

12 IMPROVING YOUR WORKFLOW

Lesson overview

Fireworks is full of ways to save you time. From batch processing and custom automation of tasks to built-in features and integration with Adobe Bridge, there are many ways to speed up your project workflow without cutting corners.

In this lesson, you'll learn how to do the following:

- Use document templates
- Batch-process tasks
- Locate and process files in Adobe Bridge
- Add project information to a file
- Add Photoshop Live effects



This lesson will take about 90 minutes to complete. Copy the Lesson12 folder into the Lessons folder that you created on your hard drive for these projects (or create it now, if you haven't already done so). As you work on this lesson, you won't preserve the start files. If you need to restore the start files, copy them from the *Adobe Fireworks CS5 Classroom in a Book* CD.



Fireworks is all about getting the job done professionally, in as little time as possible.

Using document templates

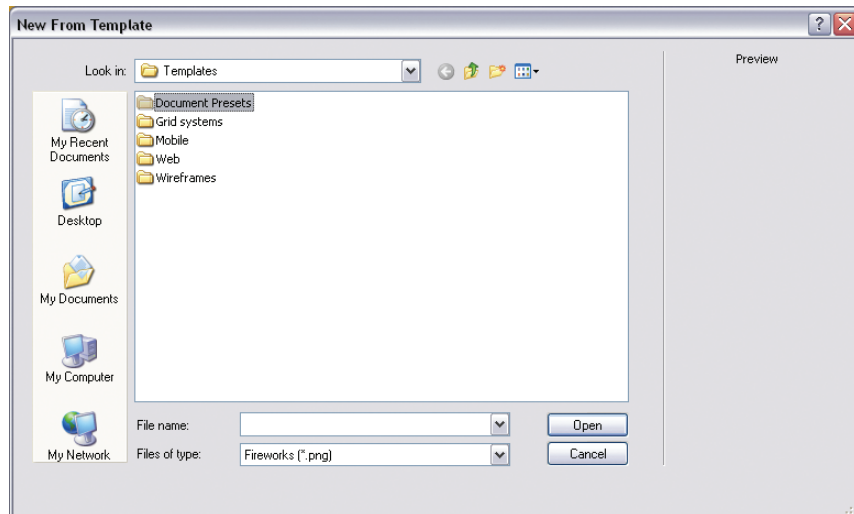
Many designers love Fireworks because it lets them *get in and get out* quickly. Expediting your workflow is indeed a key goal of Fireworks.

One feature that may help you in concept and prototyping stages is document templates. Fireworks comes with a number of prebuilt templates you can use to jump-start a brand-new project. The template options range from common document sizes for web and mobile projects, to grid layouts for creating original web-page layouts and wireframes, to mobile application and website prototype samples. You will use one of these templates to quickly generate a series of web banners to promote a website.

Opening a document template

You've been asked to create a series of web banners from some supplied artwork. This is a great chance to see how document templates can save you time.

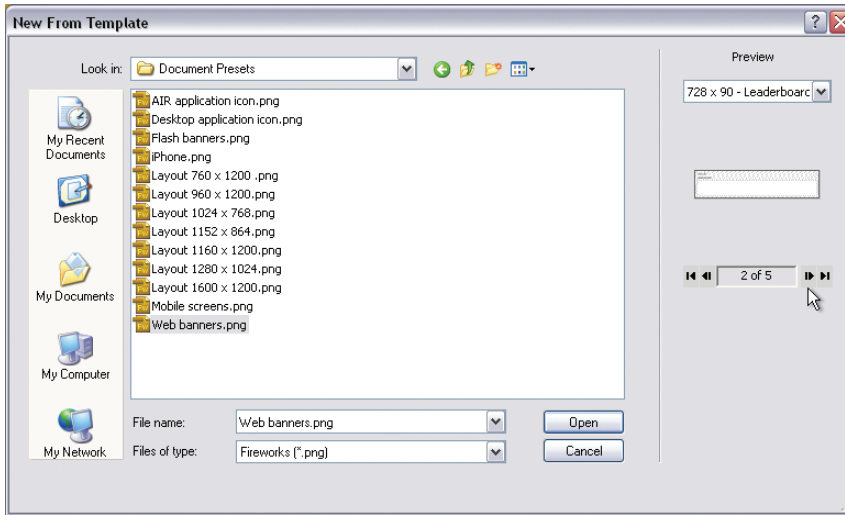
- 1 Choose File > New From Template or select the From Template option on the Welcome screen. The New From Template dialog box opens directly to the main Templates folder.



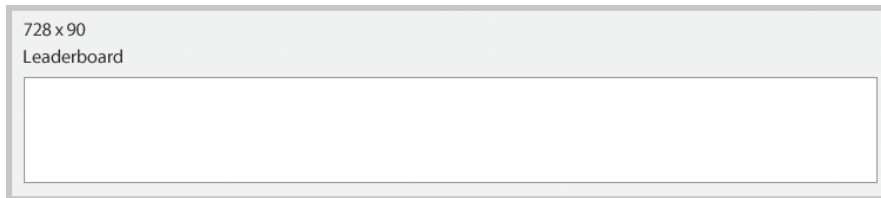
You can choose from one of five default categories.

- 2 Open the Document Presets folder and select the Web banners template. In Windows, a preview window appears automatically. On the Mac, click the Preview button to open the preview window.
- 3 Use the playback controls below the preview image to browse through the various design options.

- 4 Choose the 728 x 90 – Leaderboard page and click Open.



The entire document opens, with the 728 x 90 Leaderboard template as the active page. Note that all the other banner sizes are still part of the document, including a summary page that has all the banners on a single page. This is already saving you time because you don't need to research banner sizes or create the banner files.



Assembling the banners

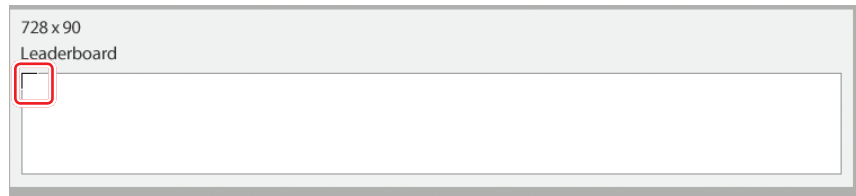
The main graphics are already created for you as separate files. It's up to you to use them in a variety of ways to create unique banners. We'll walk you through the process for the Leaderboard and skyscraper ads. A final version of the banners can be found in the Lesson12 folder. Feel free to refer to this as you work through the exercise.

Building the leaderboard banner

Once again, you will be using the Import command to speed up your workflow.

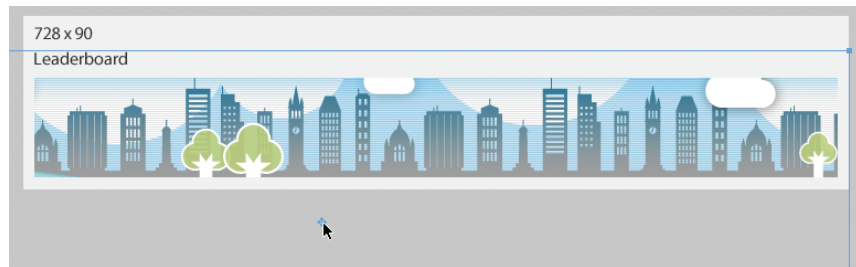
- 1 Choose File > Import (Ctrl+R on Windows or Command+R on Mac) and browse to the meridian_header.png file. This is a flattened PNG, with no special layers or effects.

- 2 Click Import, then Open (Windows) or Open, then Open (Mac) and place your import cursor at the top left of the banner rectangle.



- 3 Click once to import the image at its original dimensions. On the Mac, you may need to click once to set the focus to the Document window first.
- 4 Hold down the Ctrl or Command key and press the down arrow key once. The image is moved behind the banner rectangle.
- 5 Select the Pointer tool and click on the banner rectangle.
- 6 Press Ctrl+X or Command+X to cut the rectangle.
- 7 Select the image and choose Edit > Paste As Mask. The banner rectangle now masks the image at the correct dimensions for the banner.
- 8 In the Layers panel, select the image rather than the mask.
- 9 On the canvas, locate the blue control handle and reposition the image within the mask. Your final X and Y coordinates for the image (not the mask) should be X: -206 and Y: 32. Don't use the Properties panel to do this; use the image control handle within the image.

► **Tip:** If you want to numerically control the position of the masked object, rather than drag it with the mouse, first break the link between mask and masked object by clicking on the chainlink icon found between the two objects in the layers panel. Then select the image itself and use the Properties panel to alter its location.



- 10 In the Properties panel, reduce the opacity of the image to 50%.
- 11 Save your file as **meridian_banners_working.fw.png**.

Adding a logo and a call to action

You've got your background image. Now it's time to add the logo and call to action.

- 1 Select File > Import and bring in the local_logo.fw.png file.
- 2 Click once on the canvas to import the file at its original size.

This file is made up of several grouped elements: a logo and three text objects.

- 3 Position the group at X: 30 and Y: 75.



