

Fireworks CS3

SITA 2008

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Fireworks

- Used to create, edit and animate web graphics
- Used to add advanced activity
- Used to optimize images

File Compression in Fireworks

Fireworks only works with either vector graphics or bitmaps.

The image type is indicated in the Properties panel.

To compress a file with Fireworks:

- Open the file in Fireworks: File – Open – (find the file)
- Select the type of format for compression: File – Image Preview
 - In Image Preview dialog box, select type of format for the image from pull down menu
 - GIF – JPEG – PNG – Bitmaps – TIFF
 - Adjust the quality of the image as desired

In lab, be careful – if you stay on the same format, you can adjust the quality and see the difference. But if you have switched to a different format, be sure to RELOAD the original image for the next time in order to have the size show properly.
- If the format selected is GIF, can also select the palette choice – from an adaptive palette that tries to pick out the 256 colors used in the image. Only the starred colors are web safe.
- With the GIF format – one can select Dithering or the type of transparency for pixels.

Sliced Images in Fireworks –

Slicing allows one to literally slice up an image into small file pieces and export each piece into a separate file. When exporting, Fireworks creates an HTML file containing table code to allow the browser to properly reassemble the image.

There are three major advantages to slicing an image:

- Optimizing – saving the slice in the best possible format
- Interactivity – causing the slice to react to the user – image swapping, linking, etc.
- Updating – creating an HTML slice that is composed of HTML code which can be updated with current information or dynamically programmed
- Some consider gradual downloading an advantage.

Little disadvantage. Benefits and a great tutorial:

<http://www.wise-women.org/tutorials/fwmx/>

Slicing Tutorial

To slice an image in Fireworks:

- Open an image to be sliced
- Slice the image with the SLICE tool – upper right corner tool in Web area in left panel
 - Note – any icon with a downward pointing arrow has more menu options available.
 - If you need to alter the size of any slice, use the pointer tool in the Select area to alter the size of the slice.
- Since each slice is exported as a separate file, name the important slices in the properties inspector. To see the properties inspector: Window – Properties
 - When making slices into links, since the image slice will eventually be on a page as a table, the `_self` target will replace that entire page.
 - Be sure to include an ALT for each slice to accommodate screen readers.
 - LAYERS panel, on the right, lists various slices created.
 - OPTIMIZE panel is located above Layers panel.
- To change a slice into an area with HTML code, change the TYPE in the properties inspector to HTML.
- When finished, File – Image Preview
 - It is better to scale down the image in Fireworks than in the final web document. Click on FILE and change the size.
 - Click EXPORT. WARNING – be sure the location for saving is correct.
 - Enter the filename for saving all the html code and the slices.
 - Be sure the type is *HTML and Images* – everything should be exported.
 - Export the HTML file including the EXPLORED SLICES
HTML: Export HTML File, Slices: Export Slices
 - CHECK the option to Put the images in a Subfolder!
 - Browse to show where that folder should go
 - Create a folder – Open the folder – Select the name of the folder
 - CHECK the option to Include area without slices and Save
- In Dreamweaver, create a new page. (Be sure to be in STANDARD, not LAYOUT)
- On the COMMON tab – use the Image Objects drop-down button
 - Select Fireworks HTML
 - If you want to delete the Fireworks-generated HTML file after the code is inserted, select the Delete File after Insertion option to minimize file space.
 - Browse to location of file – answer OK
 - The image should show on the page at the location of your cursor.
 - SAVE, TEST.

Animated GIFs

Each animated gif consists of a series of still GIF images in frames. The action of a symbol – the changing of its location – is stored in each frame. Because you can have multiple symbols in a single file with each one having different actions, you can create complex animations. The animation ends when all the action of all the symbols is complete.

In Dreamweaver, one inserts an animated GIF into a Web page as one would insert a regular image.

Animated GIFs Tutorial

Each animated gif consists of a series of still GIF images in a frame. The action of a symbol - the changing of its location - is stored in each frame. Because you can have multiple symbols in a single file with each one having different actions, you can create a complex animation where a lot seems to happen all at one. The animation ends when all the action of all the symbols is complete.

Before beginning - be sure to have your animation designed in your mind. You should have an idea of how many frames you will need before you begin the process.

- Start by making New document in Fireworks. (File - New)

When you do this you get to pick your Canvas size. You must first set the unit for the size, and then you can set the value. Set the units to inches, and then set the image size to 4 inches by 4 inches.

Play with the Resolution settings. *What does selecting 72dpi, 96dpi, or 600dpi do to the pixel image size (pixels are listed to the right of the inch sizes)?* Recall that somewhere between 72 and 96 dpi is an acceptable quality for web based images, but 600+ dpi is needed for good looking printed images.

- Change the size of the image to **2** inches by **2** inches.
- Enter **72** for the Resolution.
- Use a transparent canvas.
- Press OK.

Now you have a blank canvas on which to draw. You can use the Bitmap tools (paint brush, pencil, paint can, etc.) to draw on this canvas.

- You will need multiple frames to draw on. Expand the Frames and History menu on the right side (and make sure the Frames tab is in focus). This panel gives you your animated GIF information. Currently you only have a single frame. You will need **a minimum of 5 frames** for this tutorial (the

exact number is up to you, but it must be at least 5). The + button in the lower part of the Frames panel will add new frames. Click this multiple times to generate the number of frames you desire. If you make too many, you can highlight the frame and click the trash can to delete the unwanted frame.

