

## CSCI 3350 Assignment 4

### Dreamweaver / Fireworks

**Estimated time:** 10 hours (in class) or 20 hours (online)

**Readings / Textbook Examples** (read the following **before** starting this assignment)

- Follow examples (on computer) in Dreamweaver textbook, Ch 1 to 5.
- Follow examples (on computer) in Fireworks textbook, Ch 1 to 5.
- You will need some files to start those examples,
  - these files can be found in D2L > content > course documents,
  - or they can be found in the CDs (or online resources) that comes with the textbooks.
- The end products of the Fireworks textbook examples will be used directly in this assignment.
- The techniques of the Dreamweaver textbook examples will help you to create the website for this assignment.

**Objective:** This assignment has you work with the basic features of Adobe Dreamweaver and Fireworks. You will build a simple (standard and boring) website.

**Instructions:**

- Build a website with the title **<my name>'s Fireworks Experience**, for example, Richard Ricardo's website should has the title Richard Ricardo's Fireworks Experience. (0 point for not using your name)
- If you see "richard" in any filename below, replace it with your name.
- Build your website in folder **/lastname\_firstname\_assignment4/** (3 points)
  - Put your images in subfolder **/lastname\_firstname\_assignment4/images/** (3 points)
- Follow the Dreamweaver textbook lesson 5, and finish the exercises (start from layout.html).
- Build a standard website using the Dreamweaver textbook lesson 5 template layout.html (then 6 more pages). The complete website should look like the example website at the end of **Dreamweaver textbook lesson 5**. Use the same layout as the textbook (starting **Dreamweaver textbook lesson 5**). In other words, use the techniques in Dreamweaver textbook lessons 5 to build this website.
- Choose a color scheme (before you start), you CANNOT use green, the textbook lesson color. (-50 points for using green)
- The website should have the following features (points would be awarded/deducted for each feature):
  - Starting with given Dreamweaver textbook lesson 5 layout "layout.html"
  - Page title including **<your name>** (for each html file) (2 points each, total 12 points)
  - A top banner (created using Fireworks) with web site title and **<your name>** (10 points)
  - Background for the footer (to create effect similar to the example, **different** color from textbook) (5 points)
  - Background for the header (to create effect similar to the example, **different** color from textbook) (5 points)
  - (5 points)
  - Heading text for each page as shown (1 point each, total 6 points)
  - Content text and images for each page as shown (covered below)
  - Interactive menus similar to the example (10 points)
  - 2 sidebars similar to the example for all pages (4 points)

- The content of the website should be about Fireworks techniques, and it should include the following:
  - 6 pages (html files), stated/include below
    1. Home Page, **index.htm**: (2 points)
      - Links to other pages (2 points)
      - a brief introduction to what this site is about (2 points)
    2. Workspace (Fireworks textbook lesson 1), **workspace.htm**: (2 points)
      - Brief introduction to the techniques (1 short paragraph) (2 points)
      - webpage.fw.png (end product of Fireworks textbook lesson 1) (3 points)
    3. Pages, States, Layers (Fireworks textbook lesson 2), **pages\_states\_layers.htm**: (2 points)
      - Brief introduction to the techniques (1 short paragraph) (2 points)
      - localpicks\_320x480\_finish.fw.png (end product of Fireworks textbook lesson 2) (3 points)
    4. Bitmap Images (Fireworks textbook lesson 3), **bitmaps.htm**: (2 points)
      - Brief introduction to the techniques (1 short paragraph) (2 points)
      - index.fw.png (end product of Fireworks textbook lesson 3) (3 points)
    5. Selections (Fireworks textbook lesson 4), **selections.htm**: (2 points)
      - Brief introduction to the techniques (1 short paragraph) (2 points)
      - bigsky\_richard.fw.png (3 points)
      - sand\_river1\_richard.fw.png (3 points)
      - trash\_sign\_richard.fw.png (3 points)
      - icon\_richard.fw.png (3 points)
      - all files above are the end products of Fireworks textbook lesson 4
    6. Vector Graphics (Fireworks textbook lesson 5), **vectors.htm**: (2 points)
      - Brief introduction to the techniques (1 short paragraph) (2 points)
      - logo\_working.fw.png (3 points)
      - richard\_localpicks\_320x480\_icons.fw.png (3 points)
      - richard\_martini.fw.png (3 points)
      - all files above are the end products of Fireworks textbook lesson 5
  - All png files are to be exported to **95% jpg** using Fireworks, before being put up to the website. Do NOT insert original png files. (1 point each file)
- Submit the following
  - A zipped file **lastname\_firstname\_assignment4.zip** to the D2L digital dropbox. (2 points)
- You are restricted by the following:
  - Web site title **<my name>'s Fireworks Experience** (0 point if not using your name)
  - You should have page titles for all pages, include **<my name>** in all page titles (2 points each)
  - Choose a color scheme, you CANNOT use green (-50 points for using green)
  - Relative link (pathname) only, unzipped website must work anywhere (5 points)
  - Use jpg or gif for images
- Hints
  - Refer to the textbook, but you do not have to follow every instruction (just pick instructions useful to you)
  - Keep it simple, you only have 10 hours
- Validations
  - When you view page source in a web browser, **<!DOCTYPE html>** must be at the top of every page. In other words, all pages must be written in HTML5. (-20 points if not)
  - All html files must pass html validation at <http://validator.w3.org/> without any **error/warning** (with only 2 warnings). (-2 points for each error/warning, 2 warnings allowed)
  - All css code must pass css validation at <http://jigsaw.w3.org/css-validator/> without any **error**. (-2 points for each error, warnings are acceptable)

