

# Fireworks 3 – Animation and Rollovers

## What is Fireworks

Fireworks is Web graphics program designed by [Macromedia](#). It enables users to create any sort of graphics as well as to import GIF, JPEG, PNG photos or animation files. Using Fireworks, images can be turned into buttons, banners, ads, and other Web interface elements.

## How to access FireWorks 3 from IU's NT clusters

Run via **Start menu > Programs > Graphic-Design > FireWorks 3**

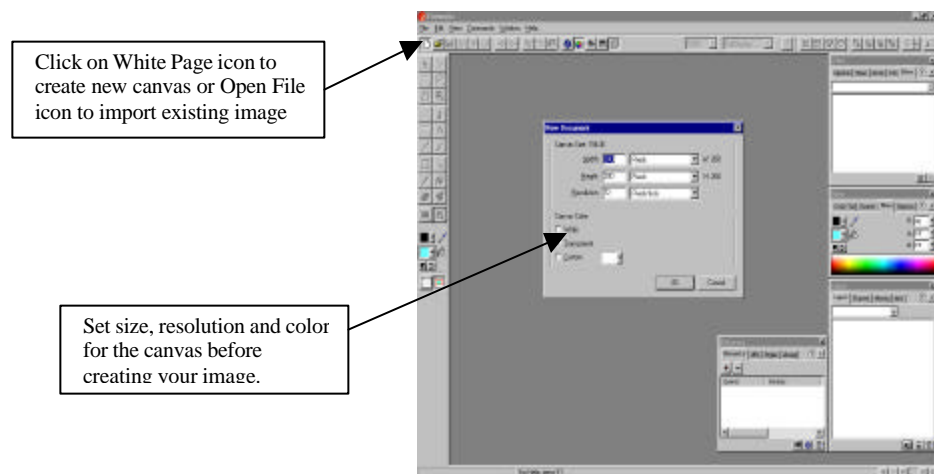
## Rollovers

Rollovers are images such as buttons or pictures in a Web page that change appearance when the user moves the mouse over the images or clicks the images. This is an effective way to improve user feedback on Web pages.

The effect is achieved by switching one image to another, thus giving the illusion of mode or state change. Rollovers can have four states: *Up*, *Over*, *Down*, *Over Down*. The most basic rollovers have two states: *Up* – image's original state and *Over* – when user places the mouse over the image.

## Let's create a simple 2-state Rollover

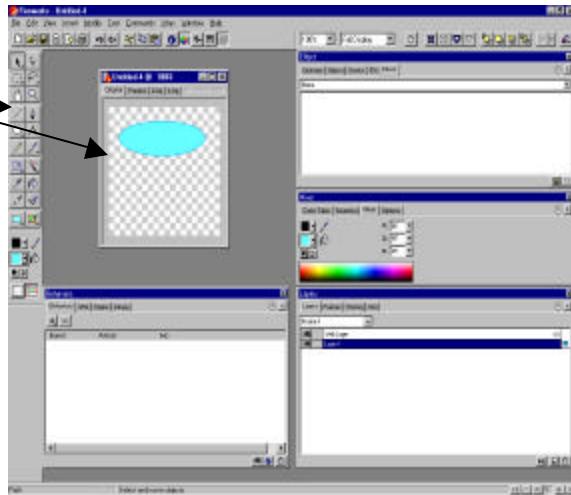
1. You can create or import an image. Here will start from scratch and create an image. Open a canvas by selcting **File-> New** from the main menu. Set appropriate size, resolution, and color (can have transparent or colored background).



2. Create an image you want by using the *Drawing Tool*.

Create any image object using Drawing Tool on the canvas

**Tip:** On the Drawing tools you will see a little triangle on the bottom. Click and hold your mouse, a pop-up menu will give you more options.