- 4 Import the join_local.fw.png file at its original size and place it at X: 490 and Y: 62.



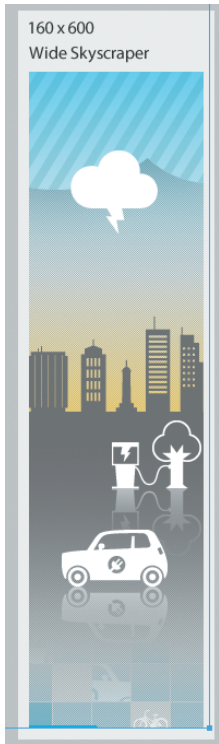
- 5 Save your work.



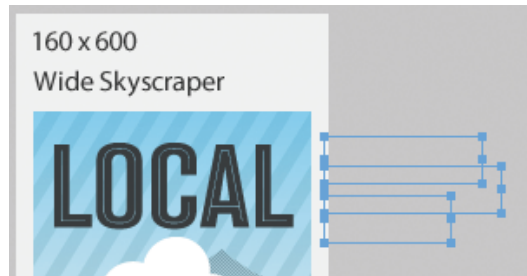
Creating the skyscraper banner

You will now add content to the skyscraper banner on the 160 x 600 Wide Skyscraper page.

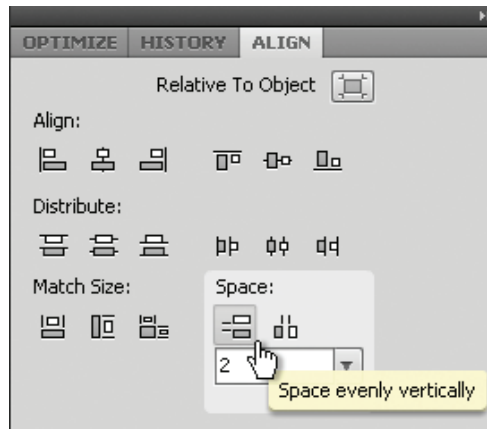
- 1 Select the 160 x 600 Wide Skyscraper page in the Pages panel.
- 2 Import the file called meridian_skyline.png at the upper-left corner of the skyscraper rectangle.
- 3 Hold down the Ctrl or Command key and press the down arrow key once.
- 4 Select and cut the banner rectangle.
- 5 Select the image and choose Edit > Paste As Mask.
- 6 In the Layers panel, select the image rather than the mask.
- 7 In the Layers panel, break the link between the image and the mask by clicking the chain-link icon between the two objects, and then select the image.



- 8 In the Properties panel, set the coordinates for the image to X: -1118 and Y: -79.
- 9 Import the local_logo.fw.png file at its original size.
- 10 Place it at X: 22 and Y: 70. The text will be located off the canvas.
You need to ungroup the logo so that you can place the text lower in the banner.
- 11 Select the logo with the Pointer tool and then press Ctrl+Shift+G or Command+Shift+G. The objects are ungrouped but remain selected.
- 12 Click off the canvas to deselect the objects, and then holding the Shift key, click on the three text blocks to select them.



- 13 Use the Pointer tool to drag the text below the logo. The final coordinates should be about X: 22 and Y: 203. The text is in the right place, but it's too small. You will adjust this next.
- 14 With all three blocks still selected, change the text size from 18 pixels to 24 pixels in the Properties panel. This will force all three blocks to overlap each other. Not to worry.
- 15 Open the Align panel and in the Space field, set a value of 2 and then click on the Space Evenly Vertically icon.



The text is now spaced evenly and no longer overlaps.

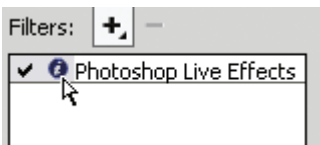
- 16 Double-click inside the first text block and replace the comma with an ampersand.
- 17 Save the file.



Editing individual objects within a group

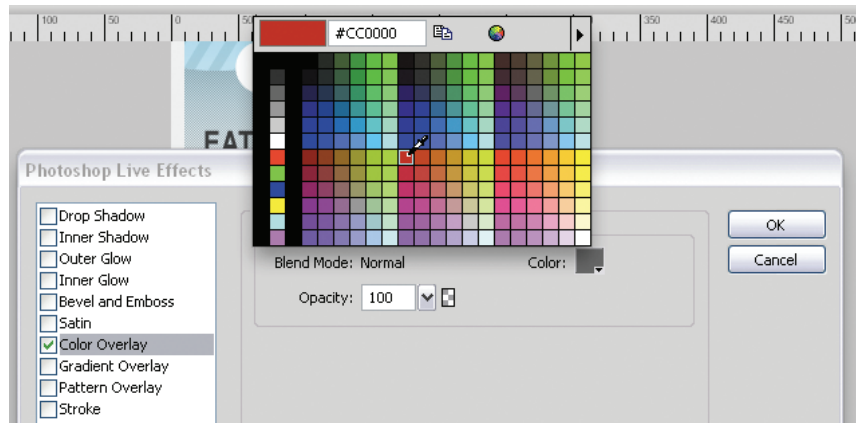
You will work with the same call-to-action file as before, but as with the logo, you will customize it once it's been imported. You will use the Subselection tool to edit individual objects in the group, without ungrouping them.

- 1 Scroll to the bottom of the banner.
- 2 Import the join_local.fw.png file near the bottom of the banner.
- 3 Select the Subselection tool and click on the gray circle behind the words JOIN LOCAL. This circle is a bitmap graphic rather than a vector. You could replace it with a vector, but all that's necessary is a simple color change, so you will just edit the bitmap's live properties.
- 4 In the Properties panel, you will see that a Photoshop Live Effect has been added to the circle.
- 5 Click on the *i* icon beside the filter name. The Photoshop Live Effects dialog box appears.



- 6 Select the Color Overlay option by clicking on the name.

- 7 Click the color box in the main window and choose a bright red instead of the gray currently in use, and then click OK. The circle is now red.



- 8 Hold down the Shift key and click on the JOIN LOCAL text so both the text and the circle are selected on the canvas.
- 9 In the Properties panel, change the position to X: 24 and Y: 538.
- 10 With the Subselection tool still selected, double-click on the text block beside the circle, and then triple-click the top line of text to select it.
- 11 Press Delete.
- 12 Click away from the text; then, making sure the Subselection tool is selected, click once on the text block again and reposition it beneath the red line.
- 13 Shift-click to select the two red lines along with the text and reposition the selection to X: 14 and Y: 597.



- 14 Finally, select just the horizontal red line and change its width to 150 pixels in the Properties panel.
- 15 Save the file.

For extra credit, study the meridian_banners_final.fw.png file and see if you can replicate those banners.

Removing unwanted templates

Chances are you won't need the All Sizes page in your final file so now you will remove it from your new document.

- 1 From the Pages panel select the 01 All Sizes page.
- 2 Click the trashcan icon to delete the selected page. You are now left with just the four banner pages sample.
- 3 Save your file and close it.

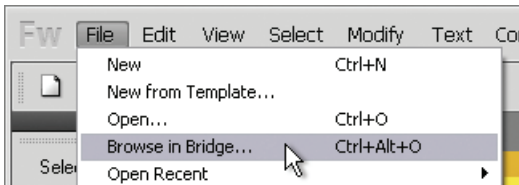
Working with Adobe Bridge

In this lesson, you'll develop an art section for an ecotourism company. You will use another application to get started this time, however: Adobe Bridge.

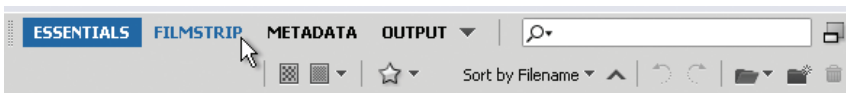
Adobe Bridge can save you a lot of time by letting you view, sort, and open images you wish to use in Fireworks. You can also add information to certain types of images, such as JPEG files or Fireworks PNG files, using the Metadata panel in Bridge. If you have purchased a Creative Suite edition, Adobe Bridge installs with Fireworks, which is automatically linked to Bridge on installation. You can also use Bridge to work with other Adobe applications, such as Photoshop and Illustrator.

Note: If you purchased Fireworks as a standalone product, Adobe Bridge is not included.

- 1 In Fireworks, choose File > Browse In Bridge.



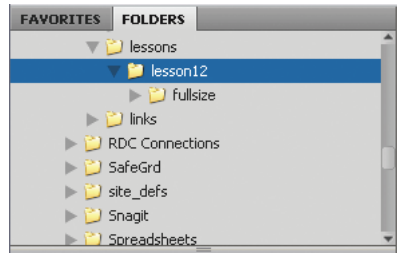
- 2 When Bridge opens, select Filmstrip from the Workspace Switcher.



