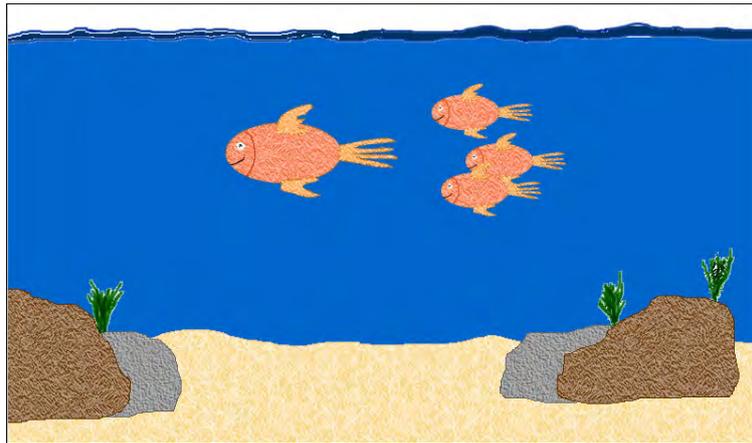


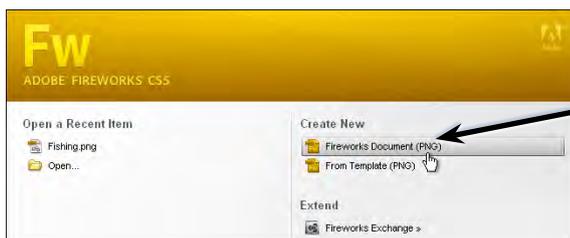
A More Detailed Sketch

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.

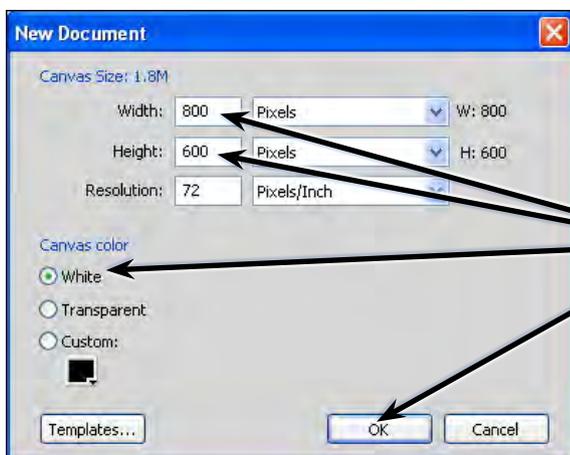


Starting the Document

- 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.