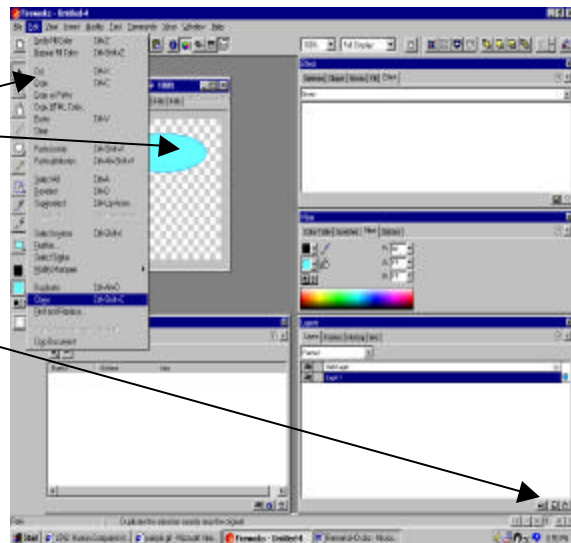


3. Select the image object you created with the Pointing tool and choose **Edit > Clone** to create a duplicate image object on top of your image.
4. Select both image objects (hold down the **Shift** key to select more than one object). Click the Distribute to Frames button, resembles small movie strip, in the Layers Panel. Now your images should be distributed to separate frames so that each image state is on its own frame.

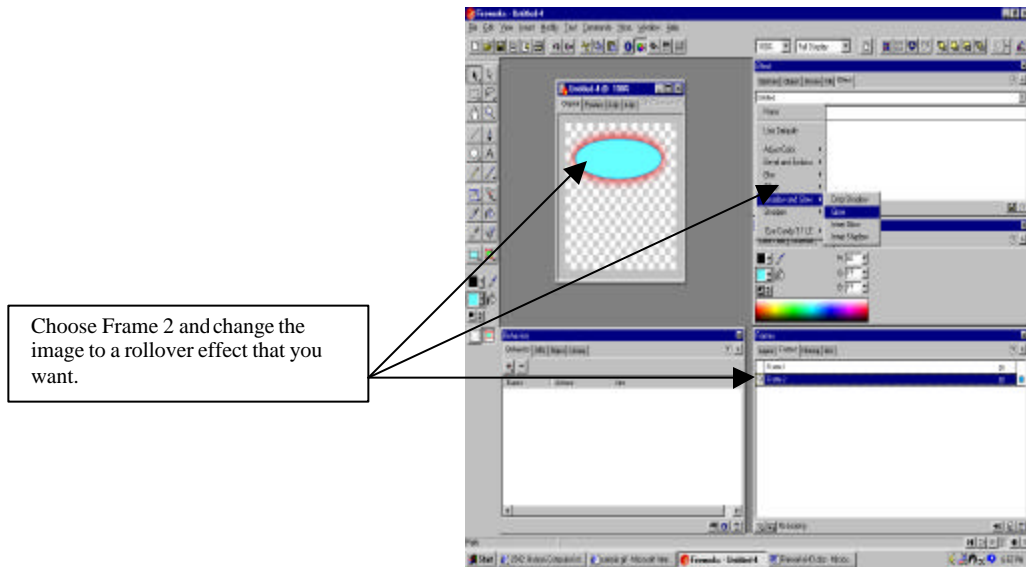
Clone your image to be distributed to its own frame

Select images then click on the Distribute to Frames button.

