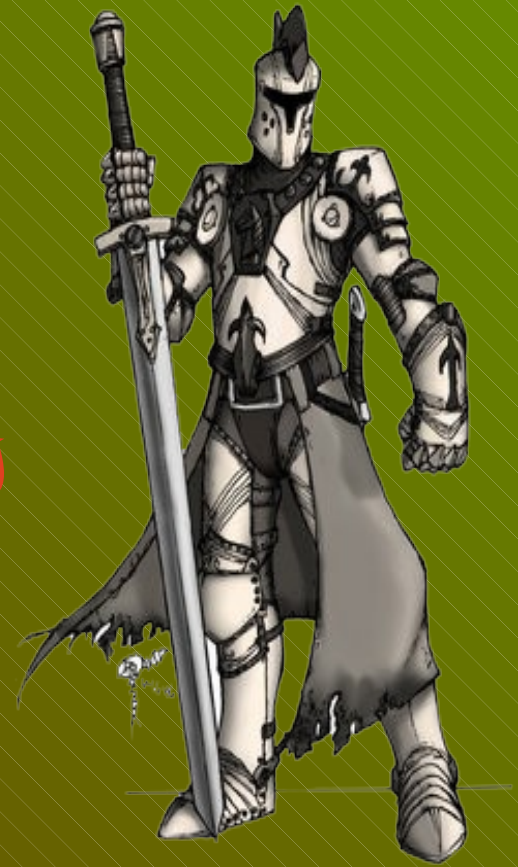


# CS3 Fireworks!

Graphic Image Editing  
Software



# Fireworks Editor

CS3 Fireworks  
is for Editing  
Non-Photo  
Images



It removes  
White  
Backgrounds



# CS3 Fireworks



**These Guys have extra weapons that  
were cut out and resized in CS3 FW**

# CS3 Fireworks

**CS3 Photoshop is used for editing Photos.**

**Photos are based on Pixels (dots or Squares lighting up on the screen).**



# CS3 Fireworks

In CS3 Photoshop we save our pictures as .PSD files while we work on them.

Later on we then save them as .jpg or .TIF to use in Web Pages or Publisher or Powerpoints, or Word Documents etc.



# CS3 Fireworks

**Non-Photo  
Graphic Images  
such as:  
Illustrations,  
Sprites, Web  
Buttons, etc  
are made using  
mathematical  
formulas called  
“Vector  
Graphics”.**



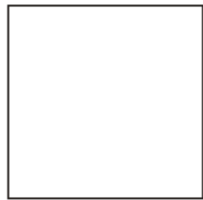
# CS3 Fireworks

**Vector Graphics**  
can be made to be  
amazingly small in  
size, but still  
have quite smooth  
edges and look  
fairly sharp.  
Eg. Sprites in  
Computer Games.



# CS3 Fireworks

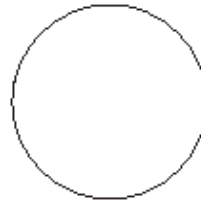
Vector images are composed of *objects*. All objects are built up from *primitives* - basic drawing instructions such as *line*, *rectangle* and *ellipse*.



