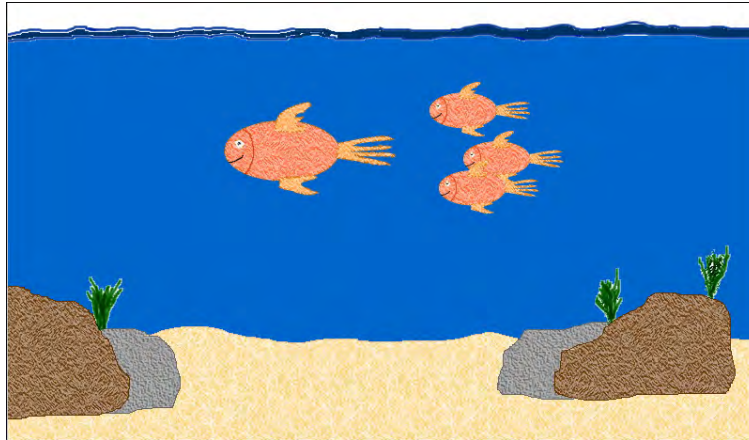


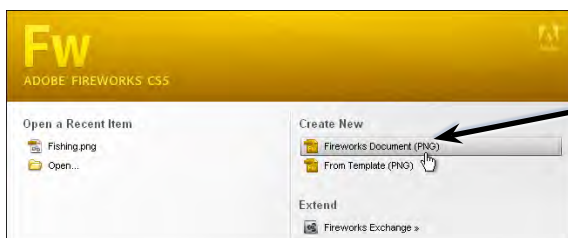
## A More Detailed Sketch

In this Exercise the following more detailed sketch of an ocean scene will be created using both the Bitmap and Vector tools that FireWorks provides.

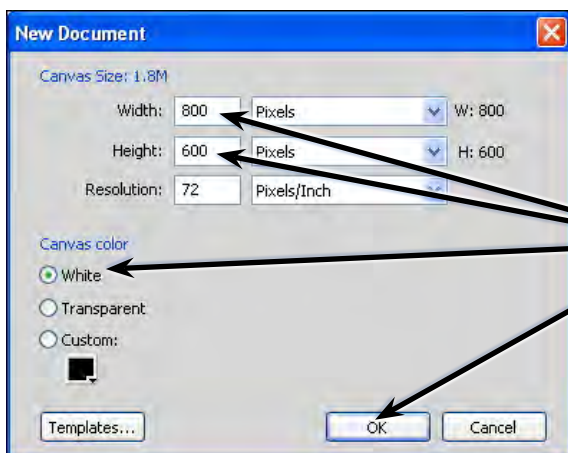


## Starting the Document

- 1 Load Adobe FireWorks CS5 and the FIREWORKS WELCOME SCREEN should be displayed.



- 2 In the CREATE NEW section click on FIREWORKS DOCUMENT or display the FILE menu and select NEW.

