** area set the font *size* to around **20** and choose an appropriately bold font *type*. For this example, I used **Baskerville** and set the *font size* to **17**.

Click in the upper right hand corner of the canvas and type in **Welcome to the Internet Drive-in. Now Showing...** Click in the lower left hand corner and type in **Hungry? How about a Snack?** You can use the **Pointer Tool** to move the text around once you type it in and you can reselect a text area with the **Type Tool** and edit a text block. Notice in the right panels that you are producing a *Layer* for each item that you add to the canvas.



Cleaning Up the Drive-In

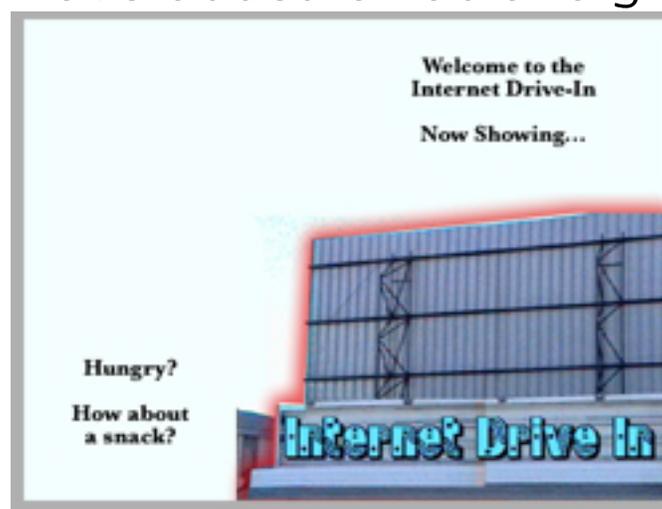
Click on the **Layers** tab on the right. Notice that each time you add a new item that it normally goes onto a new layer all on its own. Select the **Bitmap Layer** and use the **Eraser Tool** to erase the dark line on the left edge of the image. Remember that you can set the *Properties* for the *Eraser* once it is selected.

Next select the **Pointer Tool** and click anywhere in the white area away from the two text blocks. This will select the background layer or the main canvas. Go to the the *Properties* area and select the canvas **color block**. Notice that your pointer becomes an eyedropper tool. Select as your color some of the background color from the sky area behind the drive-in.

Finally select the **Bitmap Layer** then pull down under the *Lasso Tool* to select the **Polygon Lasso Tool**. Point and click your way around to select just the drive-in screen itself ending up back where you started. You can magnify the size of the canvas in the lower right.

Next pull down under **Edit** to **Copy** then pull down under **Edit** to **Paste** and finally press the **Escape** key. You just pasted a second bitmap image of just the drive-in over the first bitmap image.

Now we are going to add an effect to the image that we just cut-out. **Select** the *smaller bitmap image layer* then go down to the *Properties* area and click on the + sign next to *Filters*:. There are various effects here that you can add to any Layer of your canvas. Pull down to **Shadow and Glow** and then over to **Glow**. Take the default values and just click away from the option area and your drive-in screen will have added a radiant glow.



Click on the **smaller Bitmap layer** again to make it active. In the *Properties* area, under *Effects* you should now see *Glow* listed. You can double-click on *Glow* to alter it or click on *Glow* then click the – sign to remove it. Try altering this effect a little bit then click in the **canvas background** area to continue.

Adding Some Buttons

Let's add some interactivity. Pull down under **Window** to **Common Library** and open up the **Buttons** area. Select the button named **button_03** then click and drag that button onto the center of the canvas. When you do that, your canvas will also be automatically divided with red lines into *slice zones* for interactivity.

With your button selected, pull down under **Modify** to **Transform** then over to **Scale** and *enlarge* your button by about 50%. Next use the **Pointer Tool** and move the button to the upper left hand corner.

With the button selected, pull down under **Edit** to **Clone** which makes a copy of your button that appears right on top of the old button. Use the **Arrow Keys** in combination with the **Shift** key to move the new button below the old button. Do this two more times to make four buttons going vertically down from the upper left hand corner.