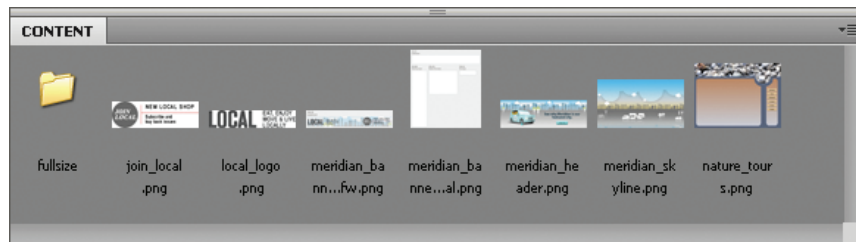
As in other Adobe applications, Bridge has a number of preset workspaces that you can use, or you can create custom workspaces to use whatever arrangement of panels you find most useful for your own workflow. For the purpose of this lesson, the Filmstrip workspace best suits what we're about to do, because we can see thumbnails of the artwork and a large preview of a selected image at the same time.

- 3 Click the Folders tab on the left side of the Bridge window.

- 4 Navigate to your Lesson12 folder in the Folders panel.



At the bottom of the Bridge window, in the Content pane, you will see a folder called fullsize and several PNG files.

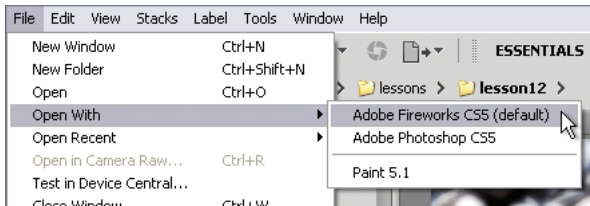


- 5 Click once on the nature_tours.png file. An enlarged preview appears above the Content panel.



Typically, PNG files are associated with Fireworks upon installing Bridge and would therefore open automatically, but just to make sure, this time you will “manually” open this file in Fireworks.

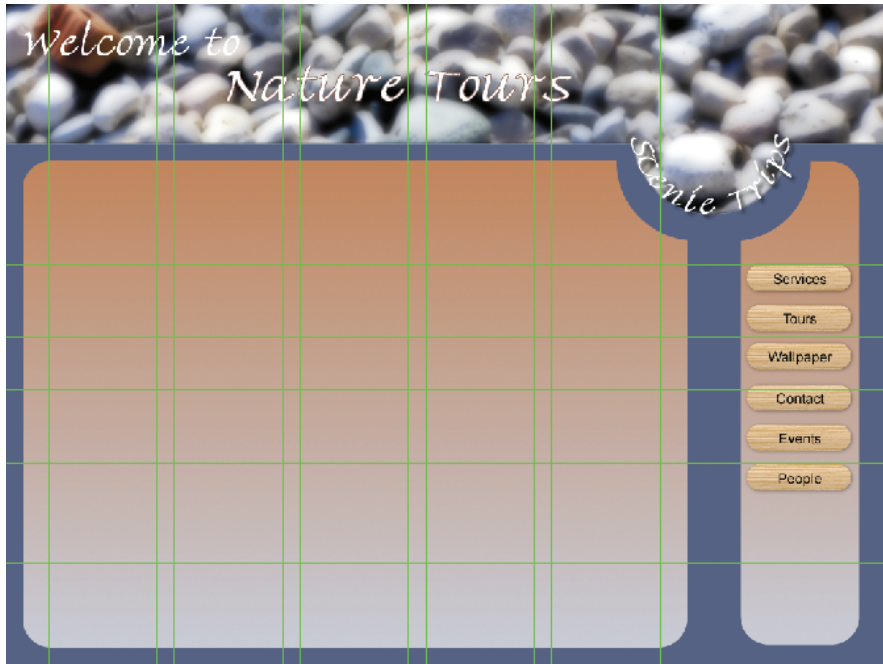
- 6 Choose File > Open With > Adobe Fireworks CS5.



Bridge returns you to Fireworks, where the PNG file is ready and waiting.

Batch-processing images

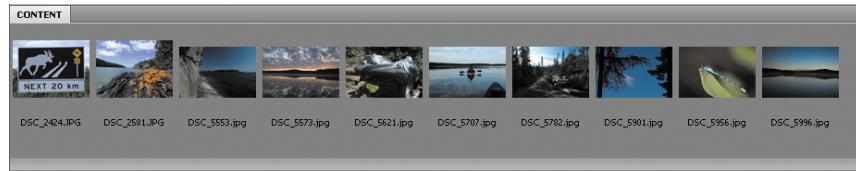
You will be importing thumbnail images to this page—at this point, thumbnails are all we need, and all we have space for. A set of guides (green lines) has already been put in place to help you align the images as you import them.



Let's have a look at the images first.

Note: To resolve potential issues with missing fonts, we converted the text in the file to paths. This can be a useful technique if you have used nonstandard fonts and need to pass the file on to someone else. The paths retain the shape and attributes of the text, but they are no longer editable as text. As paths, or vectors, they can still be scaled without losing any quality in your work.

- 1 Choose File > Browse In Bridge. If you have not done anything with Bridge since the last exercise, Bridge displays the Lesson12 folder. If you have been exploring Bridge, use the Folders panel to locate the Lesson12 folder.
- 2 In the Content panel, double-click on the fullsize folder. A series of ten images loads into the Content panel.

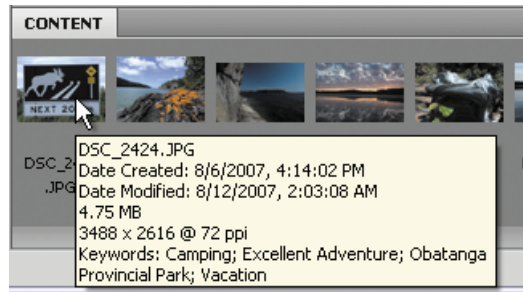


● **Note:** If you don't see the file properties, choose Edit > Preferences (Windows) or Bridge > Preferences (Mac), click Thumbnails, and then select Show Tooltips at the bottom of the dialog box.

► **Tip:** You can change the size of the content thumbnails by dragging the slider at the bottom of the application.



- 3 Select any single image, and Bridge displays a large preview as before.
- 4 Place your cursor over the thumbnail view of the first image. After a short delay, file properties appear. The dimensions of this file are great for making a print, but far too large for a web page.



Currently, all the supplied artwork is in high resolution, at much larger dimensions than are needed for thumbnail images. You could use Fireworks to import each file, but this is tedious and time-consuming. Besides, you will also need actual thumbnail images for the final web-page design, not just for the prototype.

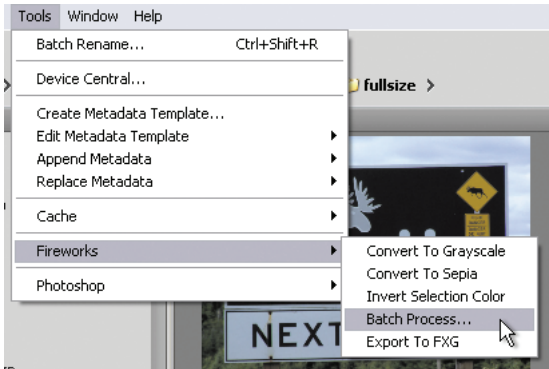
What you need is a way to resize, optimize, and rename files quickly and easily.

Batch processing can take care of sizing, optimization, and even naming the needed files.

- 5 Click on the first thumbnail, and then Shift-click the last thumbnail to select all ten files.

