

Using Layers

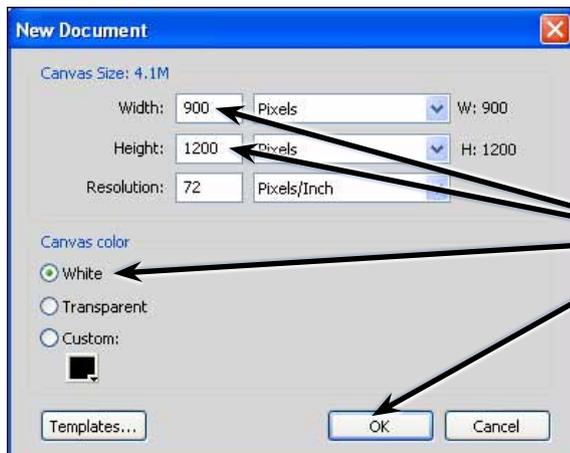
Layers are a very important part of any drawing program, particularly when larger projects are undertaken. They are screen overlays that different objects can be placed into. Think of them as sheets of transparent paper stacked on top of each other.

Layers allow you to keep groups of objects separate in the one drawing. For example, if you were creating a house plan, the walls of the house can be placed in one layer, the fixtures and fittings in another layer, the measurements in a third layer and the text in a fourth layer. You can hide all but the layer you wish to work in and then display or print any combination of them.

To illustrate the use of layers, a sketch of a pocket calculator will be created with a layer for the keys, another layer for the viewer section and a third layer for the case.

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.

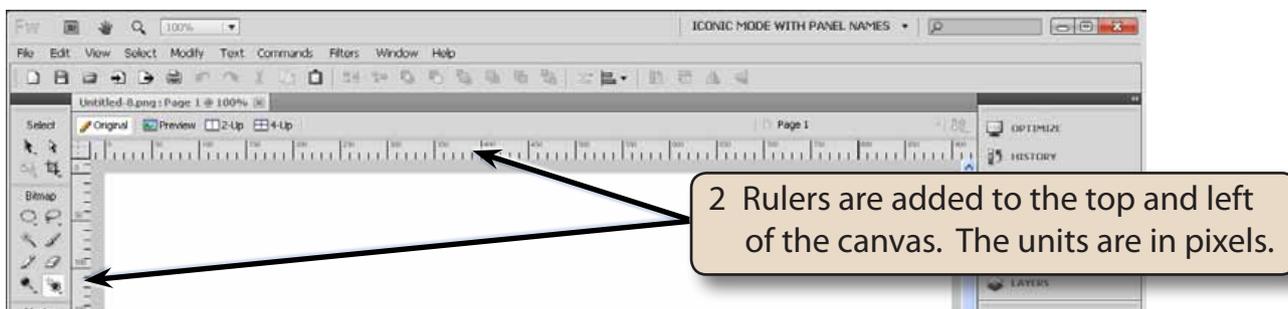


- 2 The document properties need to be set. Set the WIDTH to 900 pixels, the HEIGHT to 1200 pixels, the CANVAS COLOUR to WHITE and select OK.

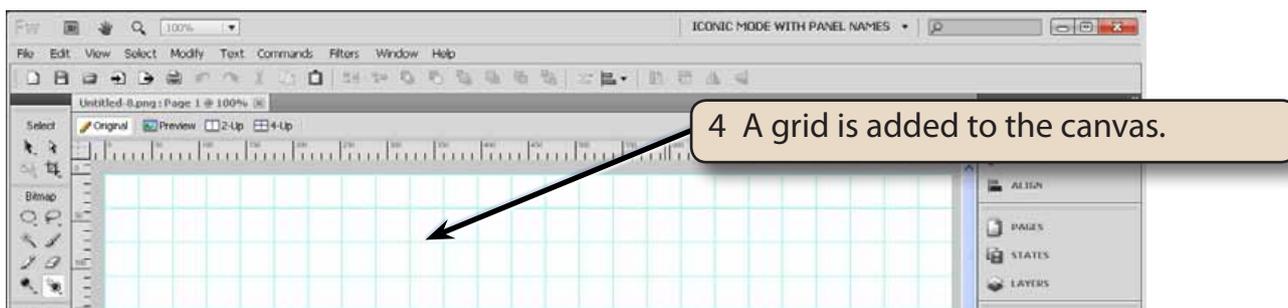
Turning on the Rulers and Grid

FireWorks provides Rulers and a Grid that can be added to the canvas to make the placement of objects easier.

