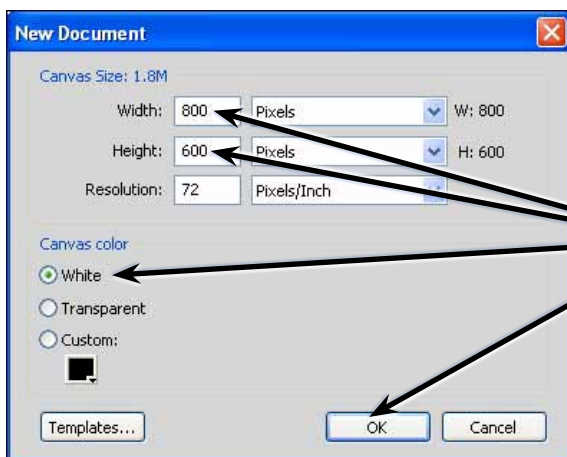


# Applying Effects

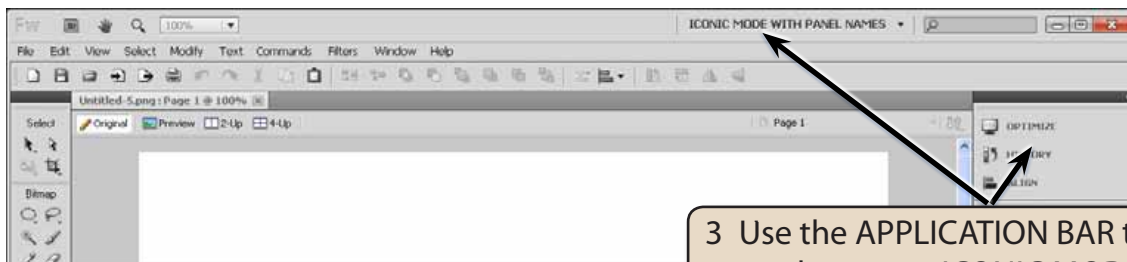
Numerous effects such as bevels, drop shadows, glows, etc. can be applied to vector objects in FireWorks. These are called LIVE FILTERS.

## Starting the Document

- 1 Load Adobe FireWorks CS5 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME screen.



- 2 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to WHITE and select OK.