- Next, you will need to make some adjustments using the leftmost button at the bottom of the Frames panel (onion skinning button). Click on the first button at the bottom of the Frames panel and set the onion skinning option to **Before and After**. This means that you will see a faded out version of the **previous frame and next frame** when you are working on the drawing in the current frame. [For example, if you are working on frame 3, you will see a clear view of the items on frame 3 and dim views of the items on frames 2 and 4.] This will be very helpful when creating your drawings.
- Click on the onion skinning button again and Uncheck Multi-Frame Editing. With Multi-Frame editing on, one can edit any frame at any time. This is a great way to get confused, draw on the wrong frame, and destroy something you didn't want to destroy. I suggest always turning this feature OFF.
- Now you are at a decision point. Do you want to create a background that is stationary and seen in every frame? Or will everything you draw be different or moving in more than one frame?
- Consider the PAWS - There is no background. One symbol was created. It was inserted on each frame and moved slightly.



- Consider the SMILEY - The black circle filled with yellow is on the background. The black dots for eyes and the mouth were probably created on each frame.



- Consider the FOOT - There is no background. Two symbols were created - one for the left foot and one for the right foot. One symbol was inserted on each frame as appropriate.

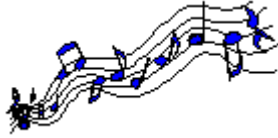


- Consider the DOG - There is no background. Different positions of the dog were created as symbols. Then, a different position (symbols) was added to each frame.



- Consider the MUSIC - The blue notes and black staff is on the background. Since the shapes of some of the notes are duplicated, a note was created as a symbol and then repeated and modified in the

background. On each frame, yellow dots were added over the blue to give the appearance of changing notes.



- Finally, consider the WELCOME TRAIN - Some of the buildings look identical - they were created as symbols then placed in the background. Other symbols were created and placed on each frame and moved slightly frame to frame.



- You now need to decide how your animation will look. [Be sure to read the next few lines even if you don't want a shared background.]
 - IF there is something that will be consistent in every frame and should be in the BACKGROUND....
 - Be sure Frame 1 is selected in the Frames Panel
 - Be sure Layer 1 is selected in the Layers Panel at the top.
 - Use whatever tools you need to create the look of your background.
 - Once finished, double-click on the name: Layer 1 in the Layers Panel.
 - Name the Layer: Background
 - Select the Share across Frames option - you will see a warning. Answer OK.

As you saw in the examples above, it is so much easier working with symbols - especially if the image looks the same on each frame, but is just in another location or if a particular part of the image will move from frame to frame.

To start creating a symbol...

- Select frame 1.
 - IF you have just made a background that is shared across all frames, then make a new layer. At the bottom of the Layers panel, the Frame number should be listed. To the right of that should be four icons. Click on the 1st icon to make a new layer.
- Click on Layer 1 in the Layers Panel at the top.
- From the Edit menu, select Insert - New Symbol
- Name the symbol appropriately. Select **GRAPHIC**. Select **OK**.
- Notice - another world has just been opened. You are now creating the 1 frame associated with your symbol. Use the drawing tools to create your symbol. The crosshairs + indicate the center of your symbol. Use the

- selection pointer - the black arrow in the upper-left below the word Select to select and move the pieces of your symbol or your finished symbol.
- When finished, Select **DONE**.
 - Repeat the process for any other symbols you will need throughout the animation. You can create all your symbols in Layer 1 of Frame 1 if you wish and then just drag it over from the Library onto the proper Frame later. The Library is part of the Assets. You can either directly open the Assets panel over on the right and click on the Library tab or go to menu Window and select Library. You may want to explore the various shapes that are already provided by Fireworks.

To complete your animation...

- Select the frames, one at a time, and insert your symbol(s). Change the location of your symbol(s) as you desire. Be very careful to note if you are working inside a symbol or inside a layer and the frame you are changing. It is easy to get confused if you are not careful.
 - If you need to rearrange the frames, just click and drag the frame where needed in the Frames panel.
- You can also draw additional items on a given frame if you wish. Note that at any time you can preview your animation using the playback button towards the right on the bar under the canvas.

When you finish your frames, you need to select the length of time each frame will be displayed on the screen. Originally each frame is set to display for 7/100th of a second. That is what the 7 means next to each frame. Double clicking on each number allows you to adjust the amount of time. **Change the timing on at least 2 of the frames.** Make a decision as to how many times your animation should loop. The looping button (next to the onion skinning button) allows you to adjust this setting.

When you are ready to export your animated GIF to a file...

- Go to the Export Preview menu
- On the **Options Tab**, Select Animated GIF as the Format - this is a **MUST!** If you fail to do this, you will only save the first frame as a GIF image, not as an animation.
- Switch to the **Animation tab** - check all the settings for time and looping. Preview each individual frame if you wish.
- Select Export to save your animated GIF in your Lab6 folder. This process only Exports your animation. You will still have your original work unsaved. It will ask if you want to save it as a PNG image. You don't need to do this, so just answer no.

To use your animations, just click on the gif in the list of files in Dreamweaver and drag the animations to your web page as you would any image.