

Adobe Fireworks CS5

General Description	The skills and knowledge acquired in Adobe Fireworks CS5 are sufficient to be able to create and edit images and designs.
Learning Outcomes	At the completion of Adobe Fireworks CS5 you should be able to: <ul style="list-style-type: none"> • start Fireworks and work with the different workspaces • get files into Fireworks and understand how to get them out of Fireworks • create and edit bitmap images • learn how to create and work with bitmap selections • create and work with layers in Fireworks documents • work with vector images • create and work with symbols • create simple animations • create and work with text in Fireworks • produce some commonly used visual effects • slice, optimise and export images • build a simple interactive HTML mockup
Target Audience	Adobe Fireworks CS5 is designed for users who work with both vector and bitmap images. Fireworks can rapidly create prototype website designs, interfaces and other interactive designs.
Prerequisites	Adobe Fireworks CS5 assumes little or no knowledge of the software. However, it would be beneficial to have a general understanding of personal computers and the Windows operating system environment.
Pages	130 pages
Approx* Duration	21.7 hrs
Course Disk	Many of the topics in Adobe Fireworks CS5 require you to open an existing file with data in it. These files can be downloaded free of charge from our web site at www.watsoniapublishing.com . Simply follow the student files link on the home page. You will need the product code for this course which is INF537.
Methodology	The In Focus series of publications have been written with one topic per page. Topic sheets either contain relevant reference information, or detailed step-by-step instructions designed on a real-world case study scenario.
Companion Publications	There are a number of other complimentary titles in the same series as this publication. Information about other relevant publications can be found on our web site at www.watsoniapublishing.com .

** Approximate duration should be used as a guide only. Actual duration will vary depending upon the skills, knowledge, and aptitude of the participants. This information sheet was produced on Thursday, March 24, 2011 and was accurate at the time of printing. Watsonia Publishing reserves its right to alter the content of the above courseware without notice.*

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Working With Layers

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Working With Vector Images

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- Morphing An Animation
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Creating Common Visual Effects

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- Choosing The Right File Type
- Modifying The Properties Of A Slice
- Optimising Images For Export
- Exporting An HTML Layout
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Simple Prototyping

- Working With Pages
- Working With The Master Page
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- Creating Hotspots For Interactivity
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- Previewing The Mockup

Concluding Remarks