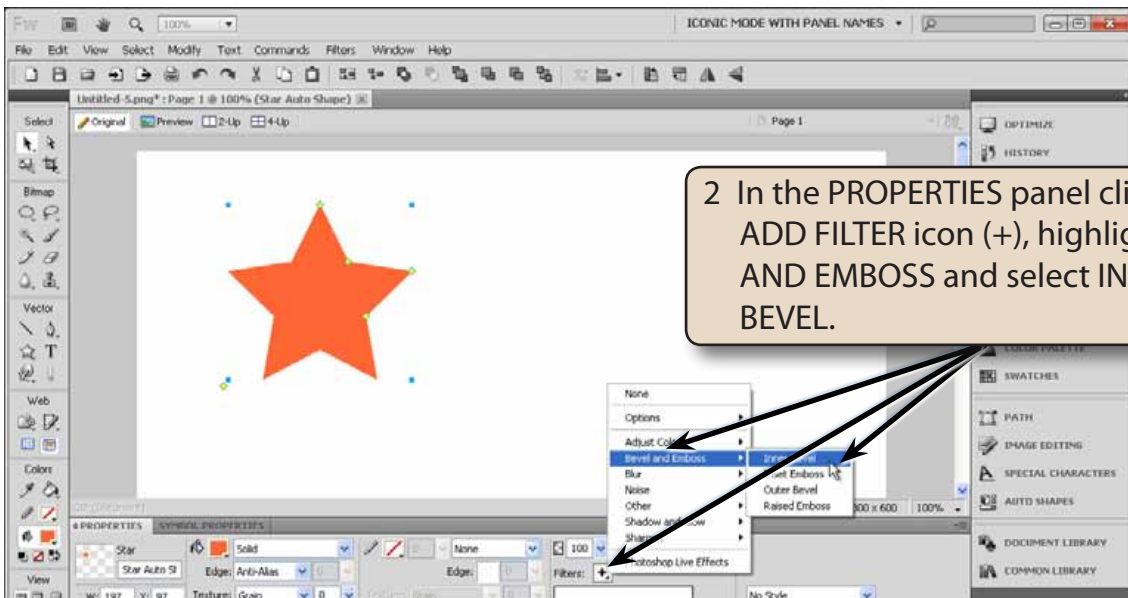
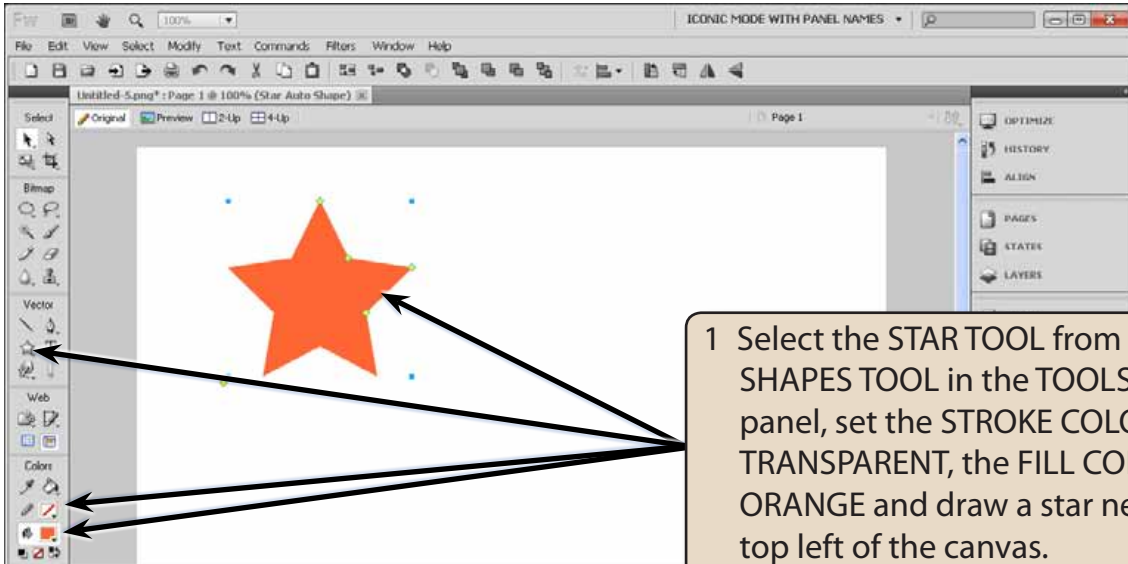


