Fireworks tools

Student name: _____   Date: _____

The Tools panel in Adobe Fireworks CS3 contains the main tools to create and modify images.

Identify the selection, movement,
and transformation tools:

Identify the image modification tools:

Identify the drawing and writing tools:

Identify the interactive objects tools:

Identify the color tools:

Identify the view tools:

Fireworks panels

Floating and docked panels

Panels provide easy access to controls that help you edit selected objects or elements of a document in Adobe Fireworks CS3. You can use panels to work on frames, layers, symbols, color swatches, and more. Each panel can be dragged, so you can group panels together in custom arrangements. By default, the panels are docked to the right side of the workspace. You can undock panel groups, add panels to a group, undock individual panels, rearrange the order of docked panel groups, and collapse and close panel groups. To undock a panel, drag the panel gripper in the upper left corner of the panel's title bar. Many of the panels are tabbed, with two or more panels combined.

Tools panel

The Tools panel (**Figure 1**) is organized into clearly labeled sections for easy tool selection. If the Tools panel is not visible, you can display it by selecting Window > Tools. To select a tool, just click it or use the shortcut key shown in parentheses. If a tool has a small black triangle in the bottom right corner, it is part of a group of tools; move the pointer to the tool, and then click and hold down the mouse button to access the pop-up tool group.

Selection, movement, and transformation tools:

Pointer tool (black arrow): Click an object to select it. Drag a selected object to move it.

Scale tool: Enlarge or reduce an object, rotate, flip, distort, or skew objects or groups.

Subselection tool (white arrow): Select and move points of an object or edit paths between adjacent points.

Crop tool: Remove the part of an image outside a selected rectangular region.

Drawing and writing tools:

Line tool: Draw straight lines.

Rectangle tool: Draw rectangles. Click and hold the small arrow at the bottom right to select a different shape to draw.

Freeform tool: Draw freeform shapes.

Pen tool: Click to place points; the Pen tool connects successive points with straight lines. Drag a point to form a curve.

Text tool: Type text.

Knife tool: Cut a path in two or more paths.

Interactive objects tools:

Rectangle Hotspot tool: Draw a special area on top of an image that can be clicked to link to a new web page.

Hide Slices And Hotspots: Hide all slices and hotspots drawn on an image.

Slice tool: Draw slice areas on an image to enable user interaction with the image on a web page.

Show Slices And Hotspots: Show all slices and hotspots drawn on an image.

View tools:

Three top icons: Standard Screen mode, Full Screen With Menus mode, or Full Screen mode.

Hand tool: Move the visible portion of an image without using the document scroll bars.

Zoom tool (magnifying glass): Zoom in or out for a closer or farther view of an image.

Figure 1
Tools panel

Image modification tools:

Marquee tool: Select a rectangular region of pixels. Press and hold the small arrow at the bottom right to select a different shape for your selection tool.

Magic Wand tool: Select pixels of a similar color.

Pencil tool: Draw a bitmap line with a 1-pixel stroke.

Blur tool: Blur the focus of parts of an image.

Lasso tool: Similar to Marquee tool, but lets you freeform-select an area of pixels.

Brush tool: Select from a variety of brush strokes, such as spray paint, calligraphy, crayon, and air brush.

Eraser tool: Erase parts of an image.

Rubber Stamp tool: Duplicate an area of an image.

Color tools:

Eyedropper tool: Sample a color from existing pixels. You can sample a 1-pixel, 3-by-3, or 5-by-5 pixel area. The sampled color appears in all Stroke Color or Fill Color boxes throughout Fireworks.

Paint Bucket tool: Change the color of selected pixels.

Stroke Color box: Set the color of the outline of an object.

Fill Color box: Set the color of the region inside an object.

Three bottom icons:

Set Default Stroke/Fill Colors: Automatically set colors for stroke and fill; defaults are black for stroke and white for fill.

No Stroke Or Fill: A white box with a red line means there is no color (completely transparent). You cannot modify a stroke or fill with no color.

Switch Stroke/Fill Colors: Swap the stroke and fill colors.