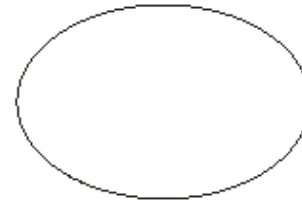
square



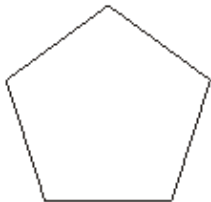
rectangle



circle



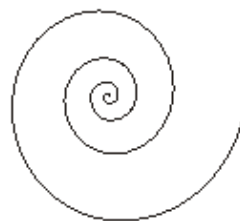
ellipse



regular  
polygon



irregular  
polygon



straight and curved lines

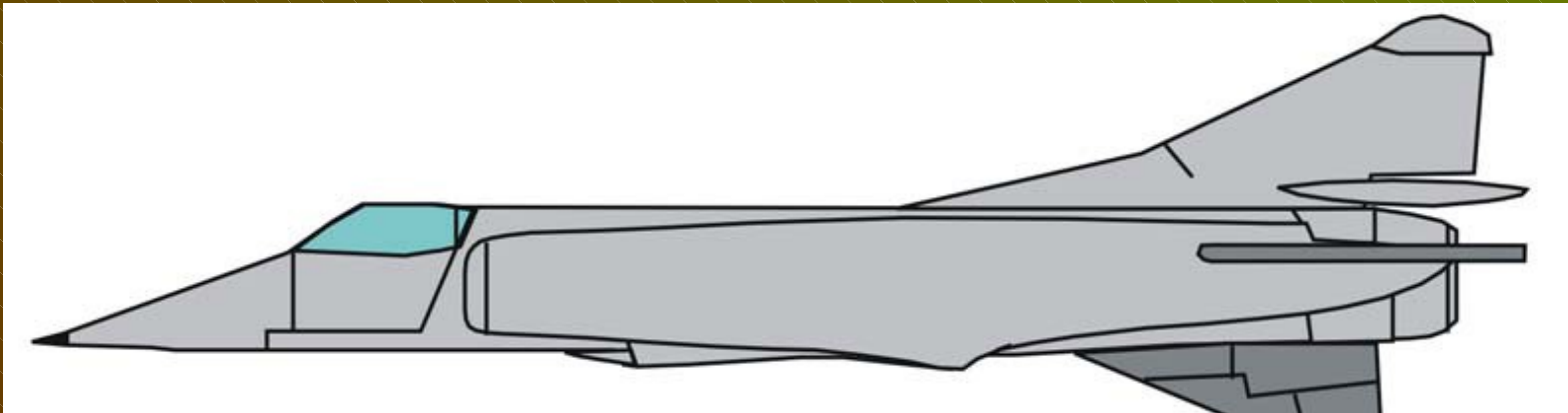




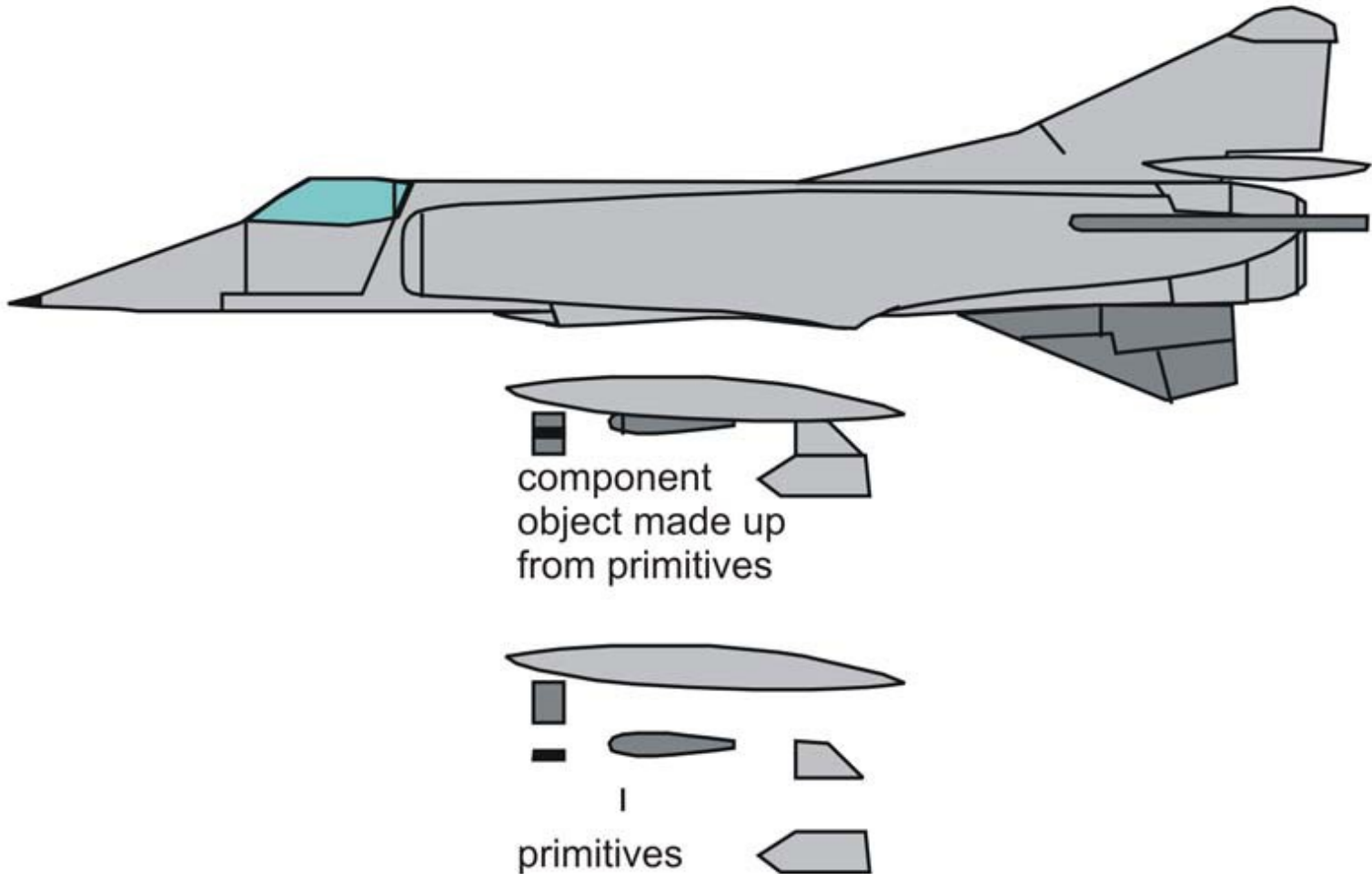
# CS3 Fireworks

Vector objects may be grouped together to form new composite objects to form an *object hierarchy*.