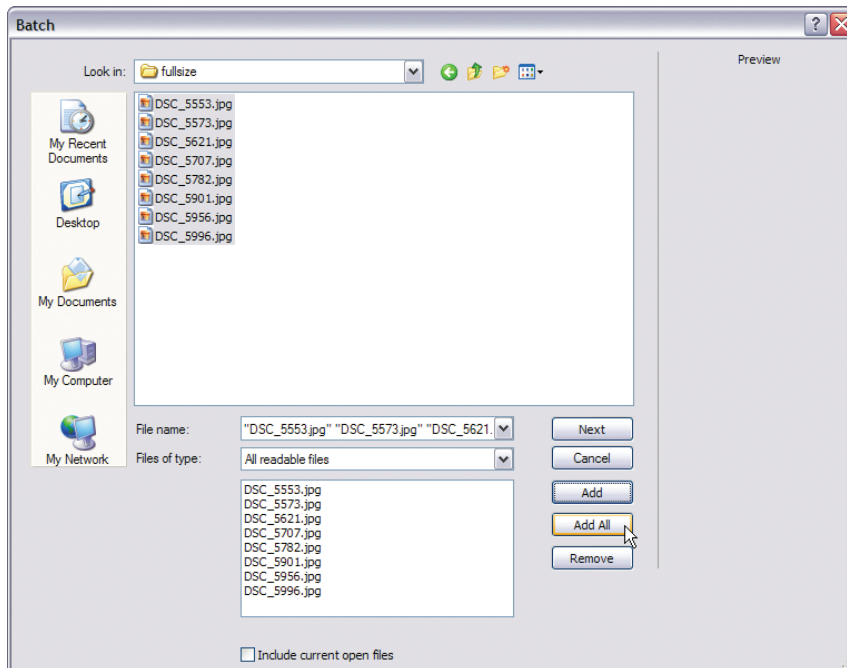


6 Choose Tools > Fireworks > Batch Process.



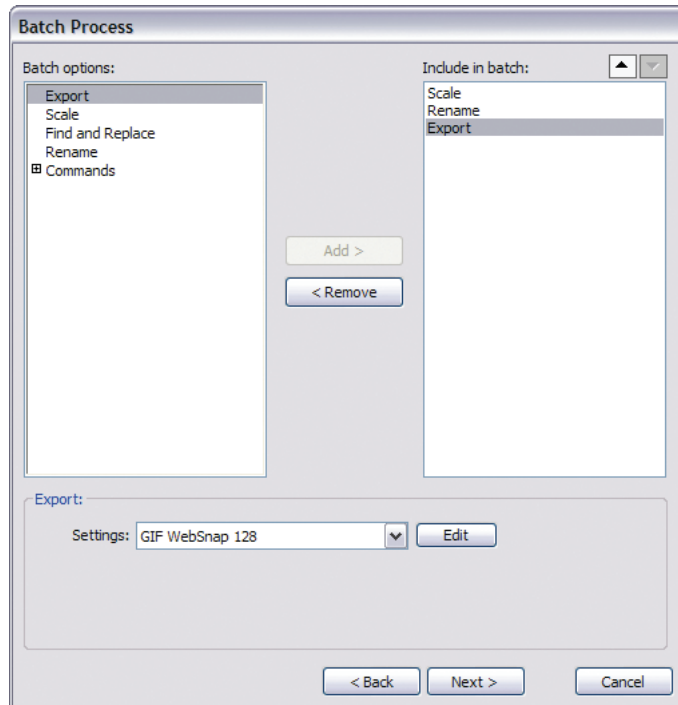
► **Tip:** Batch Process is a native Fireworks command, so you don't need Bridge installed in order to use it. You can access the Batch Process Wizard in Fireworks by selecting File > Batch Process.

The Batch Process dialog box appears, and all the selected images are displayed in the pane at the bottom of the dialog box.



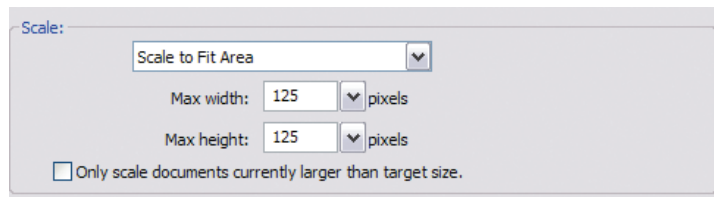
7 Click Next.

- 8 From the left column, select Scale, and then click the Add button to move Scale to the right column. Do the same for Rename and Export.



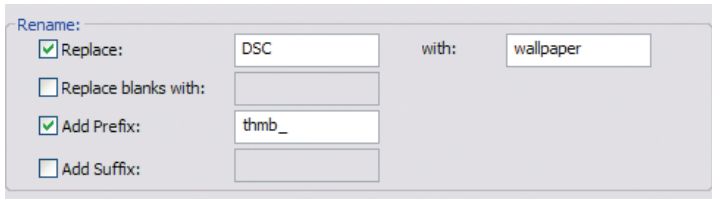
These are the batch-processing commands you will run on the images, in the order they appear in the list. Each command in the list has editable properties. You will customize them for this project.

- 9 Select the Scale command from the right column, and then choose Scale To Fit Area from the Scale options list at the bottom of the dialog box.
- 10 Set the Max Width and Max Height to 125 pixels.



- 11 Select the Rename command from the right column, and then select the Replace option from the list at the bottom of the dialog box.
- 12 In the first field (Replace), type DSC.
- 13 In the With field, type wallpaper.

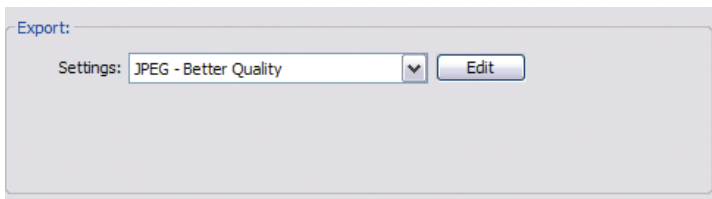
- 14 Select the Add Prefix option, and type thmb_ in the text field.



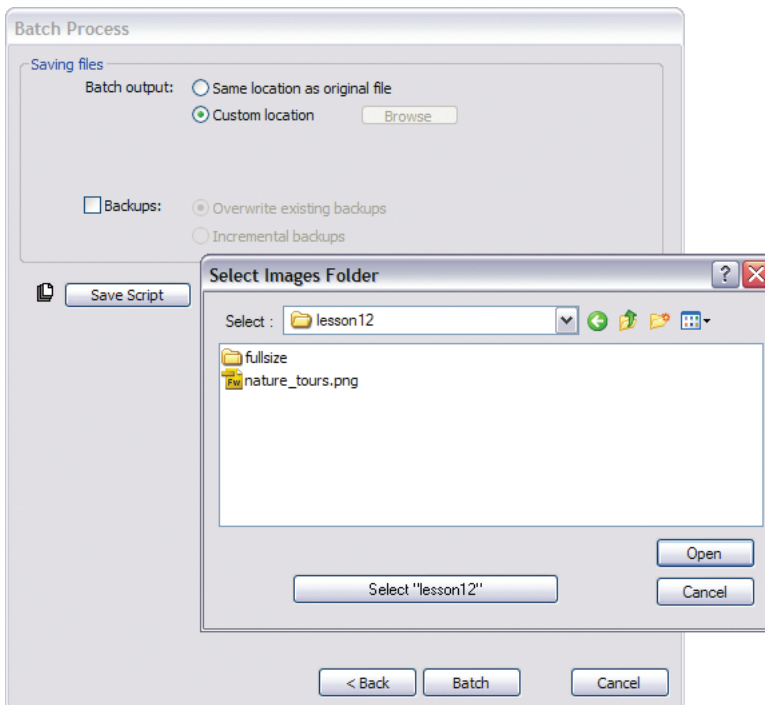
► **Tip:** If this is a series of steps you think you will repeat again, you can save the operations as a script by clicking the Save Script button. You can then access this custom command any time from the Commands menu.

- 15 Select the Export command from the right column.

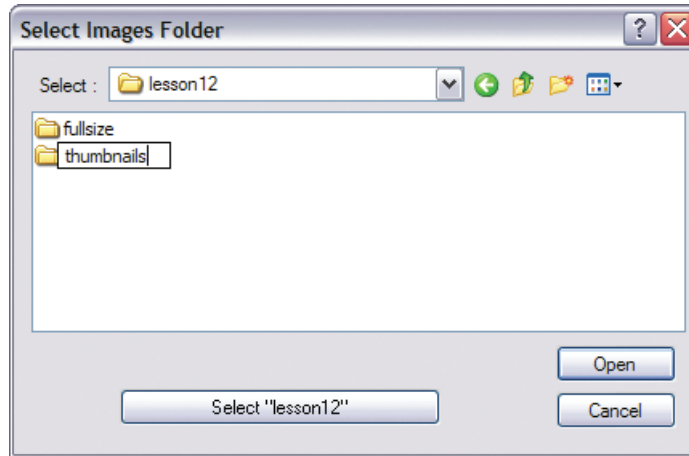
- 16 Choose JPEG – Better Quality from the Settings drop-down list, and then click Next.



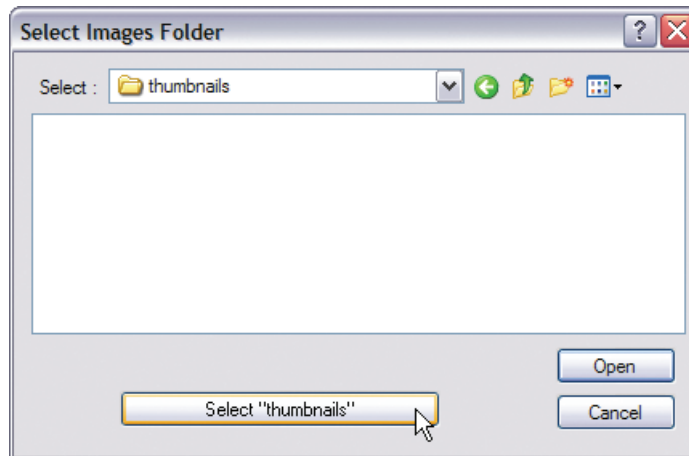
- 17 Choose the Custom Location radio button, and browse to the Lesson12 folder.



- 18** Create a new folder called thumbnails, and open that new folder, if necessary.

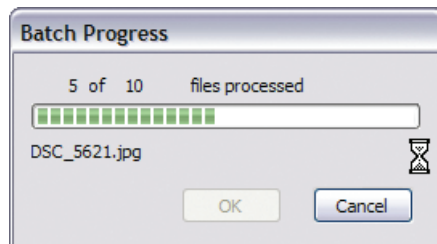


- 19** Click Select Thumbnails (Windows) or Choose (Mac).

