

1.0 IDENTIFICATION

COURSE INFORMATION

Subject Code	INFO
Course Name	Fireworks (Adobe)
Course Code	10152
Effective Term	Spring/Summer 2011
Classification	Foundational
Program Code and Name	0000 - Undeclared
Total Course Hours	36
Credit Value / Grade Type	3
Academic Year	2010/2011
Approving Associate Dean	Patricia MacDonald
Revision Date	November 24, 2010

2.0 LEARNING OVERVIEW

SUBSECTION

Course Description Learn to use one of the best graphics editing software packages. Fireworks is easy to use and allows you to quickly create images optimized for the web.

PLEASE CONSULT BOOKSTORE BOOKLIST PRIOR TO PURCHASE:

Resources

Status

REQ = Required
 REC =
 Recommended
 REF = Reference

Code or ISBN	Name or Title	Author / Publisher	Version or Edition	Type	Status
9780321704481				Text	REQ

Type

Online
Supply
Text Book
Custom Courseware

Pre-requisite(s) N/A

Equivalent(s) N/A

3.0 COURSE CONTENT**MAJOR MODULES, THEMES, OR TOPICS**

Work with the program

Work with bitmap images

Work with Selections

Work with Vector Graphics

Use the layers panel

Use masking

Work with text

Optimize for the web

Use Symbols

Understand Prototyping Basics

Understand some Advanced Prototyping

4.0 REFERENCE TO STANDARDS**VS CODE****RELEVANT VOCATIONAL LEARNING OUTCOME**

N/A

EE CODE**RELEVANT ESSENTIAL EMPLOYABILITY SKILLS OUTCOME**

EE01-A

Communicate clearly, concisely and correctly in the written, spoken, and visual form that fulfills the purpose and meets the needs of the audience.

EE01-B

Respond to written, spoken, or visual messages in a manner that ensures effective communication.

EE03-B

Use a variety of thinking skills to anticipate and solve problems.

EE04-A

Locate, select, organize, and document information using appropriate technology and information systems.

EE04-B

Analyze, evaluate, and apply relevant information from a variety of sources.

EE05-A

Show respect for the diverse opinions, values, belief systems, and contributions of others.

EE05-B	Interact with others in groups or teams in ways that contribute to effective working relationships and the achievement of goals.
EE06-A	Manage the use of time and other resources to complete projects.
EE06-B	Take responsibility for one's own actions, decisions, and consequences.
GE CODE	RELEVANT GENERAL EDUCATION THEME
	N/A
ES CODE	OTHER EXTERNAL STANDARD
	N/A

5.0 COURSE LEARNING OUTCOMES

Upon successful completion of the course learning outcomes, the student will reliably demonstrate the ability to:

LO01 Demonstrate an understanding in working with the program.

LEARNING ELEMENTS

Start Fireworks and open a file

Prepare the canvas

Draw a vector shape

Save a file

Use the tools panel

Use the property inspector

Configure panels and panel groups

Customize panel arrangements

Create custom workspaces

Work the multiple documents

Create a floating document window

Drag and drop between floating windows

Undo steps

LO02 Demonstrate an understanding in pages, states and layers panels: Fundamental Workflow tools.

LEARNING ELEMENTS

Pages, layers and states

Import pages

Work with layers

Name objects

Rearrange objects in a layer

Add and name layers

Move objects from layer to layer

Create sublayers

Protect layers

Work with states

Add multiple live filters



LO03 Demonstrate an understanding in working with bitmap images.

LEARNING ELEMENTS

Understand resolution and file size

Crop an image and a single bitmap image

Manage images on a canvas

Adjust watch position

Hide and lock objects

Work with guides

Import images

Distortion-free bitmap scaling

Understand traditional scaling method

Avoid distortion with 9-slice scaling tool

Adjust tonal range

Use align panel

Group objects

Adjust brightness with Dodge and burn tools

Darken with burn tool

Apply unsharp mask live filter

Repair areas with the rubber stamp tool

Retouch on a separate bitmap object

LO04 Demonstrate an understanding in working with selections.

LEARNING ELEMENTS

Understand bitmap selections and selection tools

Select and modify with the magic wand tool

Create selection

Use magic wand tool with keyboard modifiers

Select with the lasso tool

Convert a selection to a path

LO05 Demonstrate an understanding in working with Vector Graphics.

LEARNING ELEMENTS

Understand vectors

Basic vector drawing techniques

Delete shapes

Add guides

Measure distances between guides

Place object using guides

Resize vectors

Change appearances of basic vector shapes

Scale vector objects

Distortion free vector scaling with 9-slice scaling tool

Add text vector

Work with Auto shapes

Understand paths and the pen tool

Edit paths

Add points with the pen tool

Edit paths with the subselection tool

Create custom shapes

Customize fills and strokes

Add gradient fill

Customize the stroke

Import and resize vector object

Use compound shape tool

Work with compound shapes



LO06 Demonstrate an understanding using masking.

