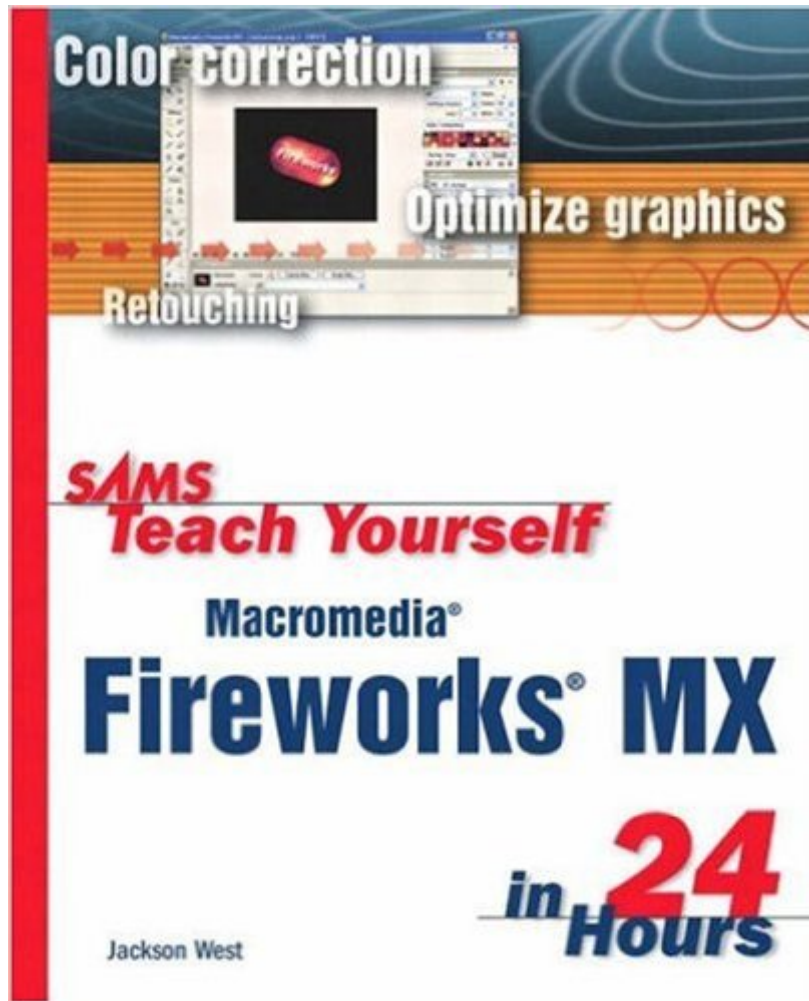


The book was found

Sams Teach Yourself Macromedia Fireworks MX In 24 Hours



Synopsis

Sams Teach Yourself Macromedia Fireworks X in 24 Hours is written for Web designers who are looking for a book to quickly and easily get up to speed with Fireworks. The reader most likely has some experience creating Web pages and designing Web graphics, and probably plans on using Fireworks in conjunction with Macromedia Dreamweaver. Readers will learn everything they would need to know in order to use Fireworks in a professional graphics production environment - everything from how to create and edit graphics, to using complex techniques like transformations, to optimizing graphics for use on Web pages, to creating animations and interactive elements.

Book Information

Paperback: 528 pages

Publisher: Sams Publishing; 1 edition (December 14, 2002)

Language: English

ISBN-10: 0672324059

ISBN-13: 978-0672324055

Product Dimensions: 7.3 x 1.2 x 9 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 starsÂ Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #6,702,471 in Books (See Top 100 in Books) #55 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Adobe > Adobe Fireworks #3008 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming #5406 inÂ Books > Textbooks > Computer Science > Graphics & Visualization

Customer Reviews

Make sure you have the Fireworks MX software loaded on a PC and do the chapter exercises while reading the material. Else this book will put you to sleep. I found the end of chapter exercises to be a bit vague. If the book had more chapter examples, some enthusiasm and the end of chapter exercises were not ambiguous, I would have given this book a rating of five. Nonetheless, the book has a lot of useful information thus making it a handy Fireworks MX resource.

This book has been a great reference to have on the shelf. It's helped me out more times than I can count.

great book

[Download to continue reading...](#)

Android Application Development in 24 Hours, Sams Teach Yourself (3rd Edition) (Sams Teach Yourself -- Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Sams Teach Yourself in 24 Hours) HTML and CSS in 24 Hours, Sams Teach Yourself (Updated for HTML5 and CSS3) (9th Edition) (Sams Teach Yourself in 24 Hours) Sams Teach Yourself WPF in 24 Hours (Sams Teach Yourself -- Hours) Sams Teach Yourself Macromedia Fireworks MX in 24 Hours Fireworks MX: Inside Macromedia (Macromedia Fireworks) Sams Teach Yourself Google Analytics in 10 Minutes (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (2nd Edition) (Sams Teach Yourself -- Minutes) Gmail in 10 Minutes, Sams Teach Yourself (Sams Teach Yourself -- Minutes) Arduino Programming in 24 Hours, Sams Teach Yourself Apache Spark in 24 Hours, Sams Teach Yourself Sams Teach Yourself Adobe Premiere Pro in 24 Hours Sams Teach Yourself Mod Development for Minecraft in 24 Hours (2nd Edition) iOS 9 Application Development in 24 Hours, Sams Teach Yourself Sams Teach Yourself TCP/IP in 24 Hours (5th Edition) Sams Teach Yourself TCP/IP in 24 Hours (4th Edition) Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris Unix in 24 Hours, Sams Teach Yourself: Covers OS X, Linux, and Solaris (5th Edition) Windows 8.1 Apps with XAML and C# Sams Teach Yourself in 24 Hours iOS 9 Application Development in 24 Hours, Sams Teach Yourself (7th Edition)

[Dmca](#)