**Synopsis**

Sams Teach Yourself Macromedia Fireworks X in 24 Hours is written for Web designers who are looking for a book to quickly and easily get up to speed with Fireworks. The reader most likely has some experience creating Web pages and designing Web graphics, and probably plans on using Fireworks in conjunction with Macromedia Dreamweaver. Readers will learn everything they would need to know in order to use Fireworks in a professional graphics production environment - everything from how to create and edit graphics, to using complex techniques like transformations, to optimizing graphics for use on Web pages, to creating animations and interactive elements.

**Book Information**

Paperback: 528 pages  
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Language: English  
ISBN-10: 0672324059  
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Average Customer Review: 4.3 out of 5 stars  
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#3008 in Books > Computers & Technology > Games & Strategy Guides > Game Programming  
#5406 in Books > Textbooks > Computer Science > Graphics & Visualization

**Customer Reviews**

Make sure you have the Fireworks MX software loaded on a PC and do the chapter exercises while reading the material. Else this book will put you to sleep. I found the end of chapter exercises to be a bit vague. If the book had more chapter examples, some enthusiasm and the end of chapter exercises were not ambiguous, I would have given this book a rating of five. Nonetheless, the book has a lot of useful information thus making it a handy Fireworks MX resource.

This book has been a great reference to have on the shelf. It’s helped me out more times than I can count.

great book
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