Consider, for example, a picture of an aircraft in vector format.



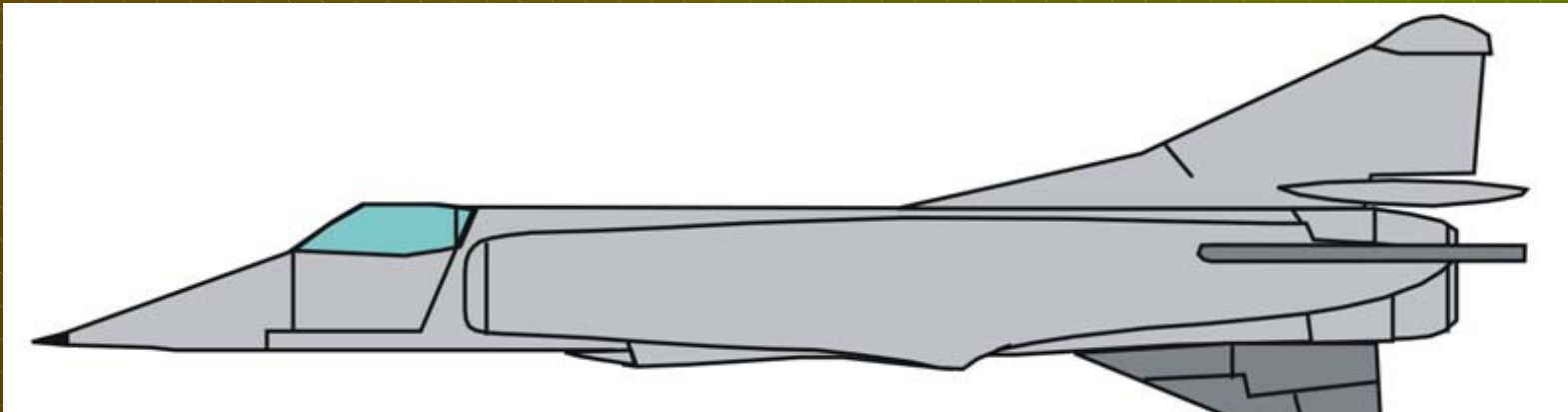
# CS3 Fireworks



# CS3 Fireworks

**CS3 Fireworks is the best editor for Vector objects. We save Fireworks files as .PNG or .GIF which both support transparency and animation.**

**Fireworks is also used for detailed .BMP files.**



# CS3 Fireworks



**THE END - Thanks to AD for Helping Out.**