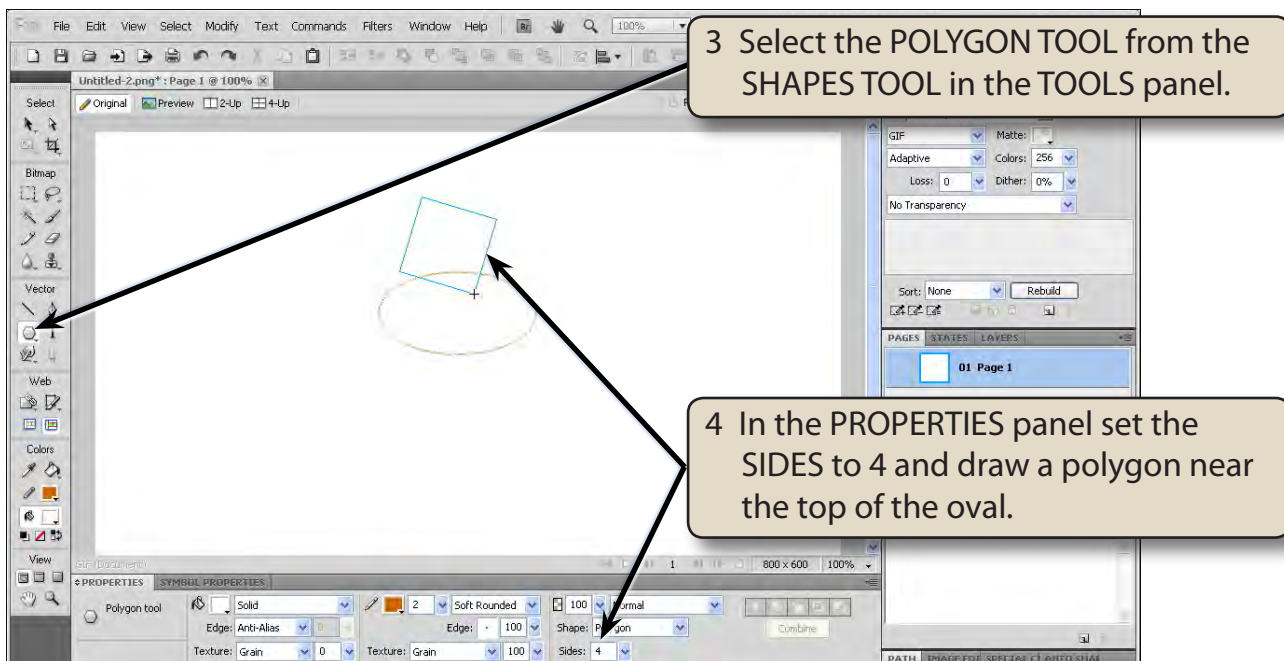
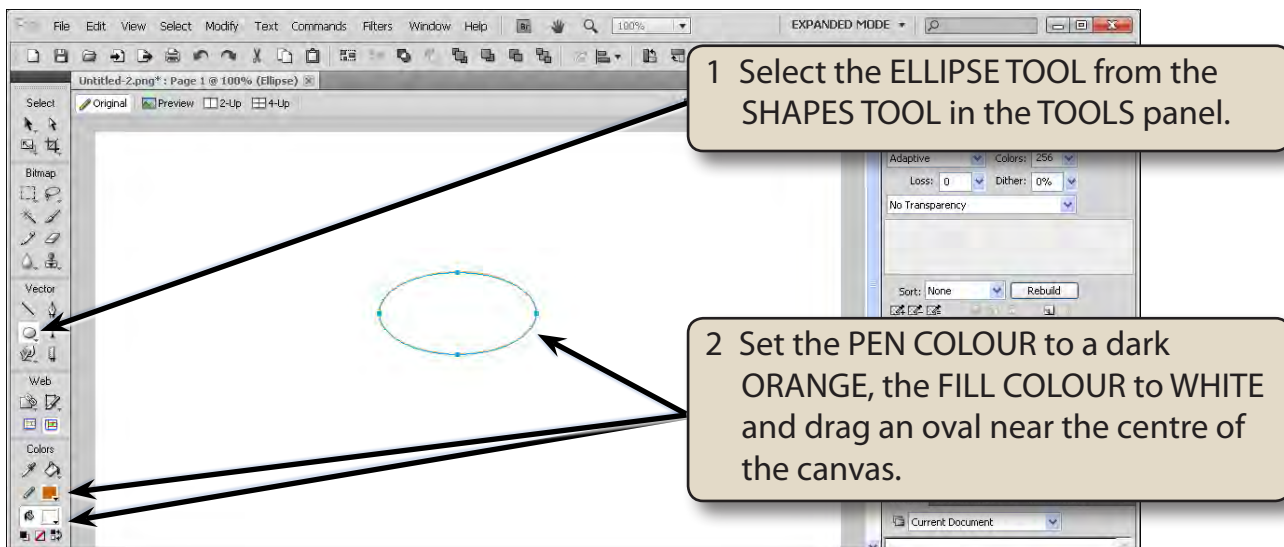


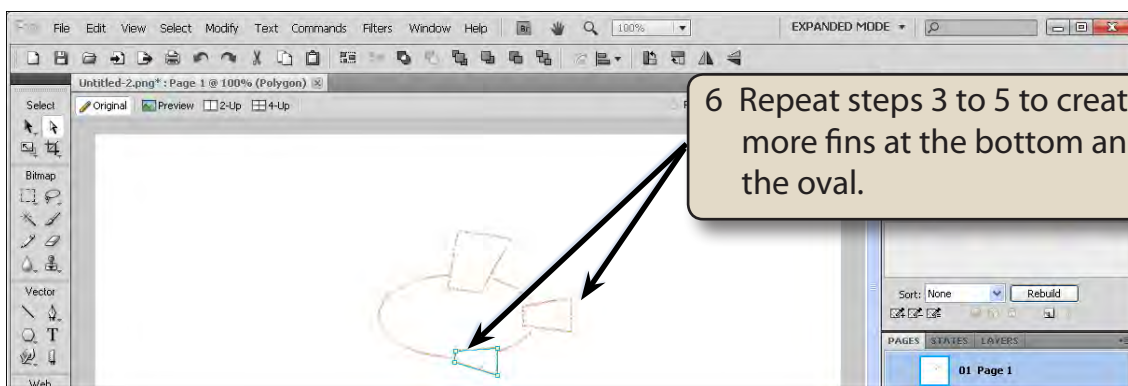
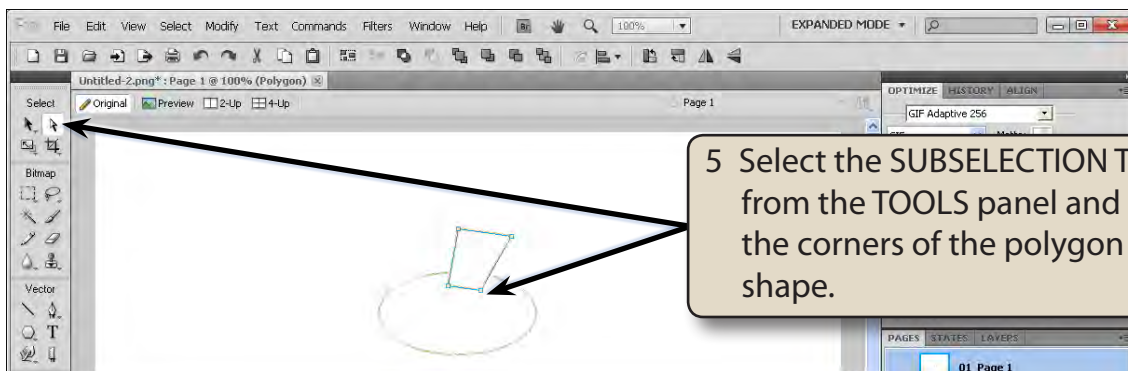
- 3 The document properties need to be set. Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to WHITE and select OK.