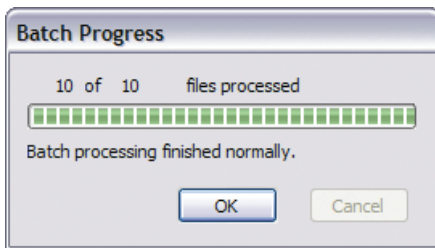


- 20** Click the Batch button.

Fireworks displays a progress box as it processes the images.



Once Fireworks is done, it will tell you that the process has been completed, and you can click OK to dismiss the progress box.



Note: As mentioned earlier, we needed only thumbnail images for this page in the design. However, should you wish, you could link the thumbnails to the full-sized versions of images using Dreamweaver or your preferred web-design software so that, when clicked, the full-sized images open for viewing.

In a few short steps you have scaled, renamed, and exported ten images all at once. The new images are in the thumbnails folder you just created.

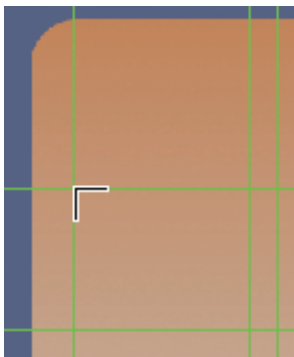
Importing and resizing images

Now that you've optimized the thumbnail images, you're ready to import them into Fireworks, and, if necessary, easily make them visually consistent.

Importing the images

The main thing, of course, is to get your newly optimized images into your design in Fireworks.

- 1 Make sure the Snap To Guides option is selected by choosing View > Guides > Snap To Guides.
- 2 Make sure the main sublayer is selected in the Layers panel.
- 3 Choose File > Import, and browse to the thumbnail directory.
- 4 Select the file thmb_wallpaper_2424.jpg, and click Open.
- 5 Click an insertion point where the first two guides (the green lines) intersect.



6 Choose File > Import again; you should still be in the thumbnail directory.

7 Select the file thmb_wallpaper_2581.jpg, and click Open.

These first two images don't fit the guide dimensions. You will correct that problem a bit later in the exercise.

8 Place your import cursor where the third vertical guide intersects with the top guide so the thumbnails are moving across the document toward the right.



9 Continue with this process, in numerical order, until all ten images have been imported. Each image should snap to the intersection of two guides.

When all the images are imported, the layout should look like the following figure.



Cropping individual bitmaps in a design

Everything lines up nicely, except those first two images. They were shot with a different camera, and their dimensions differ from the other images. You will crop these two images right on the canvas.

- 1 Zoom in to 150%.
- 2 Pan around the canvas by holding down the spacebar and dragging the mouse until you see the first image you imported, at the upper left. Then select this image with the Pointer tool.
- 3 Choose Edit > Crop Selected Bitmap. A cropping marquee appears around the object.
- 4 Use the Pointer tool to drag the top crop mark down until the tooltip reads w:125 h:83.



- 5 Release the mouse. This current crop cuts into the top of the sign. You will adjust that now.
- 6 Press the Up Arrow key four times to reposition the crop.
- 7 Press Enter or Return to commit to the crop.
- 8 Drag the image up until it snaps to the top guide.



- 9 Repeat steps 3–5 for the second image. The crop dimensions should again be w:125, h:83.
- 10 Reposition the crop as you see fit.
- 11 Press Enter or Return, and use the Pointer tool or the arrow keys to line the image up with the top and left guides as necessary.
- 12 Save the file as **nature_tours_working.png**.

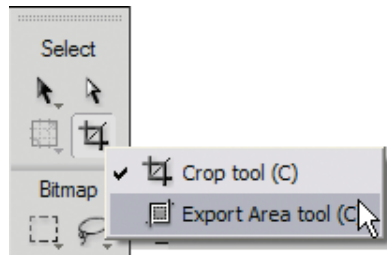
Cool shortcuts

Improving workflow also means knowing how to speed up your work without cutting corners on quality.

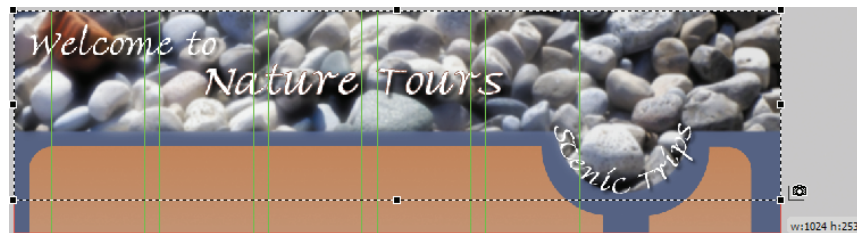
Exporting a specific area

The client for Nature Tours is wondering about changing the font for the banner, and has asked to have a look at just the website banner. Without changing the layout at all, you can export a specific area of the page.

- 1 Choose the Export Area tool (hidden beneath the Crop tool) in the Tools panel.

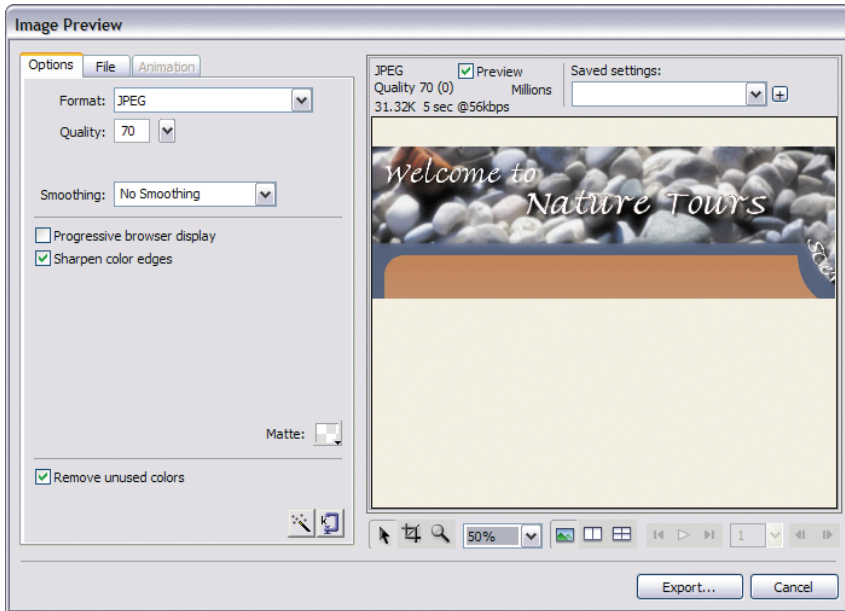


- 2 Draw a crop that includes the entire width and height of the banner.

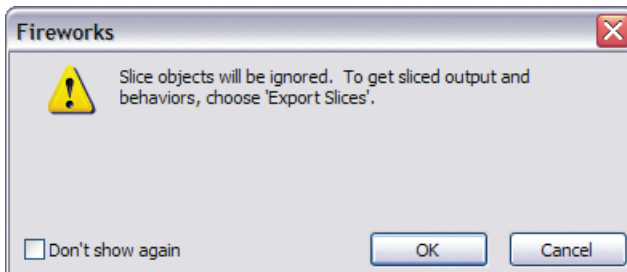


- 3 Double-click inside the crop.
The cropped area will appear in the Image Preview dialog box.

- 4 Set the format to JPEG and the Quality to 70%, if those settings are not already present. In the Image Preview dialog box, you can move around your document by clicking on the preview and dragging your cursor, allowing you to inspect the impact of your formatting choices.

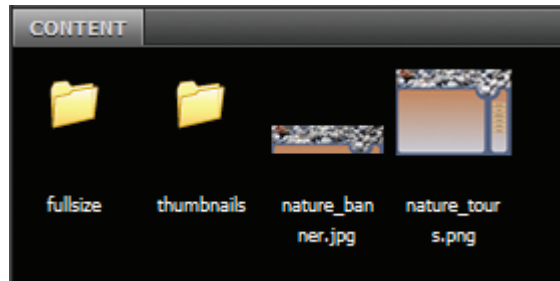


- 5 Click the Export button. The Export dialog box appears.
- 6 Browse to the Lesson12 folder, and change the filename to **nature_banner**.
- 7 In the Type menu (Windows) or Export menu (Mac) near the bottom of the dialog box, choose Images Only.
- 8 Make sure Slices is set to None. An alert box may appear telling you that slices will be ignored. If it does, click OK to continue.



At this time, you want to export only the area you cropped. All other settings can remain as they are.

- 9 Click Save (Windows) or Export (Mac). Fireworks exports the cropped area as a JPEG file. You'll take a look at it in Bridge.
- 10 Back in Fireworks, choose File > Browse In Bridge. Locate the Lesson12 folder. You'll see that the area you cropped—the web banner—has been exported as a separate JPEG file, which can easily be e-mailed to the client for feedback.



