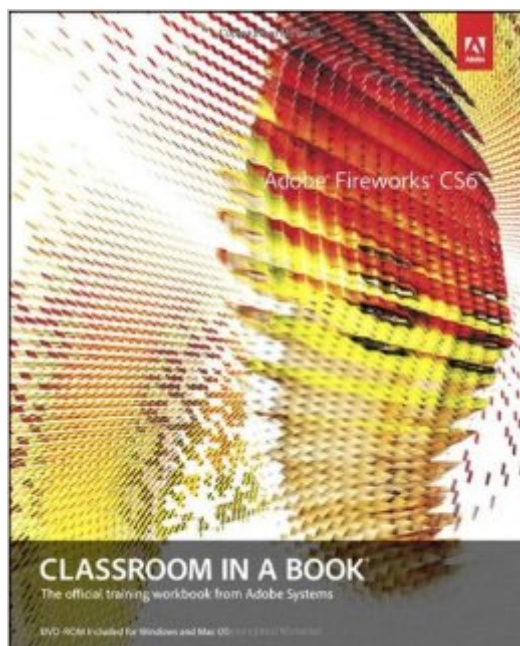


The book was found

Adobe Fireworks CS6 Classroom In A Book



Synopsis

Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Fireworks choose Adobe Fireworks CS6 Classroom in a Book from the Adobe Creative Team. The 14 project-based lessons in this book show readers step-by-step the key techniques for working in Fireworks. Readers will learn what they need to know to design and mock up Web pages or interfaces for rich Internet applications or tablet apps. In addition readers will learn how to demo a design for a client in real time, export the design as an interactive PDF, and export vector design elements as CSS3-only markup for use in websites. This edition, fully revised for CS6, covers CSS extraction using the CSS Properties panel, jQuery Mobile skinning, and sprite creation. It also includes instruction on working with the Styles panel and several new enhancements to the Properties panel, including the new color selection and gradient editing features. The companion DVD includes lesson files so readers can work along with the book. The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students. Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training The Classroom in a Book® is the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts.

Book Information

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Customer Reviews

Everything we know about Fireworks (Fw), which is worth knowing, was taught to us by Jim Babbage. We are among those who carefully comb over the latest editions of Classroom in a Book (CIB), looking for what's new as something of a checklist of what is to be mastered. Jim's efforts with Fw CS6 CIB gets our award for the best revised and improved edition of a previous CIB. Not only are there changes to all the chapters but Jim primarily provides all new visual examples for the pages and lessons. For starts, Fireworks has to be the most misunderstood app in the Master Collection. With a cursory glance, Fw causes many to either say, "I can do this in Photoshop (Ps)." or "I can do this in Illustrator (Ai)." However, that's not what Fw is all about. It's a web designer's toolbox. And, yes, that requires the manipulation of pixel or vector based art. In its earlier life, under the Macromedia nameplate, Fw was supposed to permit you to create web graphics without the need for Ps and Ai. Today, we know that people think of Ai and Ps as design solutions. So, why do you need Fireworks if you can do that with the other two long-time Adobe apps? Just breeze through this CIB and if you are up to speed on Ps and Ai. it will be more than obvious that Fw is chuck full of features which Ps and Ai cannot touch. Chapter one assumes that you know nothing about other Adobe CS6 apps and you have not worked in Fw before. It gets you up to speed with the tools and panels. If you're new to Fw, don't blow through this chapter thinking that you already know everything. There are some goodies hidden in it which are specific to Fw. Again, the second chapter may cause users of other CS6 apps to think, "I know about layers, and pages, so I can skip this one.

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