

Imaging with Macromedia Fireworks

When developing graphics for the web and/or multimedia, a major concern is the size of the image. The **size** of the image (measured in kilobytes, megabytes, or gigabytes) directly affects the amount of memory an application will use and the amount of time the image will take to load/download. The image's **size** is primarily affected by its dimension, resolution, and color depth.

When Scanning in Images:

For typical color images, you should scan the image in at 72 dpi, true color.

- To double the size of an image, double the dpi. To halve the size, halve the dpi.
- Remember that dimension, resolution, and color depth affect the size of the file. (see examples)

Using the View menu

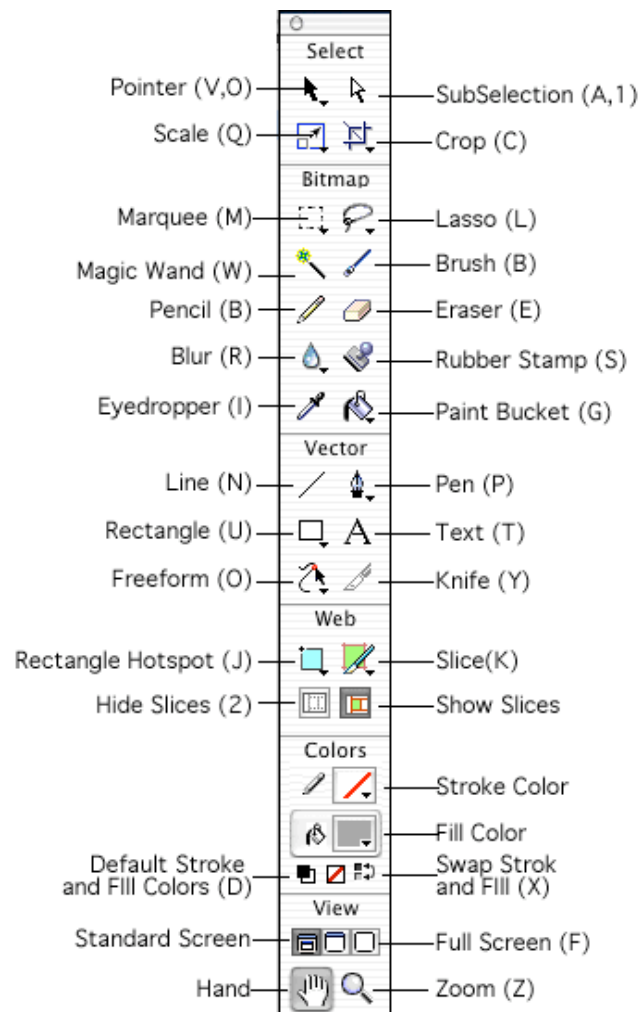
- Zoom In
- Zoom Out
- Zoom Info
- Fit on Screen
- Double Click = 100%

You can also drag a marquee with the zoom tool to magnify a specific area of an image.

You can use the zoom tool to quickly return to a 100% view, regardless of the current magnification level.

Using the Info bar

The Info bar is positioned at the lower left corner of the image window (Macintosh) or of the application window (Windows) and provides information about a file's size, resolution, view, and placement on the printed page.

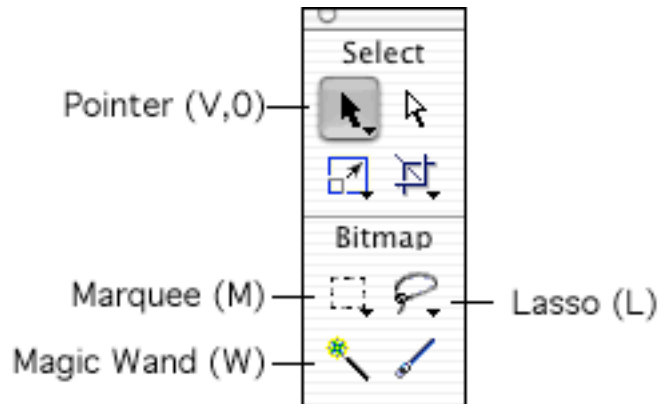


Using the selection tools

There are four basic selection tools in the toolbox.

