

TOTAL TRAINING™ FOR Adobe® Fireworks® CS5 QUICK REFERENCE GUIDE

C1	GETTING STARTED WITH FIREWORKS CS5	25:51	C7	CREATING INTERACTIVE BUTTONS	22:46
1	Creating a New Document & Modifying the Workspace		1	Designing a Button & Rollover States	
2	Exploring the Tools Panel		2	Setting Button States Using the States Panel	
3	Exploring the Properties Inspector & Preferences		3	Creating Symbols	
4	Using Rulers, Guides & Grids		4	Animating GIFs	
5	Customizing Keyboard Shortcuts		C8	WORKING WITH PAGES	25:11
6	Accessing Fireworks Help & Support		1	Using the Pages Panel & Pages	
C2	CREATING VECTOR SHAPES	27:54	2	Using Design Templates	
1	Drawing a Shape & Adding a Gradient		3	Sharing Layers between Templates	
2	Using the Freeform & Subselection Tools		4	Adding Master Pages	
3	Using Auto Shapes		C9	WIREFRAMING	36:02
4	Selecting Colors & Swatches		1	Introduction to Wireframes	
5	Applying Textures & Patterns		2	Creating Your Own Styles & Symbols	
6	Applying Filters & Working with Styles		3	Working with Common Library Items	
C3	WORKING WITH TEXT	14:42	4	Prototyping for AIR™ Applications	
1	Creating & Formatting Text		5	Prototyping for Flex® Applications	
2	Importing Text & Using Placeholder Text		C10	CREATIVE SUITE® INTEGRATION	38:29
3	Using the Check Spelling & Find and Replace Commands		1	Photoshop® Integration	
C4	WORKING WITH BITMAPS	30:29	2	Illustrator® Integration	
1	Importing, Scaling & Cropping		3	Flash® Integration	
2	Making & Editing Selections		4	Dreamweaver® Integration	
3	Adjusting Color		5	Flash Catalyst™ Integration	
4	Using the Rubber Stamp Tool		C11	EXPLORING PATHS & BLEND MODES	19:32
5	Creating a Vector Mask & an Auto Vector Mask		1	Using the Path Panel	
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1	Exploring the Layers Panel		3	Painting on a Layer Using a Blend Mode	
2	Creating Layers & Sublayers		C12	EXPORTING	13:32
3	Renaming, Organizing & Changing Stacking Order		1	Exploring the Export Panel	
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1	Creating & Naming Slices		3	Using Device Central for Mobile Development	
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3	Optimizing Images				
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5	Creating Rollovers & Disjointed Rollovers				