

This project focuses on broadening the technical skills of the Fireworks CS3 designer.

Synopsis: You are to create 4 separate Fireworks (PNG) files, each named in accordance to the details below and placed within a folder labeled with your name, lastname_firstname.

Due: Beginning of class September 18th

Each separate Fireworks file will explore a specific nuance of the software (as detailed below):

File one> exploring type effects

- Start a new document 750x750 pixels 72ppi, canvas color, white.
- Type in the word Interactivity using 30pt Verdana. Kern 0, bold
- Create (duplicate) this text 18 times in total and space throughout the canvas evenly using the align tool.
- You will now apply 18 different effects to each of the words. As you apply the effect, change the name of the font from interactivity to whatever the name of the effect is: i.e. drop shadow. Feel free to change the size of font of necessary. Some of the effects may render further text editing impossible, as the font needs to be turned into a bitmap to apply the effect, for these instances, rename the font before you apply the effect.
- Explore the following effects and font attributes:
 - Drop shadows and variations
 - Fill effects: patterns, styles, gradations, textures
 - Stroke and stroke effects
 - Fill variations: multiply, difference...
 - Bevels and variations
 - Glows
 - Filters
- Besides the stock effects, must create 3 effects based on a variation of these effects: i.e. text that has been extruded to appear 3d with a pattern fill of leaves with an elongated drop shadow.

File two> exploring polygons and shapes

- Start a new document 750x750 pixels 72ppi, canvas color, white.
- Place at least 15 different vector shapes onto the canvas.
- From these 15+ shapes, duplicate them at least once and create variations of these shapes using the editing nodes (the yellow diamonds) built into them.
- Apply various effects to these shapes.
- The idea here is to explore the wide variation of stock vector shapes, and the various uses and effects that can be applied to them.

File three> the rectangle

- Start a new document 750x750 pixels 72ppi, canvas color, white.
- Draw a rectangle onto the canvas, 75x75 pixels,
- Create (duplicate) these rectangles 25 times in total and space throughout the canvas evenly using the align tool.
- Open the STYLES menu (WINDOW>STYLES). Apply these various styles to the rectangles. Also, add effects to the rectangles from the following sources:
 - Filter>Eye Candy

- Filter>Alien Skin
- Various filters
- Two effects from the CREATIVE Menu

File four> The environment

- Start a new document 800x800 pixels 72ppi
- Using an accumulation of all the effects and shapes used in this assignment, you are to create a complete environment.
- You can only use shapes and text.
- You cannot use:
 - Pen tool
 - Line tool
 - Pencil tool
 - Any other vector shape tool
- Using only the prescribed shapes and text, while maintaining the outlined constraints of this assignment, create an environment that not only typifies and makes use of these various elements, but the variations therein. This can include:
 - Any of the filters, effect, styles, patterns, gradations, or vector manipulation tools available.
- The environment that you create must be complete and obvious (if not abstract). Use your imagination to create this scene. It can be surreal, abstract, cubist, perspective based, organic, or whatever your imagination dictates.
- Some examples might be:
 - Underwater scene
 - City 'scape
 - Alien planet
 - Abstract face
 - Whatever comes to mind
- Can be colorful and rich, or drab and sorrowful as per your ability to portrait your ideas while only making use of the limited array of tools and effects.

This is a freeform project developed to allow you to discover the wide range of tools included in Fireworks while attempting to maintain a degree of interest and, I dare say, fun.

enjoy