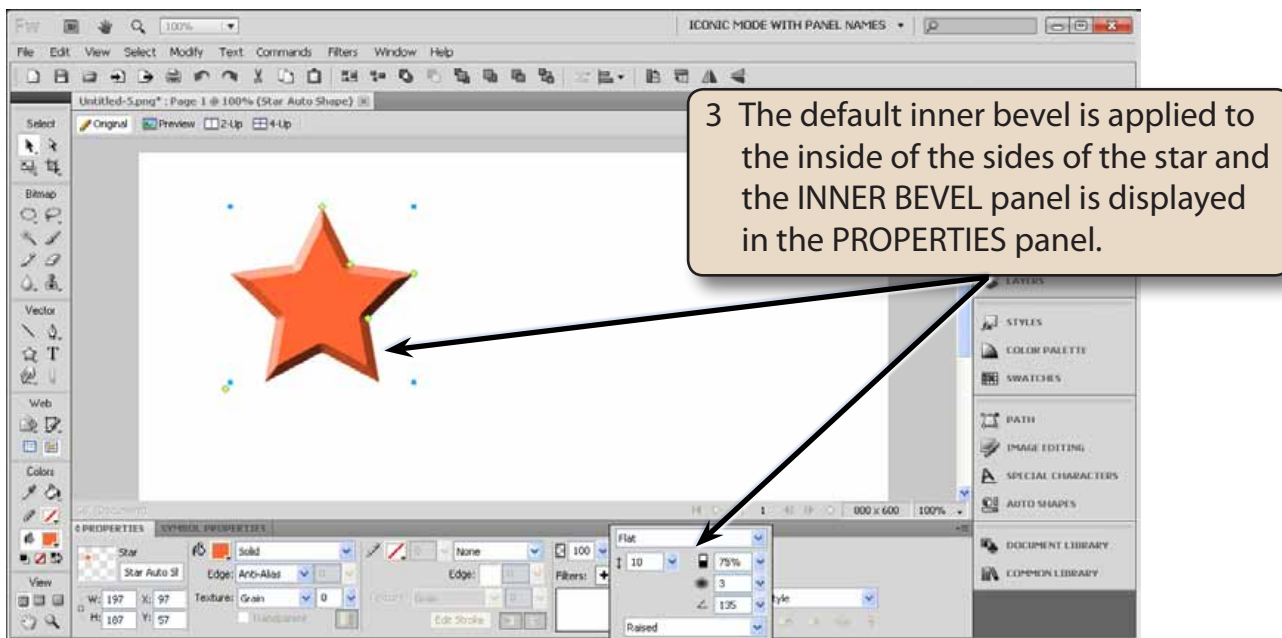
- 3 Use the APPLICATION BAR to set the workspace to ICONIC MODE WITH PANEL NAMES so that the panel names are displayed in the PANEL GROUP.

## Bevel and Emboss

The BEVEL and EMBOSS effects raise or lower the sides of a vector object to create a three-dimensional effect.

