Macromedia Fireworks MX For Windows & Macintosh

Teach yourself Macromedia
Fireworks the quick and easy way! This Visual QuickStart
Guide uses pictures rather than lengthy explanations. You’ll be
up and running in no time!

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In Macromedia Fireworks MX for Windows and Macintosh: Visual QuickStart Guide, you’ll learn how to use Macromedia’s design software as more than just a drawing and effects tool. Even if you’ve never used Fireworks before, with the fourth update to this popular Visual QuickStart Guide, you’ll soon be using Macromedia Fireworks MX to generate buttons, image maps, and simple animations, as well as their underlying code. This task-based reference uses step-by-step instructions and ample illustrations to explain all of Macromedia Fireworks MX’s newest vector and bitmap features, as well as its existing ones, in a language and tone that you can understand.

Book Information

Paperback: 424 pages
Publisher: Peachpit Press; 2nd ed. edition (November 10, 2002)
Language: English
ISBN-10: 0201794799
Product Dimensions: 6.8 x 0.9 x 9.3 inches
Shipping Weight: 1.4 pounds
Average Customer Review: 3.8 out of 5 stars See all reviews (4 customer reviews)

Customer Reviews

I am an instructor of Web graphics at a small community/vocational school. This book is perfect for all my classes. Not only does it teach Fireworks, but it has lots of background on the Web in general. I can’t think of a better book to buy!

Dear , I purchased this book a month ago... I have been a Computer Graphic Designer for 2 yrs. But have worked in the field for 8 yrs... I wished I had this book when I was first learning. I learned more from this book, than just Fireworks. It has also helped me with my Web designing... I carry it with me... I plan to buy more of Sandee’s books. I can’t get enof now. Thank You,

The book follows in the footsteps of the other QuickStart books. Fireworks is a nice graphics
drawing package. This functionality lends itself easily to a QuickStart approach. The inherent visual nature of Fireworks means that every page can have graphics demonstrating some aspect. (Don’t try this with an algorithms book.) The pages are also usually in a 2 column format, instead of the default single column for books. Presumably, it is meant to be easier to read. Shorter attention span needed and all that. The general tenor is of snappy task descriptions. Maybe for the harried reader who just wants an answer and not an essay on the theory of drawing. The book seems to be random access. Use the contents and index to find and apply a solution. The two together seem to trace out well the abilities of Fireworks.

If you have already been using software to produce graphics then this book is for you. It would be a very useful reference to someone who knows what they want to do, but just doesn’t know how to do it in Fireworks. As someone who has no background in graphics I did find some of the introductory material helpful. There is a solid explanation of vectors, bitmaps, gif, jpeg, etc. The problem is when you pick up the book and actually go to do something, there are large gaps in the basic information provided. To draw an analogy, its like finding out (in detail) how to hammer, saw, plane, sand and drill... and discovering that you still don’t know how to build a bird house. The TIPS are really handy. I have the feeling I’ll appreciate this book more when I have more training and can use it as a reference. I just wouldn’t start out with it.

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