Property inspector

The Property inspector displays options that change according to the current object or tool selection. Open a document, and the Property inspector displays document properties. Select a tool, and it displays tool options. Select a vector object, and it displays options such as stroke and fill. You can change these and other options right from the Property inspector. By default, the Property inspector is visible, but you can hide or show it by selecting Window > Properties. The following examples show the properties for a text object (**Figure 2**) and a rectangle shape (**Figure 3**). The options vary depending on the type of object or tool you have selected.
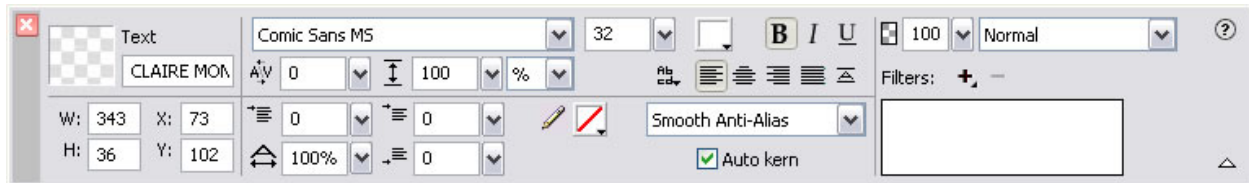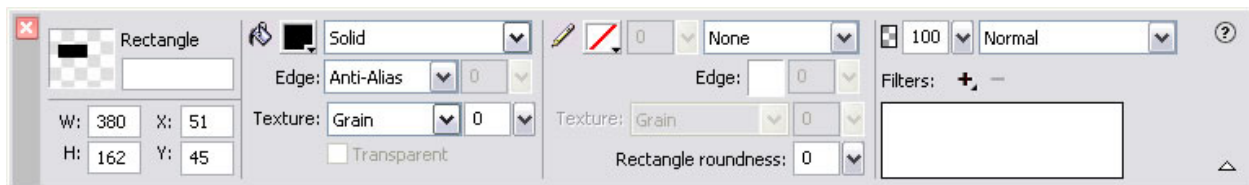
Figure 2 Text Property inspector

Figure 3 Rectangle shape Property inspector

The first area on the left side of the Property inspector provides information about the selected object. You can also use this area to size or position the object on the canvas.

Fill area: Change the fill color of a shape by clicking the color box in the second area of the Property inspector. You can select the fill type for a shape, such as solid, patterned, or dithered, from the menu beside the color box. This menu also provides various gradient effects. Other options include changing the type and amount of texture.

Stroke area: Change the stroke category or color of a shape in the third area of the Property inspector. Change the tip size (thickness of the stroke) by typing a number in the text box beside the color box or by clicking the down arrow and then setting the slider. Select the stroke category, such as pencil, felt tip, or crayon, from the last menu on the right of the stroke area. Other options include changing the edge softness, the type and amount of texture, and the degree of corner roundness.

Filters area: Add effects to objects by clicking the Add Live Filters button (the plus sign) in the last area on the right of the Property inspector. You can add filters to either the inside or the border of objects. Filters include glows, shadows, bevels, and color adjustments. Delete existing filters by selecting the filter and clicking the Delete Current Selected Live Filter button (the minus sign). After you select a filter from the menu, you can vary the opacity and blend mode.

How to build a nameplate

To build a nameplate, you create a shape, add text, and then add effects to the shape and the text. You create the design by adding various effects and colors to the fill, stroke, and text.

Build a nameplate

1. Start Adobe Fireworks CS3, open a new document, and specify canvas dimensions (at least 400 pixels wide and 200 pixels high).

2. Save the file.

3. Create a background for your nameplate by using the Rectangle tool in the Tools panel. Leave some white space on the canvas around the rectangle to add effects later.

   The rectangle has small blue squares in the corner when you select it.

4. Change the color of the stroke (outline) or the fill (inside) of the rectangle by using the Stroke Color box and the Fill Color box in the Property inspector (or the Tools panel).

5. To add your name to the rectangle, select the Text tool in the Tools panel; then click and drag to draw a text box over the rectangle you just created. In the Property inspector, select the font, size, color, and style you want. Type your name.

   (The example in **Figure 1** uses Comic Sans MS, 32 pt, white, and bold.)

6. To move your name around the rectangle, select the Pointer tool in the Tools panel, select the text object, and drag it to the desired position.