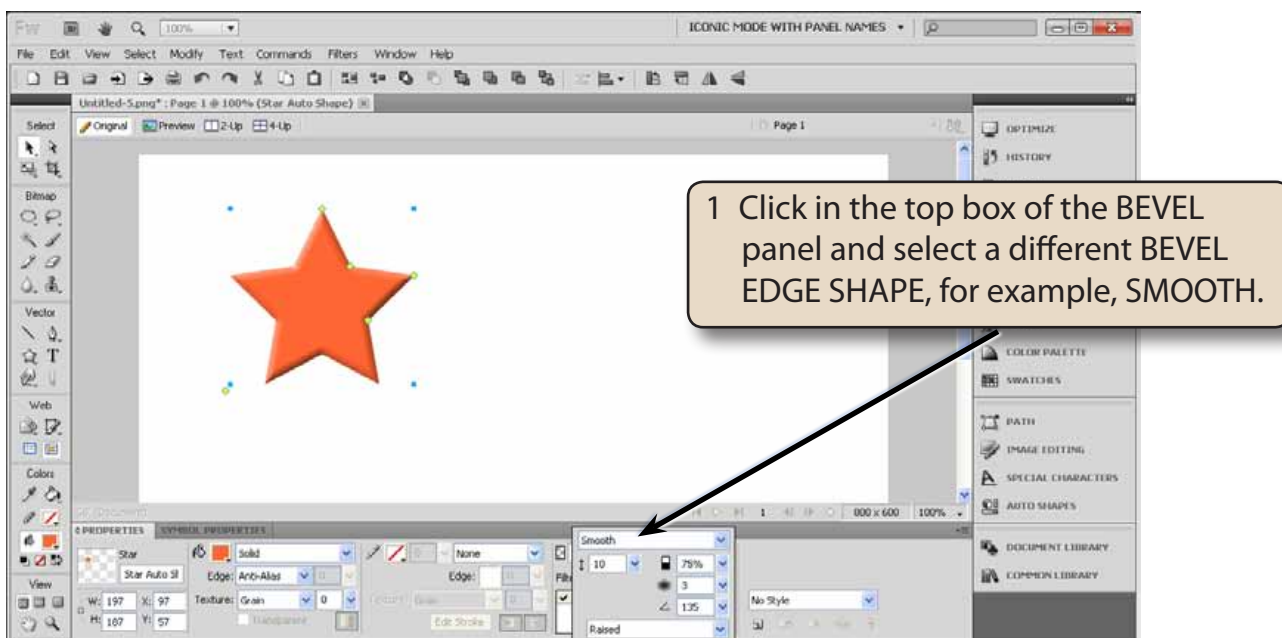
### A Applying an Inner Bevel

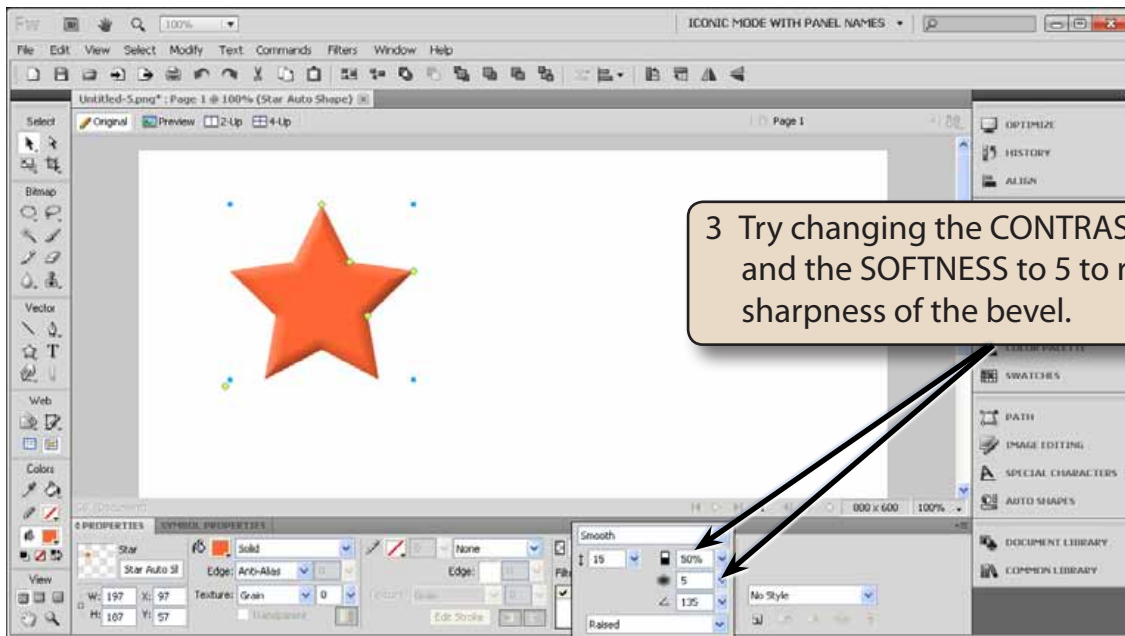
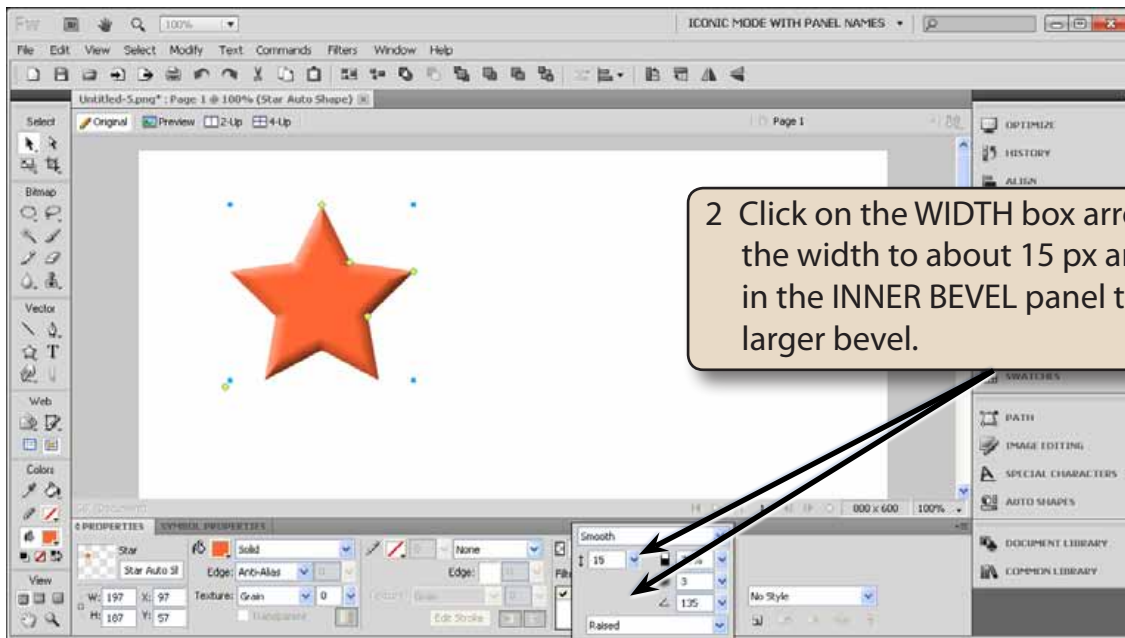


