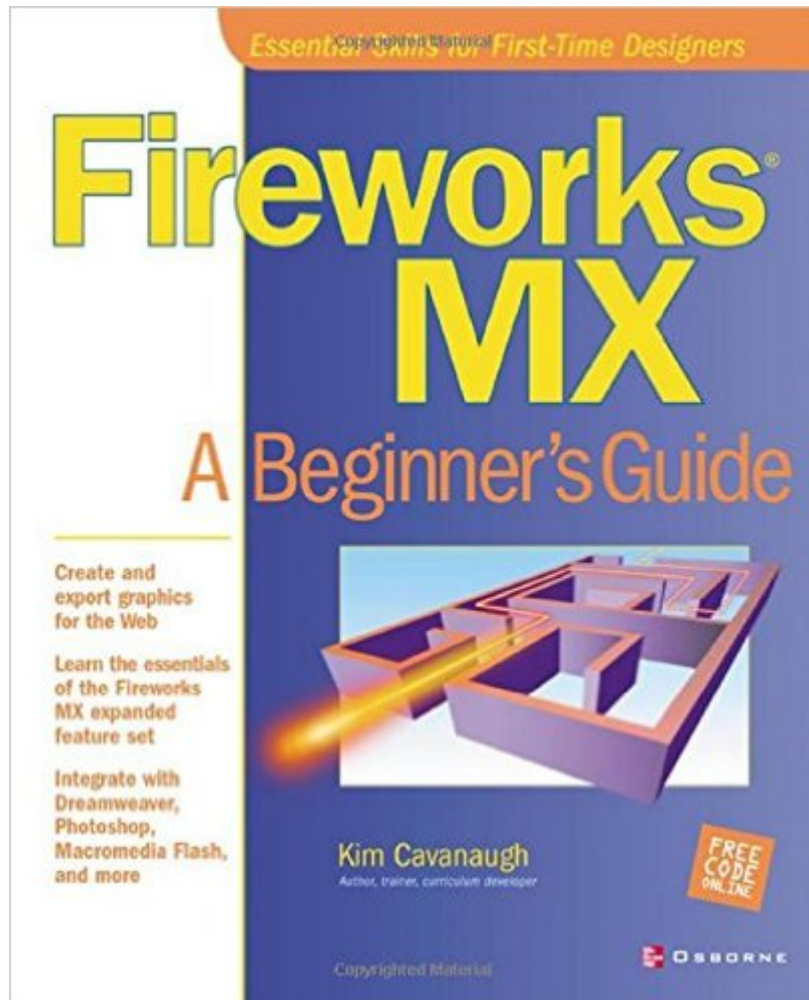


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# Fireworks MX: A Beginner's Guide



## Synopsis

This comprehensive introduction to creating and exporting graphics for the Web with Fireworks, covers: changes to the tool panel; the Properties Inspector feature; the use of fills, strokes and gradients; integrating Fireworks with Photoshop, Flash and other programs; and the automated features.

## Book Information

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## Customer Reviews

I picked this book up even though I had used Fireworks in the past and was (I thought) pretty good with the program. I'd read some of the author's tutorials and figured it was worth a shot and I might learn something new. I'm really glad I did. Even though the book is a "start at the very beginning" kind of book, I learned lots of new techniques and short-cuts that I wasn't aware of. The author writes in a very easy to understand style, and never whips out new jargon without explaining what it means first. Even though the title says this is a beginner's book I think you can learn a bunch from it even if you've used the program before.

As a non-artist web programmer, I was looking for a Fireworks teaching tool that didn't assume I was a graphics expert ... The Osborn series of "Beginner's Guides" seems to nicely fit a niche between "Dummies" books and "Complete Reference" type books, and this one is no exception. I learned a lot about Fireworks MX without either wading through fluff or suffering

torture-by-encyclopedia. Use this book to learn the basic techniques, then add a more advanced book such as "Using Fireworks MX" for when you need more in-depth information.

The book is organized as a series of projects. Some of the projects aren't explained completely. Some rely on you to figure out a step. This is extremely annoying for a "beginner's " book, since it really adds to the time it takes to complete the projects. It doesn't work well as a reference either, since you have these relatively large projects rather than specific steps so it's not always easy to extract that single step you are looking for. Finally there are easier ways to do some of the things presented here.

...to all those mysterious graphics, rollbars, filtered photos and other effects you saw on the web and wondered: how the heck did they do that? And as with many such things the answers are fairly simple, but so many textbook writers just deepen the mystery rather than explain it. Not Kim Cavanaugh. She \*makes\* it simple, thorough and logical. If you're like me and have tried a half dozen free web tutorials, usenet articles, etc. and just ended up more puzzled than when you started, this book will be a revelation. Don't get me wrong: learning is not instantaneous. Prepare to spend a few hours but after each chapter you will have a warm feeling of accomplishment and be chomping on the bit to learn more. Great work, Kim et al!

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