7. To customize the look of the nameplate, select the rectangle or text; then click the Add Live Filters button in the Property inspector, select a filter, and select your settings.

   You can also change the type of fill and stroke.

   The illustrated nameplate uses a satin fill pattern and no stroke, with a feathered edge and grain texture for the rectangle (**Figure 2**). The text on the nameplate uses the drop shadow effect (**Figure 3**).

8. After you complete all the desired effects, select Modify > Canvas > Trim Canvas from the main menu. This action removes any excess white space around the image.

9. Save the nameplate.

Figure 1 Text and rectangle

Figure 2 Rectangle Property inspector

Figure 3 Text Property inspector

How to create effects

Effects in Adobe Fireworks CS3 apply to graphic objects and text objects, either to the interior of an object, to the border, or to both. Effects add dimension and contrast between the object and its background. You can find these effects in the Property inspector (**Figure 1**)—in the Filters area, the Fill area, and the Stroke area. Each effect has variables you can change to customize how the effect looks. The effects are described in the following sections.
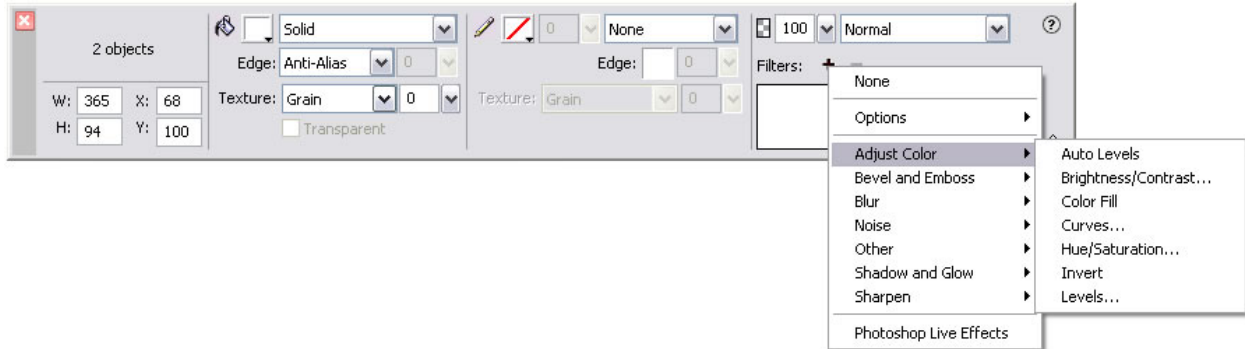

Figure 1 Property inspector

Effects in the Filters area of the Property inspector

Adjust Color

- *Auto Levels:* Change the lightest to darkest pixel range, adjusting highlights, midtones, and shadows automatically.

- *Brightness:* Make the object brighter or darker.

- *Contrast:* Increase or decrease the distinction between light and dark.

- *Color Fill:* Place another color on top of the object and change how transparent it is and/or how it blends with the original color.

- *Curves:* Adjust any color along the tonal range (the light to dark spectrum) without affecting other colors.

- *Hue/Saturation:* Adjust the color by allowing change of the purity and lightness of the color in the image.

- *Invert:* Change the colors to the inverse color on the color wheel. For example, apply Invert to a red object to change its color to light blue.

- *Levels:* Change the tonal range (the light to dark spectrum) by changing the number of pixels that are highlights, midtones, or shadows.

Bevel

Each of these filters has attributes to alter the beveled effect. You can alter the bevel's color, the shape of the bevel edge (such as flat, smooth, or sloped), its contrast, its softness, and the angle of light that falls on it.

- *Inner Bevel:* Give an object a three-dimensional look by making the inside of the object look lower than the outside of the object.

- *Outer Bevel:* Give an object a three-dimensional look by making the inside of the object look higher than the outside of the object.

Emboss

Emboss filters have attributes to alter the way the embossing looks. You can alter the image's width, contrast, and softness and the angle of light that falls on it.

- *Inset Emboss:* Make an image appear inset from its background.

- *Raised Emboss:* Make an image appear raised from its background.

Blur

Blur the pixels in an image.

- *Blur:* Soften the focus of selected pixels.

- *Blur More:* Blur about three times as much as Blur.

