Fireworks 4 For Windows & Macintosh (Visual QuickStart Guide)
Macromedia Fireworks is the Swiss Army knife of Web graphics production. With this single software application, users can create, modify, optimize, and output all the Web graphic elements, including text, photos, buttons, banners, animation, and interface elements. This then enables users to produce sophisticated, graphics-rich, interactive Web sites with great ease and speed. Fireworks offers seamless compatibility with Dreamweaver and other Web authoring tools. Fireworks 4 for Windows and Macintosh: Visual QuickStart Guide is designed to be easy to use. Like the other books in this popular series, it takes a visual, task-oriented approach, so readers can look up what they need to know and get straight to work. It covers all the tools and techniques for creating graphics within Fireworks and exporting them to a variety of formats. This fully updated edition includes added coverage of animation; Dreamweaver and Fireworks scripting; using JavaScript commands; and exporting Fireworks graphics to Director.

**Book Information**

Series: Visual QuickStart Guide

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**Customer Reviews**

This is a great book on Fireworks 4, and it was perfect for a person like me who, when I started, could barely draw a circle on the canvas. Within a couple weeks, I was feathering photos, setting up animations, creating interesting shapes using masks and other Fireworks options, working with disjointed rollovers, among many other things. As such a book should, Cohen’s starts with the basics and builds on the knowledge established in the first chapters. First, there is document setup and
Fireworks' basic tools, then on to colors, path tools, fills, strokes, effects, and text. Before long, you've forgotten how incapable you were (or at least I was) just a few days earlier, and you're working with hotspots and slices and behaviors (a critical component of web sites these days). Among other strong points about the book is the fact that it covers material impossible to render exciting, but extremely important for the full utilization of Fireworks, like optimizing files, importing and exporting files, and Fireworks' automation functions. If there is a problem, it is that the book gets a little rushed in sections on behaviors and exporting, but this is not a serious problem; you just need to concentrate more on these difficult subjects, and to have an ability to experiment a little. And if I were to advise Cohen to expand these sections, I would be hard pressed to suggest where she could cut in other sections to keep the book under 500 pages, and still directed at the target market, which I assume is people like me, who have a decent basic knowledge of computers, but who knew basically nothing about web graphics at the start. With this book, Cohen hits the center of the target. Some other good things.


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