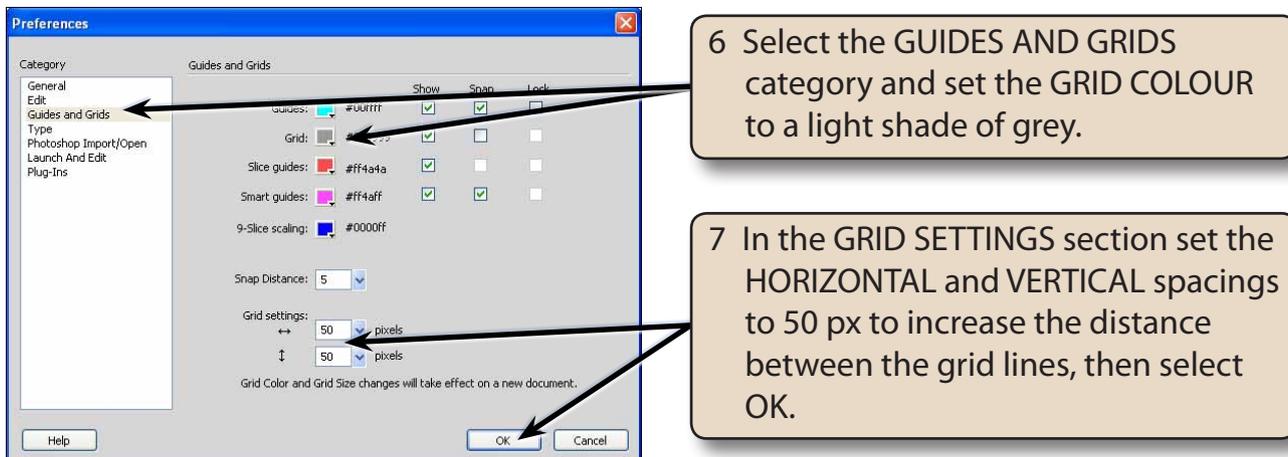
- 1 Display the VIEW menu and select RULERS.



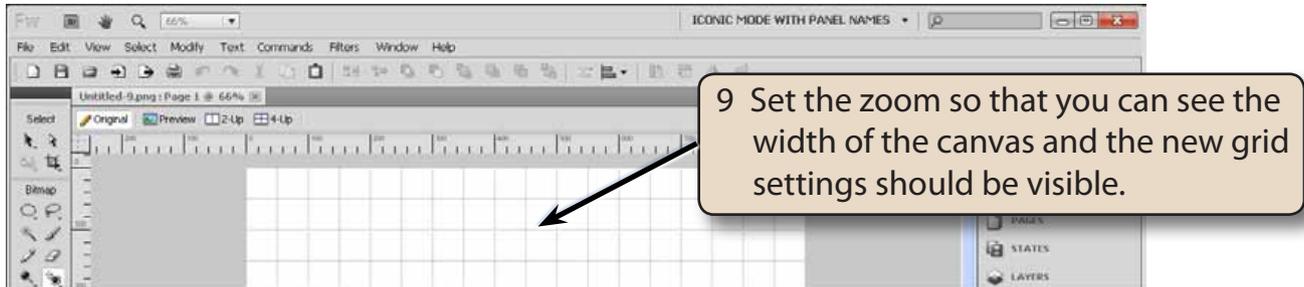
- 3 Display the VIEW menu again, highlight GRID and select SHOW GRID.



- 5 Display the EDIT menu on the Windows system or the FIREWORKS menu and the Macintosh system and select PREFERENCES.



- 8 Close the file then click on FIREWORKS DOCUMENT in the CREATE NEW section of the WELCOME SCREEN and enter the same properties as you did on page 7-1.

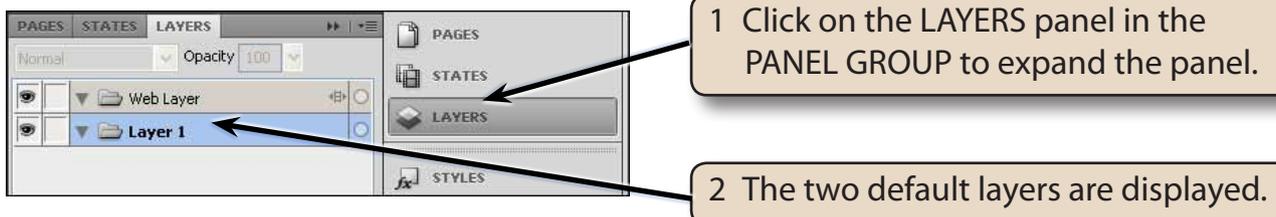


The Layers Panel

When you start a FireWorks document two layers are created in the LAYERS panel:

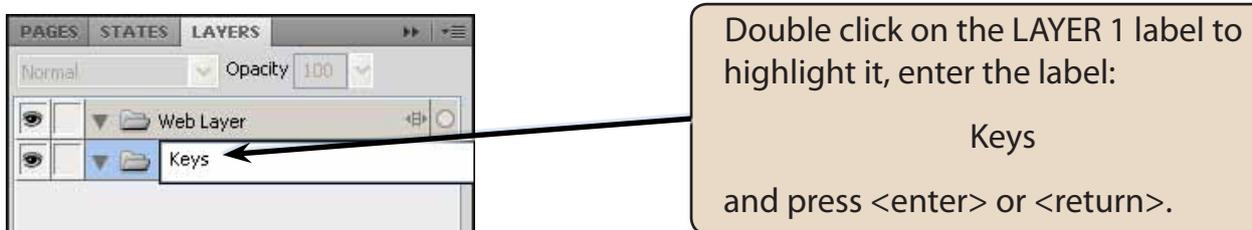
- The WEB LAYER, which contains web objects, such as slices and hotspots, used for assigning interactivity to exported Fireworks documents. It will be covered in a later chapter.
- LAYER 1, which stores the drawings that you add to the canvas.