- *Gaussian Blur:* Apply a weighted average of blur to each pixel to produce a hazy effect.

- *Motion Blur:* Create the appearance that the image is moving.

- *Radial Blur:* Create the appearance that the image is spinning.

- *Zoom Blur:* Create the appearance that the image is moving toward or away from the viewer.

Noise

The noise filter simulates the natural occurrence of image coloring being composed of pixels of many different colors. Noise refers to the random color variation of pixels that make up an image. You can apply color noise or monochrome noise. The amount of noise can be adjusted from 1 to 400, with an increase in amount resulting in more randomly placed pixels.

Other

- *Convert To Alpha:* Convert an object into a transparency based on the transparency of the image.

- *Find Edges:* Change a bitmap to look like a line drawing by identifying the color transitions and changing those transitions to lines.

Shadow and Glow

These filters simulate different angles of light falling on the object. Each of these filters has attributes to alter the lighting effect. You can alter the color of a shadow or glow, the distance of a shadow from an object, the width of a glow, the opacity of a shadow or glow, its softness, the angle of light that falls on a shadow, or the offset of a glow from an object.

- *Drop Shadow:* Make the object appear to be casting a shadow.

- *Glow:* Make the object appear to glow.

- *Inner Glow:* Highlight the object.

- *Inner Shadow:* Darken the object so it looks as though something is casting a shadow on it.

- *Solid Shadow:* Create a shadow streak in the shape of the object in any direction.

Sharpen

These filters correct blurry images.

- *Sharpen:* Adjust the focus of a blurred image by increasing the contrast of adjacent pixels.

- *Sharpen More:* Adjust the focus about three times more than Sharpen.

- *Unsharp Mask:* Adjust the contrast of the image edges to sharpen an image. This option offers the most control, so it is usually the best option for sharpening an image.

Photoshop Live Effects

You can apply some Photoshop layer effects using the Add Filters pop-up menu in the Property inspector. After you select Photoshop Live Effects, a dialog box appears. Select one of the effects in the left-hand pane of the dialog box, and then edit the settings in the right-hand pane. You can select multiple effects at once. The following Photoshop effects are available:

- *Drop Shadow*
- *Inner Shadow*
- *Outer Glow*
- *Inner Glow*
- *Bevel and Emboss*

- *Satin*
- *Color Overlay*
- *Gradient Overlay*
- *Pattern Overlay*
- *Stroke*

Effects in the Fill area

Fill effects alter only the inside of an object. These effects add texture to a shape. The Fill Category menu at the top of the Fill area includes the following options:

- *None:* Use no color to fill an object. (Indicated in Color box by a red diagonal line.)
- *Solid:* Fill an object with a solid color.
- *Web Dither:* Approximate colors not in the current palette.
- *Gradient:* Fill an object with colors or shades that gradually blend into each other.
- *Pattern:* Create a textured pattern as a fill.

Effects in the Stroke area

Stroke effects alter only the stroke or outline of a graphic or text object. You can change the type of medium used to create the outline. Each medium has options such as the tip size, the texture of the ink, and the sharpness of the pen tip. Following are the mediums available:

- *Basic:* Several types of pens.
- *Air Brush:* Several types of air brushes.
- *Calligraphy:* Several types of calligraphy pen tips.
- *Charcoal:* Several colors and types of charcoal pens.
- *Crayon:* Several types and colors of crayons.
- *Dashed:* Several types of dashed lines.
- *Felt Tip:* Several types of felt pens.
- *Oil:* Several types of oil paint brushes.
- *Pencil:* Several types of pencils.
- *Watercolor:* Several types of watercolor brushes.
- *Random:* Several types of elements surrounding the object (confetti, fur, dots, rectangles, yarn).
- *Unnatural:* Several looks applied with multiple pens to the stroke of the object (3D, 3D Glow, Chameleon, Fluid Splatter, Outline, Paint Splatter, Toothpaste, Toxic Waste, and Viscous Alien Paint).

Nameplate interview

Name: _____   Date:_____

Name of student interviewed:_____

What Fireworks tools did you use to create your nameplate? (List below.)

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What effects did you use?

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Describe, step by step, how you created your nameplate.

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