LEARNING ELEMENTS

Understand Bitmap and Vector masks

Design a banner ad

Create a document

Add background image

Edit gradient colours

Edit gradient direction and angle

Import additional assets

Use Auto Vector mask for quick fades

Import photoshop images

Create and edit masks

Create a vector mask

Change vector mask attributes

Convert a bitmap selection to a mask

Edit a bitmap mask

Apply Live Filters to a masked image

Add a silhouette

Add and style text

Create a custom style

Image positioning



LO07 Demonstrate an understanding in working with text.

LEARNING ELEMENTS

Create basic text

Create auto-resizing and fixed width text block

Edit text

Flow text within a vector shape

Anti-aliasing

Special text effects

Attach text to a path

Skew text on an angle

Use text as a mask

Add live filters to a masked object

LO08 Demonstrate an understanding to optimize for the web.

LEARNING ELEMENTS

Optimization basics

Web graphic formats

Understand the optimize panel

Optimize a single image file

Set preferences

Work with previews

use optimization settings

Export a file

Fireworks web tools

Create and optimize slices

Create slices with slice tool

Optimize sliced image

Know how to add more slices

Optimize illustrations

Name slices

Create hotspots

Preview in a browser

Add interactivity

Export composite designs

Export HTML and images

Understand CSS and image exporting



LO09 Demonstrate an understanding in Symbols.

LEARNING ELEMENTS

Understand symbols

Create, edit and add graphic symbols

Create, edit and add button symbols

Test rollovers

Create animation symbols

Optimize animation symbols

Altering animation settings

Export animations



LO10 Demonstrate an understanding in Prototyping Basics.

LEARNING ELEMENTS

Prototype workflow

Explore and isolate the pages panel

Introduction to master pages

Understand wireframe pages



LO11 Demonstrate an understanding in advanced prototyping.

LEARNING ELEMENTS

Prototype orientation
Understand master pages
Understand content pages
Create a master page
Insert additional pages
Create rollover navigation
Customize page dimensions
Image rollover effects
Add a rollover effects
Naming slices
Add rollover behaviours
Emulate pop-up windows
Emulate a Spry data table
Add contents to empty states
Working with and adding behaviours
Edit JavaScript behaviours
Complete and export a prototype

6.0 ASSESSMENT

Individual assignment and grading details to be provided by Instructor.

Assessment Method	Weight	Associated Outcomes
Assignment(s)	50%	LO01 , LO02 , LO03 , LO04 , LO05 , LO06 , LO07 , LO08 , LO09 , LO10 , LO11
Final Exam	50%	LO01 , LO02 , LO03 , LO04 , LO05 , LO06 , LO07 , LO08 , LO09 , LO10 , LO11
TOTAL		

7.0 STUDENT SUCCESS - POLICIES AND PROCEDURES

Mohawk College has developed several policies and procedures designed to protect students and provide an enriching and rewarding learning experience in which the rights of individuals are respected. This may include the use of digital assessments such as [turn it in](#). For the most up to date information on the following policies and procedures, consult Mohawk College's [Policies and Procedures](#) website.

In addition, students enrolled in Mohawk/McMaster collaborative programs are protected under McMaster University's policies and procedures outlined in [General Academic Regulations, McMaster Undergraduate Calendar](#), and in McMaster's [Academic Integrity Policy](#).

Please be advised that all policies and procedures are subject to change.

EFFECTIVE FALL 2009 - Policy: AC700 - Program Promotion and Graduation Requirements: A minimum grade of 50% is required as a course pass at Mohawk College. Please be aware, however, that a higher passing grade (minimum 60% or 70%) may be required if this course is taken as part of certain diploma or certificate programs. Please consult your Academic Department for details.

Additionally, if you are taking this course as part of a diploma or certificate program, be aware that you need an overall weighted grade point average (WGPA) of at least 60% to graduate. Graduation requirements are higher for some programs. Please check requirements with your department.

Note:

Faculty are required to review Emergency Lockdown procedures and Emergency Evacuation Procedures, including Evacuation Procedures for students with disabilities, at the first class of every course they are teaching each semester. This information is available in the College Emergency Safety and Security Procedures Booklet distributed to all staff in hard copy, or online in MoCoMotion within the HR Staff Services Tab in the Occupational Health and Safety Channel (Occupational Health and Safety web site).

Course information correct as of: **November 24, 2010**