Globally optimize pages

Fireworks remembers the last default export options you selected, and applies those settings to new documents as you create them. You can reset the export options for all pages very easily in a design:

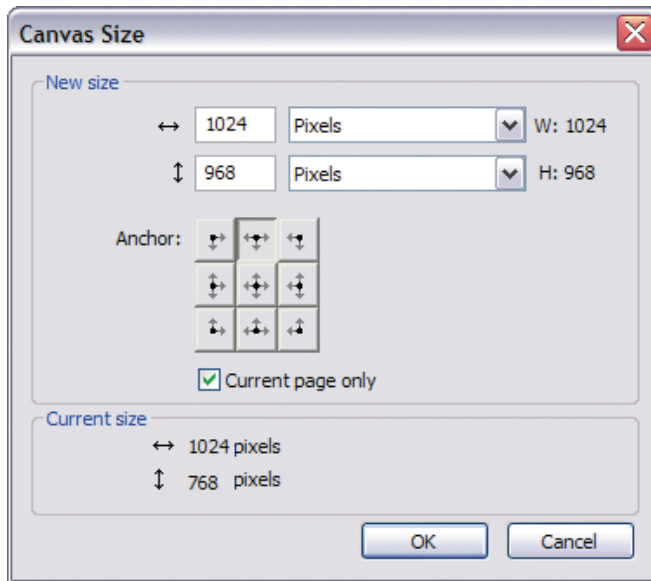
- Shift-click in the Pages panel to select the pages you wish to change.
- Select a new export option from either the Properties panel or the Optimize panel.
- All nonsliced areas of each selected page will now export based on the new image settings you define.

Changing rectangle corners independently

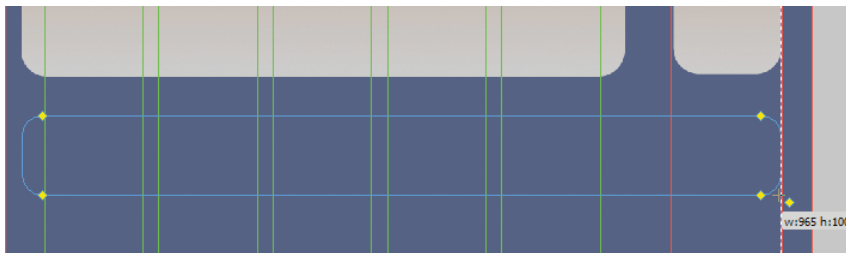
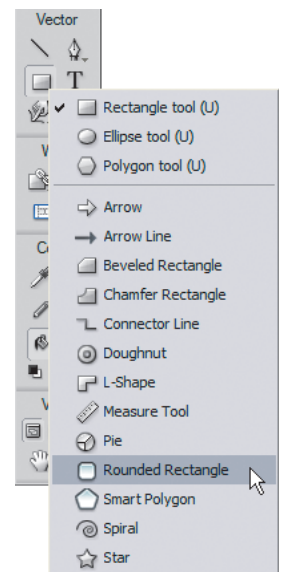
Way back in Lesson 4, you were introduced to a special vector shape called an Auto Shape. You used the Chamfer Auto Shape as a design element in the watch_promo.png file. There are three rectangular Auto Shapes in the Vector tools section of the Tools panel: Bevel, Chamfer, and Rounded Rectangle. Here's a little secret: all three shapes offer the exact same corner options, but which corner is used as the default is based on the shape you choose to add. You can also customize the individual corners of any of the three shapes.

The client has asked to see a revision to the wallpaper page design. He likes the shapes that act as containers for the thumbnails and navigation, and wants to see something similar to contain footer information. You will be changing layout elements this time, so you'll create a duplicate page first.

- 1 Drag the current page to the Add/Duplicate page icon at the bottom of the Pages panel.
- 2 Rename the new page **footer_concept**.
- 3 Choose Modify > Canvas > Canvas Size.
- 4 Change the height to **968**.
- 5 Select the top middle anchor in the anchor grid.
- 6 Make sure Current Page Only is selected, and click OK.



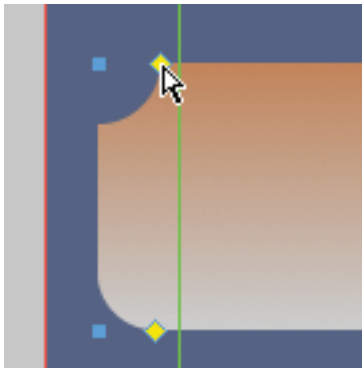
- 7 Select the Rounded Rectangle Auto Shape from the Tools panel.
- 8 Starting at X: 20 and Y: 790, draw a rectangle that is 963 pixels wide and 100 pixels high. The Smart Guides will help you align the new shape at the left and right sides, to match the combined width of the two shapes above.



- 9 Select the Pointer tool.

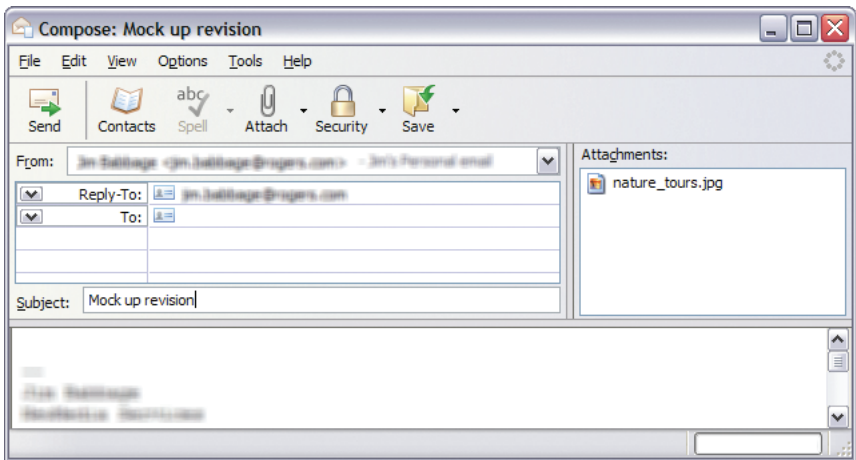
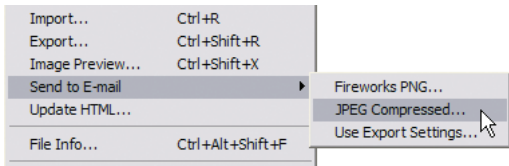
► **Tip:** To quickly fill a shape with the attributes of another shape, select the shape that has the desired attributes and press Ctrl+C (Windows) or Command+C (Mac), and then select the new shape and choose Edit > Paste Attributes.

- 10 Hold down Alt (Windows) or Option (Mac), and click on the top-right yellow diamond. Only the right corner changes to a chamfer.
- 11 Do the same with the top-left yellow diamond.



You want to quickly send off this new page design to the client.

- 12 Save the file.
- 13 Choose File > Send To E-mail > JPEG Compressed. Your e-mail client will open, with the image already attached and ready to be sent.



Thinking ahead: future-proofing your projects

In many situations, your files and projects aren't necessarily going to stay only with you, or even within Fireworks. They may take on a further life of their own. You'll want to make sure not only that other people who need to use them can access and understand them properly, but also that the files will display and behave as predictably as possible when opened within Photoshop.

Metadata

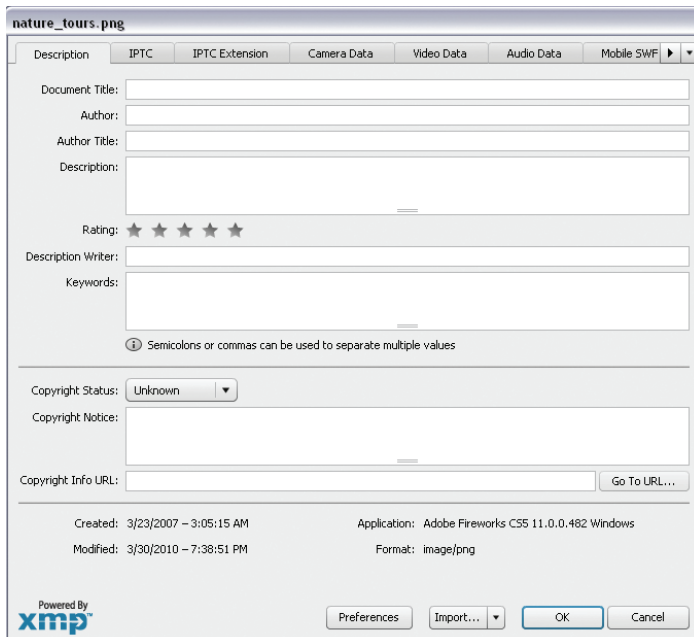
Metadata is additional information about a digital file. This information can be helpful for organizing and locating a project or its assets or just sharing information across the design team.

The Adobe XMP (eXtensible Metadata Platform) format lets you add file information to saved PNG, GIF, JPEG, TIFF, and Photoshop PSD files. Data such as author, copyright, keywords, contact information, and even job history can be shared and updated between Adobe applications.