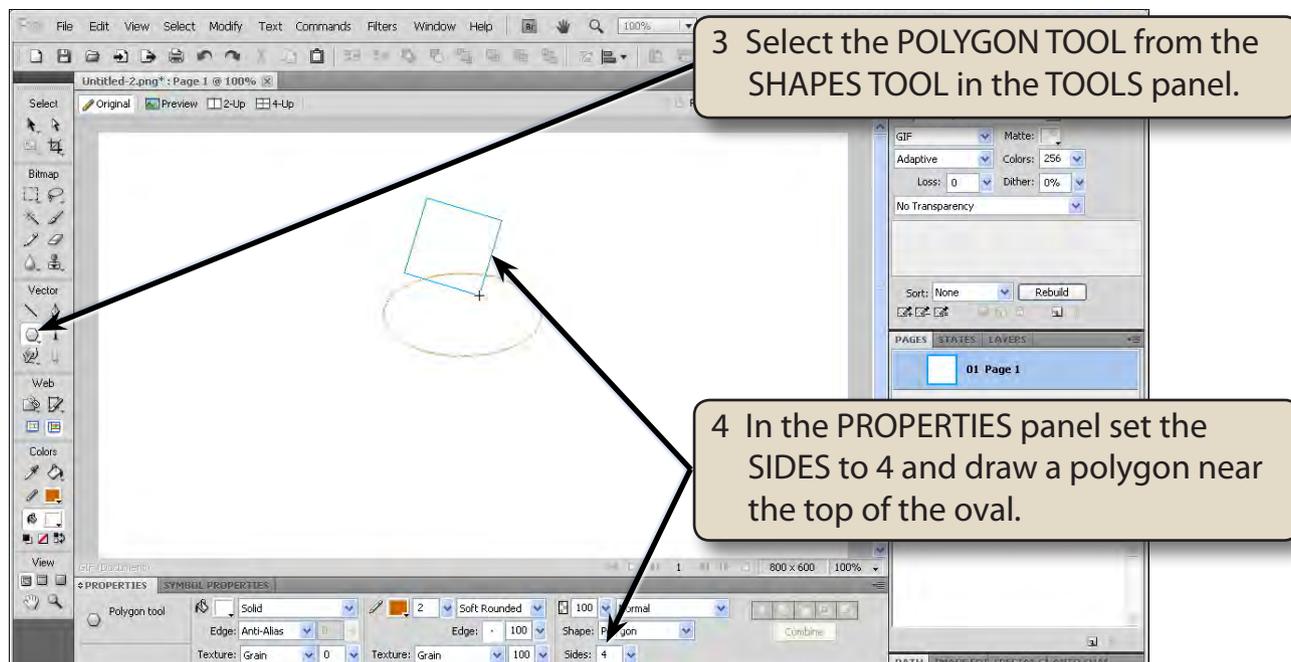
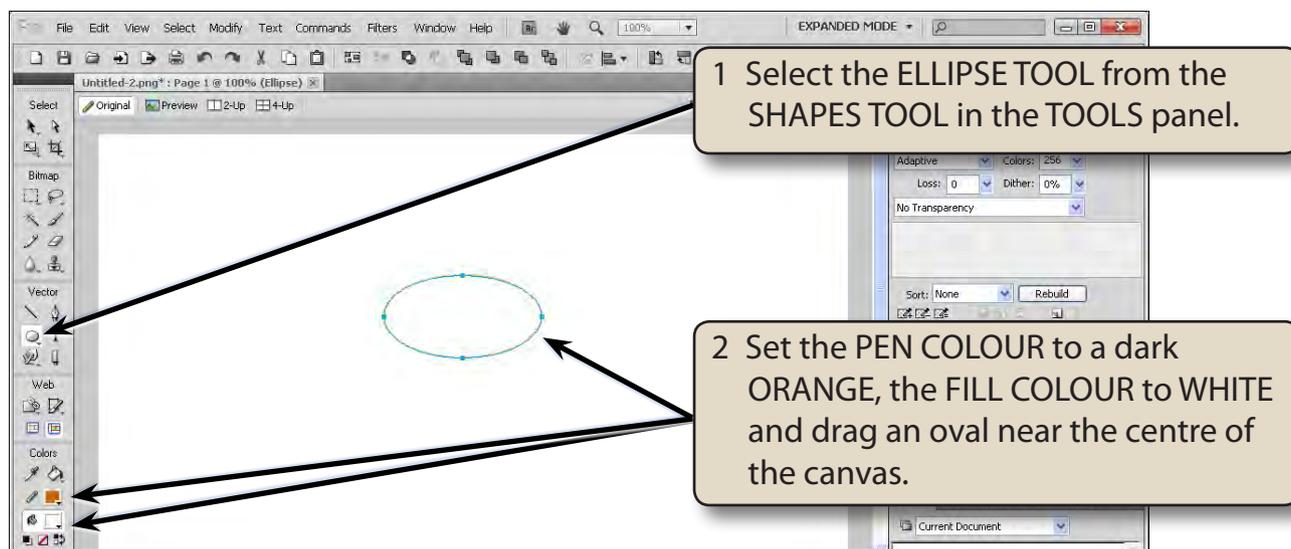


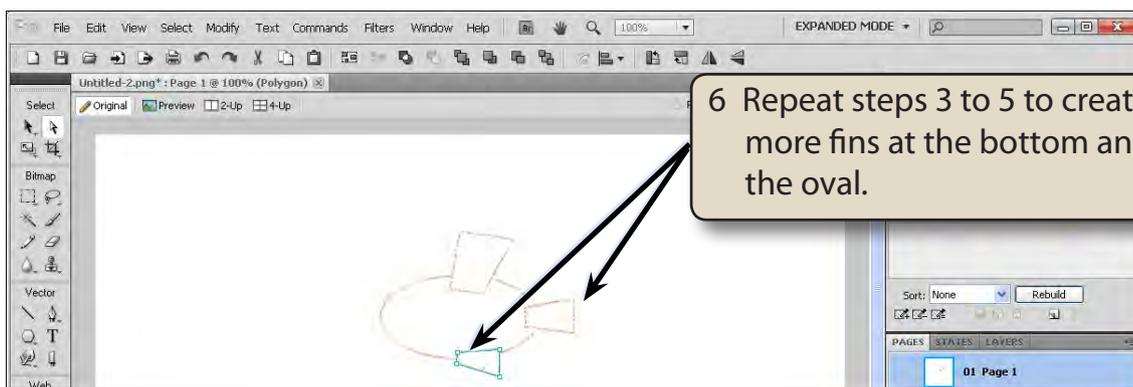
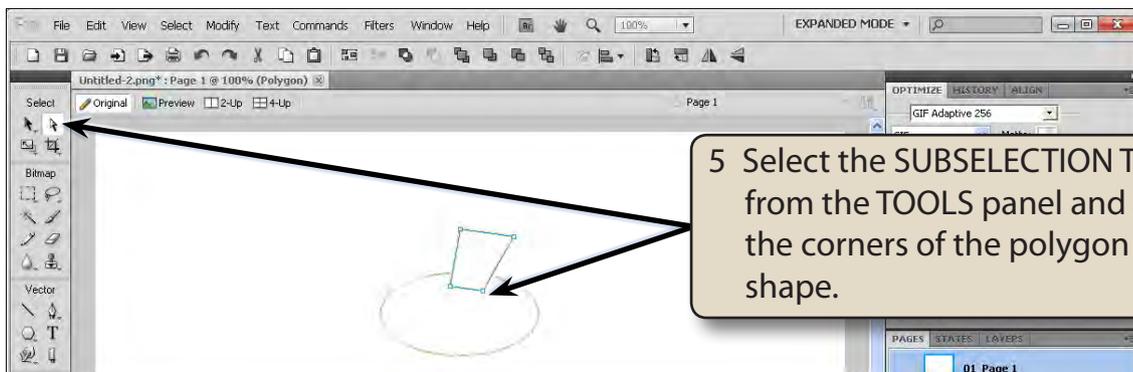
- 3 The document properties need to be set. Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to WHITE and select OK.

