

IIST 361 - Web Development

Class 5 – Lecture notes

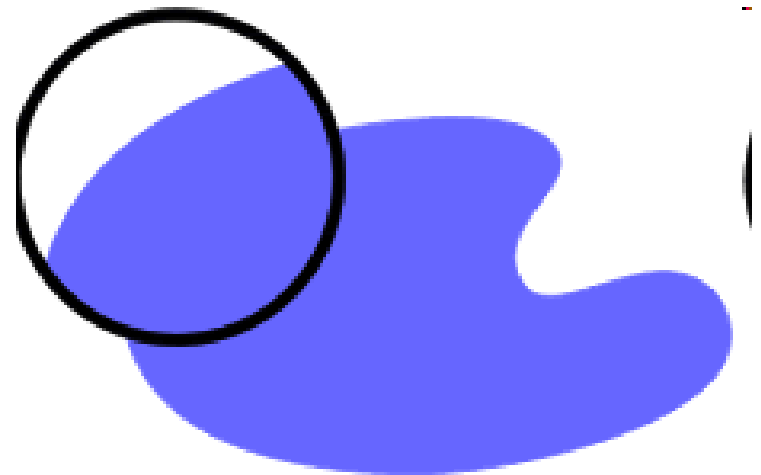
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Fireworks - overview

- Pixel-based images and path-based images have traditionally been thought of as belonging to different worlds of style and technique.
- Adobe Fireworks CS3 offers a unique design model that combines *bitmapped* and *vector* graphics in a single environment.
- You can use Fireworks to leverage the best that each type of graphic has to offer without having to switch from one program to another, or from one mode to another.
- Fireworks is a more effective, integrated environment for designing site layouts and creating rapid prototypes.
- We will learn some simple and timesaving ways to use Fireworks bitmaps and vectors together to quickly create useful masking effects.

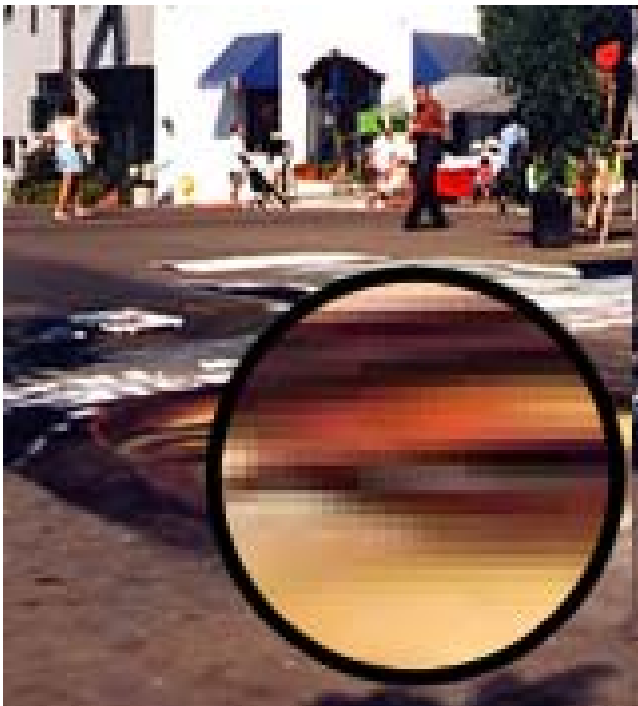
Fireworks – vector & bitmap graphics

- With Fireworks, you can create and edit two kinds of graphics: *vector objects* and *bitmap images*.
- While many applications offer tools to edit either vector shapes or bitmap images, Fireworks lets you work with both types of graphics.
- A vector object is a mathematical description of a geometric form. Vector paths are defined by points, which are used to create lines and curves, called vectors. Vector objects do not show a degradation in quality when you zoom in or scale them larger or smaller.
- E.g. on the vector object below, notice how smooth the palette's edges appear even when magnified.



Fireworks – vector & bitmap graphics

- In contrast, a *bitmap image* is made up of a grid of colored dots, or pixels. Images with complex color variations, such as photographs like the one below, are most often bitmap images. When the photograph is viewed at the correct resolution, its pixels fit together like tiles in a mosaic to form the image.



What is Fireworks good for?