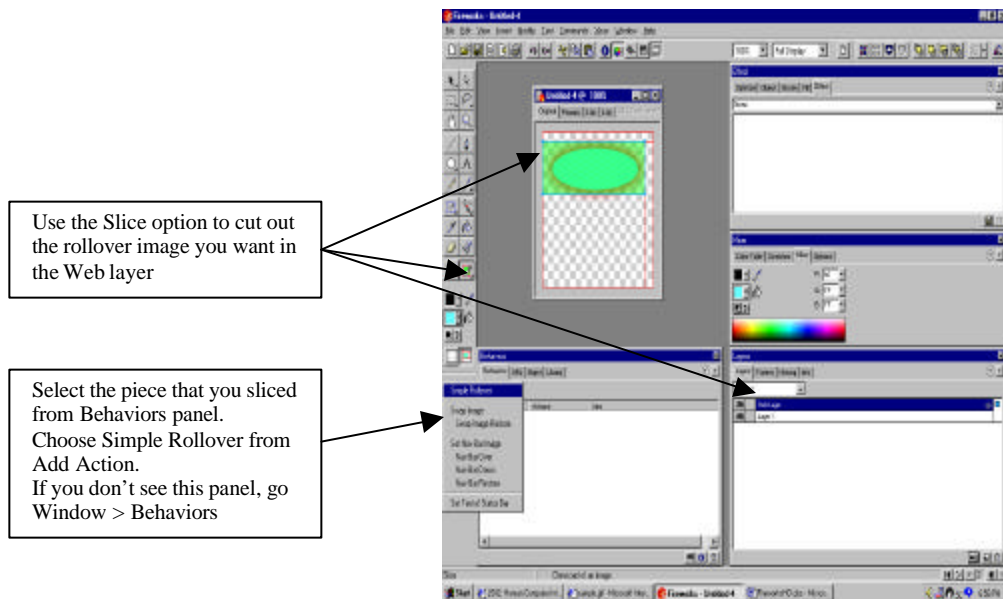
**Tips:** 1. When you are selecting images to be cloned or distributed, make sure you are in the selection state (indicated by the black arrow on the Drawing Tool)  
2. If you don't see the Layer Panel window, go to Window > Layers



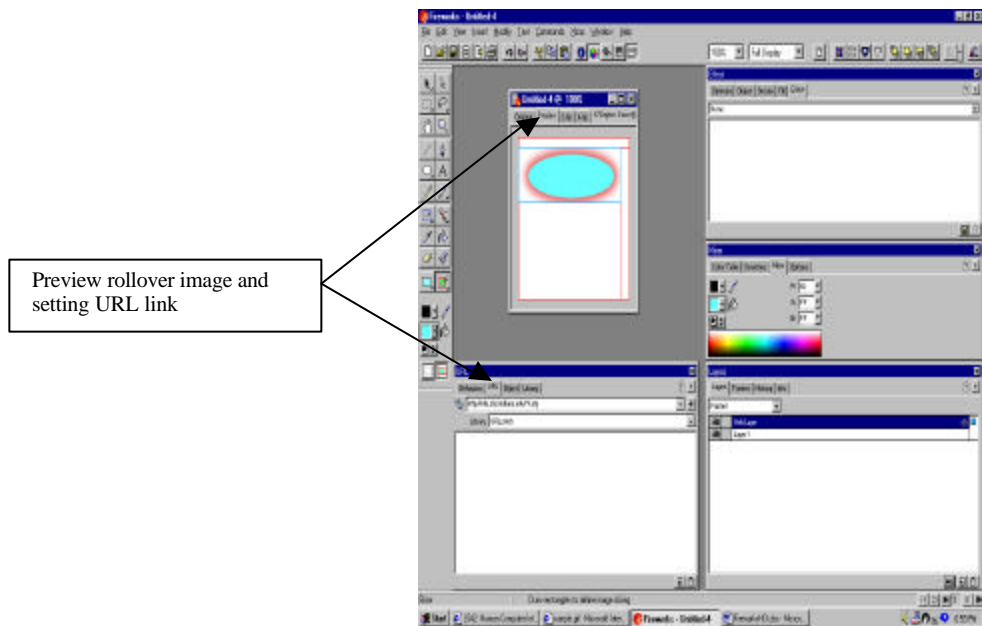
5. In the Layers Panel, Frame 1 contains a suitable Up state for your image. Go to Frame 2 and modify image in order to create Over state for the image. You can add a Glow Effect or change the Fill or Stroke settings.



- Use the Slice option in the Drawing Tool to slice out your image on the web layer. Then from *Behaviors panel*, choose Simple Rollover from the Add Action pop-up menu.



- Add a link URL via the *URL Panel*.
- You can preview your rollover image by clicking on the Preview tab on your canvas.