Select the **first button** with the **Pointer Tool**. Go to the *Properties* area and notice that you can set the *Text:* and *Link:* for this button.

Set the *Text* to **Home** and the *Link* to **index.html** for normal web site use. Set the *Text*: for your other buttons to **Prices**, **Showtimes** and **History** then set the *Links*: for your other buttons to any valid URL, for instance: <http://css.ait.iastate.edu/>, <http://www.yahoo.com/> or <http://www.google.com/>. Once you've selected a button, you can use the *Styles* tab (**Window** → *Styles*) to change it's style.

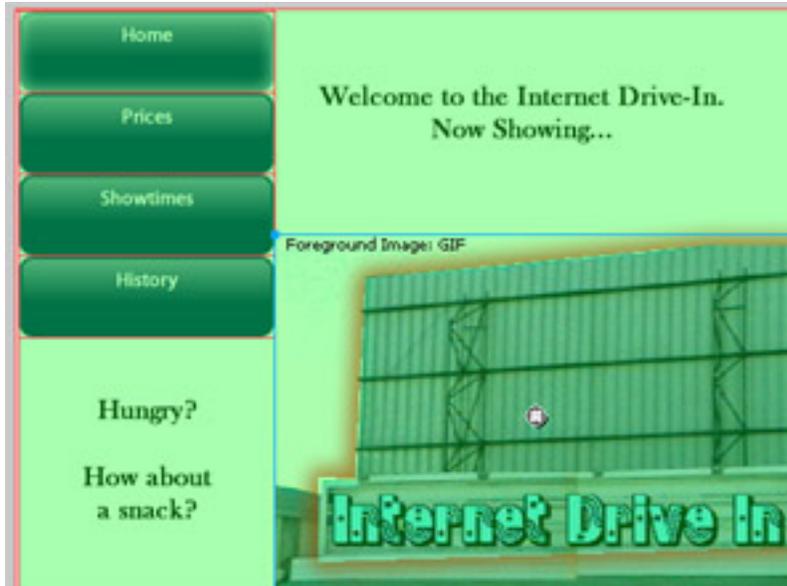
Click the **Preview** tab just under the Menubar on the top part of your screen to see how your buttons look then pull down under **File** to **Preview in Browser** to actually try out your buttons. Once you are finished, drop out of the browser then select the **Original** tab to continue.



Creating a Rollover

The areas in green on your screen are known as *slices*. These areas allow you to add interactivity. Fireworks automatically divides your canvas into *slice zones* which are represented by red lines. You can add slices to your slice zones on your own by using the *Slice Tool*.

Select the **Slice Tool** then click and drag a rectangular area in the lower left hand corner of your screen. Once you complete the area, you will notice that it is now in green and available for interactivity. Do the same thing for the drive-in screen itself and for the upper right hand corner.



For use in the rollover, we will need to add a new *State* for the canvas. Pull down under **Edit** to **Insert** then over to **State**. Notice that your buttons stay there but everything else disappears. Also note the State number in the lower right hand corner. Select the **Hide Slices** tool to get a good look at the canvas.

Now that we have a second state, let's add our rollover items. Pull down under **File** to **Import** and bring in **nook2.gif** then import **fountain2.gif**. Put nook2.gif in the lower left hand corner and fountain2.gif in the upper right. Click the **Show Slices** tool to make sure you stay in the proper zones. You can also add some text as illustrated below:



Click the **Previous State** button ◀| on the right hand corner of the canvas near the State number to return to the first state. Click on **Show Slices** if it is not already on.

Using the **Pointer Tool**, click the slice **over the internet drive-in**. A *behavior handle* should appear on the center of the slice. **Click and drag the behavior handle to the upper right hand slice** and release. The *Swap Image* screen will appear. Choose to swap the image from **State 2** then click on **OK**.

Click on the **lower left hand slice** until the behavior handle appears. **Click and drag** the behavior handle back to its own slice and release. The *Swap Image* screen will appear again. Choose to swap the image from **State 2** then click on **OK**.