A Opening the Layers Panel



B Naming a Layer

Layers can be renamed so that you know what they contain. In this case the LAYER 1 layer will store the calculator keys.

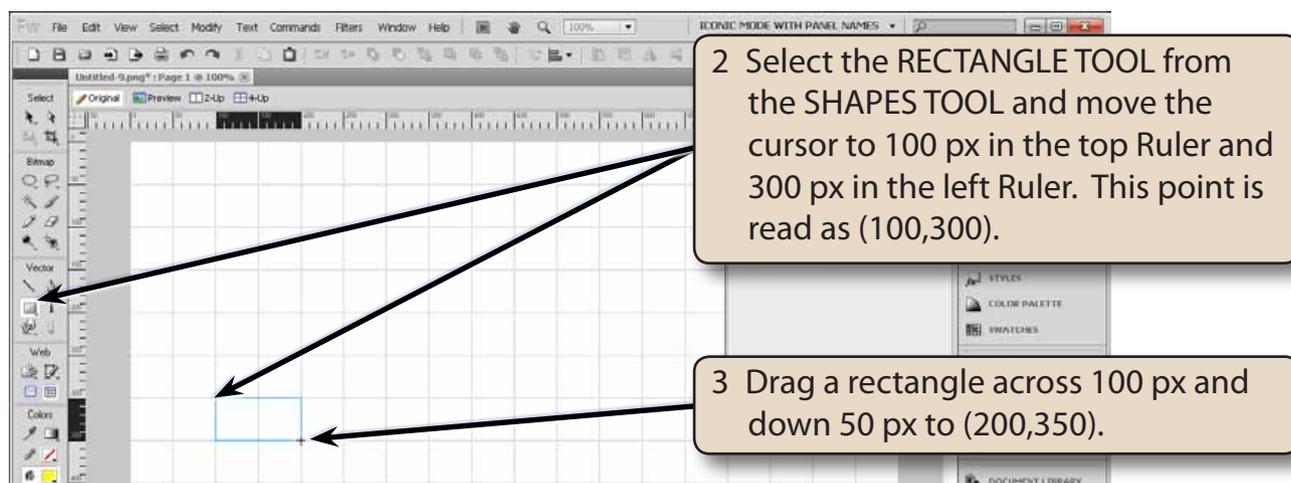


Entering a Calculator Key

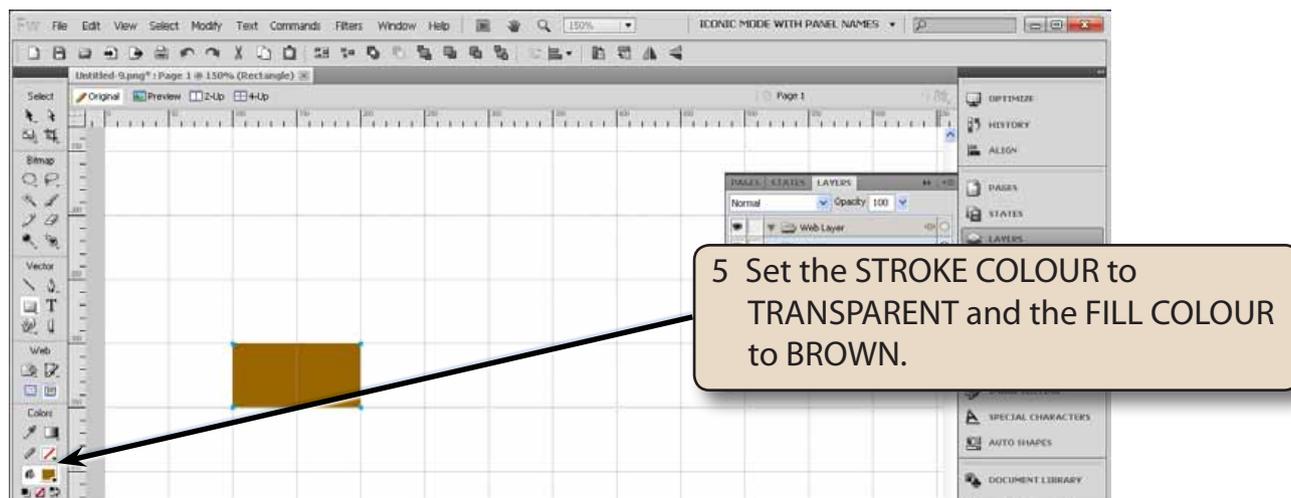
One calculator key will be entered then duplicated so that all the keys that make up the calculator will be identical.

A Creating the Key

- 1 Set the view to 100% by pressing CTRL+1 or COMMAND+1.



- 4 Zoom the screen to 150% and scroll to the rectangle.



NOTE: The rectangle is stored in the KEYS layer in the LAYERS panel.

B Adding a 3D Effect

A three-dimensional effect can be added to the rectangle.

- 1 Collapse the LAYERS panel so that the whole canvas is visible.