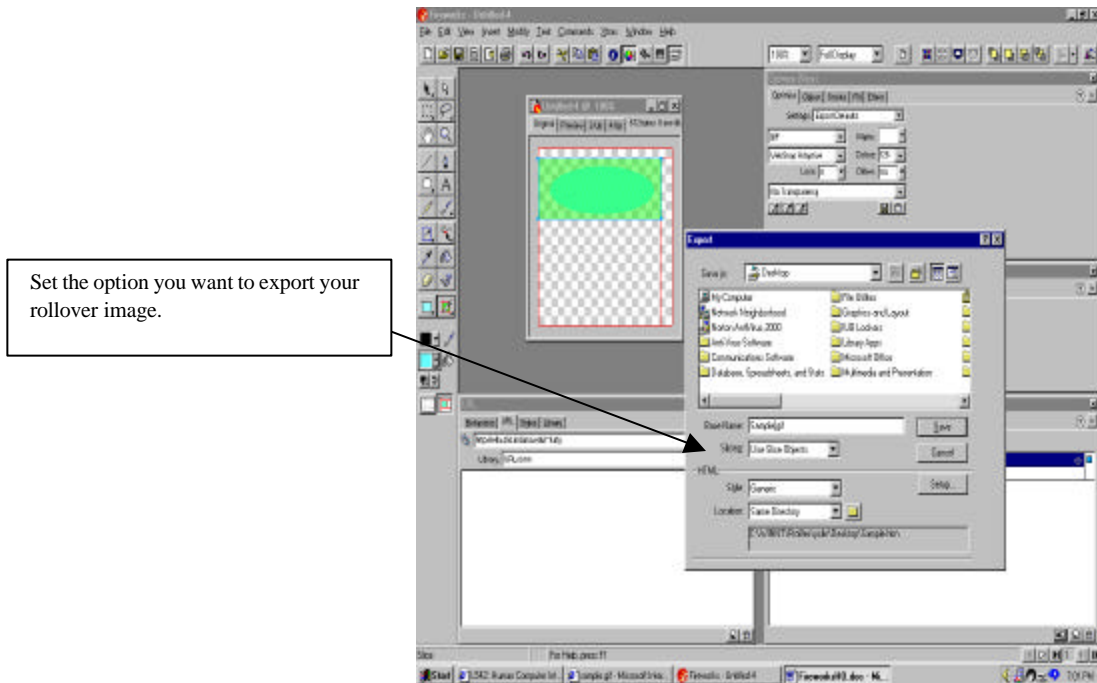
## Exporting Rollovers for use of your Web page

Integrate the rollovers to your Web page takes two steps:

1. Export the code from Fireworks as an HTML file or to clipboard.
2. Insert the code into your Web page.

### Exporting the Code from Fireworks

1. Choose **File > Export**. The Export dialog box should appear.
2. Choose a target folder for your image files.
3. Choose options in the Slicing option list:
  - a. Slice Objects slices your image according to the placement of the Slice Objects. This option is used most of time.
  - b. Slice Along Guides slices your image along guides.
  - c. Slices: Current Frame similar to Slice Objects except only the images from the current frame are exported.
4. In the HTML area of the dialog box, choose from style option lists your preferred type of HTML output. Use Generic if you don't know what to choose.
5. Choose the desired location for the HTML file in relation to your rollover image from Location option list.
  - a. Choose Same Directory to save the output code to the same folder as the images.
  - b. Choose One Level Up to save the output code in the parent folder of the image folder.
  - c. Choose Custom and select the path from the dialog box to place the output code in specific folder.
  - d. Choose Copy to Clipboard to save the output code to the clipboard instead of creating an HTML file.
6. Click Save.