Click the **Hide Slices** tool then click the **Preview tab** to try out your interactivity. When you go over the internet drive-in, the fountain should appear in the upper right hand corner (a disjoint rollover). When you go over the *Hungry?* area, the snack bar information should appear (a standard rollover).



If it didn't turn out quite right, you can always go back, turn on slices and reselect that slice then click on the *behavior handle* and select to *Delete All Behaviors*. Click the **Original** tab to continue.

Drop-Down/Pop-up Menu

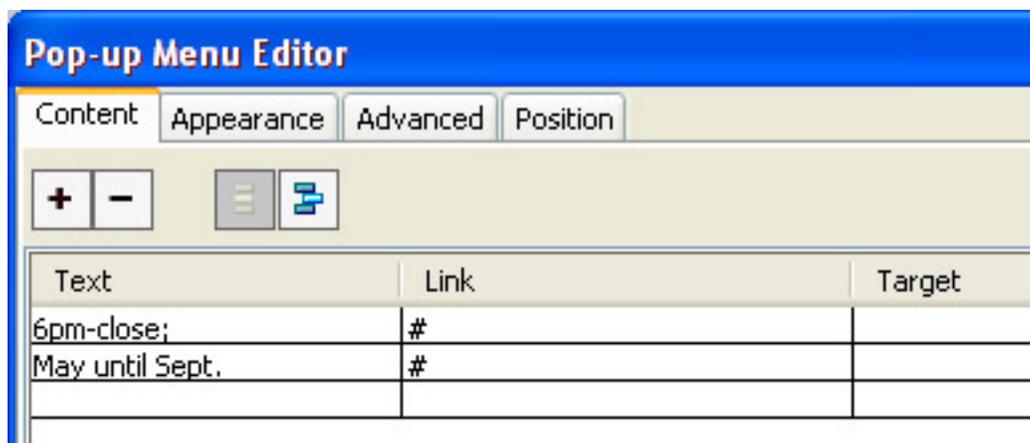
Click the **Show Slices** tool then use the **Pointer Tool** and pull down the top spar on the upper right slice to make a small rectangular area which currently doesn't have any slice zones.

Use the **Rectangle tool** to make a long, black rectangular box in the upper right. Grab the **Text tool** and in white add the words: Hours, Gift Certificates and For Kids; on top of the black rectangular box.



Use the **Slice Tool** and create slice zones on top of each of the words for the drop-down menu. Grab the **Pointer Tool** and click on the slice over **Hours**.

To add a drop-down/pop-up menu to this slice, click on the **Behavior Handle** and pull down to **Add Pop-up Menu**. The pop-up menu editor will appear. Fill out the menu as listed below. You can use the + button to add extra menu lines. Since this is an informational drop-down, put in a # instead of a URL for the *Link* information.