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**.

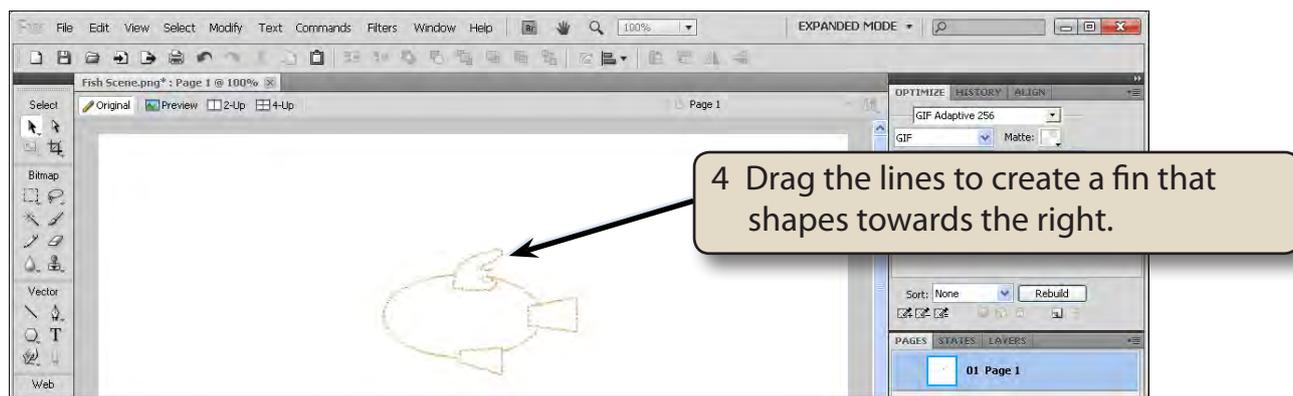
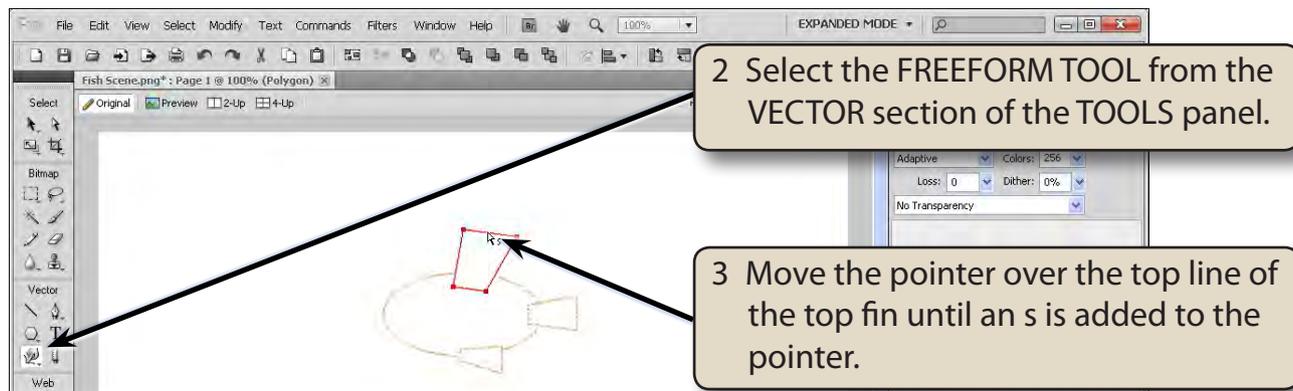
7 Save the document in your **STORAGE** folder under the file name:

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.