Adding metadata

You can add metadata using Adobe Bridge, but it is easy enough to do right inside Fireworks as well.

- 1 Choose File > File Info. The XMP data window opens.



Depending on the file you are working with, there may already be metadata applied to the image. This is most often the case with photographs shot with a digital camera. In the case of this file, there is no metadata as of yet. But you will change that.

- 2 In the Description tab, add the information you see in this figure.

The screenshot shows the Adobe Photoshop Metadata panel for the file 'nature_tours.png'. The 'Description' tab is selected. The panel contains the following fields and information:

- Description:** Document Title: Nature Tours site re-design; Author: Joe Designer; Author Title: Lead designer; Description: Initial concept for Nature Tours site re-design.
- Rating:** Five stars.
- Description Writer:** Keywords: nature tours; website; mock-up.
- Copyright Status:** Copyrighted.
- Copyright Notice:** Copyright 2010 Fire Designs Inc., All rights reserved.
- Copyright Info URL:** (Empty field with a 'Go To URL...' button).
- Metadata:** Created: 3/23/2007 - 3:05:15 AM; Modified: 3/30/2010 - 7:47:26 PM; Application: Adobe Fireworks CSS 11.0.0.482 Windows; Format: Image/png.
- Buttons:** Preferences, Import..., OK, Cancel.

- 3 Click the IPTC tab to add more specific contact information, as seen here.

The screenshot shows the Adobe Photoshop Metadata panel for the file 'nature_tours.png' with the 'IPTC' tab selected. The panel displays the following information:

- Header:** All fields on this panel are from the IPTC Core standard (<http://www.iptc.org/photometadata>).
- IPTC Contact Section:**
 - Creator: Joe Designer
 - Creator's Job Title: Lead designer
 - Address: (Empty field)
 - City: (Empty field)
 - State/Province: (Empty field)
 - Postal Code: (Empty field)
 - Country: (Empty field)
 - Phone(s): 416-123-4567
 - E-Mail(s): joedesigner@firedesignsinc.com
 - Website(s): (Empty field)
- IPTC Image Section:** (Empty field)
- Buttons:** Preferences, Import..., OK, Cancel.

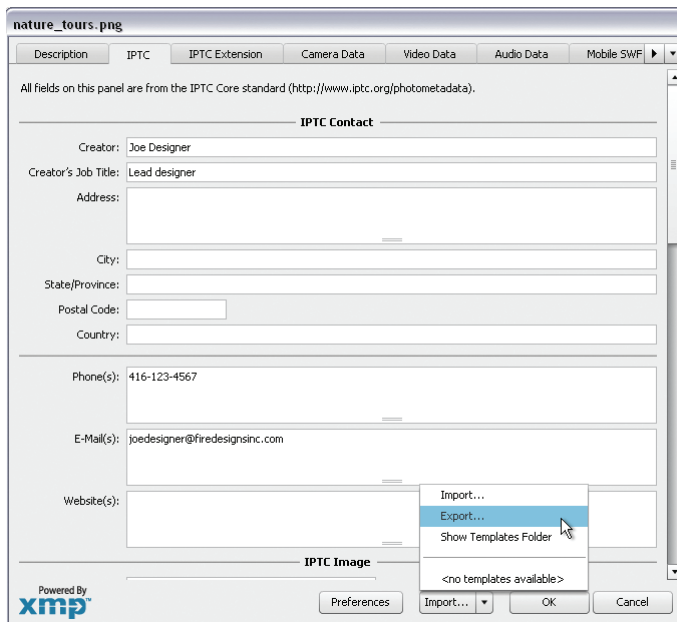
- 4 Click OK.

This data will now travel with the Fireworks PNG file. If you export a JPEG, GIF, or flattened PNG file, the data is automatically stripped out to reduce the web image file size (by default, metadata can easily add 10KB to the file size, even when there is no data added to the individual fields).

Creating a metadata template

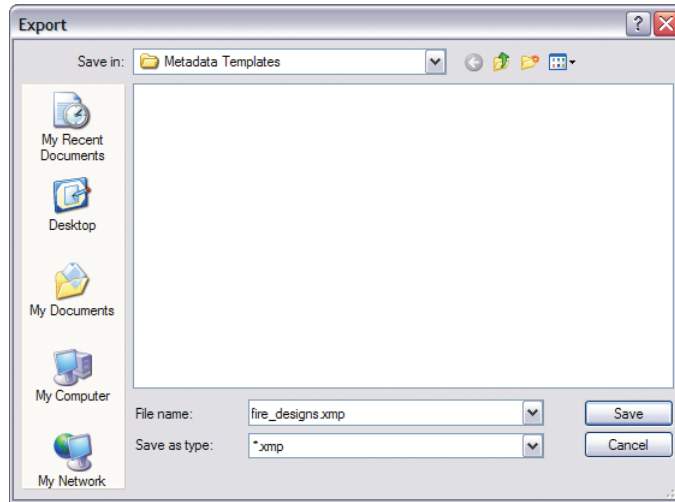
You can automate this process even further by creating a metadata template. A template speeds up the addition of common information to project files, such as your company's contact information.

- 1 Choose File > File Info again.
- 2 Remove any project-specific information from the Description tab, such as keywords and description.
- 3 Click on the Import button at the bottom of the box (to the left of OK and Cancel) and choose Export. This is a list of options, letting you import, export, browse the metadata templates folder, or apply an existing metadata template.



The Export metadata dialog box (Windows) or Save dialog box (Mac) will appear, pointing to a specific folder. All custom templates must be saved in this location.

- 4 Name the file **fire_designs.xmp**.



- 5 Click Save, and then click OK or Cancel to exit the XMP data window.

The next time you start a new design, you can select File Info and use the Import option to import your custom metadata template (or any other) into your file.

Using Fireworks files with Photoshop

With each product cycle, Fireworks and Photoshop come closer to having a fully integrated working relationship. If you need to move your Fireworks designs to Photoshop, you'll get the best results by understanding Photoshop Live Effects, best practices for saving your file for Photoshop, and Photoshop export options.

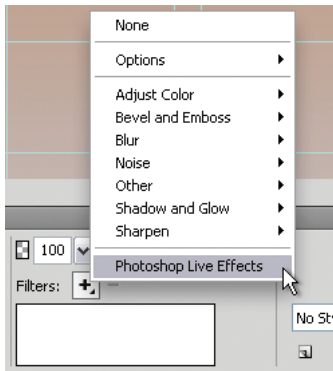
Many elements can be preserved for editing in Photoshop. Text, hierarchical layers, layer groups, vector shapes filled with Photoshop Live Effects, solid color, many gradients, and masked objects are maintained and supported when you save a file in PSD format from within Fireworks.

Photoshop Live Effects

You will add a border around the images in the wallpaper page using a Photoshop Live Effect.

- 1 Switch to the Pointer tool, hold down Shift, and click each of the thumbnails.

- 2 Click the Add Live Filter (+) button in the Filters section of the Properties panel, and choose Photoshop Live Effects.



- 3 Choose the Stroke category.
- 4 Set the size of the stroke to 1, the position to Inside, and leave the opacity at 100.

Enhanced integration in CS5

Fireworks and Photoshop CS5 have tighter integration in many ways:

Importing from Photoshop to Fireworks

You can force flattening of Photoshop adjustment layers when importing PSDs, which you can enable/disable in the Preferences.

Hue, saturation, and color blend modes and the Hue/Saturation filter in Fireworks now use the same algorithms as Photoshop to improve color fidelity and appearance

Importing editable gradients from Photoshop now match better:

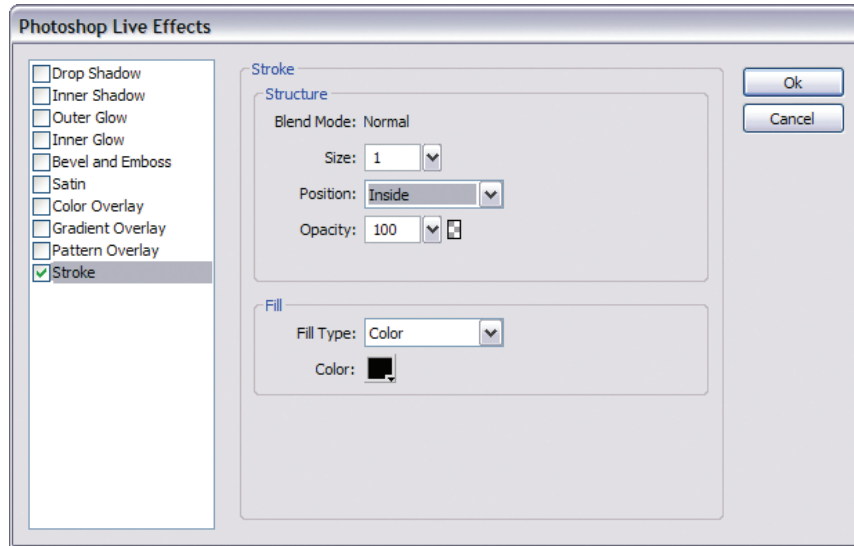
- Linear to Linear (close to perfect match)
- Radial to Radial (close to perfect match)
- Reflected to Bars (close to perfect match)
- Diamond to Rectangular (approximate match)
- Angle to Conical (approximate match)

Saving/Exporting Fireworks files as PSD files

Exporting editable gradients from Fireworks to Photoshop are likewise more accurate:

- Linear to Linear (close to perfect match)
- Radial to Radial (close to perfect match)
- Bars to Reflected (close to perfect match)
- Rectangular to Diamond (approximate match)
- Conical to Angle (approximate match)
- Ellipse to Radial (approximate match)
- Ripples to Radial (approximate match)
- StarBurst to ShapeBurst (loosely matched)
- Contour, Satin, Waves to Linear (loosely matched)

- 5 In the Fill area, change the stroke color to Black by clicking the black color swatch.