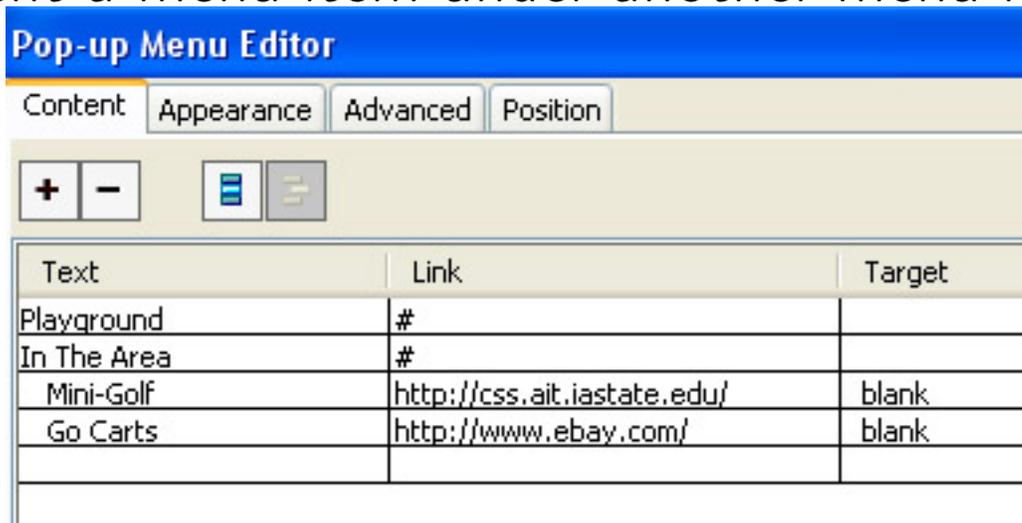


Click on the **Appearance** tab and make sure that you are creating a **Vertical Menu** then click on the **Position** tab and choose the option to put the submenu **directly under** the current position. Notice that Fireworks does give you a lot of menu options.

Press the **Done** button when you are finished then test out your menu by pulling down under **File** to **Preview in Browser**.

Do the same thing for the **Gift Certificates** slice and create an informational drop-down menu with values of **\$10**, **\$25**, **\$50** and **See Manager for details**.

Do a similar thing for the **For Kids** slice but this slice will add links and a submenu as well. When the pop-up menu editor appears, fill out the menu as listed below. You can use the + button to add extra menu lines as before but you can also use the *Indent Menu* button to indent a menu item under another menu item.



The screenshot shows the 'Pop-up Menu Editor' window with four tabs: 'Content', 'Appearance', 'Advanced', and 'Position'. Below the tabs are four buttons: a plus sign (+), a minus sign (-), a blue icon representing a menu, and a grey icon representing a submenu. Below these buttons is a table with three columns: 'Text', 'Link', and 'Target'.

Text	Link	Target
Playground	#	
In The Area	#	
Mini-Golf	http://css.ait.iastate.edu/	blank
Go Carts	http://www.ebay.com/	blank

Press the **Done** button when you are finished then **Pre-view** your file in the **Browser**.

Menu Title Rollovers - Extra Credit

To make your drop-down menu even more professional looking, you may want to add a rollover for your menu titles. To start with, turn off showing slices. Next copy and paste the rectangular black box and the top menu items from state one to state two. While in state two, highlight each of the text items and make them slightly bigger and in a different color.

Now we are setup for the rollover. Go back to state one and turn on slices then make sure the Behaviors panel is up by pulling down under **Window** to **Behaviors**. Next using the pointer tool, click the slice over the **Hours** text. Look in the **Behaviors** panel and you should see one *Mouseover* event.

You can add multiple events to a slice by going under the **Plus sign** and pulling down to a behavior that you would like to add. Pull down under the **Plus sign** to **Swap Image**. Everything should default correctly here as Fireworks should choose to rollover from frame 2, preload the frame 2 image and restore the image on Mouseout. Simply click the **OK** button. Do this for the other two top menu textual items as well.

Finally test out your menu by pulling down under **File** to **Preview in Browser**. The rollover should highlight the word at the same time that the drop-down menu appears below the highlighted word. This technique is used quite often on Web sites and it use illustrates how to add multiple events to a slice.

Exporting

Click on **Hide Slices** to hide your slice zones then pull down under **File** to **Image Preview**. Fireworks will estimate how long it will take your image to appear in a browser. You can try out your image in different formats so you can choose exactly what you need.

Click **Export** once you have selected a format. Save your exported file to a **new folder** and name the file **index.html**. You will want to use the following additional options— *Save as: HTML and Images, HTML Export HTML file* and *Slices: Export Slices*. You also normally want to **check** the options *Include Areas Without Slices, Current Page Only* and *Put Images in a Subfolder*. Click **Save** to continue.

Go to the folder that gets created and click on the `index.html` file to try out your creation. Fireworks HTML and even `.png` files can be easily imported into Dreamweaver. With slightly different export options, Fireworks files can also export to other HTML editors or even to Flash or Illustrator.

References

While you are in Fireworks, pull down under **Help** → **Fireworks Help** to find two excellent tutorials: *Using Fireworks* and *Extending Fireworks*.