The marquee tool and the lasso tool contain hidden tools, which can be selected by holding down the mouse button and dragging to the desired tool in the menu.

The *marquee* tool lets you select rectangular or elliptical areas in an image.



- Spacebar
- Moving selector
- Moving selection: *By holding down the Command (Macintosh) or Ctrl (Windows) key, you can select the move tool from the keyboard instead of selecting it from the toolbox*
- Duplicating Selections: *Click the move tool in the toolbox, then hold down Option (Macintosh) or Alt (Windows) and position the pointer within the selection. The pointer becomes a double arrow, which indicates that a duplicate will be made when you move the selection.*

The lasso tool lets you draw a freehand out-line around an area. The polygon lasso tool lets you draw freehand straight lines around an area.

- You can start a selection by drawing a rough outline around the desired area, and then refine it using the selection tools to add to and subtract from the selection. Hold down SHIFT to add and Hold down Option (Macintosh) or Alt (Windows) to subtract.

- Modify > Transform
 - Scale
 - Rotate
 - Flip
- The magic wand tool lets you select parts of an image based on the color similarities of adjacent pixels. This tool is useful for selecting odd-shaped areas without having to trace a complex outline using the lasso tool.
 - SHIFT Key: to add to selection
- The move tool lets you move a selection marquee or objects on a single layer.
- Select > Select Inverse
- You can also combine selection tools!

Using tool options

Each tool has its own options, which are displayed in the “Property Inspector”.



Any time an image contains an active selection, you can position the marquee tool, the lasso tool, or the magic wand tool within the selection outline and drag to reposition the selection border.

Softening the edges of selections

Anti-aliasing creates smooth edges around a selection by making the pixels that lie along the selection border partially transparent. The Anti-aliased option, available in the marquee, lasso, and magic wand options palettes, removes jagged edges, and is especially useful when you’re building a composite image using selections from different parts of an image.

You can make minor adjustments to the position of a selection using the arrow keys. The arrow keys let you nudge a selection one pixel at a time or five pixels at a time.

Cropping

The crop tool can be manipulated using the same methods already discussed to manipulate the other selection tools. Press "Enter" to crop your selection.

Organizing artwork on layers

Every Fireworks image contains one or more layers. Every new file is created with a background, which can be converted to a layer. When you scan an image and open it in Fireworks, it is placed on the background.

Layers in Fireworks are analogous to placing portions of a drawing on sheets of acetate—when the sheets are stacked, the entire drawing is visible, but individual sheets of acetate may be edited, repositioned, or deleted without affecting the overall drawing.

In Fireworks, the order in which the layers of a drawing are organized is called the *stacking order*. The stacking order of layers determines how the image is viewed—you can change the layer order to make certain parts of the image appear in front of or behind other layers.

