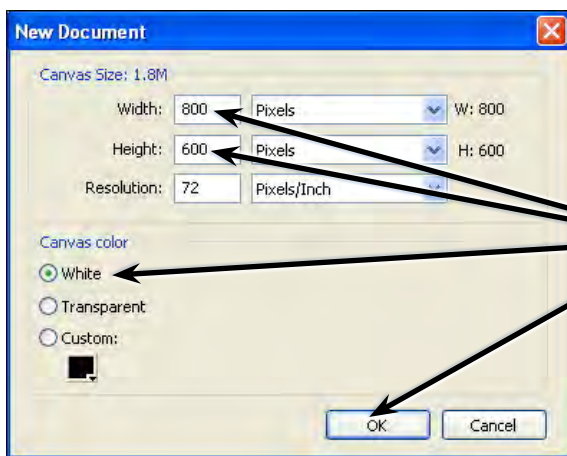# Applying Effects

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 CS4 or close the current documents then select FIREWORKS DOCUMENT from the CREATE NEW section of the FIREWORKS WELCOME SCREEN.

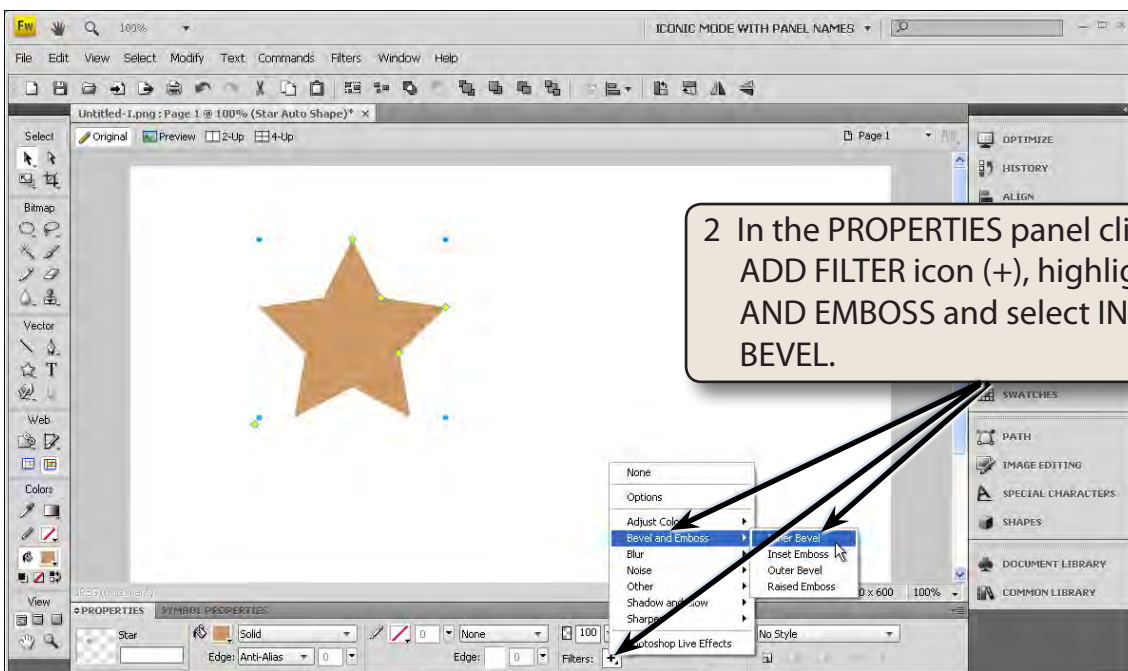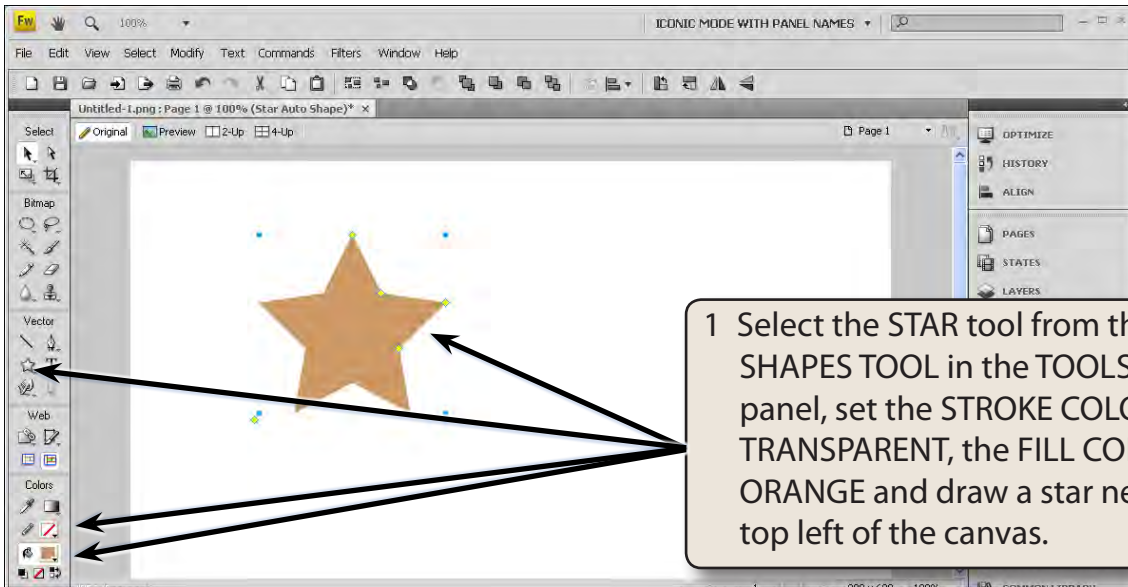2 Set the WIDTH to 800 pixels, the HEIGHT to 600 pixels, the CANVAS COLOUR to WHITE and select OK.
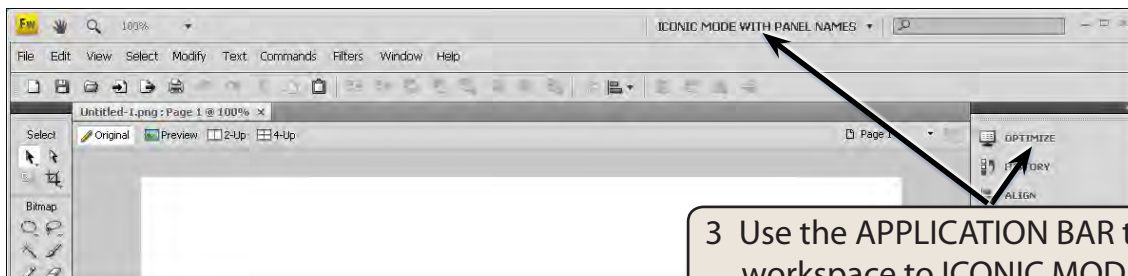
3 Use the APPLICATION BAR to set the workspace to ICONIC MODE WITH PANEL NAMES so that the panel names are displayed in the PANEL GROUP.

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

1 Select the STAR tool from the SHAPES TOOL in the TOOLS panel, set the STROKE COLOUR to TRANSPARENT, the FILL COLOUR to ORANGE and draw a star near the top left of the canvas.

2 In the PROPERTIES panel click on the ADD FILTER icon (+), highlight BEVEL AND EMBOSS and select INNER BEVEL.

3 The default inner bevel is applied to the inside of the sides of the star and the INNER BEVEL panel is displayed in the PROPERTIES panel.

B Adjusting the Inner Bevel

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

1 Click in the top box of the BEVEL panel and select a different BEVEL EDGE SHAPE, for example, SMOOTH.

2 Click on the WIDTH box arrow, set the width to about 15 px and click in the INNER BEVEL panel to set the larger bevel.

3 Try changing the CONTRAST to 50% and the SOFTNESS to 5 to reduce the sharpness of the bevel.