**Grading guidelines (programming questions):**

Your programs will be judged on several criteria, which are shown below.

- Correctness (50%): correct techniques, following instructions above
- Design/Idea (30%): following design principles
- Presentation (20%)

**Sample Assignment:**

index.htm

The screenshot shows a website with a dark background and a navigation bar. The main content area features a title, a list of links, and a sidebar with additional information.

**Arisha's Fireworks Experience**

Home    Workspace    Pages, States, Layers    Bitmap Images    Selections    Vector Graphics

Adobe Fireworks CS6 Lessons  
*By Arisha Majors*

## Arisha's Fireworks Experience

**Links to other pages**

- [Workspace](#)
- [Pages, States, Layers](#)
- [Bitmap Images](#)
- [Selections](#)
- [Selections](#)
- [Vector Graphics](#)

**Adobe Fireworks**  
Fireworks is made for web designers for rapidly creating website prototypes and application interfaces.

This site is a general overview of the first 5 lessons learned when using fireworks.

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workspace.htm



Workspace

By Arisha Majors

## Workspace

### Lesson 1

The first lesson involved getting used to the Fireworks CS6 interface. In the lesson the student learned how to set up a new document. The student then learned how to make a vector graphic and while doing so got used to using the tools panel. The student also learned how to change properties in the properties panel, how to customize the workspace and open up a new document, work with multiple tabs in view, combine different files and how to save a file.

### Adobe Fireworks

Fireworks is made for web designers for rapidly creating website prototypes and application interfaces.



pages\_states\_layers.htm



Pages, States, and Layers  
*By Arisha Majors*

## Pages, States, and Layers

### Lesson 2

In this lesson the student learned how to use pages, states and layers. The student was able to import new pages, create new layers and create sublayers. The student also learned how to change the stacking orders of layers, rename layers, protect layers and certain objects. The student was also able to access the different layer options and was able to edit the content on different states.

#### Adobe Fireworks

Fireworks is made for web designers for rapidly creating website prototypes and application interfaces.



bitmaps.htm



Bitmap Images

*By Arisha Majors*

## Bitmap Images

### Lesson 3

In lesson 3 the student learn how to work with bitmap images in fireworks. The student was able to use methods to crop images and was able to use the properties panel to set options for the tools used for bitmap images. The student was introduced to guides used to help align and position images. The student also learned how to import bitmaps into fireworks, adjust brightness, contrast and tonality of bitmaps, correct changes using the stamp tool and to align objects using the align panel.



### Adobe Fireworks

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selections.htm



Selections

*By Arisha Majors*

## Selections

### Lesson 4

In this lesson the student learned how to edit specific areas of a bitmap picture by selecting the area. The student was able to select an area using the Magic Wand tool. After selecting the desired area the student was able to adjust the edge of the selection. Then the student was able to select difficult areas using the Lasso and Magic Wand tools. The student also learned how to modify the area, save the selected area, and to turn the selection into a path.

#### Adobe Fireworks

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vectors.htm



Vector Graphics

*By Arisha Majors*

## Vector Graphics

### Lesson 5

In this lesson the student learn how to draw simple vector graphics. The student was able learn how to distinguish between vector and bitmap images. The student learned how to use tools that aid in drawing vector shapes such as the compound shape tool. The student also learned how to create paths using the Pen tool and the Line tool. The student was also able to edit the created paths using the Pen tool and the subselection tool. The student was also able to create custom shapes, us auto shapes, and change the fill color and stroke color of their created vector shape.

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