## Drawing the Fish

The fish will be created first then the ocean created around it.

### A The Fish Body





**NOTE:** You can hold down the **ALT** or **OPTION** key and drag the fin to copy it, then modify the copy with the **SUBSELECTION TOOL**.

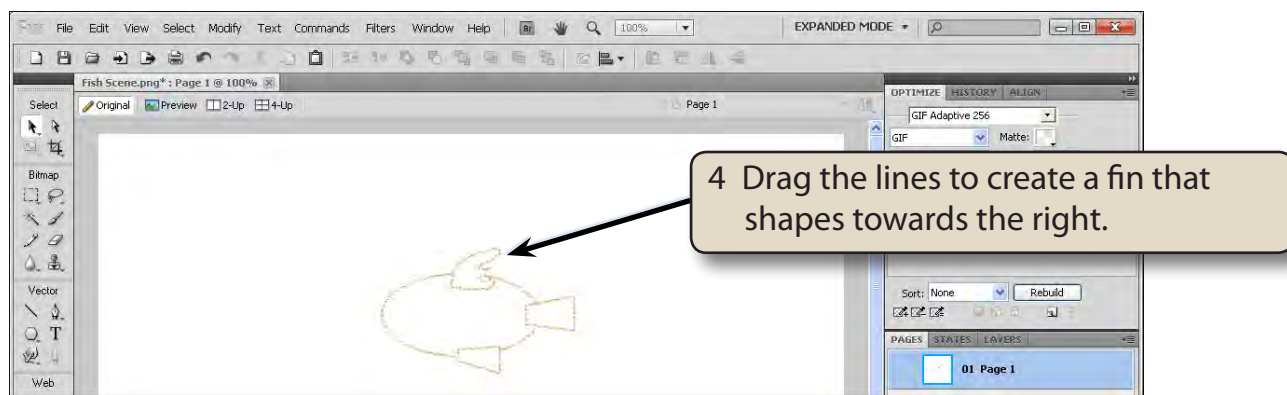
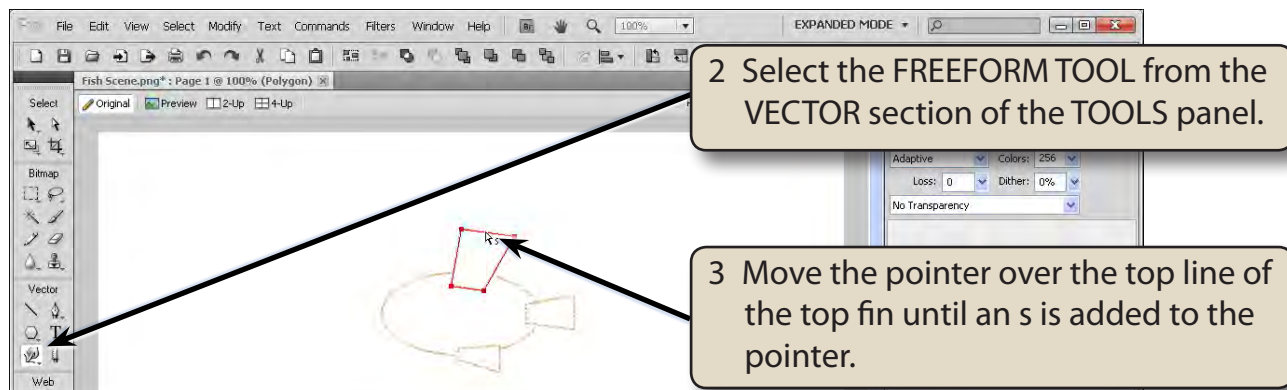
7 Save the document in your **STORAGE** folder under the file name:

Fish Scene

## B Modifying the Fins

Shapes created in FireWorks can be modified using the **FREEFORM TOOL**. In this case the fins will be modified.

1 Press **CTRL+D** or **COMMAND+D** to deselect the last shape.



**NOTE:**

- i You can press CTRL+ or COMMAND+ to zoom in on the fin.
- ii Press CTRL+Z or COMMAND+Z to undo any changes that you are not happy with.
- iii If the pointer changes to a circle, the FREEFORM TOOL pushes the shape. You need to drag the mouse with the pointer over a line.