### Inserting rollover code in your Web page

1. Open the source HTML file that you exported from Firework in a text or HTML editor.
2. Select and copy to the Clipboard or Notepad the section that starts with  

```
<!------- BEGIN COPYING THE HTML HERE ----->
```

and ends with  

```
<!------- STOP COPYING THE HTML HERE ----->
```
3. Open your target Web page in a text or HTML editor. In the <body> section of the Web page insert the code where you want the image to appear.
4. Return to the source HTML file. Select and copy to the Clipboard or Notepad the section in the <body> tag that starts with  

```
<!------- BEGIN COPYING THE JAVASCRIPT SECTION HERE ----->
```

and ends with  

```
<!------- STOP COPYING THE JAVASCRIPT SECTION HERE ----->
```
5. Return to your target Web page and paste the copied code in the <head> section of the HTML code.

Indications on where you should start and end copying the piece of source code to be use in your Web page.

```

</html>

</head>

<title>Sample.Mim - Notepad</title>

<meta http-equiv="Content-Type" content="text/html; charset=iso-8859-1">
<meta name="description" content="Fireworks 5 slice HTML">

<!-- Fireworks 3.0 Generic target.
Created Wed Jan 10 19:02:21 GMT-0500 (US Eastern Standard Time) 2000 -->

<!-- BEGIN COPYING THE JAVASCRIPT SECTION HERE ----->
<script language="JavaScript">
<!-- Hide this script from non-Javascript-enabled browsers.
Function ML_FindObj(o, f) { //v0.8
var p,i,e; if(!o) o=document; if(!o.isIndex("[]")) ML_parenet.frames.length; {
o=parent.frames[a.substring(p+1),document]; n=a.substring(0,p);
if(!o==[a]] ML_FindObj(o, f); for (i=0; i<ML_parenet.frames.length; i++) n=d.frames[i][a];
for (i=0; i<ML_parenet.layers.length; i++) n=ML_FindObj(o, f, layers[i], document); return n;
}

/* functions that swaps images. */
function ML_swapImage() { //v3.0
var i,j=0,x,a=ML_swapImage.arguments; document.ML_src=new Array; for(i=0; i<(a.length-2); i+=3)
if (i%3==0) ML_FindObj(a[i])!=null?document.ML_src[i]=a[i]; if(a.src) a.src=a[0][a];
}
function ML_swapImageStore() { //v0.8
var i,x,a=document.ML_src; for(i=0; i<a.length; i++) ML_a[a[i]]+=a[i].src+a.src;
}
// step hiding -->
</script>
<!-- STOP COPYING THE JAVASCRIPT HERE ----->
</head>
<body bgcolor="#FFFFFF" onload="-->

<!-- The following section is an image or HTML table which reassembles the sliced image in a browser.-->
<!-- Copy the table section including the opening and closing table tags, and paste the data where-->
<!-- you want the reassembled image to appear in the destination document.-->

<!-- BEGIN COPYING THE HTML ----->
<table border="0" cellpadding="0" cellspacing="0" width="200">
<tr>

```

### Animations

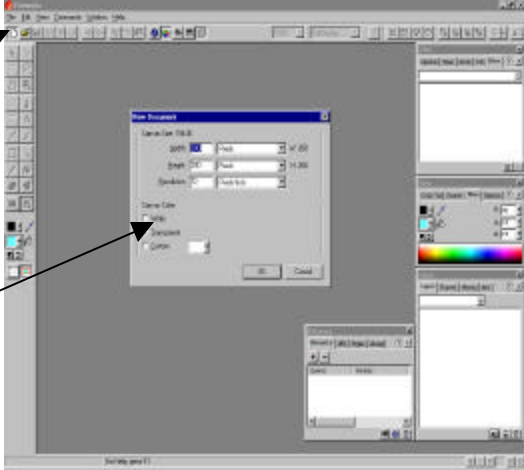
The rapid succession of similar images with slight changes in an object's location or properties can make objects appear to be moving. The *Frames panel* is the heart of Fireworks' animation features, where you can add, remove, record, and specify timing for individual frames.