Adobe Fireworks Support Center:

<http://www.adobe.com/support/fireworks/> also has an excellent *Getting Started* area.

My own Fireworks class series and examples:

<http://css.ait.iastate.edu/Fireworks/>

Other References:

Adobe Fireworks CS4 How-to's: 100 Essential Techniques by Jim Babbage (2008) Adobe Press.

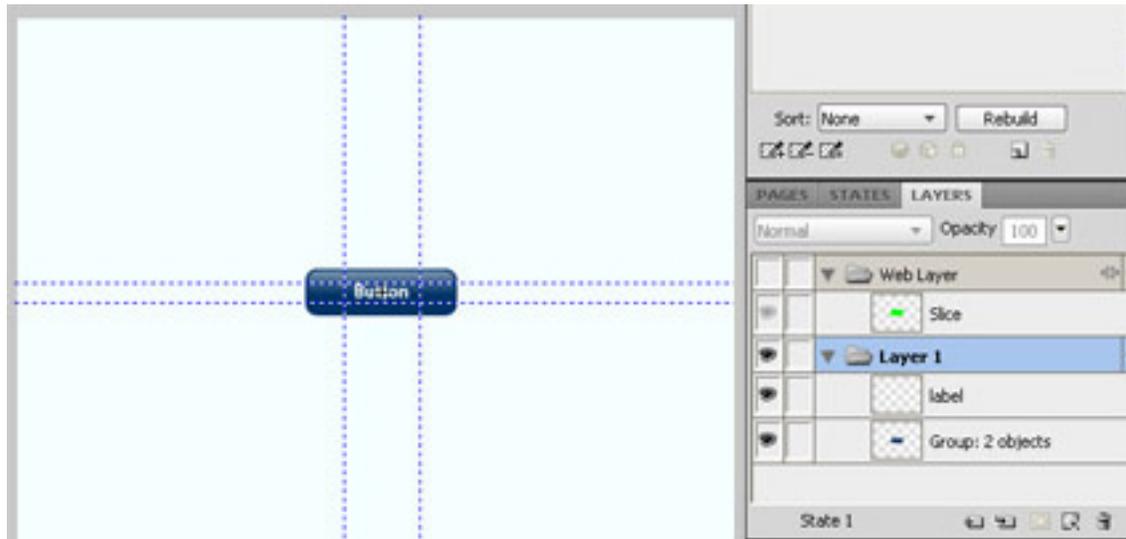
Adobe Fireworks CS4 Essential Training by Jim Babbage (2008) Online Video Tutorial from **lynda.com**.

Adobe Fireworks CS4 Classroom in a Book by Adobe Creative (2009) Adobe Press.

Adobe Fireworks CS4 Step by Step Training by Noble Desktop (2009) Noble Desktop.

Appendix: Altering Buttons

To alter a button within Fireworks, just go to the main screen and double-click on it just as you would in Adobe Flash. Let's alter our buttons so that they have a larger text font. Go to the **main screen**, **hide your slices** and make sure that the **Original** tab is pressed. **Double-click** on the **Home** button and you will be taken to a symbol alteration area.



Click on the **Label Layer** within the *Layers* tabbed panel area. Then select the **Text Tool** and highlight the word **Button**. Increase the font size and change the font type for the button. Also select the **Pointer Tool** and move the **Scaling Guides** so that they surround the text area. The Guide Lines are used when changing the size of the button so that the area outside of the guide lines do not get distorted.

When you are finished go to the top of the screen and click on the **Page 1** button and then **Save** and **Preview** your new page. You should see that you have altered all of your buttons with the new lettering. You can do this with the shape of the button as well. You might also notice that the lettering reverts to its old self when you go over the button. The reversion happens because buttons actually have four states: On, Over, Down and Over While Down; and you have only revised one of the states.

Go back and revise your button again but this time alter the label layer in all four states. You can use the *Copy Down Graphic* button and the **Edit** → **Copy** function from the menubar as well to copy and/or copy and paste the button down from state to state.