- Work with bitmap and vector graphics at the same time
- Quick multi-page rapid prototyping and site layouts

Benefits

- You don't need to switch between applications to accomplish different tasks because its tool set is deep enough to cover most of your needs
- Both **bitmap and vector tools** are integrated in one single environment allowing developers to manipulate the layout right away
- You can use high-quality output and **efficient optimization features**, reducing the size of Web-ready images while you are designing the layout
- You can use libraries and templates with Web-elements such as e.g. form buttons — you don't need to draw them first
- You can export your Fireworks-mockups to other applications — Fireworks is designed to integrate with other products, such as Adobe Dreamweaver and Adobe Flash
- Source: <http://www.smashingmagazine.com/2008/03/18/adobe-fireworks-tutorials-and-downloads-best-of/>

Fireworks – tools panel

- Explore the tools panel in Fireworks
 - Vector tools
 - Bitmap tools
 - Other types of tools that function on both types of graphics, such as the tools in the Select section and the options in the Colors section; these tools may behave differently between vectors and bitmaps.

Fireworks – exercise

- Working with vectors and bitmaps ~ 40 minutes
- Copy Fireworks folder from X: drive to your S: drive (ist361 folder)
- Open **fw-ex1.pdf** and follow the instructions

- Final result -



Fireworks - elements

- Buttons
 - Button Editor
- Slices and rollovers
- Navigation bars



Source: <http://www.adobe.com/designcenter/>

Buttons

- Buttons are navigation elements for a web page.
- Buttons created in the Button Editor have the following characteristics:
 - You can make almost any graphic or text object into a button.
 - You can create a button from scratch, convert an existing object into a button, or import already created buttons.
 - A button is a special type of symbol. You can drag instances of it from the symbol library into your document.
- This allows you to change the graphical appearance of a single button and automatically update the appearance of all button instances in your web page.
- You can edit the text, URL, and target for one button instance without affecting other instances of the same button, and without breaking the symbol-instance relationship.

Button Editor

- The Fireworks Button Editor leads you through the button-creation process, automating many button-making tasks. The result is a convenient button symbol.
- After you've created a button symbol, you can easily create instances of the symbol to make a navigation bar.
- Fireworks also has a Pop-up Menu Editor, which allows you to quickly and easily create vertical or horizontal pop-up menus.
 - The Advanced tab of the Pop-up Menu Editor gives you creative control over cell spacing and padding, text indentation, cell borders, and other properties.
- When you export a button or pop-up menu, Fireworks automatically generates the CSS code or JavaScript necessary to display it in a web browser.
 - In Adobe Dreamweaver, you can easily insert CSS code, JavaScript, and HTML code from Fireworks into your web pages, or you can cut and paste the code into any HTML or CSS file.

Slices and Rollovers

- What is a rollover?
 - Even though the term button is sometimes used to describe a rollover object, rollover objects do not have to look like traditional buttons.
 - A rollover is any object that changes in appearance when the user points to it or clicks it.
 - Each appearance, or state, of a rollover is a different image.
 - Four states can be used when creating a rollover - Up, Over, Down, and Over Down.
 - Each state is drawn on a different frame in Fireworks using frames one through four.
 - The tabbed Fireworks Button Editor handles the frame management issues so that you can focus on designing the rollover states.
- Rollover states and their roles:
 - **Up** - Default appearance of a button or rollover.
 - **Over** - The appearance of the button or rollover as the user moves the pointer over it.
 - **Down** - The appearance of the button or rollover on its destination page.
 - **Over Down** - The appearance of the button or rollover as it is clicked.

Navigation Bar

- A navigation bar is a group of buttons that provide links to different areas of a website.
- It generally remains consistent throughout the site, providing a constant method of navigation, no matter where the user is within the site.
- The navigation bar looks the same from web page to web page, but in some cases, the links may be specific to the function of each page.
- In Fireworks, you can make a navigation bar by creating a button symbol in the Button Editor and then placing instances of that symbol in the workspace.
 - [Example](#)