### Create Simple Animation

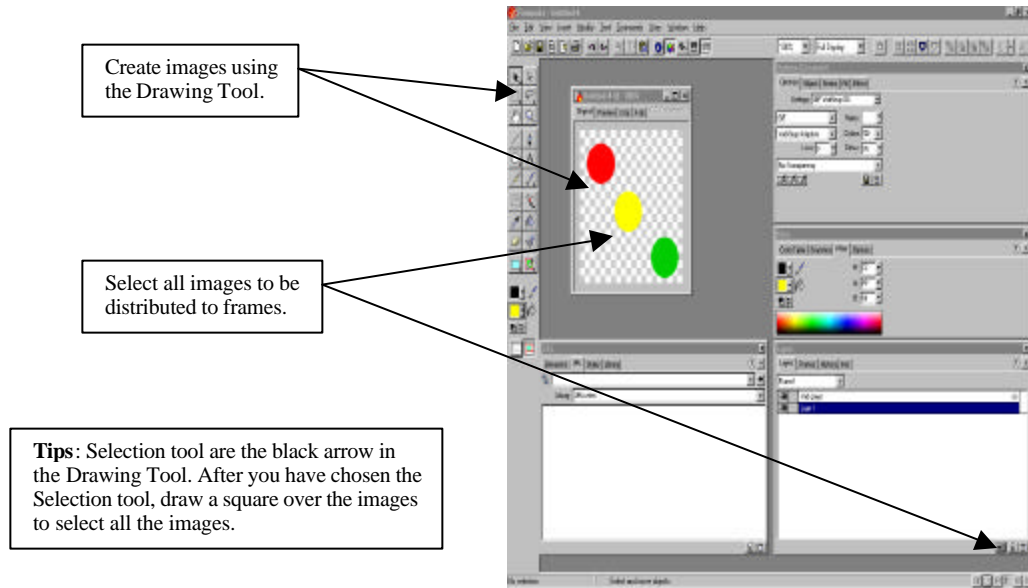
1. Create or import an image. Again, we start from scratch by first open a canvas and set appropriate size, resolution, color.

Click on White Page icon to create new images or Open File icon to import existing image

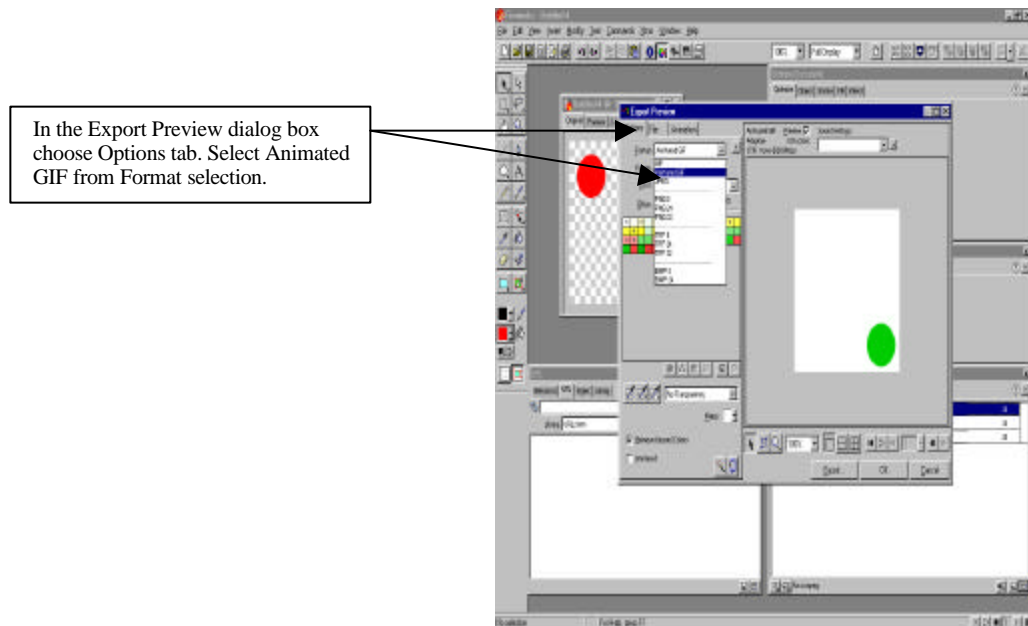
Set size for the canvas before creating your image.