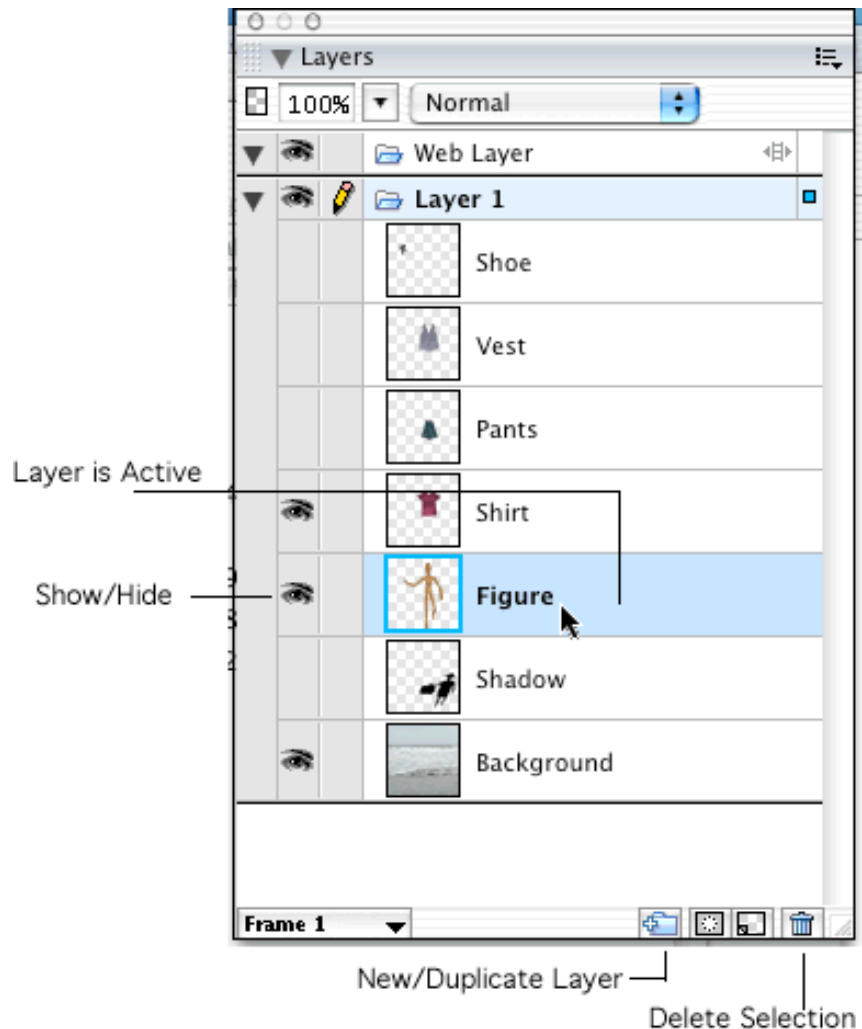
Viewing a layered document

All layers in an image are transparent until you add artwork (pixel values) to the layer. After you've added artwork to a layer, the areas that remain transparent are represented by a checkerboard.

Using the Layers palette

The Layers palette lets you control the layers in your document. You can create new layers, reposition layers, delete or merge layers, and apply effects, called *modes*, to individual layers.

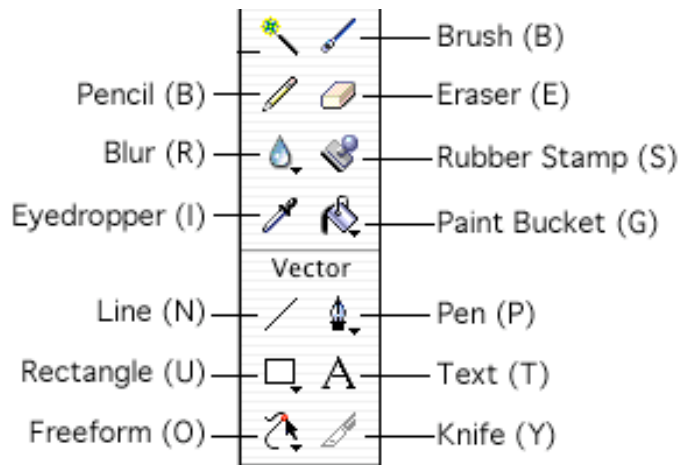
- **Viewing and hiding layers**
Selecting layers
- Opacity slider on "Property Inspector"
- **Rearranging layers**
- **Renaming layers**
- **Editing the Background:** To edit a "background", you must first make it into a layer.
- **Adding a new layer**
- **Adding a gradient to a layer:** A gradient is a gradual blend from one color to another. The transition from one color to another may be subtle or sharp, which can be controlled using the gradient tool.
- **Applying modes to a layer**
- **Moving layers between files**
- **Moving selections on layers**



- **Erasing artwork on a layer**
 - Block
 - Paintbrush/Airbrush - Opacity
- **Deleting a layer**
- **Scaling and rotating objects**
 - free transform
- **Merging layers**

Painting and Editing

- **Brushes**
 - Types
 - Color
 - Size
 - Edge
 - Grain
 - Opacity
- **Pencil Tool**
- **Line Tool**
- **Blur/Smudge**
- **Creating gradients**
- **Working with TEXT**
 - Strokes, Fills, and Effects



Saving

- Image Size
- Canvas Size
- Optimize
- Export