- 6 Click OK.

All the thumbnails now have a black border. We've hidden the guides and slice guides in this figure so you can better see the borders. If you want to hide them yourself, choose View > Guides, and then deselect Show Guides. To hide the Slice Guides, choose View > Slice Guides. Don't forget to set them to be shown again afterward if you do this.



What are Photoshop Live Effects?

Photoshop Live Effects are editable visual effects you can apply to objects within Fireworks. They are supported in Photoshop as layer styles. Fireworks maintains layer styles as Photoshop Live Effects when you open a PSD file in Fireworks.

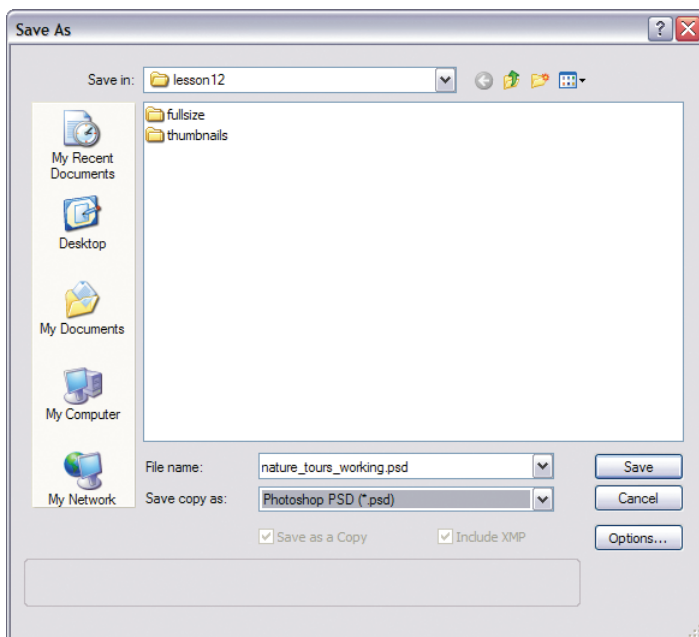
The Live Effects dialog box in Fireworks is not as robust as its Photoshop counterpart, but using these Live Effects instead of native Fireworks Live Filters will guarantee Photoshop support of the effect, if you or someone else needs to edit the file in Photoshop.

If Photoshop is not part of your workflow, by all means stick to the Fireworks Live Filters or any third-party filters you may have.

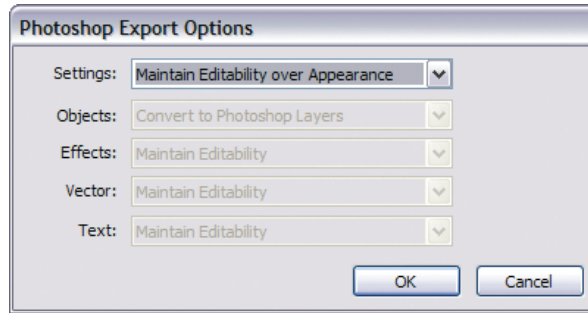
Saving your file for Photoshop

If your designs and comps must go from Fireworks to Photoshop for further editing, and you want to retain as much editability as possible, make sure you save a copy of your file in the Photoshop PSD format.

- 1 Choose File > Save As.
- 2 Browse to the Lesson12 folder.
- 3 Choose Photoshop PSD from the Save As Type (or Save As) menu. The menu name will change to Save Copy As when Photoshop PSD is chosen.



- 4 Click the Options button.
- 5 To maintain as much editability as possible, choose Maintain Editability Over Appearance.



- 6 Click OK to accept the settings, and then click Save to save the new file.

If you open the file in Photoshop, you will see that the file is very similar to the original Fireworks design, with two exceptions: the brightness of the header and the texture in the background are missing.

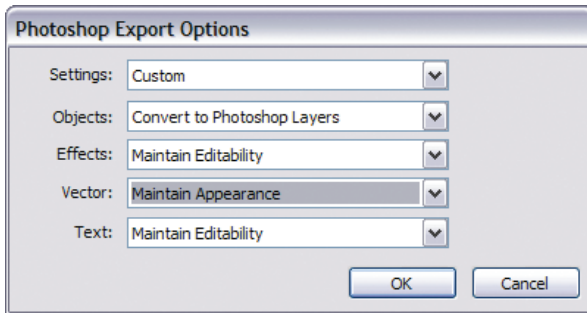
Customizing Photoshop Export options

While maintaining editability makes the file as flexible as possible when opened in Photoshop, you may also lose certain effects or features. In the current file, the vector shapes used as containers will remain as vectors, and because the fills are linear gradients, even those will export properly. Other gradients such as contour, satin, or waves will be loosely matched. The header, which uses a Levels Live Filter to help with its appearance, will lose the Live Filter, and as a result, the header will look different in Photoshop.

If the appearance is more important than the object's editability, you can customize the Photoshop export options.

- 1 Choose File > Save As.
- 2 Browse to the Lesson12 folder, if necessary.
- 3 Change the name of the file to **nature_tours_custom.psd**.
- 4 Choose Photoshop PSD, if necessary, from the Save As field.
- 5 Click the Options button.
- 6 Choose Custom from the Settings menu.

- 7 Change the Vector setting to Maintain Appearance. This will convert vectors to bitmaps, but leave any true text as editable text.



Note: The only way to maintain the Levels Live Filter is to completely flatten the objects in Fireworks. If this is an effect you desire and still wish for editability, let Fireworks discard the effect and then you can add an Adjustment Layer while in Photoshop.

- 8 Click OK to accept the custom settings, and then click Save to save the file.

Common Live Filters

Some Fireworks Live Filters are supported by Photoshop and behave as standard Photoshop layer styles.

Photoshop Live Filters can be added while in Fireworks, or they can be supported (editable) or maintained (only editable in Photoshop) if they are added as a layer style in Photoshop.

The following list of Fireworks Live Filters are supported and maintained between Photoshop and Fireworks:

- Drop Shadow, Inner Shadow
- Glow, Inner Glow
- Bevel and Emboss (all)

Common blending modes supported by Photoshop and Fireworks

Blending modes can be applied to objects or layers. When you apply a blending mode, the object's color and opacity are blended with the object beneath it in the Layers panel. Fireworks has 46 different blending modes. Photoshop and Fireworks share many common blending modes (23 in total). If a blending mode in this list is applied to an object or layer, the mode will be supported and remain editable in either application.

Normal	Color Dodge	Hard Mix
Dissolve	Linear Dodge	Difference
Darken	Overlay	Exclusion
Multiply	Soft Light	Hue
Color Burn	Hard Light	Saturation
Linear Burn	Vivid Light	Color
Lighten	Linear Light	Luminosity
Screen	Pin Light	

Review questions

- 1 How do you access Bridge from Fireworks?
- 2 How do you batch-process files from within Bridge?
- 3 How do you crop a bitmap object that is part of a design?
- 4 How do you add metadata to a Fireworks PNG file? Why would you do this?
- 5 How do you customize the export options for saving a Photoshop file?
- 6 How can document templates save you time?

Review answers

- 1 To access Bridge from Fireworks, choose File > Browse In Bridge.
- 2 To process multiple files within Bridge, select the files in the Content panel, and then choose Tools > Fireworks > Batch Process.
- 3 Select the object, and then choose Edit > Crop Selected Bitmap. Adjust the cropping marquee to suit, and then press Enter or Return to commit to the crop.
- 4 To add metadata, choose File > File Info. Select the appropriate tab from the metadata panel, for the type of information you want to add, and fill in the areas relevant to the project and image. Adding metadata can help organize and locate content by adding contact information about the designer or company, and can include basic data about the client, such as client name, project goals, and copyright.
- 5 You can globally customize the Photoshop Export options by opening the Preferences panel, or you can adjust the settings on an image-by-image basis when you choose to Save As a Photoshop PSD file.
- 6 Document templates can save you time by giving you a head start on the design or prototyping stages of a project. The Grid templates give you several variations of grid structures to help you lay out your wireframe or even a website prototype. The Document Presets folder contains a range of files set at specific dimensions, making it easy to start designing a series of web banners at the common banner sizes, for example.