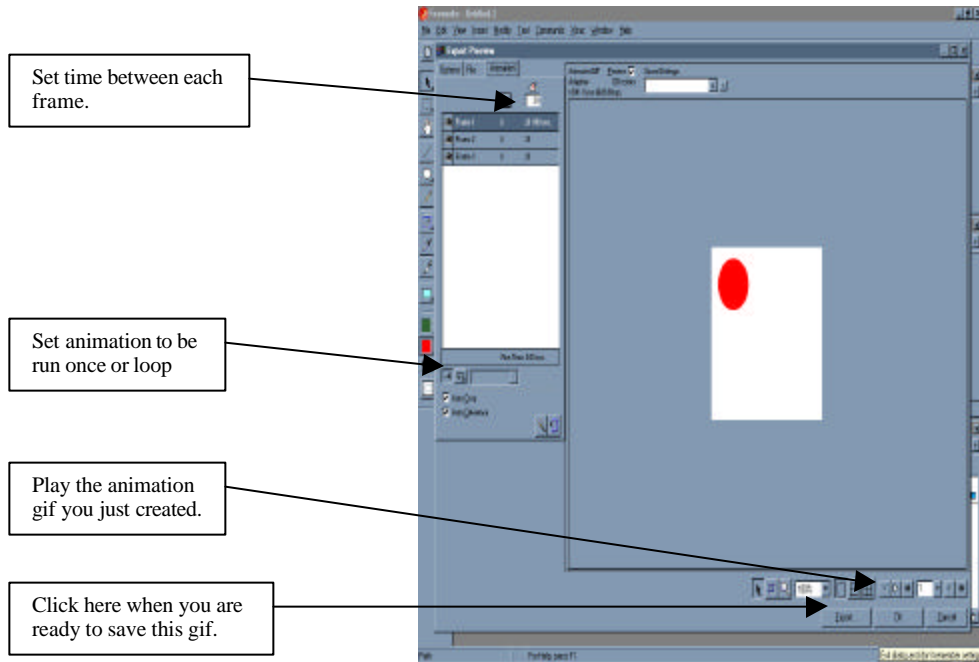
2. Create a succession of similar images with changes in element's properties. In this case we are going to change the colors. After the images have been created, select all the images and click the Distribute to Frames button, resembles small movie strip, in the Layers Panel. Now your images should be distributed to separate frames so that each image state is on its own frame.



3. To preview the animation you just created, go **File > Export Preview**. Export Preview dialog box should appear. Click on the Options tab; choose Animated GIF from Format selection box.



4. Click on the Animation tab in the Export Preview dialog box. Here you have options of setting your animation run once or loop, setting the time between each frames, and preview your animation. Click export when you ready to save your animation gif file.



## A Different Way to Create Animated GIF

Symbols and instances are another powerful way to create animations. Symbols are reusable objects that have been placed in a Fireworks Library. Instances are copies of symbols placed on the canvas. Changes to Symbols properties are reflect in its Instances.