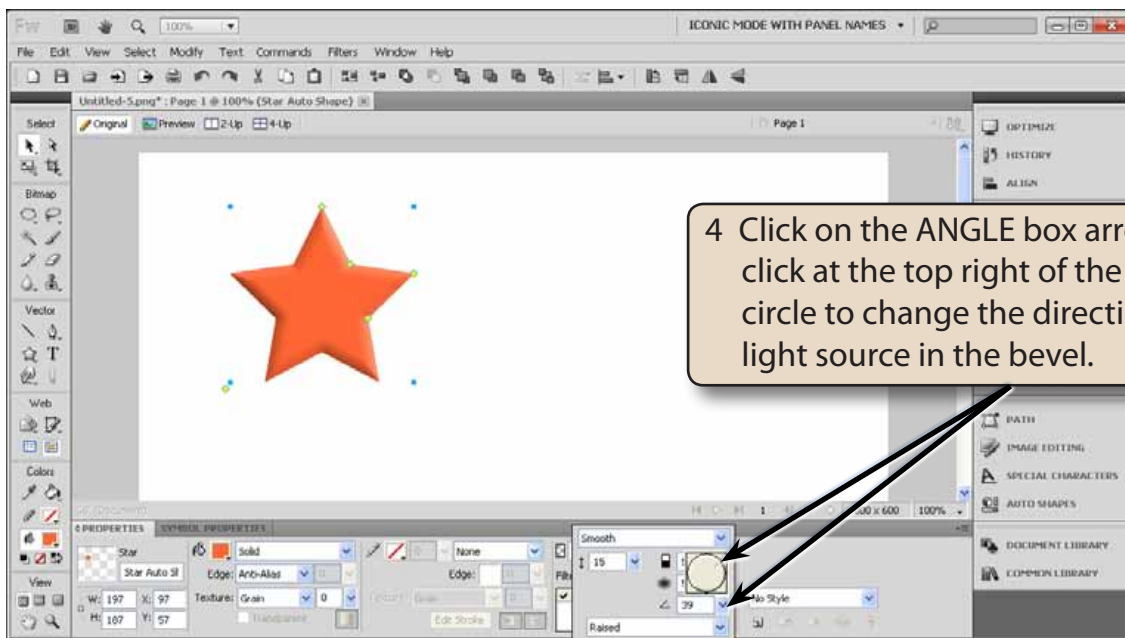


## B Adjusting the Inner Bevel

The INNER BEVEL panel in the PROPERTIES panel can be used to customise the bevel.







- NOTE:**
- i You can drag the small marker in the ANGLE circle to set the direction of the bevel that you want.
  - ii The **BUTTON PRESET** box (the bottom box) allows you to apply preset bevels. You might like to try some of them.

## C Removing Effects

Effects can easily be removed from an object.

