



Macromedia Fireworks

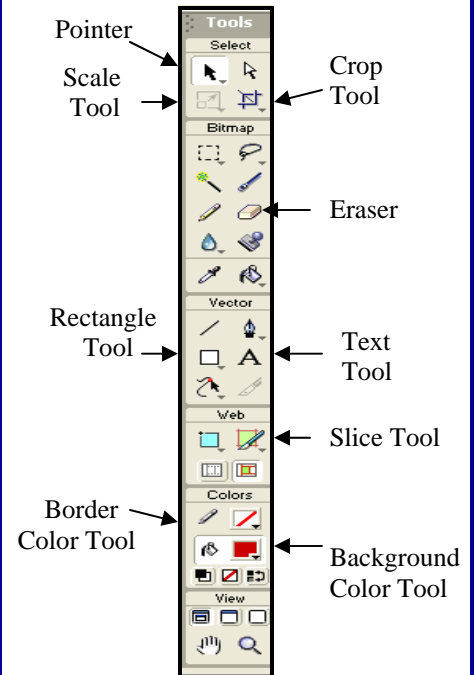
Creating Buttons and Headers



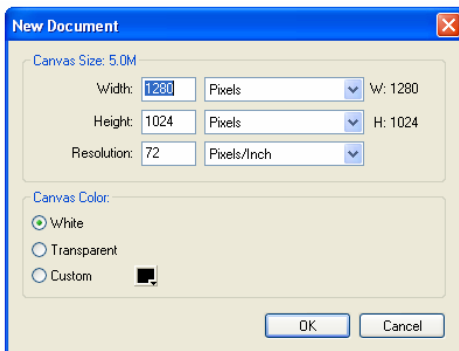
The Fireworks Program

Fireworks is used to create and edit images that can be used for web page design or other projects. The images created in Fireworks can be incorporated with other programs such as Dreamweaver, PowerPoint, and many others.

Toolbar



To Get Started



To open a new document:

Go to File > new. Select your canvas size from the pop up window (left). Standard size is W: 780 pixels, H: 600 pixels. Keep resolution at 72 pixels/cm. When you are finished click the OK button. Your blank canvas will appear.

Creating a Header

To Create a Border or Color Strip for your Header:

1. With your pointer, select the rectangle tool from the toolbar.
2. Go back to your canvas, and click and drag until border is at desired size.
3. Go back to the toolbar and select the pointer.
4. You can now choose the border color or background color from the toolbar.

To Add a Graphic:

1. Go to File > Import.
2. Locate your graphic within the files.
3. When you have found it, click the open button.
A white square appears on the canvas, letting you know your graphic has been imported.
4. Click anywhere on the canvas.
Your picture appears.
5. Click and drag the picture with your pointer.
6. Position it where you want it.

To Add Text:

1. Go to the toolbar and click on the text tool. Your cursor changes from a pointer to a bracket.
2. Using this bracket, go to your canvas.
3. Click on the canvas and drag until the desired size for your header appears.
This creates your text box.
4. Type your text.

To make changes to your text, use your bracket to highlight your text. You can change the color from the toolbar using the background color tool. To change your font, font size, or alignment highlight and right click on your text. A menu appears showing your editing options. Click on your choice, and your text changes appropriately. When you are finished with the text, go back to the toolbar and click the pointer. This action allows you to select your next tool.

How to Create and Modify Buttons

Use the rectangle tool to draw the shape of the button.



Use the Background Color Tool to change the color of the button.



If you want a colored border around your button, select the button and use the Border Color Tool to select your border color.



To alter the thickness of your border, click on the Border Color Tool. Once the color palette pops up, click on stroke options. A new window appears. Next to the horizontal double-headed arrow, use the drop down menu to increase the width of the border. The border width increases after you click off of the pop-up menu.



Use the text tool to create a text box within the button. A text box appears where you can enter your text.



You can change the color/border of the text the same way you would make these changes to a button. Select the text before performing the steps to ensure that the changes are applied to the text.



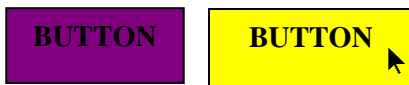
Use File > Import to add a picture to the button. The image appears on the canvas. Resize and position the image to fit inside the button boundaries.



Use Modify > Canvas > Trim Canvas to trim the image to the button size.

Advanced Buttons and Additional Resources

Rollover Button



<http://www.digiknow.info/tutorials/Fireworks/FWMX2004/buttons/buttons1.html>

Angled Buttons



http://www.joycejevans.com/tutorials/Fireworks/FWMX/angle_button/angle.htm

Gel Button



<http://www.joycejevans.com/tutorials/Fireworks/FWMX/gel/gel.htm>

Button Editor Effects



<http://www.joycejevans.com/tutorials/Fireworks/fireworksbuttoneditor/jjebuton1.htm>

<http://www.digiknow.info/tutorials/Fireworks/FWMX2004/symbols/symbols.html>

Exporting Your Finished Product

Once you have finished your button or header, use File > Export to save the image to your computer. When the Export window appears, name your file and save as type: Images Only. This saves your file in .gif format, which can be used later in other programs.