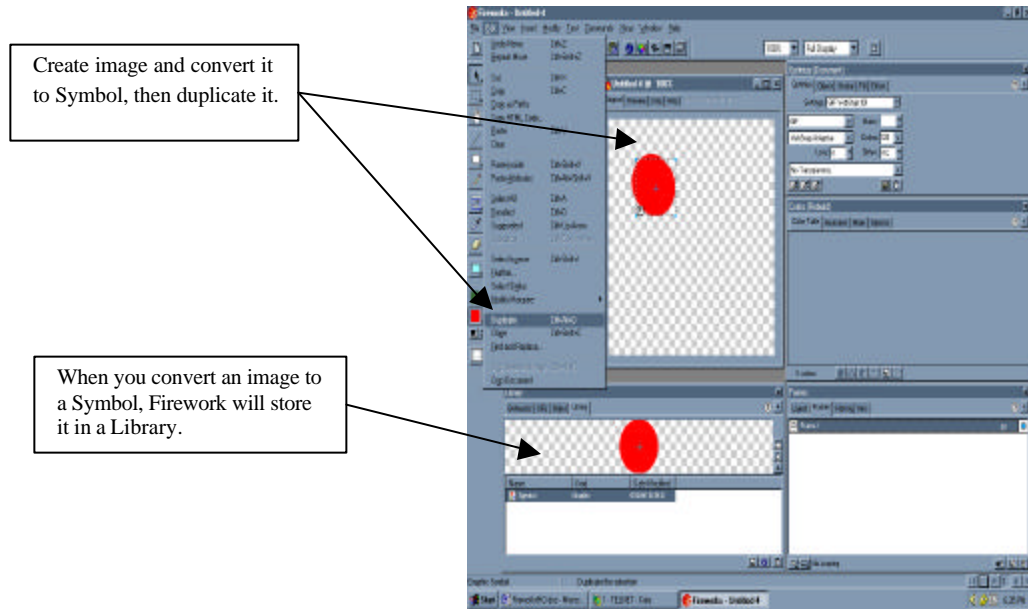
Two Instances of the same Symbol can be “tweened” by Fireworks. Tweening is a traditional animation term that refers to generating intermediate frames between two images to create the effect of image changing smoothly into other image. Tweening can be applied to transform image’s width, height, transparency, etc.

## Create a Simple Animation using the Tween Method

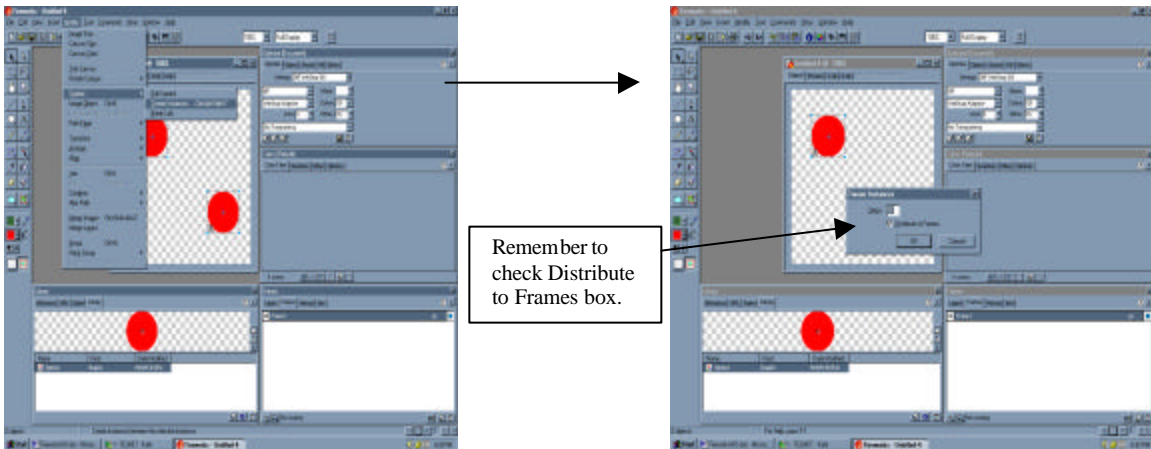
1. Create an image and convert it to a Symbol by select the image and choose **Insert > Convert to Symbol**. Name your Symbol and click OK when you’re done. Your image should be converted into a Symbol and stored in the Library now. An Instance of your Symbol is left in its place on the canvas.



2. Choose **Edit > Duplicate** to create a copy of the Instance. A copy of an Instance is also an Instance.



3. Position the duplicate Instance to a spot on the canvas where you want the tween to stop.
4. Select both Instances and choose **Modify > Symbol > Tween Instances**. Fireworks should display the Tween Instances dialog box. Enter the number of steps to tween. Remember to check the Distribute to Frames check box. Click OK.



5. To preview the animation you just created, follow step three and four of the previous example.

**If you need more information, please use the Tutorial or Fireworks Support located under Help Menu.**