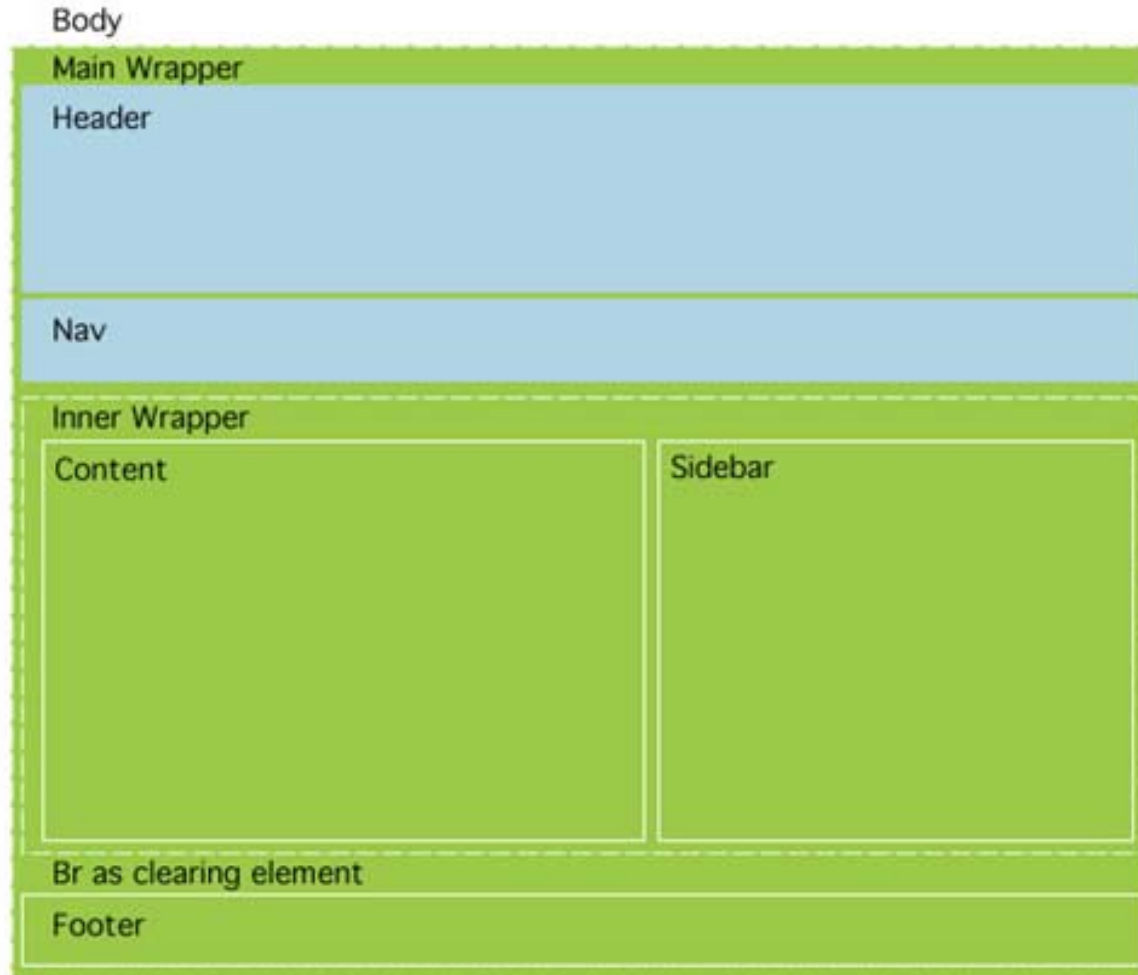
Navigation Bar

- Ex. Creating a navigation bar ~ 30 min
- [Sample](#)
- Suggested size 728x40

Where can you go from here?

- Taking Fireworks to a CSS-based layout in Dreamweaver
 - Part 1: Initial design, structure of the page layout
 - Part 2: Markup preparation
 - Part 3: Layout and CSS (Assignment 4)

Structure of the page layout



Source: <http://www.adobe.com/designcenter/>

Markup preparation

Click the Insert Div Tag button.
Name the div “wrapper” in the ID field.
Click OK.

```
<div id="wrapper">  
  <div id="header">Content for id "header" Goes Here</div>  
  <div id="nav">Content for id "nav" Goes Here</div>  
  <div id="innerwrapper">  
    <div id="content">Content for id "content" Goes Here</div>  
    <div id="sidebar">Content for id "sidebar" Goes Here</div>  
  </div> ←  
</div>
```

Next class

- **Due Assignment 4** – see course homepage for more details
- **Team 1 Photoshop presentation**