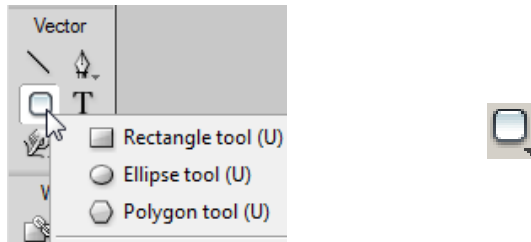


Activity 3 - Button graphics

In addition to animated gifs Fireworks is a good way to prepare buttons that can be used to navigate around a web site. In this activity we will look at the graphics that go with buttons; in the next we will get these graphics to work as buttons.

1. We will start by making the outline for a button and giving it a gradient fill.
 - a. Make a new 300 x 300 canvas at 72 pixels per inch with a transparent background.
 - b. The *Rounded Rectangle* tool is listed under the shapes tool icon in the *Vector* section of the tools panel. To access this tool, click *and hold down* the mouse button on the currently displayed tool. Select *Rounded Rectangle Tool* from the list of shapes displayed.



Use the rounded rectangle tool to make a long low shape.



The square blue handles control the size, the diamond yellow handles control the roundness of the corners. Try these.

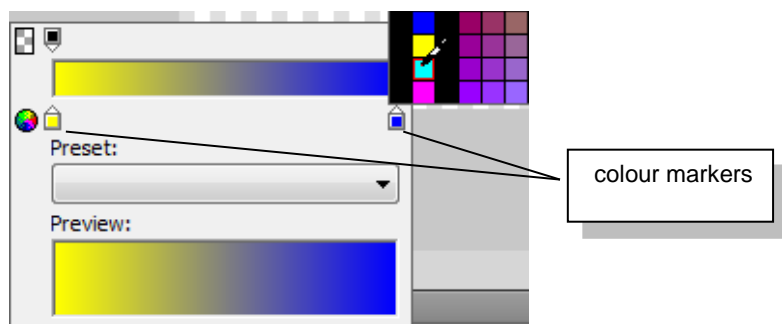
- c. While the rectangle is still selected, in the properties inspector, click on the drop down arrow in the *Fill Category* box to the right of the *Fill Color* well.

From the context menu choose a *Gradient* fill that is *Linear*.



Next click once in the *Fill Color* well.

Click on either of the colour markers to choose a different start or finish colour, or use the drop down arrow to select a preset colour.



Note: the markers at the top are used to set the transparency of the chosen colour.

When happy with the fill colour press *Enter* to accept it. This can be changed at any time.

- d A line with a square handle at one end will appear on the shape to indicate there is a gradient fill.

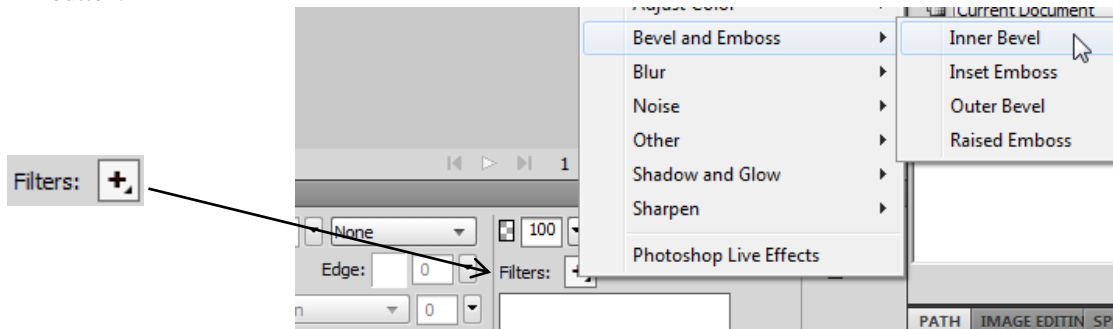


The degree or angle of fill can also be altered by moving this handle up or down or to the sides.

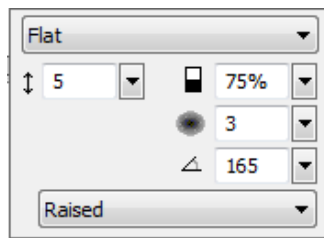
- e Save this graphic to a suitable folder as *button.png*.

2. We will now enhance the appearance of the button graphic.

- a Use the pointer tool to select the graphic, and then in the properties inspector click on the *Add Live Filter* button.



Choose an *Inner Bevel* with settings similar to the following:



Press *Enter* to accept the settings.

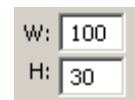
- b Spend some time investigating the other filters that can be added to the graphic.
To vary a filter double click on it.
To remove a filter select it and then click on the *Delete Live Filter* button.



- c Remove all filters except the *Inner Bevel* and re-save the graphic.

3. Our next step is to add text to the graphic.

- a Firstly select the shape, and then use the properties inspector to resize it to 100 x 30.
- b Use the text tool to write the word *button* in 20pt size.
Position this on top of the button.



- c Re-save.

Note: this button graphic will be used in the next activity but it could be exported as it is now, as a jpg or to be used in Dreamweaver.

4. Investigate other buttons you could make and the different filters that can be added.

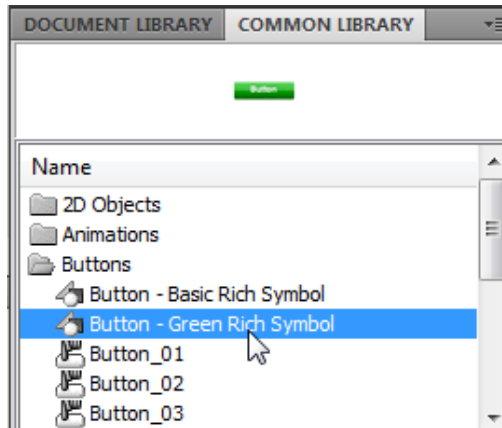
For example use the *Ellipse* tool to make an oval or circle (hold down *Shift* as you draw it). To access the ellipse tool click and hold down the mouse button on the currently displayed shape tool in the *Vector* section of the tools panel.



Make a button graphic out of this shape.



5. In this activity we created our own button, but Fireworks comes with a set of pre-designed buttons that could also be used. To see these use the *Common Library* panel at right (or F7), and double click on *Buttons*.



Click on each to see a preview.

To use one of these buttons simply drag it from the common library onto the canvas.

While in the common library panel you might like to investigate the other pre-designed items that can be added to the canvas.